

Affordable Arcana

wondrous Item sets



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INTRODUCTION

Low-level Pathfinder games are some of my favorite sessions to run and play. At these levels, even optimized characters can fail a roll every now and then, and players rely more on one another to get through challenges, like talking down a town mayor with a predilection for hangings or finding food and water in the woods.

But in my experience, players like to hoard their gold in the early levels of a campaign in order to save up for staples like a *belt of giant strength* and *cloak of resistance*. That sometimes means that any item you throw their way in the first few levels is immediately turned to gold.

Even in low-gold campaigns, some magic items aren't exciting to receive as a quest reward. Sure, a *cap of light* has its uses, but there's nothing to look forward to once you actually have the item — except, maybe turning it into gold or trying to blind someone with it.

As a GM, you want to give your players items they care about. I take great joy in seeing my players use the magic items they've found and received throughout an adventure. But it can be a difficult balance between giving them magic items that are too powerful for their level and items that get lost on a character sheet.

For these wondrous items, I drew inspiration from item sets you might find in video game RPGs. Separately, each item in a set offers some benefit. But combined, they provide powerful Effects that make them more valuable than the gold they're worth.

For this collection, players need five items from a single set to unlock each item's bonus effect. That can put players in a tough spot:

Do they hold onto their completed item set and all of its bonus Effects, or cash in for a single — but powerful — item?

My goal for these items was threefold:

- 1 - *Create magic items for low-level characters that allow them to specialize.*
- 2 - *Open up opportunities for roleplay without inundating players with a million different Effects they need to keep track of.*
- 3 - *Provide GMs with magic items appropriate for different questlines.*

Each set draws inspiration from the core classes. However, they also allow players to specialize in a certain line of play, whether they enjoy playing the party face, using stealth to procure a certain prize, or just being the muscle of the group.

This book contains the following item sets and characters they're best suited for:

Adventurer — For travelers facing the dangers of the outdoors

Apprentice — For arcane spellcasters who need an edge in combat

Forest Warden — For those who protect and rely on nature and its creatures

Gambler — For the cheat who makes a living off the misfortune of others

Infiltrator — For those who make a living working in the shadows

Socialite — For the gossiper and salesman with an itch for attention

Thrill Seeker — For the adrenaline junkie that loves the occasional brawl

Worshiper — For the devout who entrusts the gods to see them through challenges

PRICING THE ITEM SETS

Each item is priced according to its base magical effect. Each bonus effect is valued at 2,000 gold or less. That means if you have five items from a set equipped, your items are more gold efficient than just about any other magic item at that price point.

The cost of the benefit comes down to the opportunity cost: You can't benefit from bonus Effects without having all five items equipped. That means giving up five item slots and crafting or hunting down the five items from your favorite set.

In the first few levels of play, these items might be your go-to. As you level up, though, their combined value is overshadowed by magic items that have more flexible uses. You might even find that you no longer benefit from, say, the Adventurer's Set because you've invested enough skill points, unlocked class abilities, or learned new spells that you no longer have to worry about traveling by foot.

ACQUIRING ITEM SETS

For GMs, item sets can be doled over the course of related questlines or plotlines. Items from the Infiltrator Set can be rewarded as a character climbs the ranks of the thieves' guild; the Socialite Set can be gifted in parts after a character catches the eyes of a gaudy suitor.

The characters can also loot these items after encountering certain characters or enemies. A kobold mage might be carrying *combat focus cords* and a pickpocket might be wearing a *weasel jacket*.

Craftsmen might also find it rewarding to craft these items at low levels over the course of a few sessions. The low gold cost

of these items means they can help their party pick up relevant skills or magic items that benefit them early on in a campaign.

No matter how you or your players approach these items, I hope you find that they open up new opportunities for play. A low-level fighter, for instance, might enjoy the Socialite Set if they want to play a bigger role in out-of-combat scenarios, and a wizard might pick up the Thrill Seeker Set because he wants to do a bit of parkour or get in a fist fight — *and win*. I hope you find that these wondrous items add value to your games and incentivize your players to play around more with low-level loot.



Introduction

Adventurer's Set

Apprentice Set

Forest Warden Set

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Infiltrator Set

Socialite Set

Thrill-Seeker Set

Worshiper Set

ADVENTURER'S SET

Traveling the world is a task best saved for the prepared. After all, it takes more than just a fair bit of constitution to survive the pounding icy winds of the tundra and the stifling heat of the desert. It takes the kind of equipment that can save you in a pinch — and some foresight.

The Adventurer's Set can help you survive in the wild, or just make those last few hours of a march less miserable. Of course, you'll still need a map. This item set is all about discovery, not taking the shortest route from one town to the next.

The Adventurer's Set is comprised of these items:

- *Balancing boots*
- *Camper's bandolier*
- *Cloak of landscapes*
- *Crystal clasp of weightlessness*
- *Foraging gloves*

BALANCING BOOTS (ADVENTURER'S SET)

Aura faint transmutation; **CL** 5th; **Slot** feet; **Weight** 2 lbs.; **Price** 450 gp

DESCRIPTION

The soles of these boots change shape to ensure good balance. They fill in cracks on unsteady ground, become sticky when crossing narrow surfaces, and even thin to reduce the boots' weight.

EFFECTS

The boots grant a +3 competence bonus on Acrobatics checks made to cross narrow or uneven surfaces, make jumps, or soften a fall.

If you have five Adventurer's Set items equipped, this item gains the following effect:

The boots repel difficult terrain.



Once per day as a free action, you ignore the adverse movement Effects of difficult terrain and can move at normal speed while entangled for 1 round. You still suffer all other penalties from the entangled condition. This does not allow you to pass through impassable terrain.

These boots do not allow you to ignore other spells or Effects that reduce speed, such as the exhausted condition.

CONSTRUCTION REQUIREMENTS

Feats Craft Wondrous Item; **Spells** *feather step*; **Special** creator must have 5 ranks in Acrobatics; **Cost** 225 gp

CAMPER'S BANDOLIER (ADVENTURER'S SET)

Aura moderate conjuration; **CL** 9th; **Slot** chest; **Weight** 2 lbs.; **Price** 1,000 gp

DESCRIPTION

This tanned shoulder-belt has numerous pockets for storing items. It lays across the chest and aids in camp setup.

EFFECTS

A *camper's bandolier* comes with several pockets for storing tiny items.

With a command word, the bandolier unstraps itself from you and leaps toward an open 5 foot square. Over 1 round, it becomes a small tent. Any items that were in the bandolier are neatly organized within the tent.

With another command, the tent collapses and returns to its original form. Any objects inside the tent when it collapses are stored in the bandolier's pockets. Any items too large to fit in a pocket are ejected from the tent.

If you have five Adventurer's Set items equipped, the bandolier gains the following effect:

The bandolier can transform into a medium-size tent instead of a small tent. When the tent assembles itself, the front flap positions toward the sunrise.

CONSTRUCTION REQUIREMENTS

Feats Craft Wondrous Item; **Spells** *know direction, fabricate, shrink item*; **Cost** 500 gp

CLOAK OF LANDSCAPES (ADVENTURER'S SET)

Aura faint abjuration; **CL** 1st; **Slot** shoulders; **Weight** 1 lb.; **Price** 700 gp

DESCRIPTION

This tattered cloak and hood is lightweight and changes with the environment. In warm weather, small holes appear in the fabric and the cloak turns green and yellowish. In cooler months, the cloak is a deep brown or dirtied white.

EFFECTS

The cloak changes form to make travel through harsh weather more comfortable. It grants a +2 circumstance bonus on Fortitude saves from being in a hot or cold environment.

If you have five Adventurer's Set items equipped, the cloak gains the following effect:

The cloak forms intricate patterns that match its environment. It grants a +2 competence bonus on Stealth checks made outdoors.

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Adventurer's
SetApprentice
SetForest
Warden Set

Rambler Set

Ratrotor Set

Socialite Set

Drill-Seeker
SetWorshiper
Set

CONSTRUCTION REQUIREMENTS

Feats Craft Wondrous Item; **Spells** *endure elements*; **Cost** 350 gp

CRYSTAL CLASP OF WEIGHTLESSNESS (ADVENTURER'S SET)

Aura faint transmutation; **CL** 5th; **Slot** neck; **Weight** —; **Price** 1,000 gp

DESCRIPTION

This hollow teal crystal can be clipped to a cloak or mantle.

EFFECTS

The clasp reduces the weight of worn armor by half. This effect does not stack with other spells or magic items that lighten worn armor. The clasp also grants a +2 circumstance bonus on Constitution checks made during a forced march.

If you have five Adventurer's Set items equipped, the clasp gains the following effect:

In water, the clasp makes worn armor buoyant, making it easier to stay afloat. Reduce the armor check penalty from worn armor for Swim checks by 1 (to a minimum of 0).

CONSTRUCTION REQUIREMENTS

Feats Craft Wondrous Item; **Spells** *shrink item, squeeze*; **Cost** 500 gp

FORAGING GLOVES (ADVENTURER'S SET)

Aura faint transmutation; **CL** 5th; **Slot** hands; **Weight** —; **Price** 1,000 gp

DESCRIPTION

These leather gloves are decorated with motifs of rivers and berry bushes.

EFFECTS

When a source of food or water is within 1 mile — such as berry bushes, a river, or a roasting pig — the gloves provide artful images of the food on the inside palm and tug you in the appropriate direction. If multiple sources of food or water are nearby, the gloves lead you to the nearest source.

The gloves lead to edible food but cannot discern the difference between poisonous and nonpoisonous foods. Similarly, the gloves might lead to standing water or other unsafe water sources.

As a free action, you can clap once to make the gloves move on to the next nearest source of food or water. Clapping twice in quick succession activate or deactivate the gloves.

If you have five Adventurer's Set items equipped, the gloves gain the following effect:

Once per day, as a standard action, the gloves can purify up to three cubic feet of contaminated food and water per day, as per the *purify food and drink* spell.

CONSTRUCTION REQUIREMENTS

Feats Craft Wondrous Item; **Spells** *purify food and drink*; **Special** creator must have 5 ranks in Survival; **Cost** 400 gp

APPRENTICE SET

Before there was *teleport*, there was *fireball*, and before that, *magic missile* and *acid splash*. Every great spellcaster has to put in his hours practicing his craft to build his power.

Of course, you've also got to take your spells to the battlefield and put yourself in the way of a *burning hands* or two.

The Apprentice Set helps novice spellcasters learn and enhance spells, and stay alive when they've caught the eye of enemy mages.

The Apprentice Set is comprised of these items:

- *Burning alarm bracelet*
- *Combat focus cords*
- *Deciphering lenses*
- *Robes of the novice evoker*
- *Scorched sandals*

BURNING ALARM BRACELET (APPRENTICE SET)

Aura faint evocation; **CL** 3rd; **Slot** wrists; **Weight** —; **Price** 1,000 gp

DESCRIPTION

This steel ring is inscribed with an arcane symbol and is warm to the touch.

EFFECTS

When you first don this bracelet, it attunes to your spellbook or holy symbol. This is an instantaneous effect. From thereafter, whenever you sleep, if the spellbook or holy symbol is within 15 feet of you and handled by another person, the bracelet becomes hot, inflicting 1 point of fire damage and waking you automatically.

As a standard action, the bracelet's effect can be activated for day use, deactivated, or reactivated for night use.



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Treasure-Seeker Set

Worshiper Set

If you have five Apprentice Set items equipped, the bracelet gains the following effect:

The bracelet can be attuned to an additional item, so long as it can be carried on your person and belongs solely to you.

CONSTRUCTION REQUIREMENTS

Feats Craft Wondrous Item; **Spells** *alarm*, *heat metal*; **Cost** 500 gp

COMBAT FOCUS CORDS (APPRENTICE SET)

Aura faint abjuration; **CL** 1st; **Slot** belt; **Weight** 1 lb.; **Price** 1,000 gp

DESCRIPTION

These magical cords are decorated with arcane symbols and tie around the waist.

EFFECTS

The cords tighten when you become distracted while casting a spell. You gain a +1 bonus on concentration checks made to cast defensively. This effect does not stack with the Combat Casting feat.

If you have five Apprentice Set items equipped, the cords gain the following effect:

The cords strengthen your resolve. Once per day, when you fail a concentration check, add an additional +1 on concentration checks made for 1 minute. This effect does not change the results of the failed roll nor does it stack with the Combat Casting feat.

CONSTRUCTION REQUIREMENTS

Feats Combat Casting, Craft Wondrous Item; **Spells** *bestow insight*; **Cost** 500 gp

DECIPHERING LENSES (APPRENTICE SET)

Aura faint divination; **CL** 5th; **Slot** eyes; **Weight** —; **Price** 800 gp

DESCRIPTION

These wire lenses are made from copper. There's a slight, shifting fog in the lenses.

EFFECTS

The lenses make deciphering text easier by magnifying key words and sentences in writing. You can decipher a page of ordinary text in half the time (5 consecutive rounds).

If you have five Apprentice Set items equipped, the lenses gain the following effect:

The lenses attune to magical writings. Add a +3 competence bonus on Spellcraft checks made to learn spells from spellbooks and to decipher scrolls.

CONSTRUCTION REQUIREMENTS

Feats Craft Wondrous Item; **Spells** *read magic*; **Special** creator must have 5 ranks in Linguistics and Spellcraft; **Cost** 400 gp

ROBES OF THE NOVICE EVOKER (APPRENTICE SET)

Aura faint evocation; **CL** 1st; **Slot** body; **Weight** 2 lbs.; **Price** 1,000 gp

DESCRIPTION

These red robes are decorated with stitching depicting magical symbols.

EFFECTS

The robes empower your magic. When you first don the robes, choose a 1st-level or lower spell of the evocation school that you

already know. Once per day, when you cast that spell, you can add +1 to damage dealt by that spell.

The extra damage is of the same type dealt by the chosen spell. This effect does not function if the chosen spell does not deal damage.

If you have five Apprentice Set items equipped, the robes gain the following effect:

The robes absorb residual magic over time. As a free action, you can command the robes to empower a spell you cast. The next time you cast a 1st-level or lower spell with an electricity, fire, or light effect, the robes apply the Flaring Spell metamagic feat. Using this effect causes the robes to catch on fire and turn to ash.

CONSTRUCTION REQUIREMENTS

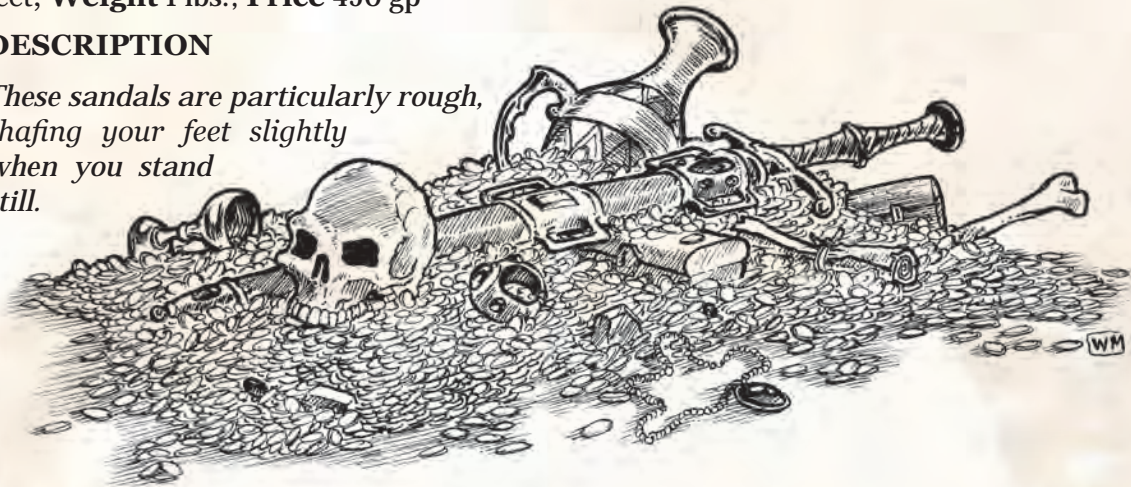
Feats Craft Wondrous Item, Flaring Spell; **Spells** *flare*; **Special** creator must be an arcane spellcaster; **Cost** 500 gp

SCORCHED SANDALS (APPRENTICE SET)

Aura faint transmutation; **CL** 5th; **Slot** feet; **Weight** 1 lbs.; **Price** 450 gp

DESCRIPTION

These sandals are particularly rough, chafing your feet slightly when you stand still.



EFFECTS

The sandals grant a +3 competence bonus on Spellcraft checks made to identify spells being cast.

If you have five Apprentice Set items equipped, the sandals gain the following effect:

The sandals know the lick of fire and other elements. They grant a +1 resistance bonus on Reflex saving throws made against spells of the evocation school and a +1 deflection bonus to your AC when you are the target of an evocation spell.

CONSTRUCTION REQUIREMENTS

Feats Craft Wondrous Item; **Spells** *cat's grace*; **Special** creator must have 5 ranks in Spellcraft **Cost** 225 gp

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FOREST WARDEN SET

The spirit of a forest is in the morning dew, in the calls of the birds, and in the vines that crawl among the trees. It is among them you find your home and draw upon your power to protect what you cherish most: the wild.

The Forest Warden Set is designed to strengthen your connection to the creatures and plants you protect and the gods of nature you worship.

The Forest Warden Set is comprised of these items:

- *Animal companion bands*
- *Footwraps of roots*
- *Mantle of nature's ally*
- *Mask of tree sight*
- *Necklace of animal spirits*

ANIMAL COMPANION BANDS (FOREST WARDEN SET)

Aura faint divination and enchantment; **CL** 5th; **Slot** wrists; **Weight** —; **Price** 300 gp

DESCRIPTION

This simple leather band is wrapped around the forearm. It is paired with another band that ties around an animal companion's appendage.

EFFECTS

The leather bands strengthen your bond with an animal companion. While you and your animal companion wear *forest warden companion bands*, increase the number of bonus tricks your animal companion by 1. Teaching the animal a new trick, still takes a week. This bonus trick is forgotten if either band is removed.



If you have five Forest Warden Set items equipped, the bands gain the following effect:

Your link to your animal companion strengthens its resolve. It gains a +1 competence bonus on Will saves.

CONSTRUCTION REQUIREMENTS

Feats Craft Wondrous Item; **Spells** *guidance*; **Special** creator must have 5 ranks in Handle Animal; **Cost** 150 gp

FOOTWRAPS OF ROOTS (FOREST WARDEN SET)

Aura faint divination; **CL** 5th; **Slot** feet; **Weight** —; **Price** 900 gp

DESCRIPTION

These hemp bandages wrap around the feet and are inscribed with organic-looking runes that allow you to hear the whispers of plant roots.

EFFECTS

The bandages grant you a closer connection to the roots that wind through nature. Touching the roots of a tree or other rooted plant, while wearing these, grants you a +3 competence bonus on Knowledge (nature) checks for 1 minute as it reveals information about the landscape.

If you have five Forest Warden Set items equipped, the footwraps gain the following effect:

The bandages grant a faint ability to sense creatures that lie underfoot. They grant a +5 competence bonus on Perception checks made to detect the presence and location of creatures underground, such as those burrowing.

CONSTRUCTION REQUIREMENTS

Feats Craft Wondrous Item; **Spells** *echolocation*; **Special** creator must have 5 ranks in Knowledge (nature); **Cost** 450 gp

MANTLE OF NATURE'S ALLY (FOREST WARDEN SET)

Aura faint divination; **CL** 5th; **Slot** body; **Weight** —; **Price** 450 gp

DESCRIPTION

This magical mantle is crafted from living flowers and sticks.

EFFECTS

The robes are a welcome sight to allies of the natural world. While wearing this, when you cast *summon minor ally* or *summon nature's ally I* to summon a creature with the animal type, you are automatically able to communicate with them, as if you had cast *speak with animals*.

If you have five Forest Warden Set items equipped, the mantle gains the following effect:

The robes attract woodland creatures that come to your aid. When you cast *summon minor ally*, you summon 1d3+1 Tiny or smaller animals, instead of 1d3.

CONSTRUCTION REQUIREMENTS

Feats Craft Wondrous Item; **Spells** *summon minor ally*, *summon nature's ally I*; **Special** creator must have 5 ranks in Handle Animal; **Cost** 225 gp

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MASK OF TREE SIGHT (FOREST WARDEN SET)

Aura moderate divination; **CL** 7th; **Slot** head; **Weight** —; **Price** 1,000 gp

DESCRIPTION

This wooden mask is decorated with leaves and twigs that branch out from the face.

EFFECTS

The goggles grant the ability to see from the tops of trees. When you are touching a tree with a free hand, you can issue a command that allows your vision to climb up the tree. Each round, your vision climbs 5 feet along the trunk.

Sight provided by the mask is disorienting. While the mask is worn and in use, you suffer a -2 penalty on attack rolls. This effect can provide line of sight for the sake of casting spells.

Releasing your hand from the tree returns your vision to normal.

If you have five Forest Warden Set items equipped, the mask gains the following effect:

Your vision climbs up and down the tree trunk at up to 10 feet per round, instead of 5.

CONSTRUCTION REQUIREMENTS

Feats Craft Wondrous Item; **Spells** *scrying*; **Cost** 500 gp

NECKLACE OF ANIMAL SPIRITS (FOREST WARDEN SET)

Aura faint divination; **CL** 5th; **Slot** neck; **Weight** —; **Price** 1,000 gp

DESCRIPTION

This necklace features an aquamarine encased in vines. A wispy nature spirit swims within the stone.

EFFECTS

Once per week, the necklace grants the ability to speak with a nearby dead animal. After 1 hour of uninterrupted meditation within 10 feet of an animal corpse, you can ask it one question and understand its answer as though you were under the Effects of *Speak with Animals*. The corpse may refuse to answer your question or deceive you.

You must wear the necklace continuously for 24 hours before you can activate this ability.

If you have five Forest Warden Set items equipped, the necklace gains the following effect:

You can ask the corpse an additional question.

CONSTRUCTION REQUIREMENTS

Feats Craft Wondrous Item; **Spells** *Speak with Animals*, *Speak with Dead*; **Cost** 500 gp

GAMBLER SET

A cheat, a trickster, a scammer. You go by many names, but few ever deny your craftiness. The gambling hall is your home and your place of business, and you're no stranger to merchant stands. You might even know your way around a binding contract or two — or, well, you've forged one at least.

The Gambler Set is all about getting your way — whether you want more gold, to defame the town mayor, or just make fun of that loonie sheriff giving your friend a talking to. Of course, when things go south on a deal, you'll be prepared for that, too.

The Gambler Set is comprised of these items:

- *Conspicuous necklace*
- *Gloves of the forger*
- *Itchy belt*
- *Weasel jacket*

- *Whispering hood*

CONSPICUOUS NECKLACE (GAMBLER SET)

Aura faint illusion; **CL** 3rd; **Slot** neck; **Weight** —; **Price** 900 gp

DESCRIPTION

This simple metal chain has a quartz amulet. The necklace is polished by magic.

EFFECTS

The necklace draws attention from greedy merchants and gamblers. As a standard action, the necklace can be disguised as another necklace. A successful DC 13 Appraise check reveals the necklace's true worth and properties.

If you have five Gambler Set items equipped, the necklace gains the following effect:

For 1 minute per day, the necklace can be manipulated as though under the Effects



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of *prestidigitation*. This effect makes the necklace appear as a extremely valuable necklace. Raise the DC Appraise check to identify the necklace to 15.

CONSTRUCTION REQUIREMENTS

Feats Craft Wondrous Item; **Spells** *minor image, prestidigitation*; **Cost** 450 gp

GLOVES OF THE FORGER (GAMBLER SET)

Aura faint divination and illusion; **CL** 5th; **Slot** hands; **Weight** —; **Price** 800 gp

DESCRIPTION

These bronze-colored gloves have an arcane symbol on the inside palm.

EFFECTS

The gloves grant a +2 competence bonus on Linguistics checks made to forge documents. When you shake hands with another creature, you can mimic their handwriting for 1 hour, granting an additional +2 bonus to forge documents in their style.

If you have five Gambler Set items equipped, the gloves gain the following effect:

The gloves allow you to use the spell *arcane mark* at will, except you can use another creature's personal rune or mark if you have seen it.

CONSTRUCTION REQUIREMENTS

Feats Craft Wondrous Item; **Spells** *arcane mark*; **Special** creator must have 5 ranks in Linguistics; **Cost** 400 gp

ITCHY BELT (GAMBLER SET)

Aura faint divination and transmutation; **CL** 3rd; **Slot** belt; **Weight** —; **Price** 250 gp

DESCRIPTION

When worn, this black leather belt always seems just a bit too tight around the waist.

EFFECTS

The belt makes your legs itch when danger is moments away, granting a +1 bonus on initiative checks.

If you have five Gambler Set items equipped, the belt gains the following effect:

The pants grant a +1 competence bonus on Reflex saves against traps.

CONSTRUCTION REQUIREMENTS

Feats Craft Wondrous Item; **Spells** *anticipate peril, cat's grace*; **Cost** 125 gp

WEASEL JACKET (GAMBLER SET)

Aura faint conjuration; **CL** 1st; **Slot** body; **Weight** 3 lbs.; **Price** 450 gp

DESCRIPTION

This maroon jacket has metal clips to close the front and sleeves laced to the torso. One sleeve has a hidden pocket and an embroidered weasel on the inside cuff.

EFFECTS

The embroidered weasel comes to life to assist in trickery. The jacket grants a +3 circumstance bonus on Sleight of Hand checks as the weasel helps steal, palm, and hide tiny objects. The hidden pocket can hold up to 1 tiny object at a time.

If the weasel embroidery is removed, the jacket loses its magic and becomes worthless.

If you have five Gambler Set items equipped, the jacket gains the following effect:

While you are being frisked, the weasel attempts to keep any object hidden in the pocket from being detected. You gain an additional +2 circumstance bonus on Sleight of Hand checks made to hide the object.

CONSTRUCTION REQUIREMENTS

Feats Craft Wondrous Item; **Spells** *summon minor ally*; **Cost** 225 gp

WHISPERING HOOD (GAMBLER SET)

Aura faint transmutation; **CL** 3rd; **Slot** head; **Weight** —; **Price** 800 gp

DESCRIPTION

This pointed hood has thin and wispy clouds decorating it.

EFFECTS

When the hood is drawn up over your head, you can pass secret messages more easily. You gain a +2 circumstance bonus on Bluff checks to send secret messages and on Sense Motive checks made to discern a secret message.

If you have five Gambler Set items equipped, the hood gains the following effect:

Once per day, you can cast *message*, except you can alter your voice to sound like someone you have heard talking within the last 24 hours.

CONSTRUCTION REQUIREMENTS

Feats Craft Wondrous Item; **Spells** *eagle's splendor*, *message*; **Cost** 400 gp



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INFILTRATOR SET

A common thief spends his days pickpocketing and nabbing coppers off unsuspecting merchants. You, on the other hand, have your sights set on bigger jobs. And that takes an arsenal of tools to get you in and out without detection.

Whether you're preparing for a heist, burglarizing the town mayor, or using your stealth to retrieve a powerful artifact from a not-so-kind necromancer, the Infiltrator Set has you covered. Create diversions, find hidden compartments, and keep your identity hidden.

The Infiltrator Set is comprised of these items:

- *Arsonist's smoky hood*
- *Boots of the poltergeist*
- *Bracers of the jewel thief*
- *Grappling necklace*
- *Speckled goggles of spectating*



ARSONIST'S SMOKY HOOD (INFILTRATOR SET)

Aura faint evocation and universal; **CL** 1st; **Slot** head; **Weight** —; **Price** 900 gp

DESCRIPTION

The hood is decorated with black-colored suns and symbols of ruin.

EFFECTS

When the hood is pulled up over the head, it creates a crude mask out of smoke, granting a +4 circumstance bonus on Disguise checks. This effect obscures your vision, imparting a -1 penalty on Perception checks. Removing the hood causes the mask to disperse.

If you have five Infiltrator Set items equipped, the hood gains the following effect:

Once per day, while the hood is up, you can



command it to burst with light. Creatures within 25 feet must make a DC 10 Fortitude save or be dazzled for 1 minute.

CONSTRUCTION REQUIREMENTS

Feats Craft Wondrous Item; **Spells** *flare*, *prestidigitation*; **Cost** 450 gp

BOOTS OF THE POLTERGEIST (INFILTRATOR SET)

Aura faint illusion and transmutation; **CL** 5th; **Slot** feet; **Weight** 1 lb.; **Price** 900 gp

DESCRIPTION

These gray leather boots are lightweight and have a pillowy insole. One of the soles has an elaborate design depicting a shadowy figure looming over a man.

EFFECTS

Ghostly footsteps only you can see light your way as you sneak about, helping you avoid creaky floorboards and other noisy obstacles. The boots grant a +3 circumstance bonus on Stealth checks.

If you have five Infiltrator Set items equipped, the boots gain the following effect:

Once per day, the ghost in the boots can create a distraction. As a standard action, you can cast *ghost sound*. This effect has a maximum range of 25 feet and can be disbelieved with a DC 10 Will save.

CONSTRUCTION REQUIREMENTS

Feats Craft Wondrous Item; **Spells** *ghost sound*, *minor image*; **Special** creator must have 5 ranks in Stealth; **Cost** 450 gp

BRACERS OF THE JEWEL THIEF (INFILTRATOR SET)

Aura faint divination and transmutation; **CL** 3rd; **Slot** wrists; **Weight** 1 lb.; **Price** 1,000 gp

DESCRIPTION

These two black leather bracers, while clearly twins, have different designs on them — one is engraved in silver with a compass rose, the other in gold with an ornate key.

EFFECTS

A flick of the wrist, a free action, snaps open one bracer to reveal hidden tools. When used, the tools move and change shape to assist in opening locks. They grant a +3 circumstance bonus to Disable Device checks made to open locks.

If the lock is under the Effects of arcane lock, the tools can suspend the effect for 10 minutes. Doing so destroys the tools.

If you have five Infiltrator Set items equipped, the bracers gain the following effect:

With a standard action, the innate magic in the other bracer activates. While active, the compass rose forces you to point with one hand in the general direction of hidden doors within 30 feet. Any items held in that hand are dropped.

This effect does not reveal the exact location of hidden doors but does grant a +5 competence bonus on Perception checks made to find secret doors, compartments, caches, and so forth.

CONSTRUCTION REQUIREMENTS

Feats Craft Wondrous Item; **Spells** *detect secret doors*, *knock*; **Cost** 500 gp

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GRAPPLING NECKLACE (INFILTRATOR SET)

Aura moderate conjuration; **CL** 7th; **Slot** neck; **Weight** —; **Price** 1,000 gp

DESCRIPTION

This hemp necklace has a wooden clasp and a tiny pendant in the shape of a grappling hook.

EFFECTS

Tugging on the necklace lengthens it, up to 30 feet. Twisting it causes the hemp to thicken, up to 2 inches in diameter. The rope has 5 hit points, 1 hardness, and can be burst with a DC 23 Strength check. When one end of the necklace is thrown, the pendant enlarges itself and acts as a grappling hook.

With a command, the necklace and pendant return to normal size. Cutting the rope causes it to lose its magic and become worthless.

If you have five Infiltrator Set items equipped, the necklace gains the following effect:

For 1 round per day, the rope can be controlled as though under the Effects of animate rope.

CONSTRUCTION REQUIREMENTS

Feats Craft Wondrous Item; **Spells** *animate rope*, *minor creation*; **Cost** 500 gp



SPECKLED GOGGLES OF SPECTATING (INFILTRATOR SET)

Aura faint divination and transmutation; **CL** 1st; **Slot** eyes; **Weight** —; **Price** 900 gp

DESCRIPTION

These goggles have a mirrored frame and speckled lenses.

EFFECTS

The goggles grant a +3 bonus on Perception checks. Both lenses must be worn to gain this benefit.

If you have five Infiltrator Set items equipped, the goggles gain the following effect:

The speckled lenses grant the ability to cast *mage hand* at will. While using the spell, the lenses rotate and the speckles shift.

CONSTRUCTION REQUIREMENTS

Feats Craft Wondrous Item; **Spell** *mage hand*; **Cost** 450 gp

SOCIALITE SET

They say gaudy, you say elegant. After all, nothing earns a man's respect like gold trimming and a peacock-feathered beret. But you're not just looking to get along with others — you have your ambitions too, and you can't be bothered by liars and men who can't make up their minds over a reasonable proposition.

No matter what town you're in, you know where to find local celebrities and other people who can make things happen for you. It's almost like a gift — *or magic*.

The Socialite Set is for characters who enjoy interacting with others — and getting their way. Whether that calls for a little trickery is up to you.

The Socialite Set is comprised of these items:

- *Gaudy rose pendant*
- *Gossiping gold bracelet*

- *Peacock beret*
- *Persuading duster*
- *Visitor's girdle book*

GAUDY ROSE PENDANT (SOCIALITE SET)

Aura faint transmutation; **CL** 5th; **Slot** neck; **Weight** —; **Price** 800 gp

DESCRIPTION

This pendant is made from a dried rose dipped in gold. It hangs from a silver chain.

EFFECTS

When you wear this pendant, rose petal patterns appear on your clothing and armor, beautifying you. When you speak, your voice sounds calm, even when you might be agitated. The pendant grants a +3 circumstance bonus on Diplomacy checks. Your gaudy attire also makes you less intimidating, causing



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you to take a -1 penalty on Intimidate checks.

If you have five Socialite Set items equipped, the pendant gains the following effect:

With a command, the pendant grants a +10 circumstance bonus on a single Diplomacy check, after which it crumbles to dust.

CONSTRUCTION REQUIREMENTS

Feats Craft Wondrous Item; **Spells** *eagle's splendor*; **Special** creator must have 5 ranks in Diplomacy; **Cost** 400 gp

GOSSIPING GOLD BRACELET (SOCIALITE SET)

Aura moderate divination and faint universal; **CL** 7th; **Slot** wrists; **Weight** —; **Price** 900 gp

DESCRIPTION

This gold bracelet is inset with multicolored gemstones.

EFFECTS

While shaking hands with a creature, the bracelet telepathically gossips to you about them. Although this gossip does not reveal any meaningful information about the creature, it does grant a +3 circumstance bonus on Sense Motive checks made to assess their trustworthiness.

If you have five Socialite Set items equipped, the bracelet gains the following effect:

The bracelet further ensures you can trust those you meet. At will, you can use detect magic, except that the bracelet can only detect charm, compulsion, and possession Effects.

CONSTRUCTION REQUIREMENTS

Feats Craft Wondrous Item; **Spells** *detect magic*, *discern lies*; **Cost** 450 gp

PEACOCK BERET (SOCIALITE SET)

Aura faint enchantment; **CL** 5th; **Slot** head; **Weight** 1 lb.; **Price** 1,000 gp

DESCRIPTION

This wool beret has gold studs and small peacock feathers.

EFFECTS

With a touch, the feathers dance with a colorful, shining performance. This effect adds a +1 morale to the DC for saving throws against the fascinate bardic performance but imparts a -2 penalty on Stealth checks.

If you have five Socialite Set items equipped, the beret gains the following effect:

A tiny peacock head emerges from the beret and squawks to distract others when you attempt to deceive them. The *peacock beret* grants a +3 circumstance bonus on Bluff checks.

CONSTRUCTION REQUIREMENTS

Feats Craft Wondrous Item; **Spells** *hypnotism*; **Special** creator must have 5 ranks in Bluff; **Cost** 500 gp

PERSUADING DUSTER (SOCIALITE SET)

Aura faint enchantment; **CL** 1st; **Slot** body; **Weight** 3 lbs.; **Price** 900 gp

DESCRIPTION

This green duster has gold trim and is decorated with embroideries depicting laurels.

EFFECTS

The duster has a magical pocket that can store one tiny object. Once per day, when you retrieve an object from the duster and hand it to another humanoid, treat that creature as the subject of *beguiling gift* (DC 10 Will).

If you have five Socialite Set items equipped, the duster gains the following effect:

Increase the DC of this item's effect by 1.

CONSTRUCTION REQUIREMENTS

Feats Craft Wondrous Item; **Spells** *beguiling gift*; **Cost** 450 gp

VISITOR'S GIRDLE BOOK (SOCIALITE SET)

Aura faint divination; **CL** 5th; **Slot** belt; **Weight** 1 lb.; **Price** 1,000 gp

DESCRIPTION

This small leather book hangs from a girdle and can be read even while worn. The book is filled with information about cities, towns, and villages.

EFFECTS

Once per week, after studying the pages of a *tourist's girdle book* for 10 minutes, you learn one piece of useful information about

your location, as though you succeeded at a DC 10 Knowledge (local) check.

You must wear the girdle book continuously for 24 hours before you can activate this ability.

If you have five Socialite Set items equipped, the girdle book gains the following effect:

Additionally, the book reveals the name of a prominent inhabitant in the area, such as a local celebrity, mayor, or sheriff.

CONSTRUCTION REQUIREMENTS

Feats Craft Wondrous Item; **Spells** *know direction*; **Special** creator must have 5 ranks in Knowledge (local); **Cost** 500 gp



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THRILL SEEKER SET

Few problems can't be solved by breaking down doors and bashing in skulls. Of course, the occasional coward might find himself in a comfy spot high up in a tree — but you've come prepared for the job.

The Thrill Seeker Set enhances your physical prowess to make you an unstoppable force, whether you're out on the battlefield, in another tavern brawl, or just trying to make it across that darn river in a full suit of armor.

The Thrill Seeker Set is comprised of these items:

- *Adaptive stunt boots*
- *Bullish helm*
- *Pauldrons of barging*
- *Ruthless belt of the mad-eyed*
- *Wraps of barroom brawling*

ADAPTIVE STUNT BOOTS (THRILL SEEKER SET)

Aura faint transmutation; **CL** 5th; **Slot** feet; **Weight** 1 lb.; **Price** 900 gp

DESCRIPTION

These lightweight boots are made from the skins of numerous animals.

EFFECTS

On land, the boots are seemingly made of leopard hides. The boots grant a +3 circumstance bonus on Acrobatics checks.

If you have five Thrill Seeker Set items equipped, the boots gain the following effect:

When scaling a tree, cliff face, or a similar obstacle, small claws grow from the front of the boots, granting a +2 circumstance bonus on Climb checks. The claws cannot be used to deal damage. In water, scales grow



over the boots, granting a +2 circumstance bonus on Swim checks.

CONSTRUCTION REQUIREMENTS

Feats Craft Wondrous Item; **Spells** *beast shape I*; **Cost** 450 gp

BULLISH HELM (THRILL SEEKER SET)

Aura faint enchantment; **CL** 1st; **Slot** head; **Weight** 3 lbs.; **Price** 350 gp

DESCRIPTION

This helmet is crafted from a bull's skull.

EFFECTS

Even the mightiest warriors can be turned against their allies by magic — but no longer. The helmet grants a +1 morale bonus on Will saves made to resist enchantment spells and Effects.

If you have five Thrill Seeker Set items equipped, the helm gains the following effect:

The helmet hardens your resolve, granting a +2 morale bonus on Will saves made to resist enchantment spells and Effects.

CONSTRUCTION REQUIREMENTS

Feats Craft Wondrous Item; **Spells** *delusional pride*; **Cost** 175 gp

PAULDRONS OF BARGING (THRILL SEEKER SET)

Aura faint transmutation; **CL** 3rd; **Slot** shoulders; **Weight** 3 lbs.; **Price** 500 gp

DESCRIPTION

These steel pauldrons have intricate markings with ram motifs.

EFFECTS

The pauldrons assist in times when brute strength is the only answer to an obstacle. Treat your Strength score as 2 higher when breaking down doors and bursting bonds.

If you have five Thrill Seeker Set items equipped, the pauldrons gain the following effect:

The pauldrons grant a +1 competence bonus to CMB checks made to bull rush attempts.

CONSTRUCTION REQUIREMENTS

Feats Craft Wondrous Item; **Spells** *bull's strength*; **Cost** 250 gp

RUTHLESS BELT OF THE MAD-EYED (THRILL SEEKER SET)

Aura faint illusion; **CL** 5th; **Slot** belt; **Weight** 1 lb.; **Price** 900 gp

DESCRIPTION

This leather belt has a metal clasp depicting a monstrous face in a fit of laughter.

EFFECTS

The belt makes you appear larger and more vicious when you attempt to strike fear in others. The belt grants a +3 circumstance bonus on Intimidate checks.

If you have five Thrill Seeker Set items equipped, the belt gains the following effect:

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When you successfully demoralize an opponent using Intimidate, you can command the belt as a free action to make you appear as a mad beast. The target must make a DC 10 Will save or be shaken for 1 round. This effect increases the duration of the shaken condition caused by your successful Intimidate check and can only be used once per day.

CONSTRUCTION REQUIREMENTS

Feats Craft Wondrous Item; **Spells** *silent image*; **Special** creator must have 5 ranks in Intimidate; **Cost** 450 gp

**WRAPS OF BARROOM
BRAWLING (THRILL SEEKER
SET)**

Aura faint evocation; **CL** 1st; **Slot** hands; **Weight** —; **Price** 1,000 gp

DESCRIPTION

These light blue wraps go around the knuckles and have a gritty texture to them.

EFFECTS

The wraps increase nonlethal damage dealt with unarmed strikes to 1d6 for Medium creatures and 1d4 for Small creatures. The wraps have no effect when used against objects, undead, or constructs.

If you have five Thrill Seeker Set items equipped, the wraps gain the following effect:

As a free action, you can command the wraps to harden. Increase nonlethal damage dealt with unarmed strikes by 1.

CONSTRUCTION REQUIREMENTS

Feats Craft Wondrous Item; **Spells** *inflict light wounds*; **Cost** 500 gp



WORSHIPER SET

A life of devotion bears many gifts, but can also attract many enemies. Whether you worship one or many gods, you need all the help you can get to survive a world of cultists and allies with a tendency for getting hurt.

The Worshiper Set empowers characters who must protect the innocent and deceive or defeat evil worshippers — all without losing sight of their divine and rare connection with the gods.

The Worshiper Set is comprised of these items:

- *Amulet of healing*
- *Headband of scriptures*
- *Mantle of the devout*
- *Phylactery of promises*
- *Sandals of perplexing commune*

AMULET OF HEALING (WORSHIPER SET)

Aura faint divination; **CL** 5th; **Slot** neck; **Weight** —; **Price** 900 gp

DESCRIPTION

This silver amulet has an aquamarine stone filled with a shining liquid.

EFFECTS

The amulet grants a +3 circumstance bonus on Heal checks.

If you have five Worshiper Set items equipped, the amulet gains the following effect:

As a free action, you can command the top of the aquamarine to crack opens, exposing the shining liquid. If the liquid is poured into the mouth of a creature with negative hit points, that creature heals for 1 point of damage. This effect ends the bleed



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condition as though you succeeded on a DC 15 Heal check. This bonus effect can only be used once.

CONSTRUCTION REQUIREMENTS

Feats Craft Wondrous Item; **Spells** *cure light wounds*; **Special** creator must have 5 ranks in Heal; **Cost** 450 gp

HEADBAND OF SCRIPTURES (WORSHIPER SET)

Aura faint illusion and transmutation; **CL** 3rd; **Slot** head; **Weight** —; **Price** 450 gp

DESCRIPTION

This silver headband is inset with sunstones. The inside of the band has a hidden compartment for a tiny piece of paper with scripture.

EFFECTS

The headband has an innate gift for passing useful information and skills to those who cannot openly worship. It grants a +3 circumstance bonus on Bluff checks made to convince others that you worship a different god.

If you have five Worshiper Set items equipped, the headband gains the following effect:

The headband makes your true allegiances ever harder to detect, and allows your disguise to become deeper. As such it also provides a +3 circumstance bonus to Disguise, when attempting to portray a priest of a different religion.

CONSTRUCTION REQUIREMENTS

Feats Craft Wondrous Item; **Spells** *eagle's splendor*, *misdirection*; **Cost** 225 gp

MANTLE OF THE DEVOUT (WORSHIPER SET)

Aura faint divination; **CL** 1st; **Slot** shoulders; **Weight** 1 lb.; **Price** 1,000 gp

DESCRIPTION

This gray mantle has a simple design but empowers the gifts of religious followers.

EFFECTS

When you first don the *mantle of domain power*, choose a 1st-level domain power you can use. Once per day, you can activate the selected domain power an additional time per day.

If you have five Worshiper Set items equipped, the mantle gains the following effect:

As a free action, you can command the mantle to grant mercy on your enemies. The next time you cast a 1st-level or lower spell, the robes apply the Merciful Spell metamagic feat.

Using this effect causes the robes to shine with a divine light, granting a +2 circumstance bonus on your next Intimidate check. The robes lose their magic after applying the Merciful Spell feat thereafter and become worthless.

CONSTRUCTION REQUIREMENTS

Feats Craft Wondrous Item, Merciful Spell; **Spells** *cure light wounds*; **Special** creator must have a domain; **Cost** 500 gp

PHYLACTERY OF PROMISES (WORSHIPER SET)

Aura faint enchantment; **CL** 5th; **Slot** wrists; **Weight** 1 lb.; **Price** 450 gp

DESCRIPTION

This phylactery has leather bands that wrap around the forearm.

EFFECTS

The phylactery signifies devotion to honesty. They grant a +3 circumstance bonus on Diplomacy checks when you make a promise to another creature. Thereafter, the bands tighten if you are close to breaking that promise. This effect ends when you fulfill your promise.

If you have five Worshiper Set items equipped, the phylactery gains the following effect:

When you tell a lie for the greater good, the bands grant a +3 circumstance bonus on Bluff checks made to convince others of that lie.

CONSTRUCTION REQUIREMENTS

Feats Craft Wondrous Item; **Spells** *lesser geas*; **Special** creator must have 5 ranks in Bluff and Diplomacy; **Cost** 500 gp

SANDALS OF PERPLEXING COMMUNE (WORSHIPER SET)

Aura faint divination; **CL** 3rd; **Slot** feet; **Weight** 1 lb.; **Price** 1,000 gp

DESCRIPTION

These leather sandals strap around the ankle and are dyed blue. At times, they feel heavy and can be uncomfortable to wear, other times lightweight and pillowy. Each

sole is engraved with a maze that has no solution.

EFFECTS

The sandals are blessed by a trickster deity that takes questions but doesn't always give truthful answers.

Once per week, after one hour of meditation, a ghostly fox only you can see appears before you. You can ask it one question. If the question does not have a clear answer, such as "Will I die tomorrow?" the fox tells you so and disappears.

The GM rolls a six-sided die (in secret) to determine the Effects:

1d6	Result
1-2	The fox tells you a lie.
2-4	The fox tells a truth wrapped in a lie.
5-6	The fox answers honestly but simply.

After the sandals respond, you can roll a DC 20 Sense Motive check. A successful check allows you to determine whether the fox's response was false or at least partly true.

You must wear the sandals continuously for 24 hours before you can activate this ability.

If you have five Worshiper Set items equipped, the sandals gain the following effect:

On a 6, the sandals provide a +1 circumstance bonus on the first skill check made to act on the information provided by the fox.

CONSTRUCTION REQUIREMENTS

Feats Craft Wondrous Item; **Spells** *augury*; **Special** creator must have the Trickery domain; **Cost** 500 gp

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