

Affordable Arcana

wondrous Items

AFFORDABLE ARCANA: WONDROUS ITEMS



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AFFORDABLE ARCANA: WONDROUS ITEMS

Introduction

From simple magic stones and sticks, to elaborate magical cloaks and robes, wondrous items have it all: versatility and usefulness! Never should you turn your back on even the most basic of wondrous items, because you can never really be sure what they can do. Fear those who carry them regularly, because you never know when they might have figured out a way to use those items in ingenious or unusual ways. You know them as well as I do!

From a certain ranger's black panther statuette, to Susan's magical horn from Narnia, and even Harry Potter's cloak of invisibility! You know you want yours too. You will quickly find that best of all, when it comes to buying or creating wondrous items, they are some of the most affordable and versatile magic items out there!



Contents

Introduction	1
New Items.....	2
Amber of Animation	2
Anvilskin Cloak.....	2
Banner Pole Of Intercepted Communications.....	3
Cap of Biting Charm	3
Cape of Charming Chords.....	4
Carapace Belt.....	4
Caustic Egg	4
Chain of Silent Communication.....	5
Click-Bang	5
Cloak of Fallen Leaves.....	5
Corpse Tea	6
Denial Gauntlet.....	6
Egg of Scales	7
Feather Token, Falcon	7
Feather Token, Marbles.....	7
Feather Token, Pit of Feathers.....	7
Friendly Hitchhiker	8
Funeral Mask of the Stone Master	8
Gods-Curse Coin	9
Gravedigger's Spade.....	9
Imp Stick	9
Impressive Boots	10
Ioun Stone, Chaos.....	10
Ioun Stone, White Noise	11
Kobold Moccasins.....	11
Master Paste.....	11
Necklace of Entanglement	12
Necromancer's Spike.....	12
Street Talker	13
Trapper Tiles.....	13
Tuning Fork, Shiv.....	14
Vigor Candy.....	14
Whiskey Stone, Chiller.....	14
Whiskey Stone, Chiller.....	15
New Class Options	15
Bard Archetype: Arcane Virtuoso	15
Legal	17

AFFORDABLE ARCANA: WONDROUS ITEMS

New Items

Amber of Animation

Aura strong transmutation; **Slot** none; **CL** 11th; **Weight** 1/2 lb.; **Price** 1,000 gp

DESCRIPTION

This large palm-sized carved piece of amber has an unassuming insect or arachnid trapped within.

EFFECTS

As a standard action, this stone can be placed against the chest or back of an inanimate and non-magical Small or Medium humanoid statue. The magic of the amber animates the statue temporarily as per *animate objects* with a maximum duration of 1 minute. As a move action the one who activated the amber can silently command the statue to attack or perform some other action. When the duration ends, the statue becomes inert and lifeless again. The amber's magic is then spent and it crumbles to ash. The amber cannot be removed once placed.

If the amber is mistakenly used on a improper target (such as a creature of living stone or metal, gargoyle-like creature, or an already magically animated construct or golem) the amber immediately explodes in the owner's



hand for 5d6 force damage. This effect leaves the amber's target not only unharmed but also invigorated. Such a target is enhanced by a *rage* spell for 1 minute after the amber explodes, regardless whether the spell can be used on the creature normally or not.

CONSTRUCTION REQUIREMENTS

Feats Craft Wondrous Item; **Spells** *animate objects, stone to flesh*; **Cost** 500 gp

Anvilskin Cloak

Aura moderate transmutation; **Slot** shoulders **CL** 5th; **Weight** 5 lbs.; **Price** 1,000 gp

DESCRIPTION

Designed for traveling smiths, this unusually heavy black wool cloak has no adornments, but the rough cloth occasionally reflects the light as if it was made from solid metal.

EFFECTS

As a move action when the command is uttered, the cloak may be placed on the ground, where it is instantly replaced by a 50 lbs. farrier anvil, ready for use. Another command returns the cloak back to normal. When worn, the cloak grants the wearer DR 1/–.

Due to the weight of the cloak, the wearer is considered to be wearing full plate for the purposes of armor check penalties and arcane spell failure.

The cloak can be affected by spells that target iron and other ferrous metals such as *heat metal, chill metal, rusting grasp* and *shocking grasp*. Rust monsters find these cloaks irresistible and will target the wearer exclusively if it can.

CONSTRUCTION REQUIREMENTS

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

AFFORDABLE ARCANA: WONDROUS ITEMS

Banner Pole Of Intercepted Communications

Aura moderate divination; **Slot** none; **CL** 5th; **Weight** 10 lbs.; **Price** 750 gp

DESCRIPTION

This simple item of wood and brass is meant for large scale battles and holds aloft a bright banner.

EFFECTS

When planted in the ground within a mile of an active battlefield and displaying a banner, any creature that is touching the banner pole is able to discern distant conversations, communications, and possibly, magical messages.

A creature using the pole in this way can attempt either a DC 20 Profession (soldier) or DC 25 Use Magic Device check to obtain useful information from the enemy. GMs may add an additional -5 penalty to any check if the enemies are of a strange or highly unusual nature such as an army of undead or are extremely alien-like entities.

If the check is successful, the GM rolls on the following chart once per day. The results provide the following bonuses or penalties for the day. These bonuses and penalties are meant to be compatible with the Mass Combat rules in *Pathfinder Roleplaying Game: Ultimate Campaign*.

NOTE: Using this item leaves the user flat-footed. Any damage to the user immediately ends any attempts to use the device correctly.

CONSTRUCTION REQUIREMENTS

Feats Craft Wondrous Item; **Spells** *comprehend languages, guidance, message, clairaudience/clairvoyance*; **Cost** 375 gp

d100	Effect
01-10	Confusion! One random friendly unit cannot act until after the next Melee Phase is completed.
11-25	Add +1 to a single Offense check.
26-55	One friendly unit has their Offensive Value increased by 1 for the day.
56-75	Reduce any single enemy unit's Offensive Value by 2 for the day.
76-89	One random enemy unit is ambushed by a single friendly unit per the Battlefield Conditions (Ambush) rules.
90-99	All friendly unit attacks during the Ranged Phase gain a +1 to their Offensive Value.
00	One of your friendly units can be sacrificed to destroy a single random enemy unit.

Cap of Biting Charm

Aura faint enchantment; **Slot** head; **CL** 1st; **Weight** — ; **Price** 500 gp

DESCRIPTION

This tight-fitting cap is made from a giant snake's skin with mostly gray scales and some crimson highlights.

EFFECTS

This cap allows the bite attacks of the wearer to sow confusion and chaos among the bitten.

Once per day, a humanoid wearing this cap that successfully attacks a target with a bite attack can force the target to make a DC 12 Will save, or gain the confused condition for one round.

CONSTRUCTION REQUIREMENTS

Feats Craft Wondrous Item; **Spells** *lesser confusion*; **Cost** 250 gp

AFFORDABLE ARCANA: WONDROUS ITEMS

Cape of Charming Chords

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

DESCRIPTION

This cape is garish and gaudy, attracting the attention of onlookers.

EFFECTS

A *cape of charming chords* plays encouraging music at just the right moments.

As a swift action, up to three times per day, the wearer can flutter the cape and emit pleasant or appropriate music to gain a +2 competence bonus to a single Charisma-based skill check. This bonus is not added if the cape is used to influence creatures that are deaf or immune to sonic effects. Due to the bright and showy nature of the cloak, the wearer suffers a -2 penalty to Stealth checks.

CONSTRUCTION REQUIREMENTS

Feats Craft Wondrous Item; **Spells** *charm person, ghost sound*; **Cost** 500 gp



Carapace Belt

Aura faint/moderate abjuration; **Slot** belt; **CL** 3rd; **Weight** 2 lbs.; **Price** 900 gp

DESCRIPTION

This heavy belt is made of copper and large gold-plated scarab carapaces, stitched onto a leather backing.

EFFECTS

This belt allows the wearer to subtly influence non-magical swarms of living creatures. Such swarms ignore the wearer unless the wearer attacks the swarm. Swarms comprised of non-vermin are immune to this effect.

CONSTRUCTION REQUIREMENTS

Feats Craft Wondrous Item, Vermin Heart; **Spells** *sanctuary, summon swarm*; **Cost** 450 gp

Caustic Egg

Aura faint conjuration; **Slot** none; **CL** 1st; **Weight** —; **Price** 100 gp

DESCRIPTION

This large sized egg is green and smells rancid.

EFFECTS

Caustic eggs can be thrown at a target as a ranged touch attack, with a range increment of 10 ft. On a successful attack, the target is coated by a mildly caustic, sticky goo, taking 1d3 acid damage and gaining the entangled condition until the end of the target's next turn. Creatures larger than Large-size are unaffected by the entangle effect. The target takes an additional point of acid damage each round for 1d3 rounds after being struck.

CONSTRUCTION REQUIREMENTS

Feats Craft Wondrous Item; **Spells** *acid splash, adhesive spittle*; **Cost** 50 gp

AFFORDABLE ARCANA: WONDROUS ITEMS

Chain of Silent Communication

Aura faint transmutation; **Slot** none; **CL** 1st; **Weight** 3 lbs.; **Price** 200 gp

DESCRIPTION

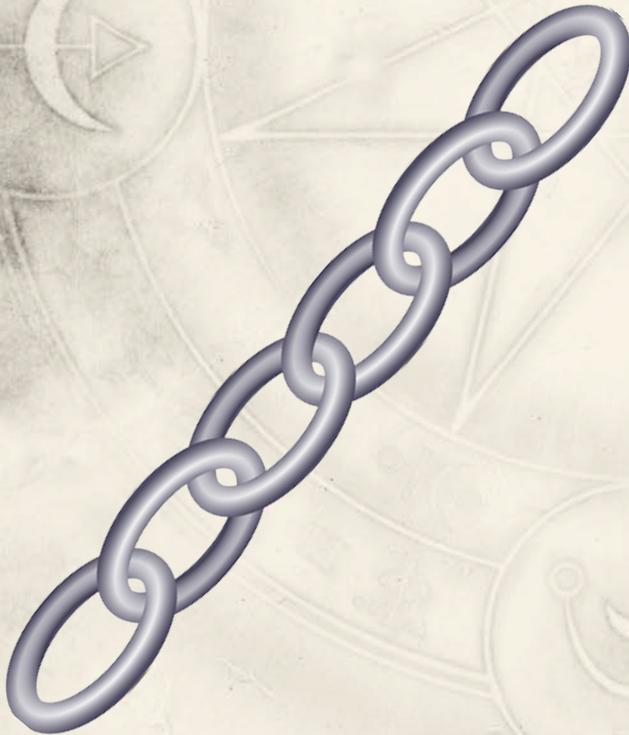
This light metal chain is about 20 feet long and coated in silver plating to prevent rusting.

EFFECTS

This chain allows creatures that touch it at the same time, and that share a language, to communicate completely silently. This effect does not work in an area of magical *silence*.

CONSTRUCTION REQUIREMENTS

Feats Craft Wondrous Item; **Spells** *message*; **Cost** 100 gp



Click-Bang

Aura moderate evocation; **Slot** none; **CL** 5th; **Weight** –; **Price** 300 gp

DESCRIPTION

These simple metallic stones are created from carved magnetite or hematite and make a distinct noise when they hit each other

EFFECTS

These stones can be thrown at a target within 30 feet as a ranged touch attack. The thrower gains a +2 bonus to hit against targets wearing metal armor (or is carrying a metal weapon or is made of metal) as the stones become magnetized when activated. When a target is successfully hit, the thrower can then roll a trip combat maneuver against that target with a CMB bonus of +9. If activated and they do not hit a target, the stones' magic is still expended harmlessly and they are no longer magical.

CONSTRUCTION REQUIREMENTS

Feats Craft Wondrous Item; **Spells** *force punch*, *guidance*; **Cost** 150 gp

Cloak of Fallen Leaves

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

DESCRIPTION

This cloak is made of thousands of various autumn leaves; colored all shades of yellow, brown and red.

EFFECTS

This cloak grants the wearer the same effect as the *feather fall* spell once per day as an immediate action, however, the effect's duration only lasts 3 rounds. Additionally, once per day the wearer can also reach 'inside' the cloak and pull out a large acorn which can be thrown at a specific target as a ranged

AFFORDABLE ARCANA: WONDROUS ITEMS

touch attack with a range increment of 15 feet. If the target is hit the acorn explodes into a small ball of wet leaves that stick to the target and blinds them until they spend a full-round action to remove the leaves. A constant trail of crumbling leaf debris and dirt, as well as a unique earthen scent follows wherever the wearer goes. This provides a +2 circumstance bonus to any Survival check made to track the cloak's wearer.

CONSTRUCTION REQUIREMENTS

Feats Craft Wondrous Item; **Spells** *feather fall*, *mudball*; **Cost** 500 gp

Corpse Tea

Aura faint divination and necromancy; **Slot** none; **CL** 1st; **Weight** —; **Price** 850 gp

DESCRIPTION

This special brew of herbal enhancements comes in a small pouch of animal skin to keep it fresh.

EFFECTS

This item has 10 doses when created. When 1 dose is immersed in holy water, made into a licorice-flavored tea, and swallowed by a living creature; it widens the drinker's senses allowing them to sense undead as per the *detect undead* spell for 10 minutes. Additionally, if any undead damages the user with a natural attack, they become *dazed* for 1 round even if they normally cannot be. While it allows the effect to affect undead, it does not disregard the HD limit of *daze*, so will not affect undead with more than 5 HD.

CONSTRUCTION REQUIREMENTS

Feats Craft Wondrous Item; **Spells** *disrupt undead*, *detect undead*; **Cost** 425 gp



Denial Gauntlet

Aura moderate transmutation; **Slot** hands; **CL** 3rd; **Weight** —; **Price** 300 gp

DESCRIPTION

A finely crafted calfskin-leather gauntlet.

EFFECTS

So long as the hand that is wearing this gauntlet is empty, its wearer can perform a unique telekinetic attack once per day as a full-round action. The wearer can target one single magic item (that is neither a weapon nor being worn on the body slot) within 30 feet that is in a creature's possession and attempt a combat maneuver check. Success causes the targeted magic item to fall off or otherwise be removed from said creature's possession and land in the same occupied square. This is only a single gauntlet, but like other magical items of similar nature, wearing it counts as both hand slots being used.

CONSTRUCTION REQUIREMENTS

Feats Craft Wondrous Item; **Spells** *pilfering hand*; **Cost** 150 gp

AFFORDABLE ARCANA: WONDROUS ITEMS

Egg of Scales

Aura faint transmutation; **Slot** none; **CL** 3th; **Weight** —; **Price** 470 gp

DESCRIPTION

This leathery egg feels slippery to the touch.

EFFECTS

Crushing the egg produces a viscous slime that must be rubbed on as a move action. When applied, the user immediately grows protective scales. The color and pattern of the scales that appear varies for everyone, but the effects are always the same; the wearer gains a +2 to their natural AC and a bonus of +3 to any Escape Artist checks. These effects last for 1 minute.

CONSTRUCTION REQUIREMENTS

Feats Craft Wondrous Item; **Spells** *barkskin*, *liberating command*; **Cost** 235 gp

Feather Token, Falcon

Aura moderate illusion; **Slot** none; **CL** 7th; **Weight** —; **Price** 500 gp

DESCRIPTION

These falcon feathers are mashed together with dirt, bits of bone, and bird dung.

EFFECTS

When activated and thrown at a target within 100 feet as a standard action, the token immediately bursts into magical sparks and produces a convincing illusion of a fierce falcon that swoops directly at the target. The target can immediately attempt a DC 16 Will save to ignore the illusion. However, if the target fails, they duck and flinch leaving themselves open to attack. They are considered to be flat-footed by all enemies until the beginning of that creature's next turn. This token has no effect on blind targets, mindless targets, or any creatures immune to illusions.

CONSTRUCTION REQUIREMENTS

Feats Craft Wondrous Item; **Spells** *phantasmal killer*; **Cost** 250 gp

Feather Token, Marbles

Aura moderate conjuration; **Slot** none; **CL** 3rd; **Weight** —; **Price** 150 gp

DESCRIPTION

This multi-hued feather originates from some exotic bird and has a small string of beads attached.

EFFECTS

When activated, this feather token can be tossed up to 20 feet, and covers a targeted 10-foot square area in various sized multicolored marbles. The effect is similar to a *grease* spell, but it only affects Small and Medium sized creatures. The marbles only last 1 hour in duration before disappearing completely. A high strength blast of water, wind, or similar physical effect, such as from *gust of wind* or *hydraulic push* spells can scatter the marbles easily.

CONSTRUCTION REQUIREMENTS

Feats Craft Wondrous Item, Extend Spell; **Spells** *grease*; **Cost** 75 gp

Feather Token, Pit of Feathers

Aura moderate conjuration and transmutation; **Slot** none; **CL** 3rd; **Weight** —; **Price** 300 gp

DESCRIPTION

This goose feather is stuck in a small ceramic cup filled with sand.

EFFECTS

When activated and thrown on the ground, which requires a standard action, this token

AFFORDABLE ARCANA: WONDROUS ITEMS

conjures an extra-dimensional pit 15 ft. deep and 5 ft. wide that has a 5-foot-deep pile of goose feathers at the bottom. Creatures falling into the pit from any height have their falling damage reduced by 3d6 (to a minimum of 1d6). Climbing out of the pit requires a DC 15 Climb check. This token can be thrown in any square adjacent to its owner. If thrown into a square occupied with a creature, the creature falls into the pit unless they succeed a DC 13 Reflex save. This pit lasts for 4 rounds before disappearing.

CONSTRUCTION REQUIREMENTS

Feats Craft Wondrous Item; **Spells** *create pit, feather fall*; **Cost** 150 gp

Friendly Hitchhiker

Aura faint divination and transmutation; **Slot** none; **CL** 1st; **Weight** —; **Price** 200 gp

DESCRIPTION

This small round stone is nearly flat and worn smooth by water movement.

EFFECTS

When placed in a person's shoe or boot for 24 hours, it bonds with the wearer and it provides some minor luck bonuses. Using this stone is normally a mildly uncomfortable experience, causing all rolls for a forced march or to continue running to take a -2 penalty. Once bonded, the stone provides a continual luck bonus of +1 on all saves against traps and to CMD against bull rushes and trip attacks. If the stone is removed from a user's boot or shoe for any reason, the wearer must go through the 24-hour bonding process again.

CONSTRUCTION REQUIREMENTS

Feats Craft Wondrous Item; **Spells** *guidance*; **Cost** 100 gp

Funeral Mask of the Stone Master

Aura moderate transmutation; **Slot** head; **CL** 3rd; **Weight** —; **Price** 1,000 gp

DESCRIPTION

This beautiful golden funeral mask and headdress has an ominous look to it.

EFFECTS

This mask automatically conjures 3 immaterial stones from thin air that begin to orbit the wearer's head when the mask is put on. The stones look valuable, but crumble to dust if removed from the wearer's orbit by anyone other than the wearer. The mask wearer can launch one of these stones as a ranged touch attack at targets within 30 feet with a standard action. Each stone does 2d6 piercing damage, with a x3 critical multiplier. Once the stones are used up, they will only regenerate missing ones at sunrise each morning. Taking off the mask causes all current stones to disintegrate and they are not replaced until sunrise.

CONSTRUCTION REQUIREMENTS

Feats Craft Wondrous Item; **Spells** *mage hand, magic stone*; **Cost** 500 gp



AFFORDABLE ARCANA: WONDROUS ITEMS

Gods-Curse Coin

Aura faint divination and evocation; **Slot** none; **CL** 1st; **Weight** —; **Price** 102 gp

DESCRIPTION

These gold coins are made to be a little bigger than most gold coins, and they have small runes that look more like scratches in the metal along the rim.

EFFECTS

Whenever these coins are taken into a *hallowed* or *unhallowed* area, these coins discharge within 1 round of entering the area, blasting whoever is carrying them with 1d6 points electricity damage per coin carried. Once discharged the coins become inert lumps of melted lead.

CONSTRUCTION REQUIREMENTS

Feats Craft Wondrous Item; **Spells** *detect magic, shocking grasp*; **Cost** 51 gp

Gravedigger's Spade

Aura moderate transmutation; **Slot** none; **CL** 1st; **Weight** 6 lbs.; **Price** 750 gp

DESCRIPTION

This sturdy silver-plated spade appears brand new, as if it has never been used.

EFFECTS

When used to move a dead corpse or body parts of any type, then the user's effective Strength to carry, drag, or lift is tripled. If used as a two-handed improvised weapon, then the spade can do 1d6 slashing or bludgeoning damage as if it was a silver weapon, but it also gives the user a +3 circumstance bonus to any CMB checks to trip, bull rush, or reposition any corporeal undead or constructs made mostly from dead creatures or parts (such as

a flesh golem). The spade also gives the user holding it a +1 bonus to save versus any poison or disease effect a corpse, construct or undead might unleash.

CONSTRUCTION REQUIREMENTS

Feats Craft Wondrous Item; **Spells** *ant haul, resistance*; **Cost** 375 gp

Imp Stick

Aura strong conjuration; **Slot** none; **CL** 7th; **Weight** —; **Price** 1,000 gp

DESCRIPTION

These are thin burned sticks of some indeterminate material with infernal writing on them. They smell vaguely like sulphur.

EFFECTS

Each stick can use the *spark* cantrip by touch once per day. When the stick is broken however, an imp (*Pathfinder Roleplaying Game Bestiary*) appears in a small cloud of sulfurous smoke. It will then act as that person's familiar for 7 rounds as if the owner of the stick was a 7th level wizard. If the owner already has a familiar of any sort (or a bonded item), this evokes a bad resonate effect and causes 3d6 fire damage to both the caster and their current familiar regardless of distance from each other. The stick is then wasted with no effect. Using this stick is not an evil act, however the iimp summoned will try and encourage his temporary master to commit acts of minor depravity and evil, and will also often try to misinterpret any owner's commands to a possible evil end, as adjudicated by the GM.

CONSTRUCTION REQUIREMENTS

Feats Craft Wondrous Item, Improved Familiar; **Spells** *spark, summon monster III*; **Special** Creator must be Evil; **Cost** 500 gp

AFFORDABLE ARCANA: WONDROUS ITEMS

Impressive Boots

Aura faint evocation and transmutation; **Slot** feet; **CL** 1st; **Weight** 4 lbs.; **Price** 600 gp

DESCRIPTION

These well-crafted boots are not only comfortable and functional, they always stay clean and polished regardless of circumstances.

EFFECTS

These beautiful boots are always clean and shiny, and slowly regenerate any damage they sustain over time, unless both boots are destroyed completely. Each boot has a hardness of 5 and 20 hit points. They can regenerate 1 hp per hour per boot. The boots influence people who have never met the wearer, giving them a slightly better impression of the wearer upon first meeting them. This is equivalent to a single +1 circumstance bonus to the first opposed skill check done with a stranger. This bonus does not apply to anyone who cannot see the wearer or interact with the wearer of the boots normally. After the bonus is used, the wearer cannot gain the bonus against the same person unless something alters that target's memory of their first interaction.

CONSTRUCTION REQUIREMENTS

Feats Craft Wondrous Item; **Spells** *flare, mending, prestidigitation, charm person*; **Cost** 300 gp

Joun Stone, Chaos

Aura faint enchantment; **Slot** none; **CL** 12th; **Weight** —; **Price** 500 gp

DESCRIPTION

Each moment that passes, this stone changes shape and color.

EFFECTS

Each time the user of this stone rolls any d20 (i.e. skill or ability check, saving throw, attack roll or similar), he must first roll randomly to determine what this stone is doing, if anything, at that moment. If in combat, this check should be done no more than once per round.

CONSTRUCTION REQUIREMENTS

Feats Craft Wondrous Item; **Spells** *guidance, lesser confusion*; **Special** creator must be Chaotic; **Cost** 250 gp

d20	Effect
1-2	(-1 to any d20 roll)
2-3	(Nothing. Stone is dormant this round)
4-6	(+1 to any Str, Dex, or Con based skill rolls)
7-9	(+1 to any Int, Wis, or Cha based skill rolls)
10-12	(+1 to any Reflex save)
12-14	(+1 to any Will save)
15-17	(+1 to any Fort save)
18	(+1 to any skill roll)
19	(+1 to any save)
20	(+1 to any d20 roll)

AFFORDABLE ARCANA: WONDROUS ITEMS

Joun Stone, White Noise

Aura faint abjuration and illusion; **Slot** none; **CL** 12th; **Weight** —; **Price** 500 gp

DESCRIPTION

This small red stone is made of volcanic rock and emits a barely audible humming.

EFFECTS

This stone grants the user a +2 bonus to saving throws against sonic-based spells, spell-like abilities, or effects. The stone creates a persistent humming noise that is extremely annoying. The user suffers a -2 penalty to any sound-based Stealth checks.

CONSTRUCTION REQUIREMENTS

Feats Craft Wondrous Item; **Spells** *ghost sound, resistance*; **Cost** 250 gp

Kobold Moccasins

Aura faint divination and transmutation; **Slot** feet; **CL** 1st; **Weight** 1/2 lb.; **Price** 1,000 gp

DESCRIPTION

Made from lizard or snakeskin, these moccasins do not change size, but do adjust to any small feet comfortably.

EFFECTS

When worn, these moccasins grant the wearer a base movement speed of 30 feet, just like a kobold's. If the wearer's base movement is already 30 feet or greater, no enhancement is gained. Additionally, the wearer also gains a +1 insight bonus to all saves against traps and gives the wearer the ability to understand Draconic when he hears it.

CONSTRUCTION REQUIREMENTS

Feats Craft Wondrous Item; **Spells** *comprehend languages, expeditious retreat, guidance*; **Cost** 500 gp

Master Paste

Aura moderate transmutation; **Slot** none; **CL** 3rd; **Weight** 1 lb.; **Price** 1,000 gp

DESCRIPTION

This black paste gives off a faint metallic smell.

EFFECTS

Each jar has enough paste for three uses. When the paste is used on any single non-magical object of any material up to 10 lbs. in weight, it converts the object into a masterwork version of that item. This is a permanent change and cannot be undone. Items that are already masterwork or magical are unaffected by the paste. Additionally, if the basic materials are available, the user of the paste can attempt a DC 20 Craft check to cobble together an item from available basic components in 1/10th the time it normally takes. Failure on this Craft check wastes the paste. If successful, the item is created and works in a basic manner for an hour, but is obviously magical and considered to have the 'broken' condition. If another use of the paste is applied before the hour ends, then the item becomes a normal non-magical version of that object, without penalty or problems. From this point a third application of this paste will work normally, transforming the new item into a non-magical masterwork item. If the paste is used on any damaged or broken object, then it simply functions as the *mending* spell without further enhancement.

CONSTRUCTION REQUIREMENTS

Feats Craft Wondrous Item; **Spells** *masterwork transformation, mending*; **Cost** 500 gp

AFFORDABLE ARCANA: WONDROUS ITEMS

Necklace of Entanglement

Aura moderate transmutation; **Slot** none; **CL** 5th; **Weight** —; **Price** 600 gp

DESCRIPTION

This primitive-looking necklace has 5 small knotted stones dangling from it with simple twine.

EFFECTS

This necklace has five stones embedded within it. As a standard action, one of these stones can be plucked out and thrown as a ranged touch attack against a creature within 20 feet. Halfway to its target the stone transforms into a large sized bola-like item made with heavy rope and large stones. Upon striking a Large size or smaller target, the stones and rope twist themselves around the target, entangling it unless it can make a successful DC 15 Reflex save. The rope is sturdy and has a hardness of 2 and 10 hit points (the ropes is 2 inches thick and has 5 hit points per inch). Successful or not, no damage is inflicted by these magical bolas. Once entangled, the bolas become non-magical, and once all the stones are removed from the necklace, the necklace itself falls apart into loose bits of leather, thread, and twine. It takes a DC 20 Strength check or DC 15 Escape Artist check to escape the ropes after entanglement.

CONSTRUCTION REQUIREMENTS

Feats Craft Wondrous Item; **Spells** *entangle* or *web*, *shrink item*; **Cost** 300 gp

Necromancer's Spike

Aura faint necromancy; **Slot** none; **CL** 5th; **Weight** —; **Price** 250 gp

DESCRIPTION

This rugged foot-long darkwood spike is carved to look like a large crooked human finger bone tipped by a sharp talon.

EFFECTS

This carved stake can be used as an improvised weapon that does 1d4 piercing damage. It can also be placed and fired from a Small or Medium sized light crossbow with a -4 penalty to hit due to the fact it is not actually aerodynamic. Its true power is realized when it is pierced into a dead humanoid body of Medium or Small size. The stake immediately animates the body as a zombie, per the *lesser animate dead* spell, with the last person who touched the spike being the person who can command the created undead. This item's effects do not count against a controller's limit of undead he can normally control. Once one hour has passed, the stake is removed, or the zombie is destroyed normally, the target body loses all animation and returns to being a normal dead body. The spike then crumbles to sawdust. It takes a DC 15 Perception check to notice the spike under normal circumstances and a successful steal combat maneuver to remove the spike by anyone other than the owner. Only one spike can be in use by an owner at a time. Other *necromancer's spikes* touched/owned by the owner of a spike currently in use are rendered inert for that person, until the in-use spike becomes dust.

CONSTRUCTION REQUIREMENTS

Feats Craft Wondrous Item; **Spells** *lesser animate dead*; **Cost** 125 gp

AFFORDABLE ARCANA: WONDROUS ITEMS

Street Talker

Aura faint divination; **Slot** none; **CL** 1st; **Weight** —; **Price** 750 gp

DESCRIPTION

This small piece of snowflake obsidian has been carved to look like a miniature pointed elven ear.

EFFECTS

When taken to an urban area, and buried under a stone or cobblestone inside the limits of a town or village, the user can enhance his knowledge of the local area once per day by 'listening' to the stone and expending one charge. This gives the owner of the stone access to the Knowledge (local) skill for that location if he does not have any ranks in it, and a +2 enhancement bonus to the skill if he does have ranks invested in the skill already. The stone has 10 charges, and once all the charges are used, it crumbles to dust. If removed prematurely the stone stops working until buried inside another urban area.

CONSTRUCTION REQUIREMENTS

Feats Craft Wondrous Item; **Spells** *ears of the city, guidance*; **Cost** 375 gp

Trapper Tiles

Aura faint to moderate conjuration, divination, transmutation or evocation; **Slot** none; **CL** varies; **Weight** 1/2 lbs.; **Price** varies

DESCRIPTION

These tiles are square white-glazed ceramic or terra-cotta tiles about six inches per side with draconic symbols in red emblazoned onto them.

EFFECTS

As a move action, this tile can be placed on a specific 5-foot square on either a stone or tile floor, after which it fades and enchants that square with a specific type of ranger trap which is magically activated when a creature passes through it. Some of the most common versions are presented here:

Alarm Trap (Price 800 gp) Detection/Disable DC: 15 (alarm, CL 1st)

Tripwire (Price 800 gp) Detection/Disable DC: 16 (telekinetic maneuver, CL 7th)

Pit Trap (Price 650 gp) Detection/Disable DC: 13 (create pit, CL 3rd)

Burning Trap (Price 350 gp) Detection/Disable DC: 12 (spark, CL 1st)

These traps remain until activated or disarmed as per normal magical traps. While clever in design, these tiles are a little unstable, easily damaged, and therefore possibly dangerous to the user too. There is a 10% chance on any activation attempt, the trap suddenly goes off. The one activating the trap can reduce this chance by 1% per point of Dex bonus the creature has, up to a minimum of a 1% chance of an activation at best. These tiles follow all the normal rules for ranger traps once placed. (Trigger: location, and Reset: none.)

CONSTRUCTION REQUIREMENTS

Feats Craft Wondrous Item; **Spells** (See above); **Cost** *alarm trap* (250 gp), *burning trap* (175 gp), *pit trap* (350 gp), and *tripwire* (400 gp)

AFFORDABLE ARCANA: WONDROUS ITEMS

Tuning Fork, Shiv

Aura faint evocation; **Slot** none; **CL** 5th; **Weight** 1/2 lb.; **Price** 1,000 gp

DESCRIPTION

This mithral tuning fork plays a near-perfect note when struck on a hard surface.

EFFECTS

Once per day, the owner of this tuning fork can strike it as a swift action, with the sound crystallizing into a jagged razor-sharp dagger of glass-like material held between the 'tines' of the fork. This glass dagger has the same hardness and hit points as steel and can be used just like a masterwork dagger as a normal weapon. The blade can last up to 5 minutes before it dissipates with a mild chiming noise. This blade can easily be targeted by spells such as *shatter* and *heat metal* due to its odd construction.

CONSTRUCTION REQUIREMENTS

Feats Craft Wondrous Item; **Spells** *chord of shards*, *keen edge*; **Cost** 500 gp

Vigor Candy

Aura moderate transmutation; **Slot** none; **CL** 5th; **Weight** —; **Price** 300 gp

DESCRIPTION

Various vivid colors mark these valuable stone-like confections. Each has a unique scent and tastes of mint or honey, depending on how they are made.

EFFECTS

These candies can be eaten by anyone as a move action, but they do not provide any real nutrition. Instead, they confer a magical effect depending on who eats it. If a living creature eats one, they gain +1 temporary hit point that lasts for an entire 24 hours or until it is used. However, those who use *ki*, *grit*, *panache*,

arcane pool, or arcane reservoir (or has a similar 'points that go into a pool' class ability) may instead gain +1 point into their pool if there is room for the point. Without room for this additional point, this specific ability is technically wasted and only provides the single temporary hit point per normal. Undead creatures and constructs gain no benefit from this item, unless they somehow have a pool of points that the candy can add to.

CONSTRUCTION REQUIREMENTS

Feats Craft Wondrous Item; **Spells** *ki leech*, *virtue*; **Special** Creator must be able to use *ki*, *grit*, *panache*, arcane pool points, or an arcane reservoir; **Cost** 150 gp

Whiskey Stone, Chiller

Aura faint evocation and divination; **Slot** none; **CL** 1st; **Weight** —; **Price** 320 gp

DESCRIPTION

This small piece of carved marble is shaped like a cube, an inch to each side.

EFFECTS

When placed in a pitcher or mug of drinkable fluid, this stone chills the liquid instantly to a comfortable taste and temperature. Further, the stone turns black if the liquid it is in contains poison of any kind. However, due to their simplistic construction, these items occasionally malfunction. 1% of the time, the stone will show the opposite reaction, detecting poison when they should not be, or not showing poison when it is present.

CONSTRUCTION REQUIREMENTS

Feats Craft Wondrous Item; **Spells** *ray of frost*, *detect poison*; **Cost** 160 gp

AFFORDABLE ARCANA: WONDROUS ITEMS

Whiskey Stone, Filler

Aura moderate conjuration; **Slot** none; **CL** 5th; **Weight** —; **Price** 800 gp

DESCRIPTION

This round chrysoberyl has liquid trapped inside it, sloshing with movement.

EFFECTS

Once per day, when placed in an empty container of no more than 1 gallon in size and the right command word is said correctly, the container fills with a potent liquor or spirit of the owner's choice. However, the command word is unique and difficult to say, and therefore requires a successful DC 20 Use Magic Device or Linguistics check to do so successfully. If the check fails, the item still works, but fills the container with a nasty-smelling but potent vinegar of unknown origin.

CONSTRUCTION REQUIREMENTS

Feats Craft Wondrous Item; **Spells** *create food and water*; **Cost** 400 gp



New Class Options

Bard Archetype: Arcane Virtuoso

Pushing boundaries of the metaphysical and magical, an arcane virtuoso eschews musical performance for magical versatility and an obvious passion for the supernatural in all things.

A arcane virtuoso has the following class features.

Weapon Proficiency: Arcane virtuosos gain the Improvised Weapon Mastery feat at 1st level, but only when the item used is somehow magical in nature. This feat applies even if the magic is only temporary.

This alters the bard's normal weapon proficiencies.

Arcane Virtuoso Knowledge (Ex): An arcane virtuoso add 1/2 his class level (minimum 1) to all Knowledge (arcana), Spellcraft, and Use Magic Device skill checks. This ability replaces bardic knowledge.

Natural Arcanist (Ex): At 1st level, an arcane virtuoso gains extra bardic spell slots from a high Charisma as if his Charisma was considered 2 points higher. The arcane virtuoso also adds a single cantrip and one 1st level spell from the sorcerer/wizard spell list to his spells known. These chosen spells become bard spells in all regards for the arcane virtuoso. Once the arcane virtuoso gains access to higher level spells, they may select a single additional sorcerer/wizard spell to add for each new spell level achieved following the same rules and limitations.

AFFORDABLE ARCANA: WONDROUS ITEMS

These spell selections cannot be changed once chosen.

This alters the bard's spells ability

Bonus Feats (Ex): At 2nd level and every 3 levels after that (5th, 8th, 11th, 14th, 17th and 20th level), the arcane virtuoso can select a bonus feat from any the following: any Item Mastery, Metamagic, or Item Creation feat; as well as Arcane Blast, Arcane Shield, Arcane Strike, Augment Summoning, Eldritch Heritage, Eschew Materials, Familiar Bond, Greater Eldritch Heritage, Greater Spell Focus, Greater Spell Penetration, Improved Familiar Bond, Spell Focus, Spell Penetration, Spell Perfection, and Weapon Focus (ray). All feat prerequisites must be met normally.

This ability replaces the bardic performance ability and all performances.

Arcane Manipulation (Su): At 2nd level, the arcane virtuoso has learned to twist the magic existing in magical objects and give them temporary boosts from his own power. By holding a magic item and sacrificing a spell slot of 1st level or higher and using a full-round action to manipulate the magic, an arcane virtuoso can add a temporary bonus to a single item for a short duration of 1 round per 2 levels gained.

- **1st Level Spell Slot:** Grants the ability to hide an item's magic aura. Double the effective duration when at 10th level.
- **2nd Level Spell Slot:** Grants a magic item either a +1 or -1 to any save DC the magic item normally has. This modifier doubles to +2 or -2 at 10th level.
- **3rd Level Spell Slot:** Grants a magic item a temporary +2 caster level bonus for the duration. This bonus doubles to +4 at 16th level.
- **4th Level Spell Slot:** Grants a magic item greater durability, increasing its hardness by 10 for the duration. At 16th level, this ability can instead be used to

create a *make whole* effect as the spell, but it only works on broken magical items of 10 lbs. or less.

- **5th Level Spell Slot:** Grants any magical item a +3 to hit and/or damage bonus if it can be used in combat, in any way. However, this bonus is used up once it successfully hits any target.
- **6th Level Spell Slot:** Grants any magical item an additional use of a single magical function one additional time per day, adds a temporary charge that can be used normally, or grants a single-use object (other than potions or oils) from being expended once. Once this ability is used on a specific single-use magic item (such as *feather token*), the item cannot be so affected again by this specific ability.

This ability replaces the versatile performance and lore master abilities.

Arcane Resilience (Ex): At 2nd level, if the the arcane virtuoso succeeds on a saving throw against spells or effects that force Fortitude or Will saves, he is no longer bothered by any secondary effects if they would normally have such effects on a successful saving throw. However, this ability does not apply if another ability, spell, item, or condition allows the arcane virtuoso multiple saves or rerolls for this save. All normal secondary effects apply as if the bard did not possess this ability when this happens as the outside magic 'help' interferes with his natural magical defenses.

This ability replaces well-versed.

AFFORDABLE ARCANA: WONDROUS ITEMS

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