



## NEW MAGIC ITEMS

By Stephen Kenson

### AMULET

The *amulet of spirit storing* is a gold or silver amulet set with a gem or crystal in the center, suspended from a chain so it can be worn around the neck. If the wearer falls to -1 or fewer hit points while wearing the amulet, the character's spirit is automatically transferred into the crystal as if he had cast a *magic jar* spell. The character can act normally from within the amulet as if using the *magic jar* spell, including possessing nearby creatures.

If the wearer's body is slain, the spirit is stored in the amulet until the body can be restored (through a *heal* or *true resurrection* spell). The character can attempt to possess other creatures and characters to help ensure the restoration of his or her body.

**Caster Level:** 9th

**Prerequisites:** Enchant Wondrous Item, *magic jar*

**Market Price:** 67,500 gp

**Weight:** —

### CATSPAWS

These low boots are made of soft, supple leather, usually gray or tawny colored. While worn they grant their wearer a +10 circumstance bonus to any attempt to Move Silently. Additionally, it acts exactly like a *feather fall* spell activated immediately if the wearer falls more than 3 feet.

**Caster Level:** 5th

**Prerequisites:** Enchant Wondrous Item, *cat's grace*, *feather fall*

**Market Price:** 6,200 gp

**Weight:** 1 lb.

### FALCON CLOAK

This decorative cloak is embroidered with a delicate pattern of feathers across its surface and may actually feature falcon feathers worked along its surface, particularly the trim and collar. The wearer of the cloak gains a +10 competence bonus to Spot checks, resulting in an ability to pick out small and distant objects with amazing precision.

The wearer of a falcon cloak also can *polymorph* into an ordinary falcon at will for up to an hour each day (divided as the wearer wishes). The character retains the bonus to Spot checks in falcon form.

**Caster Level:** 9th

**Prerequisites:** Enchant Wondrous Item, *polymorph self*

**Market Price:** 10,000 gp

**Weight:** 1 lb.

### MIRROR OF SCRYING

This decorative mirror is about 2 feet wide by 4 feet tall. It allows the user to cast *scrying* at will, using spell trigger activation (as with a wand or staff).

**Caster Level:** 10th

**Prerequisites:** Enchant Wondrous Item, *scry*

**Market Price:** 42,000 gp

**Weight:** 8 lbs.

### MANTLE OF RAGE

The *mantle of rage* is a cloak made of fur, usually from the hide of a strong, fierce animal like a bear or lion. When worn it gives the wearer the ability to rage as a 1st-level barbarian and gain all the normal benefits and restrictions. Note that the *mantle* does not impart any additional proficiency with weapons or other combat abilities, just the benefits of barbarian rage. If the wearer of the mantle is a barbarian, the character can use it to rage one additional time per day.

**Caster Level:** 11th

**Prerequisites:** Enchant Wondrous Item, *Tenser's transformation*

**Market Price:** 6,000 gp

**Weight:** 1 lb.

### RING OF NINE LIVES

A simple silver or gold band set with nine small gemstones, a *ring of nine lives* often sports a cat's head motif. Any time the wearer is required to make a saving throw against a death effect, the wearer automatically succeeds at the save, and one of the gemstones on the ring disappears. When all the gems are gone, the ring is no longer magical. Such rings have 2-9 (1d8+1) stones when found. Newly created rings always have nine stones.

**Caster Level:** 11th

**Prerequisites:** Forge Ring, *heal*

**Market Price:** 22,000 gp

**Weight:** —

### REFLEX WEAPON

A *reflex weapon* enhances the wielder's reflexes as if that character had the feat Combat Reflexes.

**Caster Level:** 7th

**Prerequisites:** Enchant Arms and Armor, *cat's grace*

**Market Price:** Varies with weapon (equal to the cost of adding +1 to weapon bonus)

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