

[1,500 gp] quickchange cloak Slot shoulders; Weight 1 lb.

One side of this reversible gray hooded cape is exquisitely embroidered and richly decorated, while the other appears shabby and worn. On command, by passing the edge of the cloak over her face, the wearer may remove a mundane disguise (one applied with the Disguise skill) and store it in the cloak. This does not change the cloak's appearance in any way. Once a disguise is stored in the cloak, it can be reapplied to the wearer who placed it within the cloak on command, using the original result of the Disguise check. The cloak can store up to three disguises at once, and any wearer of the cloak can discard any number of disguises within the cloak as a free action.

[4,000 gp] trapspringer's gloves [no external clues]

These studded leather gloves look similar to workman's gloves, though they are reinforced with numerous metal strips that the user can extend or retract as she wills, turning the tip of each finger into a customizable tool useful in examining and disarming traps. While worn, these gloves grant a +5 competence bonus on all Disable Device checks made to disarm traps. In addition, the gloves grant the user a +1 luck bonus on all saving throws made against traps.

[8,335 gp] +2 light crossbow [sheds light]

[1,400 gp] +1 banded mail

[5,400 gp] headband of ki focus [clue indicates function]

Aura faint abjuration; Slot headband; Weight 1 lb.

This tied headband helps the wearer focus his ki more effectively. Whenever the wearer spends ki points to make an additional attack, that attack roll gains a +1 insight bonus (+2 if the wearer is using a ki focus weapon with that attack).

Furthermore, the wearer of a headband of ki focus is immune to the ninja's ki block trick or similar effects that block the wearer from using ki points.

[1,400 gp] elixir of black dragon breath

This gurgling, luminescent elixir comes in several different varieties, each keyed to a particular type of metallic or chromatic dragon. A creature that drinks the elixir can, as a standard action, breathe out a single blast of energy similar to a dragon's breath weapon, dealing 7d6 points of energy damage. Creatures in the area may attempt a DC 16 Reflex save for half damage. The magic of the elixir ends after one use of the breath weapon or after 1 hour has passed, whichever comes first. The type of energy produced and the shape of the blast are determined by the elixir's associated dragon type: (Black dragon: 30-foot line of acid.)

[8,320 gp] +2 rapier [no light or external clues]

[8,330 gp] +2 shortbow [sheds light]

[3,000 gp] rope of climbing [no external clues]

Aura faint transmutation; CL 3rd; Slot none; Weight 3 lbs.

A 60-foot-long rope of climbing is no thicker than a wand, but it is strong enough to support 3,000 pounds. Upon command, the rope snakes forward, upward,

downward, or in any other direction at 10 feet per round, attaching itself securely wherever its owner desires. It can unfasten itself and return in the same manner.

A rope of climbing can be commanded to knot or unknot itself. This causes large knots to appear at 1-foot intervals along the rope. Knotting shortens the rope to a 50-foot length until the knots are untied, but lowers the DC of Climb checks while using it by 10. A creature must hold one end of the rope when its magic is invoked.

[3,000 gp] volatile vaporizer (2nd) [no external clues]

Aura faint transmutation; CL 4th

Slot none; Price 2,200 gp (1st), 3,000 gp (2nd), 3,800 gp (3rd); Weight —

Description

This lime green pill is inedible but turns a potion into a cloud of mist that can be shared by multiple creatures. When placed inside a potion flask, the potion bubbles and froths itself into a pungent 10-foot-radius cloud. Any creature within the cloud when it appears gains the full effect of the potion. The cloud has no effect on creatures that cannot breathe. A creature may automatically resist the effects of the potion cloud by momentarily holding its breath. Using the pill destroys it and the potion. Each pill can only be used on potions of a particular spell level; using it on a potion of a different spell level has no effect (neither the potion nor the pill are consumed). The vaporizer also works on alchemist infusions, but not mutagens, extracts, or magical oils.

[5,000 gp] robe of components [no external clues]

Aura moderate conjuration; Slot body; Weight 1 lb.

The pockets of this simple blue robe always seem to carry just what the wearer needs whenever she casts a spell. The robe functions as a spell component pouch, providing any spell components or focuses that are necessary for the wearer's spellcasting. The robe can even produce spell components or focuses with a specific cost, though it provides no more than 50 gp worth of such materials in any single day. The materials supplied by the robe are suitable only for spellcasting, and disappear if they leave the wearer's person or when the spell requiring them is cast.

[2,000 gp] deathwatch eyes [no external clues]

Aura faint necromancy; Slot eyes; Weight —

These blood red crystal lenses fit snugly over the wearer's eyes. The wearer gains the constant effects of the deathwatch spell.

Deathwatch: necromancy; cleric 1; Range 30 ft. cone; Save No; SR No

Using the powers of necromancy, you can determine the condition of creatures near death within the spell's range. You instantly know whether each creature within the area is dead, fragile (alive and wounded, with 3 or fewer hit points left), fighting off death (alive with 4 or more hit points), healthy, undead, or neither alive nor dead (such as a construct). Deathwatch sees through any spell or ability that allows creatures to feign death. It can be used only on creatures already perceived.

[2,300 gp] +1 sling [no light or external clues]

[4,500 gp] wand of inflict moderate wounds (CL 3)

[5,000 gp] bone razor [no external clues]

Aura faint necromancy; CL 5th; Slot none; Weight 1 lb.

This jagged bone knife seems too thin and frail for combat but easily cuts flesh. If used to perform a coup de grace on a helpless living creature and the creature dies from the attack, the creature's flesh begins to peel off and its bones animate as a skeleton under the command of the bearer of the razor. The creature's flesh is not destroyed, but decays at a steady rate. The bearer of the razor can spend 1 minute reattaching the flesh to the animate skeleton, which ends the necromantic magic and results in a normal corpse (though a corpse of a person killed or mutilated by knife wounds). If the bearer uses the razor to flense and animate another creature's bones, the previous animate skeleton is immediately destroyed.

[9,157 gp] +3 heavy wooden shield

[1,125 gp] arcane scroll of telekinesis (CL 9)

[8,000 gp] shadow falconer's glove [clue indicates function]

Aura moderate conjuration; Slot hands; Weight 1 lb.

This elbow-length, heavy leather glove's fine embroidery is marred by dozens of claw marks. Once per day on command, its wearer can gesture toward a creature within 30 feet. When he does, a featureless silhouette of a bird of prey appears, swoops toward the target, and performs a disarm or steal combat maneuver (wearer's choice, CMB +16). The shadow falcon is a magical effect, not a creature, and this action does not provoke attacks of opportunity. If the hand wearing the glove is empty, the shadow falcon brings the item to the wearer's hand. If the gloved hand is occupied, the shadow falcon deposits the item on the ground in an unoccupied space adjacent to the wearer. The shadow falcon then disappears.

[1,800 gp] all tools vest

Aura faint conjuration; Slot chest; Weight 5 lbs.

This well-made leather vest bears numerous shiny metal buttons, which stud a number of bulging pockets. Once per day, as a standard action, the wearer can speak the vest's command word and order it to bring forth all the standard tools required to make checks for any one Craft skill. These tools appear in the countless pockets of the vest or, if too heavy, on the floor, on a nearby shelf, on a workbench, or in a toolbox or cupboard that appears nearby. Once summoned, they remain for 24 hours or until another creature touches them, whichever comes first.