

# A Compilation of D20 Miscellaneous Magic by Mark Mills

Compiled by Patric L. Rogers.

**Death Egg:** Magic fist-sized, egg-shaped object with one flat end. Rapping the flat end smartly against a hard surface (a move equivalent action) activates the item so that it can be thrown to detonate on impact, or can be rolled or placed in position to detonate 1d4+1 randomly determined rounds later. The timer cannot be stopped nor reset. On detonation, the *egg* releases a *delayed blast fireball*-like effect as cast by a 15<sup>th</sup>-level sorcerer. The blast causes 75 points of damage to all creatures within 40 feet, and 25 points of damage to creatures from 40 feet to 80 feet from the blast center. A successful Reflex save (DC 20) results in half damage. It is a single-use item, destroyed on detonation.

Strong evocation; CL 15th; Craft Wondrous Item, *delayed blast fireball*, Maximize Spell; Price 4,550 gp; Weight 1 lb.

**Gloves of Dexterous Ogre Power:** These sturdy leather and steel gauntlets grant a +2 enhancement bonus to Strength and Dexterity.

Moderate transmutation; CL 8th; Craft Wondrous Item, *bull's strength*, *cat's grace*; Price 7000 gp.

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