

# Patric L. Rogers' Compilation of Miscellaneous Magic Group 1

April 2007

## Belt of the Raging Horde

The character can rage as a level 20 barbarian. This overlaps with (does not stack with) any other rage or barbarian class levels the wearer may already have. This determines the number of times per day, duration, bonuses and the character is not fatigued by the rage.

## Elf Ears

These look like actual living, healthy, elf ears without the elf. A creature can “wear” them over his normal ears, taking no item slot. They magically adhere and can be easily removed by the wearer without effort. They grant the wearer a +5 competence bonus to Listen checks and Disguise checks made to look like an elf, half-elf, or (for Small Humanoids) a halfling. They provide no benefit unless worn in pairs.

Moderate transmutation; CL 8th; Craft Wondrous Item, Power Attack, Cleave, Extra Smiting, *bull's strength*, *smite*; Price (a lot because it is two enchanted gauntlets, plus four feats, plus 16,000 for the enhancement bonus) gp; Weight 2 lbs.

## Gauntlet of Elemental Substitution

A single gauntlet, does not need to be combined in pairs.

**Lesser:** 3/day the wearer can spontaneously use the Energy Substitution feat at no change in the spell's caster level, spell level or casting time. Each gauntlet is tied to a single energy type: acid, cold, electricity, fire.

**Greater:** 4/day the wearer can spontaneously use the Energy Substitution feat at no change in the spell's caster level, spell level or casting time. The gauntlet is not tied to a specific element, so the wearer can change the spell's energy type to any of acid, cold, electricity, fire or sonic.

## Gauntlets of Smiting

These heavy gauntlets are constructed of steel chain, woven with gold mesh and plated in thin sheets of white marble. They are +2 *gauntlets*. If a wearer has a pair, he gains +4 enhancement bonus to Strength and the following feats as bonus feats: Cleave, Extra Smiting (twice), Power Attack.

Moderate transmutation; CL 8th; Craft Wondrous Item, Power Attack, Cleave, Extra Smiting, *bull's strength*, *smite*; Price (a lot because it is two enchanted gauntlets, plus four feats, plus 16,000 for the enhancement bonus) gp; Weight 2 lbs.

## Gauntlets of Spellcasting

All spells cast while worn are +1 caster level. When donned for the first time, the character chooses one of his primary spellcasting ability scores (e.g. Int for wizards, Wis for clerics) and while worn that ability score is considered +2 points higher for determining bonus spells and the DC of spells cast while wearing the gauntlets. The enchantments of the gauntlets mean they do not incur any arcane spell failure chance. They are masterwork gauntlets, but do not have an enhancement bonus.

*Caster Level:* 11<sup>th</sup>; *Prerequisite:* Craft Magic Arms & Armor, *eagle's splendor*, *fox's cunning*, *owl's wisdom*; *Market Price:* 91,820 gp; *Cost to Create:* 45,910 gp + 3,673 XP; *Weight:* 8 lbs.

## Necklace of Infinite Sounds

The wearer gains a +10 competence bonus to all Perform (oratory) and Perform (sing) checks as well as a +2 circumstance bonus to all other Charisma-based checks and skill checks that involve speaking or using her voice because the necklace allows her to automatically adjust the tones of her vocal apparatus to maximize the impact (and it also makes her a better performer). Once per day the wearer can use *shout* as a spell-like ability (caster level 18), but this exhausts the magic of the necklace, rendering it inert for 24 hours.

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Release <release number>

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