



**This product requires the
use of the d20 Modern
Core Rulebook**



Buck-A-Batch

Modern Magic Items II

**50 New Magic Items
for use with
d20 Modern Rules**

**This document is part of System 20:
A Do-It-Yourself supplement system available at
creationsedge.com**

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50 New Magic Items for use with D20 Modern Rules

Introduction

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The Buck-A-Batch product line is part of System 20, a do-it-yourself supplement system found on our website at www.creationsedge.com.

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% Roll	Name of Item
00-01	Bardsong Music CD (animate dead)
02-03	Bardsong Music CD (dispel magic)
04-05	Bardsong Music CD (raise dead)
06-07	Bardsong Music CD (remove curse)
08-09	Bardsong Music CD (restoration)
10-11	Bardsong Music CD (tongues)
12-13	Doormat of Warding
14-15	Energy Bar (acid)
16-17	Energy Bar (cold)
18-19	Energy Bar (electricity)
20-21	Energy Bar (fire)
22-23	Energy Bar (sonic/concussion)
24-25	Flask of Healing
26-27	Jewelry Box of Dancing
28-29	Jewelry Box of Masking
30-31	Letter Opener
32-33	Lucky Game Dice (eight-sided)
34-35	Lucky Game Dice (six-sided)
36-37	Lucky Game Dice (ten-sided)
38-39	Lucky Game Dice (twenty-sided)
40-41	Mage-light Light Bulb (daze)
42-43	Mage-light Light Bulb (detect magic aura)
44-45	Mage-light Light Bulb (searing light)
46-47	Mage-light Light Bulb (see invisibility)
48-49	Magic Aquarium
50-51	Magic CD Case
52-53	Mana Monsters Summon Card (common)
54-55	Mana Monsters Summon Card (rare)
56-57	Mana Monsters Summon Card (ultra rare)
58-59	Mana Monsters Summon Card (uncommon)
60-61	Message Pen
62-63	Plastic Army Men (mine sweeper)
64-65	Plastic Army Men (rifleman)
66-67	Plastic Army Men (sniper)
68-69	Plastic Army Men (spotter)
70-71	Plastic Army Tank
72-73	Poison Bookmark
74-75	Poster (angel)
76-77	Poster (demon)
78-79	Psychic Bookmark
80-81	Sonic Blast Whoopee Cushion
82-83	Ultimate Joy Buzzer
84-85	Universal Gift Card
86-87	Un-welcome Mat
88-89	Watchdog's Collar
90-91	Wind Chimes of Warning
92-93	Wizard's Gum (blur)
94-95	Wizard's Gum (displacement)
96-97	Wizard's Gum (haste)
98-99	Wizard's Gum (protection, arrows / bullets)

Bardsong Music CD (Animate Dead)

A popular new age musician stumbled across a book of ancient ritual music. She incorporated some of the melodies into her own songs. As a result each of her music CDs generate a different magic effect when played. Dead creatures within 20 feet of the device playing the CD become animated as though targeted by an *animate dead* spell (as described in the *d20 Modern, Core Rulebook*) cast at 8th level. The CD will not reanimate the same creature twice. This effect lasts for as long as the CD is playing. A typical Bardsong CD has a playing time of 30 minutes. The device used to play the CD must remain stationary for the magic to work. Moving the device will disrupt the effect and the CD will have to be started over.

Type: Wondrous Item (magic); Caster Level: 8th; Purchase DC: 34; Weight: -

Bardsong Music CD (Dispel Magic)

A popular new age musician stumbled across a book of ancient ritual music. She incorporated some of the melodies into her own songs. As a result each of her music CDs generate a different magic effect when played. This CD creates an aura of magic dispelling. Magic items or spell effects within 20 feet of the device playing the CD are affected as though targeted by a *dispel magic* spell (as described in the *d20 Modern, Core Rulebook*) cast at 10th level. An item that successfully saves against the dispel cannot be targeted a second time by the CD. This effect lasts for as long as the CD is playing. A typical Bardsong CD has a playing time of 30 minutes. The device used to play the CD must remain stationary for the magic to work. Moving the device will disrupt the effect and

the CD will have to be started over.

Type: Wondrous Item (magic); Caster Level: 10th; Purchase DC: 36; Weight: -

Bardsong Music CD (Raise Dead)

A popular new age musician stumbled across a book of ancient ritual music. She incorporated some of the melodies into her own songs. As a result each of her music CDs generate a different magic effect when played. A single dead creature within 20 feet of the device playing the CD is affected as though targeted by a *raise dead* spell (as described in the *d20 Modern, Core Rulebook*). This spell acts as though cast at 10th level. The CD must be played in its entirety for the spell to have an effect. The CD's magic will not work twice on the same creature. A typical Bardsong CD has a playing time of 30 minutes. The device used to play the CD must remain stationary for the magic to work. Moving the device will disrupt the effect and the CD will have to be started over.

Type: Wondrous Item (magic); Caster Level: 10th; Purchase DC: 36; Weight: -

Bardsong Music CD (Remove Curse)

A popular new age musician stumbled across a book of ancient ritual music. She incorporated some of the melodies into her own songs. As a result each of her music CDs generate a different magic effect when played. Creatures within 20 feet of the device playing the CD are affected as though targeted by a *remove curse* spell (as described in the *d20 Modern, Core Rulebook*) cast at 10th level. The CD must be played in its entirety

for the spell to have an effect. The CD's magic will not work twice on the same creature. A typical Bardsong CD has a playing time of 30 minutes. The device used to play the CD must remain stationary for the magic to work. Moving the device will disrupt the effect and the CD will have to be started over.

Type: Wondrous Item (magic); Caster Level: 10th; Purchase DC: 36; Weight: -

Bardsong Music CD (Restoration)

A popular new age musician stumbled across a book of ancient ritual music. She incorporated some of the melodies into her own songs. As a result each of her music CDs generate a different magic effect when played. Creatures within 20 feet of the device playing the CD are affected as though targeted by a *restoration* spell (as described in the *d20 Modern, Core Rulebook*) cast at 10th level. The CD must be played in its entirety for the spell to have an effect. The CD's magic will not work twice on the same creature. A typical Bardsong CD has a playing time of 30 minutes. The device used to play the CD must remain stationary for the magic to work. Moving the device will disrupt the effect and the CD will have to be started over.

Type: Wondrous Item (magic); Caster Level: 10th; Purchase DC: 36; Weight: -

Bardsong Music CD (Tongues)

A popular new age musician stumbled across a book of ancient ritual music. She incorporated some of the melodies into her own songs. As a result each of her music CDs generate a different magic effect when played. This CD creates an aura of transla-

tion. Creatures within 20 feet of the device playing the CD are affected as though targeted by a *tongues* spell (as described in the *d20 Modern, Core Rulebook*) cast at 8th level. This effect lasts for as long as the CD is playing. A typical Bardsong CD has a playing time of 30 minutes. The device used to play the CD must remain stationary for the magic to work. Moving the device will disrupt the effect and the CD will have to be started over.

Type: Wondrous Item (magic); Caster Level: 8th; Purchase DC: 34; Weight: -

Doormat of Warding

A glyph of warding is stored within this simple doormat. The doormat can be traversed safely by anyone in contact with it when it is placed on the ground in front of the portal it is to protect. Anyone else that steps on, passes over, or otherwise tampers with the mat will trigger the glyph. The owner can choose from two different settings when the mat is placed—blast glyph or spell glyph. Both function the same as a standard glyph spell (as described in the *d20 Modern, Core Rulebook*) cast at 6th level. The mat can be retrieved safely by anyone who was in contact with it at the time it was set. A doormat of warding can be triggered 3 times per day.

Type: Wondrous Item (magic); Caster Level: 6th; Purchase DC: 33; Weight: 3lb.

Energy Bar (acid)

Masquerading as a standard sports energy bar, this energy bar actually protects the creature who eats it from the specified form of energy attacks. After eating this bar a creature becomes protected as though they were targeted by a resist energy spell cast at 5th

level with acid as the selected energy form.

Type: Wondrous Item (magic); Caster Level: 5th; Purchase DC: 30; Weight: -

Energy Bar (cold)

Masquerading as a standard sports energy bar, this energy bar actually protects the creature who eats it from the specified form of energy attacks. After eating this bar a creature becomes protected as though they were targeted by a resist energy spell cast at 5th level with cold as the selected energy form.

Type: Wondrous Item (magic); Caster Level: 5th; Purchase DC: 30; Weight: -

Energy Bar (electricity)

Masquerading as a standard sports energy bar, this energy bar actually protects the creature who eats it from the specified form of energy attacks. After eating this bar a creature becomes protected as though they were targeted by a resist energy cast at 5th level with electricity as the selected energy form.

Type: Wondrous Item (magic); Caster Level: 5th; Purchase DC: 30; Weight: -

Energy Bar (fire)

Masquerading as a standard sports energy bar, this energy bar actually protects the creature who eats it from the specified form of energy attacks. After eating this bar a creature becomes protected as though they were

targeted by a resist energy spell cast at 5th level with fire as the selected energy form.

Type: Wondrous Item (magic); Caster Level: 5th; Purchase DC: 30; Weight: -

Energy Bar (sonic/concussion)

Masquerading as a standard sports energy bar, this energy bar actually protects the creature who eats it from the specified form of energy attacks. After eating this bar a creature becomes protected as though they were targeted by a resist energy spell cast at 5th level with sonic/concussion as the selected energy form.

Type: Wondrous Item (magic); Caster Level: 5th; Purchase DC: 30; Weight: -

Flask of Healing

This standard silver flask bears a number of magic glyphs around its mouth. Alcohol held within the flask for more than an hour becomes transformed into a healing potion. Drinking from the flask will heal a creature for 2d4 points of damage. The potion must be drunk from the flask to have any effect. The potion will transform back into alcohol if spilled or poured out into a container. The flask can hold up to 3 doses of healing potion.

Type: Wondrous Item (magic); Caster Level: 7th; Purchase DC: 35; Weight: 1lb.

Jewelry Box of Dancing

This simple jewelry box contains a small plastic ballerina that slowly spins to music when the box is open. If anyone other than the

owner opens the box they must immediately make a Will save (DC 15). Failure means that the jewelry box has enchanted them. An enchanted creature can do nothing more than spin about in place like the ballerina for as long as the music plays (1d10+5 minutes). Another creature can aid the enchanted creature by giving them a good hard slap or shove (which breaks the spell) or by simply closing the box.

Type: Wondrous Item (magic); Caster Level: 6th; Purchase DC: 33; Weight: 1lb.

Jewelry Box of Masking

This jewelry box masks the appearance of valuables placed within. Items inside the box are blanketed by a powerful illusion that makes them appear as nothing more than plastic trinkets and very cheap costume jewelry. Only by removing the items from the box can their true value be perceived.

Type: Wondrous Item (magic); Caster Level: 6th; Purchase DC: 33; Weight: 1lb.

Letter Opener

This 8' letter opener resembles a miniature longsword. The user can open and close envelopes without leaving any evidence of tampering. Simply touching this letter opener to a sealed envelope will cause it to spring open as though it was never sealed. Touching it once again to the envelope will cause it to reseal. The letter opener can also be willed to grow into a full size longsword and back again. This action is identical to drawing a weapon.

Type: Wondrous Item (magic); Caster Level: 5th; Purchase DC: 30; Weight: -

Lucky Game Dice (six-sided)

The player who controls the owner of this seemingly normal six-sided roleplaying die can use it to re-roll one unfavorable six-sided die roll once each 'in game' day. The less favorable die roll is discarded. The owner of a lucky die must carry it on their person in order to benefit from its ability.

Type: Wondrous Item (magic); Caster Level: 6th; Purchase DC: 33; Weight: -

Lucky Game Dice (eight-sided)

The player who controls the owner of this seemingly normal eight-sided roleplaying die can use it to re-roll one unfavorable eight-sided die roll once each 'in game' day. The less favorable die roll is discarded. The owner of a lucky die must carry it on their person in order to benefit from its ability.

Type: Wondrous Item (magic); Caster Level: 5th; Purchase DC: 32; Weight: -

Lucky Game Dice (ten-sided)

The player who controls the owner of this seemingly normal ten-sided roleplaying die can use it to re-roll one unfavorable ten-sided die roll once each 'in game' day. The less favorable die roll is discarded. The owner of a lucky die must carry it on their person in order to benefit from its ability.

Type: Wondrous Item (magic); Caster Level: 5th; Purchase DC: 32; Weight: -

Lucky Game Dice (twenty-sided)

The player who controls the owner of this seemingly normal twenty-sided roleplaying die can use it to re-roll one unfavorable twenty-sided die roll once each 'in game' day. The less favorable die roll is discarded. The owner of a lucky die must carry it on their person in order to benefit from its ability.

Type: Wondrous Item (magic); Caster Level: 5th; Purchase DC: 32; Weight: -

Mage-light Light Bulb (daze)

A once struggling security company made a name for itself by supplying the modern mage with some means of protection. One of their more successful lines of magic security is the mage-light light bulb. A mage-light can be screwed into any normal lamp socket. The owner of this bulb can will it, as a free action, to emit a blinding flash of light. All creatures within the room, save the owner, are affected as though targeted by a daze spell. The bulb's ability will only function a total of three times per day and will only work while the lamp is turned on.

Type: Wondrous Item (magic); Caster Level: 6th; Purchase DC: 33; Weight: -

Mage-light Light Bulb (detect magic aura)

A once struggling security company made a name for itself by supplying the modern mage with some means of protection. One of their more successful lines of magic security is the mage-light light bulb. A mage-light can be

screwed into any normal lamp socket. Anything magical in nature or under the effects of a spell that enters a room lit by this bulb will glow with a bright blue aura.

Type: Wondrous Item (magic); Caster Level: 6th; Purchase DC: 34; Weight: -

Mage-light Light Bulb (searing light)

A once struggling security company made a name for itself by supplying the modern mage with some means of protection. One of their more successful lines of magic security is the mage-light light bulb. A mage-light can be screwed into any normal lamp socket. The owner of this bulb can will it, as a free action, to emit a blinding flash of light. All creatures within the room, save the owner, are affected as though targeted by a searing light spell. The bulb's ability will only function a total of three times per day and will only work while the lamp is turned on.

Type: Wondrous Item (magic); Caster Level: 6th; Purchase DC: 33; Weight: -

Mage-light Light Bulb (see invisibility)

A once struggling security company made a name for itself by supplying the modern mage with some means of protection. One of their more successful lines of magic security is the mage-light light bulb. A mage-light can be screwed into any normal lamp socket. Anything invisible that enters this room will be completely visible for as long as the bulb is lit.

Type: Wondrous Item (magic); Caster Level: 6th; Purchase DC: 34; Weight: -

Magic Aquarium

This rectangular glass aquarium measures 34" wide x 12" across and is 18" deep. It appears to contain a variety of fresh water fish along with plants, sunken bits of a miniature shipwreck and a bubbling treasure chest. It isn't until the lid of the aquarium is lifted that its true nature is discovered. The interior of the aquarium when viewed from above is empty, giving the owner ample storage space for objects they wish to hide from prying eyes. The aquarium's illusionary fish dart about the tank and will even react to actions such as tapping on the glass. The aquarium comes complete with a working light in its lid, a buzzing pump, and gurgling filter.

Type: Wondrous Item (magic); Caster Level: 5th; Purchase DC: 33; Weight: 40lb.

Magic CD Case

This standard plastic jeweled CD case contains space to hold two CDs. The owner of this CD case can make a copy of any CD by simply placing a recorded CD in one part of the case and a blank recordable CD in the other. The act of shutting the case activates the copy process. The case will magically seal and remain shut for 1 full minute after which the case will pop open and the CD and copy can be retrieved.

Type: Wondrous Item (magic); Caster Level: 3rd; Purchase DC: 31; Weight: -

Mana Monsters Summon Card (common)

This is a card from a popular collectible card game that somehow became imbued with mystic powers. The act of tearing this card in half triggers a summon spell held within. The

spell functions as a *summon monster I*, *summon nature's ally I*, or a *summon vivalor I* spell (GM's discretion).

Type: Wondrous Item (magic); Caster Level: 2nd; Purchase DC: 27; Weight: -.

Mana Monsters Summon Card (rare)

This is a card from a popular collectible card game that somehow became imbued with mystic powers. The act of tearing this card in half triggers a summon spell held within. The spell functions as a *summon monster III*, *summon nature's ally III*, or a *summon vivalor III* spell (GM's discretion).

Type: Wondrous Item (magic); Caster Level: 6th; Purchase DC: 31; Weight: -.

Mana Monsters Summon Card (ultra rare)

This is a card from a popular collectible card game that somehow became imbued with mystic powers. The act of tearing this card in half triggers a summon spell held within. The spell functions as a *summon monster IV*, *summon nature's ally IV*, or a *summon vivalor IV* spell (GM's discretion).

Type: Wondrous Item (magic); Caster Level: 8th; Purchase DC: 33; Weight: -.

Mana Monsters Summon Card (uncommon)

This is a card from a popular collectible card game that somehow became imbued with mystic powers. The act of tearing this card in half triggers a summon spell held within. The

spell functions as a *summon monster II*, *summon nature's ally II*, or a *summon vivalor II* spell (GM's discretion).

Type: Wondrous Item (magic); Caster Level: 4th; Purchase DC: 29; Weight: -.

Message Pen

This unassuming pen was created by a secretive mage as a means of passing messages to his allies. The user simply writes their intended message with the pen in the normal fashion. The pen stores the movements made while the message is being written. The next time the pen is touched to a sheet of paper it will 'replay' its recorded movements, causing the creature holding the pen to re-write the message. During this re-write the user loses control of their hand. The result is an effect similar to that experienced during the paranormal phenomenon known as automatic writing and could take up to 30 minutes to play out (depending upon the length and content of the recorded message). The message length is limited to what can be contained on a standard size sheet of paper. It may contain text, images, or a mix of both. The owner may set a triggering condition upon the pen (such as 'start re-write when picked-up for the third time' or 'only re-write message for Suzann Browne'). The creature that triggers the re-write can attempt to release the pen by making a successful Will save (DC 13).

Type: Wondrous Item (magic); Caster Level: 3rd; Purchase DC: 31; Weight: -

Plastic Army Men (mine sweeper)

One of the pieces of a large set of little green plastic army men that were inadvertently

exposed to a burst of mystical energy, this mine sweeper grants its owner a special ability. The owner gains a +1 bonus to their disable device skill checks. The army man must be within on foot of its owner to bestow its bonus so it is best carried in a pocket or purse.

Type: Wondrous Item (magic); Caster Level: 3rd; Purchase DC: 31; Weight: -

Plastic Army Men (rifleman)

One of the pieces of a large set of little green plastic army men that were inadvertently exposed to a burst of mystical energy, this rifleman grants its owner a special ability. The owner gains a +1 bonus to their damage roll when using a weapon with a ranged attack. The army man must be within on foot of its owner to bestow its bonus so it is best carried in a pocket or purse.

Type: Wondrous Item (magic); Caster Level: 3rd; Purchase DC: 31; Weight: -

Plastic Army Men (sniper)

One of the pieces of a large set of little green plastic army men that were inadvertently exposed to a burst of mystical energy, this sniper grants its owner a special ability. The owner gains a +1 bonus to their attack roll when using a weapon with a ranged attack. The army man must be within on foot of its owner to bestow its bonus so it is best carried in a pocket or purse.

Type: Wondrous Item (magic); Caster Level: 3rd; Purchase DC: 31; Weight: -

Plastic Army Men (spotter)

One of the pieces of a large set of little green plastic army men that were inadvertently exposed to a burst of mystical energy, this spotter grants its owner a special ability. The owner gains a +1 bonus to their spot skill checks. The army man must be within on foot of its owner to bestow its bonus so it is best carried in a pocket or purse.

Type: Wondrous Item (magic); Caster Level: 3rd; Purchase DC: 31; Weight: -

Plastic Army Tank

One of the pieces of a large set of little green plastic army men that were inadvertently exposed to a burst of mystical energy, this army tank grants its owner a special ability. When placed within a vehicle the tank grants a +1 bonus to the vehicle's defense and hardness. The vehicle's hit points are also increased by 5 points.

Type: Wondrous Item (magic); Caster Level: 3rd; Purchase DC: 31; Weight: -

Poison Bookmark

The user of this bookmark may place it inside the book of their choice. Anyone who handles the book other than the user must make a successful Fortitude save (DC18) or else be exposed to the poison belladonna (see page 54 of the d20 Modern Core Rulebook). A poison bookmark goes through a period of attuning itself to its owner before it can function properly. This period requires 3 hours during which time the owner must remain in continuous physical contact with the bookmark.

Type: Wondrous Item (magic); Caster Level: 3rd; Purchase DC: 31; Weight: -

Poster (angel)

When hung upon a wall this poster of a winged warrior angel generates an aura of fear. Any creature of evil allegiance that comes within 20 feet of the poster must make a Will save (DC14) or become affected as though targeted by a fear spell cast at 8th level.

Type: Wondrous Item (magic); Caster Level: 8th; Purchase DC: 36; Weight: 1lb.

Poster (demon)

When hung upon a wall this poster of a savage demonic warrior generates an aura of fear. Any creature of good allegiance that comes within 20 feet of the poster must make a Will save (DC14) or become affected as though targeted by a fear spell cast at 8th level.

Type: Wondrous Item (magic); Caster Level: 8th; Purchase DC: 36; Weight: 1lb.

Psychic Bookmark

The user of this bookmark can place it within the book of their choice. The owner gains the ability to mentally access information upon the pages the bookmark touches from wherever they are. A psychic bookmark goes through a period of attuning itself to its owner before it can function properly. This period requires 3 hours during which time the owner

must remain in continuous physical contact with the bookmark.

Type: Wondrous Item (magic); Caster Level: 3rd; Purchase DC: 31; Weight: -

Sonic Blast Whoopee Cushion

This seemingly harmless whoopee cushion contains a powerful sonic attack. When inadvertently (or purposely) sat upon the cushion's um... sound is dramatically amplified. All creatures and objects within a 25 foot radius of the cushion are treated as though targeted by a shout spell. This spell functions as though it were cast at 8th level. The cushion's magic can only be used once each day. Additional daily uses result in standard whoopee cushion results.

Type: Wondrous Item (magic); Caster Level: 8th; Purchase DC: 35; Weight: -

Ultimate Joy Buzzer

Appearing as a simple toy joy buzzer this device grants its user a couple of shocking abilities. When worn it can be willed to create a visible aura of electricity around the hand it is upon. A successful touch attack against a target will deal 1 point of electricity damage. A grappled target will take an additional 1 point of electricity damage each round. A critical hit made upon a target during unarmed combat results in an additional 1d4 points in electricity damage. Once per day the user can also will the joy buzzer to discharge it's electricity. This discharge functions as a lightning bolt spell cast at 6th level. After this discharge the joy buzzer will cease to function for 24 hours while it rebuilds it's charge.

Type: Wondrous Item (magic); Caster Level: 6th; Purchase DC: 34; Weight: -

Universal Gift Card

The owner of a universal gift card can use it to gain a one-time bonus to their wealth check. When used the card will lower a wealth check by 3d4 points. The card can only be used in establishments that offer gift cards. Upon entering such an establishment the universal gift card automatically transforms into an exact duplicate of the card offered by that business. The card's wealth bonus can only be used once since it must be handed over to the business during the transaction.

Type: Wondrous Item (magic); Caster Level: 6th; Purchase DC: 31; Weight: -

Un-welcome Mat

Placing this doormat upon the ground triggers a circle of fear. This circle expands in a radius of 10 feet around the mat. Any creature that enters this area must make a Will save (DC14) or become affected as though targeted by a fear spell cast at 8th level. Any unaffected creature may dispel the circle by simply picking up the mat. The creature or creatures touching the mat when it was first placed upon the ground gain a +5 bonus when saving against the mat's effects.

Type: Wondrous Item (magic); Caster Level: 8th; Purchase DC: 36; Weight: 3lb.

Watchdog's Collar

The owner of this collar can use it up to 3 times per day to cast the spell phantom watchdog. The user simply draws the collar out from their pocket or purse and tosses it before them to activate the spell. The collar will animate as though fastened around the

neck of the dog. The watchdog's abilities are identical to the spell save for the fact that it loses most of its invisibility bonuses due to the visibility of the collar. Melee and ranged attacks made against it suffer a 30% miss chance. The watchdog gains only a +1 to its attack rolls and a +10 to its hide checks (+5 if moving). The spell functions as though cast at 9th level. The collar will fall to the ground once the spell has expired.

Type: Wondrous Item (magic); Caster Level: 9th; Purchase DC: 36; Weight: 1lb.

Wind Chimes of Warning

Used as a magic alarm system, wind chimes of warning function best when hung just outside the door or window of a dwelling. Unlike normal wind chimes they remain silent in even gale force winds. Instead the owner sets the condition that must occur for them to ring during the act of hanging them. This condition can be general (such as 'chime when any creature comes within 20 feet of the front door') to specific (such as 'chime when an acolyte of the Cult of Sorrow attempts to use a knock spell on the window by the rose-bush'). The chime must have 'line of sight' to the object it is supposed to be guarding for it to function. Its 'vision' has a range of 30 feet. When triggered the chimes will tinkle softly as though stirred by a small wind despite current weather conditions. Though soft this tinkling is surprisingly audible. The sound will be heard by all creatures inside the protected dwelling regardless of the level of noise within.

Type: Wondrous Item (magic); Caster Level: 6th; Purchase DC: 34; Weight: 2lb.

Wizard's Gum (blur)

Sold only at select and secret stores throughout the world, wizard's gum has become a popular item among modern day adventurers. In addition to a pleasant fruity taste each stick of wizard's gum holds a spell, triggered by the act of chewing. The chewer of this gum is protected as though they were the target of a blur spell (as described in the *d20 Modern, Core Rulebook*). This spell lasts for 10 minutes after which the effect vanishes and the gum becomes flat and tasteless. Each pack of wizard's gum contains 7 sticks of gum.

Type: Wondrous Item (magic); Caster Level: 6th; Purchase DC: 32; Weight: -

Wizard's Gum (displacement)

Sold only at select and secret stores throughout the world, wizard's gum has become a popular item among modern day adventurers. In addition to a pleasant fruity taste each stick of wizard's gum holds a spell, triggered by the act of chewing. The chewer of this gum is protected as though they were the target of a displacement spell (as described in the *d20 Modern, Core Rulebook*). This spell lasts for 10 minutes after which the effect vanishes and the gum becomes flat and tasteless. Each pack of wizard's gum contains 7 sticks of gum.

Type: Wondrous Item (magic); Caster Level: 6th; Purchase DC: 32; Weight: -

Wizard's Gum (haste)

Sold only at select and secret stores throughout the world, wizard's gum has become a popular item among modern day adventurers.

In addition to a pleasant fruity taste each stick of wizard's gum holds a spell, triggered by the act of chewing. The chewer of this gum is affected as though they were the target of a haste spell (as described in the *d20 Modern, Core Rulebook*). This spell lasts for 10 minutes after which the effect vanishes and the gum becomes flat and tasteless. Each pack of wizard's gum contains 7 sticks of gum.

Type: Wondrous Item (magic); Caster Level: 6th; Purchase DC: 32; Weight: -

Wizard's Gum (protection from arrows / bullets)

Sold only at select and secret stores throughout the world, wizard's gum has become a popular item among modern day adventurers. In addition to a pleasant fruity taste each stick of wizard's gum holds a spell, triggered by the act of chewing. The chewer of this gum is protected as though they were the target of a protection from arrows / bullets spell (as described in the *d20 Modern, Core Rulebook*). This spell lasts for 10 minutes after which the effect vanishes and the gum becomes flat and tasteless. Each pack of wizard's gum contains 7 sticks of gum.

Type: Wondrous Item (magic); Caster Level: 6th; Purchase DC: 32; Weight: -

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