



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



Buck-A-Batch

Modern Magic Items III

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

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04-05	Bobble-head demon
06-07	Bullet Bracelet
08-09	Bullet Charm
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94-95	Someone Else's Pen (poison)
96-97	Someone Else's Pen (zone of truth)
98-99	Sound Storm Whistle

Anything Bag

This seemingly innocent paper grocery bag appears empty. Three times per day the user can fold the top of the bag shut and state the name of a small item from table 4-10 general equipment in the d20 Modern core rulebook. There is a 50% chance that when the user opens the bag back up it will contain the named item. This item will function as a standard item of its type for a period of 12 hours, after which it will disintegrate.

Type: Wondrous Item (magic); Caster Level: 10th; Purchase DC: 37; Weight: -

Bobble-head angel

Simply placing this plastic angel upon the dashboard of a vehicle grants the vehicle and anyone within it a bonus when defending against attacks made by creatures of evil allegiance. Attacks made against the vehicle or its passengers by such creatures are made at a -2 penalty to hit and to damage. The vehicle and its occupants also gain a +2 bonus when saving against magical attacks made by these creatures.

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

Bobble-head demon

Simply placing this plastic angel upon the dashboard of a vehicle grants the vehicle and anyone within it a bonus when defending against attacks made by creatures of good allegiance. Attacks made against the vehicle or its passengers by such creatures are made at a -2 penalty to hit and to damage. The vehicle and its occupants also gain a +2 bonus when saving against magical attacks made by these creatures.

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

Bullet Bracelet

This charm bracelet is adorned with 12 bullets. Each bullet can be snapped off the bracelet and loaded into a gun. The bullet will automatically resize itself to fit any rifle or handgun it is loaded into. The bracelet holds 2 each of the following bullets: Acid, cold, electricity, fire, sonic/concussion, and holy/unholy. The acid, cold, electricity, fire, and sonic/concussion bullets each deal an additional 1d4 points of their energy type damage to a target in addition the normal damage dealt by a bullet fired from a weapon of its type. The holy/unholy bullet works off the wearer's allegiance. If the wearer has an allegiance to good the bullet gains a holy attribute which deals an additional 1d8 points damage to an evil target. An allegiance to evil charges the bullet to do 1d8 additional points damage to a good target. If the wearer has no allegiance the bullet simply deals an additional 2 points damage to a target. The wearer of the bracelet also gains a +1 bonus to their to hit rolls when firing a rifle or handgun.

Type: Wondrous Item (magic); Caster Level: 5th; Purchase DC: 37; Weight: -

Bullet Charm

This simple bullet charm can be fastened to a key chain and carried in a pocket or attached to a necklace and worn about the neck. The charm surrounds the owner with a protective aura against bullets. Any ranged attack made against the protected creature using bullets suffers a 30% miss chance. Once per day the owner can push this ability. This 'push' lasts for 1d6 rounds and can be used in two different ways. The owner can either choose to

increase the range of the protection so that all creatures within 20 feet of the owner are protected or increase the protective power of the charm to the point where the miss chance is temporarily increased to 60%.

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

Dog Whistle

This whistle functions as a standard dog whistle however once per day the owner can use it to activate a phantom watchdog spell. This spell functions as though cast at 10th level. The owner can also use the whistle to command dogs to a degree. The user need only look at the dog and think about the command they wish to give while sounding the whistle: approach, drop, fall, flee, or halt. The dog will react as though targeted by a command spell cast at 10th level. The whistle's command ability will function up to 6 times per day.

Type: Wondrous Item (magic); Caster Level: 10th; Purchase DC: 37; Weight: -

Enhance-mints (charisma)

These hard to find mints come packaged in an attractive little tin. There are roughly 40 mints to a package. Sucking on one of these mints will grant the sucker a +1 bonus to their charisma for 5 minutes. Up to 3 mints can be eaten at a time for a +3 bonus for 5 minutes. The user can also choose to eat different combinations of enhance-mints, up to three of any type, if others are available (for example the user can choose to eat 2 charisma enhance-mints and 1 strength enhance-mint in order to gain a +2 and +1 bonus to those abilities for 5 minutes).

Type: Wondrous Item (magic); Caster Level:

3rd; Purchase DC: 29; Weight: -

Enhance-mints (constitution)

These hard to find mints come packaged in an attractive little tin. There are roughly 40 mints to a package. Sucking on one of these mints will grant the sucker a +1 bonus to their constitution for 5 minutes. Up to 3 mints can be eaten at a time for a +3 bonus for 5 minutes. The user can also choose to eat different combinations of enhance-mints, up to three of any type, if others are available (for example the user can choose to eat 2 constitution enhance-mints and 1 strength enhance-mint in order to gain a +2 and +1 bonus to those abilities for 5 minutes).

Type: Wondrous Item (magic); Caster Level: 3rd; Purchase DC: 29; Weight: -

Enhance-mints (dexterity)

These hard to find mints come packaged in an attractive little tin. There are roughly 40 mints to a package. Sucking on one of these mints will grant the sucker a +1 bonus to their dexterity for 5 minutes. Up to 3 mints can be eaten at a time for a +3 bonus for 5 minutes. The user can also choose to eat different combinations of enhance-mints, up to three of any type, if others are available (for example the user can choose to eat 2 dexterity enhance-mints and 1 constitution enhance-mint in order to gain a +2 and +1 bonus to those abilities for 5 minutes).

Type: Wondrous Item (magic); Caster Level: 3rd; Purchase DC: 29; Weight: -

Enhance-mints (intelligence)

These hard to find mints come packaged in

an attractive little tin. There are roughly 40 mints to a package. Sucking on one of these mints will grant the sucker a +1 bonus to their intelligence for 5 minutes. Up to 3 mints can be eaten at a time for a +3 bonus for 5 minutes. The user can also choose to eat different combinations of enhance-mints, up to three of any type, if others are available (for example the user can choose to eat 2 intelligence enhance-mints and 1 wisdom enhance-mint in order to gain a +2 and +1 bonus to those abilities for 5 minutes).

Type: Wondrous Item (magic); Caster Level: 3rd; Purchase DC: 29; Weight: -

Enhance-mints (strength)

These hard to find mints come packaged in an attractive little tin. There are roughly 40 mints to a package. Sucking on one of these mints will grant the sucker a +1 bonus to their strength for 5 minutes. Up to 3 mints can be eaten at a time for a +3 bonus for 5 minutes. The user can also choose to eat different combinations of enhance-mints, up to three of any type, if others are available (for example the user can choose to eat 2 strength enhance-mints and 1 dexterity enhance-mint in order to gain a +2 and +1 bonus to those abilities for 5 minutes).

Type: Wondrous Item (magic); Caster Level: 3rd; Purchase DC: 29; Weight: -

Enhance-mints (wisdom)

These hard to find mints come packaged in an attractive little tin. There are roughly 40 mints to a package. Sucking on one of these mints will grant the sucker a +1 bonus to their wisdom for 5 minutes. Up to 3 mints can be eaten at a time for a +3 bonus for 5 minutes. The user can also choose to eat different combinations of enhance-mints, up to three

of any type, if others are available (for example the user can choose to eat 2 wisdom enhance-mints and 1 charisma enhance-mint in order to gain a +2 and +1 bonus to those abilities for 5 minutes).

Type: Wondrous Item (magic); Caster Level: 3rd; Purchase DC: 29; Weight: -

Frankenstein's Poster

This poster appears to be an advertisement for an obscure modern day remake of a Frankenstein movie. As a one-time function the owner of this poster can use it to summon a flesh golem. The flesh golem will serve the creature that summoned it as though they were its creator or master for as long as it is able. The poster disintegrates after this function has been triggered.

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

Go! Gas

A 12 ounce bottle of go gas can be added to the fuel tank of any vehicle. Go! Gas increases a vehicle's top speed by 20%. The vehicle's initiative and maneuver attributes are also modified by +1. These bonuses remain for up to 3 hours of use.

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

Instant Wall (fire)

Instant wall is a wall in a can, a handy little item to have if you know where to get it. Simply pointing the can in a direction and depressing its nozzle will cause it to spray out a wall of fire. This wall functions identical to a

wall of fire spell (as described in the *d20 Modern, Core Rulebook*) cast at 10th level. This act counts as an attack action. Each can contains only one wall.

Type: Wondrous Item (magic); Caster Level: 10th; Purchase DC: 35; Weight: 1lb.

Instant Wall (force)

Instant wall is a wall in a can, a handy little item to have if you know where to get it. Simply pointing the can in a direction and depressing its nozzle will cause it to spray out a wall of force. This wall functions identical to a *wall of force* spell cast at 10th level (as described in the *d20 Modern, Core Rulebook*). This act counts as an attack action. Each can contains only one wall.

Type: Wondrous Item (magic); Caster Level: 10th; Purchase DC: 35; Weight: 1lb.

Instant Wall (ice)

Instant wall is a wall in a can, a handy little item to have if you know where to get it. Simply pointing the can in a direction and depressing its nozzle will cause it to spray out a wall of ice. This wall functions identical to a *wall of ice* spell (as described in the *d20 Modern, Core Rulebook*) cast at 10th level. This act counts as an attack action. Each can contains only one wall.

Type: Wondrous Item (magic); Caster Level: 10th; Purchase DC: 35; Weight: 1lb.

Instant Wall (iron)

Instant wall is a wall in a can, a handy little item to have if you know where to get it.

Simply pointing the can in a direction and depressing its nozzle will cause it to spray out a wall of iron. This wall functions identical to a *wall of iron* spell (as described in the *d20 Modern, Core Rulebook*) cast at 10th level. This act counts as an attack action. Each can contains only one wall.

Type: Wondrous Item (magic); Caster Level: 10th; Purchase DC: 35; Weight: 1lb.

Instant Wall (stone)

Instant wall is a wall in a can, a handy little item to have if you know where to get it. Simply pointing the can in a direction and depressing its nozzle will cause it to spray out a wall of stone. This wall functions identical to a *wall of stone* spell (as described in the *d20 Modern, Core Rulebook*) cast at 10th level. This act counts as an attack action. Each can contains only one wall.

Type: Wondrous Item (magic); Caster Level: 10th; Purchase DC: 35; Weight: 1lb.

Life Preservers Candy (fortitude)

Each pack of life preservers candy contains 12 fruit flavored life preserver shaped treats. Aside from the pleasant taste, sucking on one of these candies will grant the sucker a +2 bonus to their fortitude saves for 1d6+4 minutes. Eating additional candies at once will not cause this bonus to stack. If the user eats two or more different types of life preserver candies they will benefit from each of the appropriate save bonuses.

Type: Wondrous Item (magic); Caster Level: 3rd; Purchase DC: 29; Weight: -

Life Preservers Candy (reflex)

Each pack of life preservers candy contains 12 fruit flavored life preserver shaped treats. Aside from the pleasant taste, sucking on one of these candies will grant the sucker a +2 bonus to their reflex saves for 1d6+4 minutes. Eating additional candies at once will not cause this bonus to stack. If the user eats two or more different types of life preserver candies they will benefit from each of the appropriate save bonuses.

Type: Wondrous Item (magic); Caster Level: 3rd; Purchase DC: 29; Weight: -

Life Preservers Candy (will)

Each pack of life preservers candy contains 12 fruit flavored life preserver shaped treats. Aside from the pleasant taste, sucking on one of these candies will grant the sucker a +2 bonus to their will saves for 1d6+4 minutes. Eating additional candies at once will not cause this bonus to stack. If the user eats two or more different types of life preserver candies they will benefit from each of the appropriate save bonuses.

Type: Wondrous Item (magic); Caster Level: 3rd; Purchase DC: 29; Weight: -

Magic Book Cover

This book cover is one of the stretch type covers that have been gaining in popularity as of late. A mage can stretch this book cover over their spell book at which point the book cover will absorb the text of all the spells contained in the book. The mage can then remove the book cover and place it upon another book. The contents of whatever book the book cover is placed upon will be replaced by the mage's spells for as long as the book cover is in place. The mage can carry the cloth book cover around with them,

folded up in a pocket, until it is needed, at which point they can grab any book that's handy, place the cover upon it, and transform it into their spell book. The book's contents revert back to normal once the cover has been removed.

Type: Wondrous Item (magic); Caster Level: 3rd; Purchase DC: 28; Weight: -

Magic Crayons

This is a standard box of 8 crayons. The colors included are black, white, blue, red, green, yellow, orange, and brown. Each crayon can be used once to temporarily replace the manmade color an item bears, such as a car, a shirt, a trashcan, etc. with the crayon's color. Simply touching the crayon to the colored surface will activate its magic and switch the colors. This change of color will last for 1d4 hours after which the item will revert back to its true color. Being able to quickly change the color of an item can be useful when attempting to avoid the police ("Be on the lookout for a red car...") eluding pursuers ("It's the guy in the green shirt! Get him!") or arranging a drop ("Put the package in the yellow trashcan. You can't miss it. It's the only one in the park."). Each crayon will shrink away into nothingness as its power is used.

Type: Wondrous Item (magic); Caster Level: 3rd; Purchase DC: 28; Weight: -

Mana Monsters Land Card (fire plains)

This is a card from a popular collectible card game that somehow has become imbued with mystic powers. The owner of this card is protected to a degree from fire attacks provided the card remains within 5 feet of them. The owner takes half damage from any such

attacks. As a one use function the owner can tear the card in half. This tearing triggers a fire blast that deals 5d6 points fire damage to all creatures within 20 feet of the card excluding the owner. The card loses its abilities once it is torn.

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

Mana Monsters Land Card (ice mountains)

This is a card from a popular collectible card game that somehow has become imbued with mystic powers. The owner of this card is protected to a degree from cold attacks provided the card remains within 5 feet of them. The owner takes half damage from any such attacks. As a one use function the owner can tear the card in half. This tearing triggers a cold blast that deals 5d6 points cold damage to all creatures within 20 feet of the card excluding the owner. The card loses its abilities once it is torn.

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

Mana Monsters Land Card (lightning fields)

This is a card from a popular collectible card game that somehow has become imbued with mystic powers. The owner of this card is protected to a degree from electricity attacks provided the card remains within 5 feet of them. The owner takes half damage from any such attacks. As a one use function the owner can tear the card in half. This tearing triggers an electricity blast that deals 5d6 points electricity damage to all creatures within 20 feet of the card excluding the owner. The card loses its abilities once it is

torn.

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

Mana Monsters Land Card (acid sea)

This is a card from a popular collectible card game that somehow has become imbued with mystic powers. The owner of this card is protected to a degree from acid attacks provided the card remains within 5 feet of them. The owner takes half damage from any such attacks. As a one use function the owner can tear the card in half. This tearing triggers an acid blast that deals 5d6 points acid damage to all creatures within 20 feet of the card excluding the owner. The card loses its abilities once it is torn.

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

Message Balloon

These balloons usually come deflated in a small bag of a dozen. The user may speak a word or a sentence containing up to ten words into the mouth of the balloon prior to blowing it up. Once inflated and tied shut the balloon can either be commanded to stay put, which it will even in a very windy environment (unless physically disturbed), or be commanded to seek out a specific individual which the owner knows by name and appearance (provided they are no more than a mile away). In the latter case the balloon will float off into the air and eventually make its way to the specified individual. If a message balloon is popped the message it contains will be spoke as though the sender were present speaking the words themselves.

Type: Wondrous Item (magic); Caster Level: 3rd; Purchase DC: 29; Weight: -

Monkey Statue (blinding)

Part of a set of three monkey statues. This one's name is Mizaru. It squats in a sitting position with its hands clamped firmly over its eyes. The statue must sit without being disturbed for a 3 hour period after which time it will generate an aura of blinding. This aura extends in a 20 foot radius of the statue and effects all creatures with allegiance to good who enter it. Good creatures who enter the statue's area of effect become blind for as long as they remain within range of the statue. If the statue is physically disturbed it will cease generating its aura for 3 hours.

Type: Wondrous Item (magic); Caster Level: 8th; Purchase DC: 36; Weight: 5lb.

Monkey Statue (deafening)

Part of a set of three monkey statues. This one's name is Kikazaru. It squats in a sitting position with its hands clamped firmly over its ears. The statue must sit without being disturbed for a 3 hour period after which time it will generate an aura of deafness. This aura extends in a 20 foot radius of the statue and effects all creatures with allegiance to good who enter it. Good creatures who enter the statue's area of effect become deaf for as long as they remain within range of the statue. If the statue is physically disturbed it will cease generating its aura for 3 hours.

Type: Wondrous Item (magic); Caster Level: 8th; Purchase DC: 36; Weight: 5lb.

Monkey Statue (muting)

Part of a set of three monkey statues. This one's name is Iwazaru. It squats in a sitting position with its hands clamped firmly over its mouth. The statue must sit without being disturbed for a 3 hour period after which time it will generate an aura of muting. This aura extends in a 20 foot radius of the statue and effects all creatures with allegiance to good who enter it. Good creatures who enter the statue's area of effect will not be able to speak for as long as they remain within range of the statue. If the statue is physically disturbed it will cease generating its aura for 3 hours.

Type: Wondrous Item (magic); Caster Level: 8th; Purchase DC: 36; Weight: 5lb.

Portable Wall Safe

A potable wall safe looks like a simple 8½ x 9 framed painting of a landscape or some obscure and famous dead person. Placing the painting against a wall will cause it to momentarily adhere to the surface. Grasping and pulling the left side of the frame will cause the painting to open like a small door revealing a wall safe behind it. The door to this safe opens as well to reveal a recess roughly the same size of the painting with a depth of about a foot, regardless of the actual thickness of the wall it has been temporarily mounted upon. When the safe is empty, its door can be opened and closed without a problem. Once an object has been placed inside and the door shut, the safe will lock. At this time the owner may decided upon a three number combination by simply rotating the dial upon the safe's door, stopping it at three numbers in rapid succession (in standard - left - right - left sequence). The dial bears the numbers 0-40. In order to open the wall safe again the dial must be spun using the set combination. Once the vault and the painting have been 'shut', the painting along with the wall safe can be removed from the wall by

simply grasping either side of the painting and giving it a quick tug. Attempting to break into the wall safe without the combination requires a disable device skill check (DC: 30).

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

Prayer Beads

This necklace holds ten small beads. Each bead contains a different 1st level divine spell. Simply touching a bead while the necklace is worn allows the wearer to identify the spell it contains. The wearer can snap a bead off the necklace to trigger the spell it contains. This triggering allows the wearer to cast the spell as though they were a 3rd level acolyte. The beads contain the following spells: *bane, bless, cause fear, command, comprehend languages, cure light wounds, inflict light wounds, magic weapon, remove fear, shield of faith*. Each bead can only be used once and dissolves away as the spell is cast.

Type: Wondrous Item (magic); Caster Level: 3rd; Purchase DC: 29; Weight: 1lb.

Quick Course Textbook (arcane lore)

A quick course textbook is roughly pocket size and contains 50 pages worth of information on a specific subject. Reading one takes one full hour. A person who reads an arcane lore quick course textbook who does not already posses the knowledge: arcane lore skill, temporarily gains this skill at its first rank. A person who reads the book who already possesses the knowledge: arcane lore skill gains a +3 bonus to this skill check. The reader retains the skill or bonus gained from the book for a number of hours equal to

1/3 their intelligence score. The owner can regain the skill or bonus by simply reading the book again. If desired a person who does not already possess the skill can read the book twice over a period of two hours to gain the skill and the +3 bonus.

Type: Wondrous Item (magic); Caster Level: 3rd; Purchase DC: 29; Weight: 1lb.

Quick Course Textbook (art)

A quick course textbook is roughly pocket size and contains 50 pages worth of information on a specific subject. Reading one takes one full hour. A person who reads an art quick course textbook who does not already possess the knowledge: art skill, temporarily gains this skill at its first rank. A person who reads the book who already possesses the knowledge: art skill gains a +3 bonus to this skill check. The reader retains the skill or bonus gained from the book for a number of hours equal to 1/3 their intelligence score. The owner can regain the skill or bonus by simply reading the book again. If desired a person who does not already possess the skill can read the book twice over a period of two hours to gain the skill and the +3 bonus.

Type: Wondrous Item (magic); Caster Level: 3rd; Purchase DC: 29; Weight: 1lb.

Quick Course Textbook (civics)

A quick course textbook is roughly pocket size and contains 50 pages worth of information on a specific subject. Reading one takes one full hour. A person who reads a civics quick course textbook who does not already possess the knowledge: civics skill, temporarily gains this skill at its first rank. A person

who reads the book who already possesses the knowledge: civics skill gains a +3 bonus to this skill check. The reader retains the skill or bonus gained from the book for a number of hours equal to 1/3 their intelligence score. The owner can regain the skill or bonus by simply reading the book again. If desired a person who does not already possess the skill can read the book twice over a period of two hours to gain the skill and the +3 bonus.

Type: Wondrous Item (magic); Caster Level: 3rd; Purchase DC: 29; Weight: 1lb.

Quick Course Textbook (behavioral sciences)

A quick course textbook is roughly pocket size and contains 50 pages worth of information on a specific subject. Reading one takes one full hour. A person who reads a behavioral sciences quick course textbook who does not already possess the knowledge: behavioral sciences skill, temporarily gains this skill at its first rank. A person who reads the book who already possesses the knowledge: behavioral sciences skill gains a +3 bonus to this skill check. The reader retains the skill or bonus gained from the book for a number of hours equal to 1/3 their intelligence score. The owner can regain the skill or bonus by simply reading the book again. If desired a person who does not already possess the skill can read the book twice over a period of two hours to gain the skill and the +3 bonus.

Type: Wondrous Item (magic); Caster Level: 3rd; Purchase DC: 29; Weight: 1lb.

Quick Course Textbook (business)

A quick course textbook is roughly pocket

size and contains 50 pages worth of information on a specific subject. Reading one takes one full hour. A person who reads a business quick course textbook who does not already possess the knowledge: business skill, temporarily gains this skill at its first rank. A person who reads the book who already possesses the knowledge: business skill gains a +3 bonus to this skill check. The reader retains the skill or bonus gained from the book for a number of hours equal to 1/3 their intelligence score. The owner can regain the skill or bonus by simply reading the book again. If desired a person who does not already possess the skill can read the book twice over a period of two hours to gain the skill and the +3 bonus.

Type: Wondrous Item (magic); Caster Level: 3rd; Purchase DC: 29; Weight: 1lb.

Quick Course Textbook (earth and life sciences)

A quick course textbook is roughly pocket size and contains 50 pages worth of information on a specific subject. Reading one takes one full hour. A person who reads an earth and life sciences quick course textbook who does not already possess the knowledge: earth and life sciences skill, temporarily gains this skill at its first rank. A person who reads the book who already possesses the knowledge: earth and life sciences skill gains a +3 bonus to this skill check. The reader retains the skill or bonus gained from the book for a number of hours equal to 1/3 their intelligence score. The owner can regain the skill or bonus by simply reading the book again. If desired a person who does not already possess the skill can read the book twice over a period of two hours to gain the skill and the +3 bonus.

Type: Wondrous Item (magic); Caster Level: 3rd; Purchase DC: 29; Weight: 1lb.

Quick Course Textbook (history)

A quick course textbook is roughly pocket size and contains 50 pages worth of information on a specific subject. Reading one takes one full hour. A person who reads a history quick course textbook who does not already possess the knowledge: history skill, temporarily gains this skill at its first rank. A person who reads the book who already possesses the knowledge: history skill gains a +3 bonus to this skill check. The reader retains the skill or bonus gained from the book for a number of hours equal to 1/3 their intelligence score. The owner can regain the skill or bonus by simply reading the book again. If desired a person who does not already possess the skill can read the book twice over a period of two hours to gain the skill and the +3 bonus.

Type: Wondrous Item (magic); Caster Level: 3rd; Purchase DC: 29; Weight: 1lb.

Quick Course Textbook (physical sciences)

A quick course textbook is roughly pocket size and contains 50 pages worth of information on a specific subject. Reading one takes one full hour. A person who reads a physical sciences quick course textbook who does not already possess the knowledge: physical sciences skill, temporarily gains this skill at its first rank. A person who reads the book who already possesses the knowledge: physical sciences skill gains a +3 bonus to this skill check. The reader retains the skill or bonus gained from the book for a number of hours equal to 1/3 their intelligence score. The owner can regain the skill or bonus by simply reading the book again. If desired a person

who does not already possess the skill can read the book twice over a period of two hours to gain the skill and the +3 bonus.

Type: Wondrous Item (magic); Caster Level: 3rd; Purchase DC: 29; Weight: 1lb.

Quick Course Textbook (technology)

A quick course textbook is roughly pocket size and contains 50 pages worth of information on a specific subject. Reading one takes one full hour. A person who reads a technology quick course textbook who does not already possess the knowledge: technology skill, temporarily gains this skill at its first rank. A person who reads the book who already possesses the knowledge: technology skill gains a +3 bonus to this skill check. The reader retains the skill or bonus gained from the book for a number of hours equal to 1/3 their intelligence score. The owner can regain the skill or bonus by simply reading the book again. If desired a person who does not already possess the skill can read the book twice over a period of two hours to gain the skill and the +3 bonus.

Type: Wondrous Item (magic); Caster Level: 3rd; Purchase DC: 29; Weight: 1lb.

Quick Course Textbook (theology and philosophy)

A quick course textbook is roughly pocket size and contains 50 pages worth of information on a specific subject. Reading one takes one full hour. A person who reads a theology and philosophy quick course textbook who does not already possess the knowledge: theology and philosophy skill, temporarily gains this skill at its first rank. A person who reads the book who already possesses the knowl-

edge: theology and philosophy skill gains a +3 bonus to this skill check. The reader retains the skill or bonus gained from the book for a number of hours equal to 1/3 their intelligence score. The owner can regain the skill or bonus by simply reading the book again. If desired a person who does not already possess the skill can read the book twice over a period of two hours to gain the skill and the +3 bonus.

Type: Wondrous Item (magic); Caster Level: 3rd; Purchase DC: 29; Weight: 1lb.

Someone Else's Pen (arcane sight)

This pen works best for remotely exploring large office buildings, research complexes, government buildings, hospitals or pretty much anywhere there's a lot of foot traffic in an enclosed environment. The owner simply clicks the end of the pen six times in rapid succession to activate its magic. The next person the owner interacts with that sees the pen will believe it to be theirs and ask for it back, possibly even demanding it, possibly even accusing the owner of stealing it. Once in the person's possession, they will instinctively place it in their shirt pocket, on their clipboard, behind their ear, or simply carry it in a semi visible way. They will also forget that they recognized the pen as belonging to them. The next person they interact with will believe the pen to be theirs and ask for it back, and so on. In this way the pen will travel from person to person throughout the building/complex. Once a person has had the pen in their possession they will not believe it belongs to them if they see it again. This pen allows the person that triggered its magic to see through the eyes of whoever currently has the pen. The person need only close their eyes and concentrate in order to do so. The pen's magic charge lasts for one 12 hour period after it has been activated. After this

the pen is just a normal pen.

Type: Wondrous Item (magic); Caster Level: 3rd; Purchase DC: 29; Weight: -

Someone Else's Pen (curse)

This pen works best for causing chaos in large office buildings, research complexes, government buildings, hospitals or pretty much anywhere there's a lot of foot traffic in an enclosed environment. The owner simply clicks the end of the pen six times in rapid succession to activate its magic. The next person the owner interacts with that sees the pen will believe it to be theirs and ask for it back, possibly even demanding it, possibly even accusing the owner of stealing it. Once in the person's possession, they will instinctively place it in their shirt pocket, on their clipboard, behind their ear, or simply carry it in a semi visible way. They will also forget that they recognized the pen as belonging to them. The next person they interact with will believe the pen to be theirs and ask for it back, and so on. In this way the pen will travel from person to person throughout the building/complex. Once a person has had the pen in their possession they will not believe it belongs to them if they see it again. This pen curses whoever clicks the pen open or closed after its magic has been triggered. This curse is treated as though a bestow curse spell was cast upon the creature by a 6th level acolyte. The cursed individual suffers a -4 penalty to all attack rolls, saving throws, ability checks, and skill checks. The pen's magic charge lasts for one 12 hour period after it has been activated. After this the pen is just a normal pen. The penalty vanishes from cursed individuals after the pen loses its charge.

Type: Wondrous Item (magic); Caster Level: 3rd; Purchase DC: 29; Weight: -

Someone Else's Pen (disease)

This pen works best for causing chaos in large office buildings, research complexes, government buildings, hospitals or pretty much anywhere there's a lot of foot traffic in an enclosed environment. The owner simply clicks the end of the pen six times in rapid succession to activate its magic. The next person the owner interacts with that sees the pen will believe it to be theirs and ask for it back, possibly even demanding it, possibly even accusing the owner of stealing it. Once in the person's possession, they will instinctively place it in their shirt pocket, on their clipboard, behind their ear, or simply carry it in a semi visible way. They will also forget that they recognized the pen as belonging to them. The next person they interact with will believe the pen to be theirs and ask for it back, and so on. In this way the pen will travel from person to person throughout the building/complex. Once a person has had the pen in their possession they will not believe it belongs to them if they see it again. This pen infects whoever clicks the pen open or closed after its magic has been triggered. The person becomes infected with pneumonia. The pneumonia has an incubation period of 1d4 hours and is not contagious. It cannot be spread in any other way than through use of the pen. The pen's magic charge lasts for one 12 hour period after it has been activated. After this the pen is just a normal pen. The pneumonia vanishes from diseased individuals after the pen loses its charge.

Type: Wondrous Item (magic); Caster Level: 3rd; Purchase DC: 29; Weight: -

Someone Else's Pen (poison)

This pen works best for causing chaos in large office buildings, research complexes, government buildings, hospitals or pretty much anywhere there's a lot of foot traffic in an enclosed environment. The owner simply clicks the end of the pen six times in rapid succession to activate its magic. The next person the owner interacts with that sees the pen will believe it to be theirs and ask for it back, possibly even demanding it, possibly even accusing the owner of stealing it. Once in the person's possession, they will instinctively place it in their shirt pocket, on their clipboard, behind their ear, or simply carry it in a semi visible way. They will also forget that they recognized the pen as belonging to them. The next person they interact with will believe the pen to be theirs and ask for it back, and so on. In this way the pen will travel from person to person throughout the building/complex. Once a person has had the pen in their possession they will not believe it belongs to them if they see it again. This pen poisons whoever clicks the pen open or closed after its magic has been triggered. The person becomes poisoned as though they ingested a slow acting version of arsenic. The initial damage is delayed for 10 minutes after the poisoning has taken place. The pen's magic charge lasts for one 12 hour period after it has been activated. After this the pen is just a normal pen. The effects of the arsenic vanish from poisoned individuals after the pen loses its charge.

Type: Wondrous Item (magic); Caster Level: 3rd; Purchase DC: 29; Weight: -

Someone Else's Pen (zone of truth)

This pen works best for causing chaos in large office buildings, research complexes, government buildings, hospitals or pretty much anywhere there's a lot of foot traffic in an enclosed environment. The owner simply

clicks the end of the pen six times in rapid succession to activate its magic. The next person the owner interacts with that sees the pen will believe it to be theirs and ask for it back, possibly even demanding it, possibly even accusing the owner of stealing it. Once in the person's possession, they will instinctively place it in their shirt pocket, on their clipboard, behind their ear, or simply carry it in a semi visible way. They will also forget that they recognized the pen as belonging to them. The next person they interact with will believe the pen to be theirs and ask for it back, and so on. In this way the pen will travel from person to person throughout the building/complex. Once a person has had the pen in their possession they will not believe it belongs to them if they see it again. This pen creates a zone of truth in a 10' radius around it. Anyone entering it will be compelled to tell the truth. The zone of truth functions as though it were cast by a 6th level acolyte. The pen's magic charge lasts for one 12 hour period after it has been activated. After this the pen is just a normal pen.

Type: Wondrous Item (magic); Caster Level: 3rd; Purchase DC: 29; Weight: -

Sound Storm Whistle

This simple toy whistle can be sounded three times per day. Each sounding creates an effect similar to a shout spell. The spell functions as though it were cast at 8th level. The user is immune to the effects of this spell. The owner is also protected from sonic attacks as though under the effect of a continuous *resist energy* spell (as described in the *d20 Modern, Core Rulebook*) with sonic as the selected energy type for as long as the whistle is in their possession.

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

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