

# PFS 7–18 The Infernal Inheritance

item cards

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## oil of taggit (poison)

**Type** ingested  
**Save** Fortitude DC 15  
**Onset** 1 minute  
**Effect** unconscious 1d3 hours  
**Cure** 1 save

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## elixir of love

**Aura** faint enchantment  
**CL** 4th  
This sweet-tasting liquid causes the character drinking it to become enraptured with the first creature she sees after consuming the draft (as *charm person*—the drinker must be a humanoid of Medium or smaller size, Will DC 14 negates). The charm effect wears off in 1d3 hours.

## potion of eagle's splendor

**Aura** faint transmutation  
**CL** 3rd  
The drinker gains a +4 enhancement bonus to Charisma for 3 minutes. (*This does not grant extra spells to Charisma-based casters, but does raise save DCs on their spells.*)

## lesser circlet of persuasion

**Aura** faint transmutation  
**CL** 5th  
**Slot** head  
This delicately engraved silver headband grants its wearer a +2 competence bonus on Charisma-based checks.

## scroll of silence

**School** illusion (glamer); **Level** antipaladin 2, bard 2, cleric/oracle 2, inquisitor 2, mesmerist 2, psychic 2, skald 2, warpriest 2 **CL** 3rd  
**Casting Time** 1 round **Components** V, S  
**Range** long (400 ft. + 40 ft./level) **Area** 20-ft.-radius emanation centered on a creature, object, or point in space  
**Duration** 1 round per level (3) (D)  
**Saving Throw** Will (13) negates; see text or none (object); **Spell Resistance** yes; see text or no (object)

Upon the casting of this spell, complete silence prevails in the affected area. All sound is stopped: Conversation is impossible, spells with verbal components cannot be cast, and no noise whatsoever issues from, enters, or passes through the area. The spell can be cast on a point in space, but the effect is stationary unless cast on a mobile object. The spell can be centered on a creature, and the effect then radiates from the creature and moves as it moves. An unwilling creature can attempt a Will save to negate the spell and can use spell resistance, if any. Items in a creature's possession or magic items that emit sound receive the benefits of saves and spell resistance, but unattended objects and points in space do not. Creatures in an area of a silence spell are immune to sonic or language-based attacks, spells, and effects.

## Tier 1–2

Choose one:

- **Boots of Friendly Terrain**

Source Ultimate Equipment pg. 228, Advanced Player's Guide pg. 301

Aura faint transmutation; CL 5th

Slot feet; Price 2,400 gp; Weight 1 lb.

Boots of friendly terrain turn inhospitable territory into a perfect hunting grounds for any ranger who wears them, so much so that his footprints vanish behind him with each step he takes. Each pair of these supple leather boots corresponds to a specific sort of environment as defined by the ranger's favored terrain class feature (jungles, plains, and so on). A ranger wearing the boots can treat the corresponding environment of the boots as one of his favored terrains, granting him a +2 bonus. If he already has that particular environment as one of his favored terrains, that terrain's bonus increases by 2.

- **Chime of Opening**

Source Ultimate Equipment pg. 288, PRPG Core Rulebook pg. 506

Aura moderate transmutation; CL 11th

Slot none; Price 3,000 gp; Weight 1 lb.

A chime of opening is a hollow mithral tube about 1 foot long. When struck, it sends forth magical vibrations that cause locks, lids, doors, valves, and portals to open. The device functions against normal bars, shackles, chains, bolts, and so on. A chime of opening also automatically dispels a hold portal spell or even an arcane lock cast by a spellcaster of lower than 15th level.

The chime must be pointed at the item or gate to be loosed or opened (which must be visible and known to the user). The chime is then struck and a clear tone rings forth. The wielder can then make a caster level check against the lock or binding, using the chime's caster level in place of her own. The DC of this check is equal to the Disable Device DC to open the lock or binding. Each sounding only opens one form of locking, so if a chest is chained, padlocked, locked, and arcane locked, it takes four successful uses of a chime of opening to get it open. A silence spell negates the power of the device. A brand-new chime can be used a total of 10 times before it cracks and becomes useless.

- **javelin of thunderbolts**

(acts as a javelin of lightning but deals 8d6 damage and has a save DC of 17; costs 3000 gp).

Javelin of Lightning

Source Ultimate Equipment pg. 156, PRPG Core Rulebook pg. 471

Aura faint evocation CL 5th

Slot none; Price 1,500 gp; Weight 2 lbs.

This javelin becomes a 5d6 *lightning bolt* when thrown (Reflex DC 14 half). It is consumed in the attack.

## Tier 4–5

Additional options:

- **Eyes of Keen Sight**

Source Ultimate Equipment pg. 225

Aura faint transmutation; CL 1st

Slot eyes; Price 6,000 gp; Weight —

These clear crystals fit over the wearer's eyes. They grant the wearer a +2 competence bonus on Perception checks, and the wearer gains low-light vision. If the wearer has low-light vision already, these lenses double the distance the wearer can see with this vision.

- **Gloves of Swimming and Climbing**

Source Ultimate Equipment pg. 237, PRPG Core Rulebook pg. 515

Aura faint transmutation; CL 5th

Slot hands; Price 6,250 gp; Weight —

These apparently normal lightweight gloves are obviously made for use outdoors. They grant a +5 competence bonus on Swim checks and Climb checks. Both gloves must be worn for the magic to be effective.

- **Scholar's Ring**

Source Ultimate Equipment pg. 177

Aura moderate conjuration CL 5th

Slot ring; Price 8,700 gp; Weight —

A scholar's ring grants complete understanding of any written text or spoken language, even one that the wearer has never encountered before (as the *comprehend languages* spell), as well as a +5 competence bonus on Knowledge (history) checks.

In addition, once every 5 days the wearer can invoke a *legend lore* spell related to a subject that she has been studying in the previous week, if she has attempted a Knowledge (history) check aided by the ring.