

Dragon Brew Gourd

Aura moderate evocation; **CL** 11th
Slot none; **Price** 1,100 gp; **Weight** —

DESCRIPTION

This strange bubbling elixir bestows upon the drinker the ability to spit goutts of flame. He can breathe fire up to three times, each time dealing 4d6 points of fire damage to a single target up to 25 feet away. The victim can attempt a DC 13 Reflex save for half damage. Unused blasts of fire dissipate 1 hour after the liquid is consumed.

CONSTRUCTION

Requirements Craft Wondrous Item, *scorching ray*; **Cost** 550 gp

Gorge of Gluttons

+1 *bane dogslicer*

Price 8 gp

Type martial

Dmg +1 (1d4+1)

Special Bane (horse)

+3 (1d4+3 + 2d6 vs horses)

This short, curved blade was created by goblins, who often drill numerous holes into it in an attempt to reduce its weight. Most dogslicers are sized for Small creatures.

Ring That Lets You Climb Real Good

Aura faint transmutation; **CL** 5th
Slot ring; **Price** 2,500 gp; **Weight** —

DESCRIPTION

This ring is actually a magic leather cord that ties around a finger. It continually grants the wearer a +5 competence bonus on Climb checks.

CONSTRUCTION

Requirements Forge Ring, creator must have 5 ranks in the Climb skill; **Cost** 1,250 gp

Chief's Personal Very Useful Robe That Is Useful

Aura moderate transmutation; **CL** 9th
Slot body; **Price** 7,000 gp; **Weight** 1 lb.

DESCRIPTION

This appears to be an unremarkable robe, but a character who dons it notes that it is adorned with small cloth patches of various shapes. Only the wearer of the robe can see these patches, recognize them for what items they become, and detach them. One patch can be detached each round. Detaching a patch causes it to become an actual item, as indicated below. The robe has the following patches remaining:

- Ladder
- Three-legged turtle
- Horseshoe
- Bullhorn