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Avalon Magic

Magical Utility Gear and Spells

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Compass of Reliability

This simple compass appears much like any other, except that the rune or symbol representing the word "north" is usually etched on the compass. It will ignore any natural inaccuracies inherent to any compass and will always show where true north is. Upon reciting the command word (usually the word "north"), the compass needle will spin and point to true north. Of course, this device will only work if directions don't actually mean anything in the plane where this device is being used.

Requirements: Craft Wondrous Items, *know direction* Cost: 900 gps.

Ring of Comfort

Such an item makes survival much easier. As long as the ring is worn, the wearer enjoys the following benefits: The wearer does not need to eat or drink (For up to one week). Heat and cold (-50 to 140F) do not affect the wearer but actual fire and cold attacks still work normally. In addition, the wearer can, once per day, have the magic of the ring clean the wearer. All natural dirt, sweat and stains are removed from the body, thus granting him or her the same benefit of taking a bath and doing other basic grooming. If the ring is removed, then the wearer immediately suffers fatigue from being hungry/thirsty. To remove the fatigued condition, normal food and water needs must be met without use of the ring.

In addition, the normal 8 hours of rest is needed for the casting of spells and other abilities which are affected by lack of rest.

Requirements: Forge Ring, *Create Food and Drink, endure elements, mending* Cost 38000 gps.

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Sentry's Necklace
Despite the name of this necklace, anyone can wear it but theses items are commonly used by sentries (hence the name). The necklace is made of various metals and designs but most of them have an emblem relating to the area where the sentry is guarding. The necklace will make sure that the sentry does not fall asleep on his post. Once per day, the wearer gains the effect of a lesser restoration spell. This allows the sentry to ignore the effects of having a poor night's sleep.

Requirements: Craft Wondrous Items, *lesser restoration* Cost: 2400 gps.

New Spells

Jittery Nerves

School evocation; Level cleric 1, paladin 1, wizard/sorcerer 1
Casting Time 1 standard action
Components V, S
Range personal
Target you
Duration 10 minutes/level

The caster's senses become more sharpened and the caster thinks more about potential danger (This increased does not equal divination or receiving penalties for distractions).

As a result of this spell, the caster gains a +4 initiative bonus or an additional +2 initiative bonus if they already have the improved initiative feat.

Anti-Venom Spell

School conjuration (healing); Level bard 1, cleric 1, druid 1, paladin 1, ranger 0
Casting Time 1 standard action
Components V, S, DF
Range touch
Target creature touched
Duration 10 minutes/level
Saving Throw Fortitude negates (harmless)
Spell Resistance yes (harmless)

The subject becomes temporarily resistant to poison. Any exposure to poison during the duration of the spell gives the target of the spell a +4 Fortitude bonus to resisting the effect of poison. This spell will even affect poison already in the system but the target only gains a +2 Fortitude bonus to poison to any toxins already in the system.

Venomous Spit

Ranged Poison Attack
School necromancy; Level cleric 5, druid 4, sorcerer/wizard 5
Casting Time 1 standard action
Components V, S
Range close (25 ft. + 5 ft./2 levels)
Target one living creature
Duration instantaneous; see text
Saving Throw Fortitude negates; see text
Spell Resistance yes

Calling upon the venomous powers of natural predators, the caster can inflict a target with a horrible poisonous attack by making a successful ranged touch attack. This poison deals 1d3 Constitution damage per round for 6 rounds. Poisoned creatures can make a Fortitude save each round to negate the damage and end the affliction. In addition, the caster can make a called shot to the eyes with a -4 penalty to hit. If successful, the targets suffer from temporarily blindness and the blindness lasts as long as the poison does.