



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



# **Buck-A-Batch**

## **Modern Magic Items I**

**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](http://creationsedge.com)**

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## Modern Magic Items I

### 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](http://www.creationsedge.com).

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

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% Roll	Name of Item
00-01	Augury Audrey
02-03	Bardsong CD (Aura of Chaos)
04-05	Bardsong CD (Aura of Evil)
06-07	Bardsong CD (Aura of Good)
08-09	Bardsong CD (Aura of Law)
10-11	Bardsong Music CD (Cure Serious Wounds)
12-13	Bardsong Music CD (Remove Disease)
14-15	Bardsong Music CD (Zone of Truth)
16-17	Black Knight Statue
18-19	Captain Psi-fi Action Figure
20-21	Comic Book (Alpha Man)
22-23	Comic Book (Cyberknight)
24-25	Comic Book (Karma)
26-27	Comic Book (Powerhouse)
28-29	Comic Book (Prism)
30-31	Comic Book (Velocity)
32-33	Drinking Glass of Drunkenness
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38-39	Foe-b-gone Spray Can
40-41	Gateway Posters
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46-47	Lead Figure (cleric)
48-49	Lead Figure (fighter)
50-51	Lead Figure (magic user)
52-53	Lead Figure (thief)
54-55	Magic Curtains
56-57	Magic Diary
58-59	Magic Microphone
60-61	Magic Six-pack
62-63	Magic-away Spray Can
64-65	Mana Monsters Spell Card (common)
66-67	Mana Monsters Spell Card (rare)
68-69	Mana Monsters Spell Card (ultra rare)
70-71	Mana Monsters Spell Card (uncommon)
72-73	Omni-tool
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76-77	Tru-sight Spray Can
78-79	Ultimate Virus
80-81	Ultra-bounce Ball (detect invisibility)
82-83	Ultra-bounce Ball (detect magic)
84-85	Ultra-bounce Ball (locate object)
86-87	Universal Coupon Booklet
88-89	Universal Library Card
90-91	White Knight Statue
92-93	Wizard's Gum (resistance)
94-95	Wizard's Gum (stoneskin)
96-97	Wizard's Gum (tongues)
98-99	Wizard's Gum (water breathing)

## Augury Audrey

This is a doll of the standard pull the cord - hear it talk variety. However, pulling the cord located on this doll's back will result in far more than just a standard recording. Somehow this talking doll has become imbued with the power to foretell the future. Pulling the cord triggers an *augury* spell held within the doll. The owner merely states their intended course of action before pulling the cord. The doll will answer whether the action will bring 'weal', 'woe', or 'weal and woe'. The spell functions as though cast by a 6th level acolyte. The doll will perform an augury up to 3 times per day. After that pulling the cord results in the usual 'momma', 'dada' and 'I wuv you'.

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

## Bardsong CD (Aura of Chaos)

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 chaos. Creatures within 20 feet of the device playing the CD suffer a -1 penalty to their combat rolls, skill checks, and saving throws unless they are of chaotic allegiance. This effect lasts for as long as the CD is playing. A 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: 6th; Purchase DC: 34; Weight: -.*

## **Bardsong CD (Aura of Evil)**

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 evil. Creatures within 20 feet of the device playing the CD suffer a -1 penalty to their combat rolls, skill checks, and saving throws unless they are of evil allegiance. This effect lasts for as long as the CD is playing. A 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: 6th; Purchase DC: 34; Weight: -.*

## **Bardsong CD (Aura of Good)**

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 good. Creatures within 20 feet of the device playing the CD suffer a -1 penalty to their combat rolls, skill checks, and saving throws unless they are of good allegiance. This effect lasts for as long as the CD is playing. A 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: 6th; Purchase DC: 34; Weight: -.*

## **Bardsong CD (Aura of Law)**

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 law. Creatures within 20 feet of the device playing the CD suffer a -1 penalty to their combat rolls, skill checks, and saving throws unless they are of lawful allegiance. This effect lasts for as long as the CD is playing. A 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: 6th; Purchase DC: 34; Weight: -.*

## **Bardsong Music CD (Cure Serious Wounds)**

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 effect similar to a *cure serious wounds* spell. Creatures within 20 feet of the device playing the CD are healed for 3D8 points for each 10 minute period spent listening to this CD. This effect lasts for as long as the CD is playing. A 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: 6th; Purchase DC: 34; Weight: -.*

## **Bardsong Music CD (Remove Disease)**

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 disease* spell cast at 10th level. The CD must be played in its entirety for the spell to have an effect. This CD's magic will not work twice on the same creature. A 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: 38; Weight: -.*

## **Bardsong Music CD (Zone of Truth)**

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 a *zone of truth*. Creatures within 20 feet of the device playing the CD cannot speak a deliberate lie. This effect is identical to that of the zone of truth spell save for it's duration. The zone of truth lasts for as long as the CD is playing. A 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: 6th; Purchase DC: 34; Weight: -.*

## **Black Knight Statue**

This 18" tall statue is rumored to be a cheap knock-off of the original mystic artifact, which dates back to the Middle Ages. The statue is carved from a flat black stone and is covered by ancient occult symbols. Creatures of evil allegiance within 20 feet of this statue gain a +1 bonus to their combat rolls, skill checks, and saving throws.

*Type: Wondrous Item (magic); Caster Level: 5th; Purchase DC: 34; Weight: 5lb.*

## **Captain Psi-fi Action Figure**

These action figures are left over from a short-lived Saturday morning cartoon show that flopped in the late 80's. The action figure came with a headband that, when worn, supposedly made the doll state certain phrases, flash different light patterns, and emit different sounds depending on what you were thinking. Rarely did they work. However, due to a glitch in the design of the 'special edition' Captain Psi-fi action figure it amplifies the psionic powers of its owner. Psionic powers will function as though manifested at one level higher than the owner's actual level. The doll must be within a foot of the owner to have any affect so it is best carried in a pocket, backpack, or purse. The headband that originally came with the doll is not required.

*Type: Wondrous Item (psionic); Caster Level: 8th; Purchase DC: 37; Weight: -.*

## **Comic Book (Alpha Man)**

Publishing only a half dozen 'limited edition' titles before vanishing, Cosmic Comics has taken it's place among urban legends, primarily due to the fact that it's rumored that if

you're lucky enough to possess one of their comics it will affect you in some mysterious way. Some Cosmic Comics have shown up in tattered shoeboxes at flea markets and back-water comic conventions. Alpha Man was their strong hero. He volunteered for a project involving cryogenics and an experimental method for keeping muscles from atrophying during long sleeps. Something went wrong and he emerged from the test chamber with superhuman strength. The owner of an Alpha Man comic book gains a +1 bonus to their strength as long as they are within a foot of the book.

*Type: Wondrous Item (magic); Caster Level: 8th; Purchase DC: 37; Weight: -.*

## **Comic Book (Cyberknight)**

Publishing only a half dozen 'limited edition' titles before vanishing, Cosmic Comics has taken it's place among urban legends, primarily due to the fact that it's rumored that if you're lucky enough to possess one of their comics it will affect you in some mysterious way. Some Cosmic Comics have shown up in tattered shoeboxes at flea markets and back-water comic conventions. Cyberknight was their smart hero. He worked for a government project involving a suit of alien battle armor. He soon discovered that it wasn't the government he was working for at all, rather a criminal organization known as the Echelon. The Echelon swore revenge after he destroyed his notes and made off with the suit. The owner of a Cyberknight comic book gains a +1 bonus to their intelligence as long as they are within a foot of the book.

*Type: Wondrous Item (magic); Caster Level: 8th; Purchase DC: 37; Weight: -.*

## **Comic Book (Karma)**

Publishing only a half dozen 'limited edition' titles before vanishing, Cosmic Comics has taken it's place among urban legends, primarily due to the fact that it's rumored that if you're lucky enough to possess one of their comics it will affect you in some mysterious way. Some Cosmic Comics have shown up in tattered shoeboxes at flea markets and back-water comic conventions. Karma was their dedicated hero. She was a spell caster that could manipulate the luck of those around her bestowing good luck or bad luck on whomever she wished. The owner of a Karma comic book gains a +1 bonus to their wisdom as long as they are within a foot of the book.

*Type: Wondrous Item (magic); Caster Level: 8th; Purchase DC: 37; Weight: -.*

## **Comic Book (Powerhouse)**

Publishing only a half dozen 'limited edition' titles before vanishing, Cosmic Comics has taken it's place among urban legends, primarily due to the fact that it's rumored that if you're lucky enough to possess one of their comics it will affect you in some mysterious way. Some Cosmic Comics have shown up in tattered shoeboxes at flea markets and back-water comic conventions. Powerhouse was their tough hero. He was an up and coming sports star until being injected with an untested drug while trying to break-up an illegal steroids ring. The owner of a Powerhouse comic book gains a +1 bonus to their constitution as long as they are within a foot of the book.

*Type: Wondrous Item (magic); Caster Level: 8th; Purchase DC: 37; Weight: -.*

## **Comic Book (Prism)**

Publishing only a half dozen 'limited edition' titles before vanishing, Cosmic Comics has taken its place among urban legends, primarily due to the fact that it's rumored that if you're lucky enough to possess one of their comics it will affect you in some mysterious way. Some Cosmic Comics have shown up in tattered shoeboxes at flea markets and back-water comic conventions. Prism was their charismatic hero. She could emit patterns of light that would daze or hypnotize people. The owner of a Prism comic book gains a +1 bonus to their charisma as long as they are within a foot of the book.

*Type: Wondrous Item (magic); Caster Level: 8th; Purchase DC: 37; Weight: -.*

## **Comic Book (Velocity)**

Publishing only a half dozen 'limited edition' titles before vanishing, Cosmic Comics has taken its place among urban legends, primarily due to the fact that it's rumored that if you're lucky enough to possess one of their comics it will affect you in some mysterious way. Some Cosmic Comics have shown up in tattered shoeboxes at flea markets and back-water comic conventions. Velocity was their fast hero. She found that she could move at super fast speeds after being exposed to the radiation from a strange glowing meteor. The owner of a Velocity comic book gains a +1 bonus to their dexterity as long as they are within a foot of the book.

*Type: Wondrous Item (magic); Caster Level: 8th; Purchase DC: 37; Weight: -.*

## **Drinking Glass of Drunkenness**

This drinking glass bears a small magic sigil at its bottom, which is invisible as long as the glass contains liquid. Anyone drinking any type of liquid from this glass must make a Fortitude save (DC 15) or else become extremely drunk (fatigued) for 1 hour.

*Type: Wondrous Item (magic); Caster Level: 5th; Purchase DC: 34; Weight: -.*

## **Drinking Glass of Purity**

This drinking glass bears a small magic sigil at its bottom, which is invisible as long as the glass contains liquid. The glass transforms any liquid placed within it into pure water, removing any of its harmful properties. The liquid maintains its color and smell but tastes like pure water. The glass will also cancel out any harmful elements introduced into liquid it already contains, such as poison or a knock-out drug.

*Type: Wondrous Item (magic); Caster Level: 5th; Purchase DC: 34; Weight: -.*

## **Drinking Glass of Sobriety**

This drinking glass bears a small magic sigil at its bottom, which is invisible as long as the glass contains liquid. The glass removes the hampering effects of any alcohol placed within it. The user can drink beer, whiskey, vodka, etc. out of the glass for hours and not suffer any ill effects, save for the eventual urgent need for a restroom...

*Type: Wondrous Item (magic); Caster Level: 5th; Purchase DC: 34; Weight: -.*



## Foe-b-gone Spray Can

This object was the subject of several late night infomercials before it's inventor mysteriously vanished. Advertised as a new and improved replacement for mace and pepper spray, Foe-b-gone is literally fear in a can. One spray acts in a fashion identical to a *fear* spell cast at 8th level. The can holds 6 charges.

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

## Gateway Posters

This pair of posters depicts a non-descript wrought iron fence viewed from either side. The posters can be used to travel instantly from one location to another. The owner need only speak an activation word or phrase, which allows them to then step into a gateway poster hanging in one room to emerge from a gateway poster hanging in another. The posters will remain active for 1d4+1 minutes after activation before returning to normal. While active the posters glow with an eerie green light and a warm breeze can be felt coming from them.

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

## Identi-mask Room Fogger

This magic spray can is an essential tool for someone looking to pull the perfect crime. Once activated the can produces a thick fog that quickly fills an area up to 30 cubic feet. This fog will erase all forensic evidence pertaining to the person in contact with the can during its activation from the area of effect. Things like fingerprints, DNA evidence, etc. become erased or obscured. Furthermore

the fogger leaves behind a strong magic aura that disrupts any attempts to use magical means to identify the user for 24 hours. This is a one-use item. The majority of the container dissolves after activation.

*Type: Wondrous Item (magic); Caster Level: 7th; Purchase DC: 32; Weight: -.*

## Insta-web Spray Can

A mage with a particularly malevolent sense of humor developed this item. Appearing to be a simple can of party string spray, this can actually contains several *web* spells. Using the spray can triggers a *web* spell cast at 6th level. Each can contains 3 charges.

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

## Lead Figure (cleric)

This is a small lead miniature of a cleric used to represent a character in a roleplaying game. This figure has somehow become imbued with a special power. The owner gains the ability to cast divine spells at one level higher than their actual divine spell level. The figure must be within a foot of its owner for it to have an affect so it is best carried in a pocket or purse.

*Type: Wondrous Item (magic); Caster Level: 8th; Purchase DC: 37; Weight: -.*

## Lead Figure (fighter)

This is a small lead miniature of a fighter used to represent a character in a roleplaying



game. This figure has somehow become imbued with a special power. The owner gains a +1 bonus to their to hit and damage rolls when engaged in melee combat. The figure must be within a foot of its owner for it to have an affect so it is best carried in a pocket or purse.

*Type: Wondrous Item (magic); Caster Level: 8th; Purchase DC: 37; Weight: -.*

## **Lead Figure (magic user)**

This is a small lead miniature of a magic user used to represent a character in a roleplaying game. This figure has somehow become imbued with a special power. The owner gains the ability to cast arcane spells at one level higher than their actual arcane spell level. The figure must be within a foot of its owner for it to have an affect so it is best carried in a pocket or purse.

*Type: Wondrous Item (magic); Caster Level: 8th; Purchase DC: 37; Weight: -.*

## **Lead Figure (thief)**

This is a small lead miniature of a thief used to represent a character in a roleplaying game. This figure has somehow become imbued with a special power. The owner gains a +1 bonus to any dexterity based skill checks they must make. The owner also gains a +1 bonus when making Reflex saving throws. The figure must be within a foot of its owner for it to have an affect so it is best carried in a pocket or purse.

*Type: Wondrous Item (magic); Caster Level: 8th; Purchase DC: 37; Weight: -.*

## **Magic Curtains**

When hung in a window and drawn shut, the outer surface of the curtain will display the inner contents of the room minus any creatures that may be standing within. Thus anyone passing by the outside of the window will see nothing more than an empty room regardless of what's going on inside. The curtains bear a frozen image of the room at the time they were shut so subsequent damage to the room, such as that incurred by a thorough ransacking, will not appear to the outside world until the curtains are parted. The curtains expand to fit any size window.

*Type: Wondrous Item (magic); Caster Level: 6th; Purchase DC: 34; Weight: 1lb.*

## **Magic Diary**

This diary magically records the activities of its owner at the end of each day. While most of the time these recordings may be mundane (such as 'July 20th Visited dentist. Two cavities. Stopped at the store for milk and bread. Goldfish died.') there may be times when the diary's entries could be a life saver (such as 'July 21st Went to the post office. Abducted by the Cult of a Thousand Eyes. Taken to abandoned warehouse on Lake Street.'). A number of private investigators, freelance reporters, and conspiracy book authors, usually leave magic diaries with friends and relatives as safety precautions.

*Type: Wondrous Item (magic); Caster Level: 3rd; Purchase DC: 28; Weight: 1lb.*

## **Magic Microphone**

If the owner of this microphone is able to use it while performing it will add a +10 bonus to their perform skill check. For each five-minute

period the microphone is used there's a cumulative 5% chance that it will short out for one hour.

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

## **Magic Six-pack**

Each can attached to this six-pack is marked by a different magic rune. Each can functions as a potion of enhance ability. Drinking a can will either increase the imbiber's strength, intelligence, dexterity, wisdom, constitution, or charisma as though they were targeted by an *enhance ability* spell cast at 4th level. The rune on the can indicates the ability enhanced and can be deciphered either through trial and error or a read magic spell.

*Type: Wondrous Item (magic); Caster Level: 4th; Purchase DC: 29; Weight: 1lb.*

## **Magic-away Spray Can**

The bane of any spell caster, Magic-away is dispel magic in a can. When used the spray fills an area 30 feet wide by 20 feet high with a fine green mist. This mist functions as a *dispel magic* cast at 10th level as an area dispel. The can contains enough spray for 3 uses.

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

## **Mana Monsters Spell 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 temporarily grants the owner the ability to cast any level 0 arcane spell they desire. The

spell must be cast within 5 minutes of tearing the card. The owner loses the ability granted by the card immediately after the spell has been cast or the time limit is reached.

*Type: Wondrous Item (magic); Caster Level: 1st; Purchase DC: 26; Weight: -.*

## **Mana Monsters Spell 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 temporarily grants the owner the ability to cast any level 2 arcane spell they desire. The spell must be cast within 5 minutes of tearing the card. The owner loses the ability granted by the card immediately after the spell has been cast or the time limit is reached.

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

## **Mana Monsters Spell 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 temporarily grants the owner the ability to cast any level 3 arcane spell they desire. The spell must be cast within 5 minutes of tearing the card. The owner loses the ability granted by the card immediately after the spell has been cast or the time limit is reached.

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

## **Mana Monsters Spell 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 temporarily grants the owner the ability to cast any level 1 arcane spell they desire. The spell must be cast within 5 minutes of tearing the card. The owner loses the ability granted by the card immediately after the spell has been cast or the time limit is reached.

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

## Omni-tool

In it's dormant mode this device appears to be a short steel rod, roughly a foot in length. As a free action the creature holding this rod can will it to transform into one of the following tools: A flathead screwdriver, a Phillips screwdriver, a hammer, a pair of needle nose pliers, a pair of wire cutters, a pair of bolt cutters, an adjustable wrench, a file, or a hacksaw. The holder can also use a free action to will the tool back into its rod form. In rod form the omni-tool functions as a +1 club.

*Type: Wondrous Item (magic); Caster Level: 6th; Purchase DC: 31; Weight: 3lb.*

## Scent Mask Deodorant

This seemingly normal stick of deodorant creates an aura around its user when applied. This aura masks the wearer's scent granting them a greater chance to avoid being detected and/or tracked by creatures with the scent ability. Creatures only have a 30% chance of detecting the wearer by their sense of smell. Creatures attempting to track the wearer with their scent ability suffer a -10 penalty to their roll. The deodorant stick contains 10 applications. Each application of the deodorant masks the wearer's scent for 1d4+1 hours.

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

## Tru-sight Spray Can

This can fills an area 30 feet wide by 20 feet tall with a fine mist. Anyone inside the area coated by the mist will see objects within the area as though they were targeted by a *true seeing* spell. The spell functions as though cast at 10th level. The can contains enough spray for 3 uses.

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

## Ultimate Virus

This computer virus has become magically enhanced. The ultimate virus causes no harm to computer systems. Instead the virus infects anyone using an infected computer with a disease. Upon exposure the GM rolls 1d4. 1= anthrax, 2= small pox, 3= pneumonia, and 4= hantavirus. For a description of these diseases please see page 215 in the *d20 Modern core rulebook*. The Ultimate Virus can spread to other computers in the same network or even through email. Each infected computer must be targeted by a *remove disease* spell cast at 10th level or higher in order to eliminate the virus.

*Type: Wondrous Item (magic); Caster Level: 10th; Purchase DC: 38; Weight: -.*

## Ultra-bounce Ball (detect invisibility)

This seemingly normal rubber ultra-bounce ball has been imbued with a supernatural ability. Throwing the ball in a relatively confined area, such as a small room, garage,

storage shed, etc. will cause it to ricochet wildly. Eventually the ball will come to rest. If there is a magically invisible item or creature within the area, the ball will strike it during its flight and cancel the spell. If there's more than one invisible item or creature within the area the ball picks one at random. Despite its seemingly chaotic flight path, the ball will not strike any visible creatures standing within the area.

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

## **Ultra-bounce Ball (detect magic)**

This seemingly normal rubber ultra-bounce ball has been imbued with a supernatural ability. Throwing the ball in a relatively confined area, such as a small room, garage, storage shed, etc. will cause it to ricochet wildly. Eventually the ball will come to rest. If there is an item within the area charged with magic the ball will gravitate towards it during its flight, stopping either on or near it when it finally halts. If there is more than one magically charged item in the area the ball picks one at random. Despite its seemingly chaotic flight path, the ball will not strike any creatures standing within the area.

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

## **Ultra-bounce Ball (locate object)**

This seemingly normal rubber ultra-bounce ball has been imbued with a supernatural ability. Throwing the ball in a relatively confined area, such as a small room, garage, storage shed, etc. will cause it to ricochet wildly. If the owner names a specific item

before throwing it the ball will gravitate towards the location of the named item during its flight, stopping either on or near it when it finally halts. If there's more than one of the named item hidden within the area the ball picks one at random. Despite its seemingly chaotic flight path, the ball will not strike any creatures standing within the area.

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

## **Universal Coupon Booklet**

This booklet contains 12 magic coupons. When making a wealth check the owner can tear a coupon from the book to lower the check by 1d4 points. The coupon transforms into a valid coupon for a percentage off the purchase price of a single item. Only one magic coupon can be used per item.

*Type: Wondrous Item (magic); Caster Level: 2nd; Purchase DC: 28; Weight: -.*

## **Universal Library Card**

This card can be willed by its owner to transform into any non-magical book currently in print. The owner need only know the title and author of the book for the card to function. The card will remain in book form for up to three days unless it is willed back into card form. Having the ability to summon just about any reference book there is grants the user a +5 bonus to their craft, knowledge, and research skill checks. The card does not function on Sundays or holidays.

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

## **White Knight Statue**

This 18" statue is rumored to be a cheap knock-off of the original mystic artifact, which dates back to the Middle Ages. The statue is carved from a dull white stone and is covered by ancient occult symbols. Creatures of good allegiance within 20 feet of this statue gain a +1 bonus to their combat rolls, skill checks, and saving throws.

*Type: Wondrous Item (magic); Caster Level: 5th; Purchase DC: 34; Weight: 5lb.*

## **Wizard's Gum (resistance)**

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 *resistance* spell. 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 (stoneskin)**

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 *stoneskin* spell. This spell lasts for 10 minutes, or until discharged, 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 (tongues)**

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 *tongues* spell. 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 (water breathing)**

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 *water breathing* spell. 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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