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Dust of illusion

Resources | Economy | Retention | Day / Night Cycle | Recon Heroes Basics | Hero Killers | Hero In a Hurry | Hero Elements | City Portal Scrolls through hero control | Creeping | Creeping Jack | Business Unit Commands | Hotkeys and special commands | Unit Management Unit Statistics | Armor / Weapon Types | Air blocks | Siege Units Basics of Construction | Towers | Invasion | Fundamentals of Urban Expansion | Rookie Bugs | Wrestling | The basics of spells | Invisibility | Team Strategy | FFA Tips | Glossary Hero Elements Index | Charged Hero Elements | Power to Hero Items | Consumed Hero Elements | Permanent Hero Elements | Elements of the hero artifact reveal invisible enemy units in the target zone. Lasts 20 seconds. Regenerate points hit the target unit at 400 in 45 seconds when used. This possibility will be reversed if units using potions are attacked or struck by a spell that causes damage. So use it when the unit is away from battle. 1 3 50 Unit of air, land, friend, me, organic buy in Voodoo Lounge Dust Illusion: This inconspicuous powder resembles chalk dust or powdered graphite if it doesn't look at. Look at it and dust changes color and shape. Place a pinch of dust of illusion on the creature, and the creature appears to become any other creature of similar shape, with a 50% (plus or minus) size variance from the actual size of the affected creature. Thus, half could appear as a person of small stature, a person as an ogre, pegasus as a mule, etc. the unwanted recipient is allowed to save throw against the spell to avoid effect. A person who sprinkles magic dust must imagine the desired illusion as the powder shakes over the creature's subject. The illusion force lasts 1d6+6 hours, unless otherwise dispeled. A typical pouch of this dust contains pinches of 1d10+10. Sign in to the table of contents if you want to contribute to this page. To get caught up with the izobrazheniya vospolzysya brought down the form. Screenshoots, soderzhaschie elements of the interfaiz, on the general rule, are farther away. That's how to get out of the screens, the help of Prosmotrshchyyk models or the okna of the character's selection. You're more of a duck, the themes are more! Pity, enter the ssylka on the seer in the field indicated by the bottom. Community content is available in the CC-BY-SA section unless otherwise stated. Aura moderate illusion; CL 6th; Slot — ; Price 1200 g.g.; Weight — DESCRIPTION This inconspipi notable powder resembles chalk dust or powdered graphite. However, when the dust looks at it, the dust changes color and shape. The creature, covered in a dusting of illusion, affects, like a masking self-glare, with a man sprinkling dust suggesting the illusion An unwanted target is allowed by the DC 11 Reflex save to avoid dust. Glamour lasts 2 hours. CONSTRUCTION REQUIREMENTS Feats Craft Amazing subject, disguise yourself; Cost 600 gp Section 15: Copyright Notice Pathfinder Role Play: End Equipment (OGL) © 2012, Paizo Publishing, LLC; Written by Dennis Baker, Jesse Benner, Benjamin Brooke, Ross Byers, Brian J. Bratton Anyone can use an amazing item (unless otherwise stated in the description). The physical description changes. Activation Is usually activated or a command word, but the details depend on the item to the item. Special qualities Roll d%. The result 01 indicates that the amazing element is clever, 02-31 indicates that something (design, inscription or otherwise) gives a key to its function, and 32-100 does not indicate special qualities. Intelligent objects have additional abilities and sometimes extraordinary forces and special purposes. Amazing items with accusations can never be reasonable. Table: Minor Amazing Items d% Item Market Price 01 Pen Token, Anchor 50 GP 02 Universal Solvent 50 GP 03 Elixir love 150 gp 04 Lacklustre time 150 gp 05 Pen token, fan 200 gp 06 Dust without tracing 250 gp 07 Elixir hiding 250 gp 08 Elixir sneaking 250 gp 09 Elixir swimming 250 gp 10 Elixir vision 250 gp 11 Silversheen 250 gp 12 Feather , bird 300 gp 13 pen token, tree 400 gp 14 Pen token, swan boat 450 gp 15 Elixir truth 500 gp 16 Pen token, whip 500 g 17 Dust dry 850 g 18 Bag of tricks, gray 900 g 19 Hand bag 900 g 20 Braces of armor +1 1000 g 21 Resistance cloak +1 1000 g. 22 Pearl power , Spell 1 level 1,000 gp 23 Filacteria fidelity 1,000 gp 24 Salve slipperiness 1,000 gp 25 Elixir fire breath 1,100 gp 26 Pipes sewer collectors 1,150 gp 27 Dust illusion 1,200 gp 28 Points minute seeing 1,250 gp 29 Brooch protective 1,500 gp 30 Fireball Necklace type I 1,650 gp 31 Dust appearance 1,800 gp 32 Hat with disguise 1,800 gp 3 3 Sound tubes 1,800 gp 34 Effective quiver 1,800 gp 35 Amolet natural armor +1 2,000 gp 36 Handy haversack 2,000 gp 37 Horn of Fog 2,000 gp 38 Elementary Gem 2,250 gp 39 Robe Bones 2,400 gp 40 Sovereign Adhesive 2,400 gp 41 Bag Holding Type I 2,500 gp 42 Boots Elwenkind 2,500 gp 43 Boots with Wintering 2,500 gp 44 Candle Truth 2,500 gp 45 Cloak Ale Venvenkind 2,500 gp 46 Eyes eagle 2500 gp 47 Scarab , golemban 2,500 gp 48 Necklace fiery yal type II 2,700 gp 49 Stone alarm 2,700 gp 50 Bag of tricks, Rust 3,000 gp 51 Beads Force 3,000 gp 52 Chime Discovery gp 53 Horseshoes of speed 3,000 gp 54 Rope of climbing 3,000 gp 55 Dust of disappearance 3,500 gp 56 Lens of detection 3,500 gp 57 Figurine of wondrous

power, silver raven 3,800 gp 58 Amulet of health +2 4,000 gp 59 Bracers of armor +2 4,000 gp 60 Cloak of Charisma +2 4,000 gp 61 Cloak of resistance +2 4,000 gp 62 Gauntlets of ogre power 4,000 gp 63 Gloves of arrow snaring 4,000 gp 64 Gloves of Dexterity +2 4,000 gp 65 Headband of intellect +2 4,000 gp 66 Iron lawn stone, clear spindle 4,000 gp 67 Restorative ointment 4,000 gp 68 Marvellous pigments 4,000 gp 69 Pearl of power, 2nd-level spell 4,000 gp 70 Periapt of Wisdom +2 4,000 gp 71 Tome save 4,000 gp 72 Necklace of fireballs type III 4,350 gp 73 Circlet of persuasion 4,500 gp 74 Slippers of spider climbing 4,800 gp 75 Incense of meditation 4,900 gp 76 Bag of holding type II 5,000 gp 77 Bracers of archery, lesser 5,000 gp 78 Ioun stone, dusty rose prism 5,000 gp 79 Helm of comprehend languages and read magic 5,200 gp 80 Vest of escape 5,200 gp 81 Eversmoking bottle 5,400 gp 82 Sustaining spoon 5,400 gp 83 Necklace of fireballs type IV 5,400 gp 84 Boots of striding and springing 5,500 gp 85 Wind fan 5,500 gp 86 Necklace of fireballs type V 5,850 gp 87 Amulet of mighty fists +1 6,000 gp 88 Horseshoes of a zephyr 6,000 gp 89 Pipes of haunting 6,000 gp 90 Gloves of swimming and climbing 6,250 gp 91 Bag of tricks, tan 6,300 gp 92 Circlet of blasting, minor 6,480 gp 93 Horn of goodness/evil 6,500 gp 94 Shrouds of disintegration 6,600 gp 95 Robe of useful items 7,000 gp 96 Boat , folding 7,200 gp 97 Cloak of the manta ray 7,200 gp 98 Bottle of air 7,250 gp 99 Bag of holding type III 7,400 gp 100 Periapt of health 7,400 gp Table: Medium Wondrous Items d% Item Market Price 01 Boots of levitation 7,500 gp 02 Harp of charming 7,500 gp 03 Amulet of natural armor +2 8,000 gp 04 Golem manual, flesh 8,000 gp 05 Hand of glory 8,000 gp 06 Ioun stone, deep red sphere 8,000 gp 07 Ioun stone, incandescent blue sphere 8,000 gp 08 Ioun stone, pale blue rhomboid 8,000 gp 09 Ioun stone, pink and green sphere 8,000 gp 10 Ioun stone, pink rhomboid 8,000 gp 11 Ioun stone, scarlet and blue sphere 8,000 gp 12 Deck of illusions 8,100 gp 13 Necklace of fireballs type VI 8,100 gp 14 Candle of invocation 8,400 gp 15 Necklace of fireballs type VII 8,700 gp 16 Bracers of armor +3 9,000 gp 17 Cloak of resistance +3 9,000 gp 18 Деканер нескінченної сили 9,000 gp 19 Намисто адаптації 9,000 gp 20 Перлина влади, заклинання 3-го рівня 9,000 gp 21 Фігурка дивовижної сили, серпантин сова 9,100 gp 22 Пасмо молотивого бісеру, менше 9600 r 23 Мишок холодну типу IV 10000 r 24 Фігурка дивовижної сили, бронзовий грифон 10000 r 25 Фігурка дивовижної сили, чорне дерево літати 10,000 gp 26 Рукавичка зберігання 10,000 gp 27 Іоун камінь, темно-синій ромбовидний 10,000 gp 28 Кам'яний кінь, courser 10,000 gp 29 Vestment, druid's 10,000 gp 30 Мис 10,080 gp 31 Filiceria undistinge турн 11,000 gp 32 Glove with rust 11,500 gp 33 Boots speed 12000 gp 34 Potions night 12,000 gp 35 Golem guide, Clay 12,000 gp 36 Medallion Thoughts 12000 gp 37 Tube Pain 12000 gp 38 Blessed Book 12,500 gp 39 Belt, monk's 13,000 gp 40 gem brightness 13,000 gp 41 Lyre building 13,000 gp 42 Cloak arachnid 14000 gp 43 Stone Horse , destrier 14,800 gp 44 Belt tworvenkind 14,900 gp 45 Periapt wound closure 15,000 gp 46 Horn tritons 15,100 gp 47 Pearl of Cheese 15,300 gp 48 Figurine amazing power, 15,500 gp 49 Health Amulet +4 16000 gp 50 Giant Strength Belt +4 16000 gp 51 Boots, winged 16000 gp 52 Braces of armor +4 16000 gp 53 Cloak charisma +4 16000 gp 54 Resistance cloak +4 16000 g 55 Gloves Dexterity +4 16,000 gp 56 Intelligence bandage +4 16,000 gp 57 Pearl Power, Spell level 4 16,000 gp 58 Periapt of Wisdom +4 16,000 gp 59 Scabbard sharp edges 16,000 gp 60 Figurine of amazing strength, golden lions 16,500 gp 61 Courant interruption 16800 gp 62 broom flight 17000 gp 63 Figurine of amazing strength , marble elephant 17,000 gp 64 Amolet Natural Armor +3 18,000 gp 65 Ioun Stone, Immer Spindle 18000 gp 66 Bracelet Fiends 19,000 gp 67 Carpet Fly , 5 feet by 5 feet. 20,000 gp 68 Horn blasting 20,000 gp 69 Ioun stone, pale lavender ellipsoid 20,000 gp 70 Ioun stone, pearl white spindle 20000 gp 71 Portable hole 20000 gp 72 Good luck stone (luckstone) 20,000 gp 73 Figurine of amazing power , ivory goats 21,000 gp 74 Rope with searing 21,000 gp 75 Golem guide, stone 22,000 gp 76 Skull Mask 22,000 gp 77 Mattock Titans 23,348 gp 78 Circlet blasting , basic 23,760 gp 79 Amolet mighty fists +2 24,000 gp 80 Cloak moving, juvenile 24000 gp 81 Helm underwater action 24000 gp 82 Archery braces , over 25,000 gp 83 Braces of armor +5 25,000 gp 84 Resistance cloak +5 25,000 gp 85 Eyes deaths 25,000 gp 86 Pearl of Power, Spell level 5 25,000 gp 87 Malt Titans 25,305 gp 88 Strand of prayer beads 45,800 gp 89 Bat cloak 26,000 gp 90 Ioun band binding 26,000 gp 91 Cube frost resistance 27000 g. 92 Helme telepathy 27000 g. 93 Periopstus Anti-Venom 27,000g. 94 Gown Scintillation Colours 27,000 gp 95 Bodily Health Guide I +1 27,500 gp 96 gainful exercise guide +1 27,500 gp 97 Action Guide +1 27,500 gp 98 Tome clear opinion +1 27,500 gp 99 Tome leadership and exposure +1 27,500 gp 100 Tome understanding +1 27,500 gp Table : Basic amazing items d% Item Market Price 01 Sized Shackles 28500 gp 02 Figurine amazing power , obsidian steed 28,500 gp 03 Panic drums 30,000 gp 04 Ioun stone, orange 30,000 gp 05 Ioun stone, pale green prism 30,000 gp 06 Lantern detection 30,000 gp 07 robe mixing GP 08 Amolet Natural Armour +4 32,000 gp 09 Amolet Proof Against Detection and Location 35,000 GP 10 Flight Carpet, 5ft by 10ft. 35,000 GP 11 Golem Guide, Iron 35,000 gp 12 Amolet Health +6 36000 GP 13 Giant Strength Belt +6 36,000 gp 14 Braces Armor +6 6 36,000 gp 15 Cloak charisma +6 36000 gp 16 Dexterity gloves +6 36,000 gp 17 Intelligence bandage +6 36,000 gp 18 Ioun stone, bright purple prism 36,000 gp 19 Pearl power, level 6 spell 36,000 gp 20 Periapt wisdom +6 36000 gp 21 Sarrab protection 38,000 gp 22 Ioun stone , lavender and green ellipse 40,000 gp 23 Ring Gate 40,000 gp 24 Crystal Ball 42000 gp 25 Golem guide, more stone 44.00 g 26 Orb storms 48000 gp 27 Boots Teleportation 49000 gp 28 Braces armor +7 49000 gp 29 Pearl power , spell level 7 49,000 gp 30 Amolet natural armor +5 50,000 gp 31 Cloak displacement, basic 50,000 gp 32 Crystal Ball with see invisibility 50,000 gp 33 Horn Valhalla 50,000 gp 34 Crystal Ball out detection Thoughts 51,000 GP 35 Carpet Fly, 6ft. at 9ft 53,000 gp 36 Amolet Mighty Fists +3 54,000 gp 37 Wings Flying 54,000 gp 38 Trench ethereal 55000 gp 39 Instant Fortress 55000 gp 40 Bodily Health Guide +2 55,000 gp 41 Gainful +0 exercise instructions 2 55,000 gp 42 Performance Guide +2 55,000 gp 43 Tome clear thought +2 55,000 gp i244 Tome Leadership and Exposure +2 55000 gp 45 Tome Understanding +2 55000 gp 46 Eyes Adorable 56,000 GP 47 Robe Stars 58,000 GP 48 Flight Carpet , 10ft by 10ft 60,000 gp 49 Darksulk 60,000 gp 50 Cube Force 62000 gp 51 Braces of Armor +8 64000 gp 52 Pearl power, Spell level 8 64,000 gp 53 Crystal Ball with telepathy 70,000 gp 54 Horn blasting, over 70,000 GP 55 Pearl power, two spell 70.00 g 56 Helm teleportation 73,500 gp 57 Gem seeing 75,000 GP 58 Robe archmagi 75,000 gp 59 Mantle of Faith 76.00 g 60 Crystal ball with true seeing 80,000 gp 61 Pearl of Power, Spell Level 9 81,000 gp 62 Good Many Worlds 82,000 gp 63 Bodily Health Guide +3 82,500 gp 64 Gainful Exercise Guide +3 82,500 gp 65 Action Guide +3 82,00 500 gp 66 Tome Clear Thought +3 82,500 gp 67 Tome Leadership and Impact +3 82,500 gp 68 Tome understanding +3 82,500 gp 69 Apparatus Crab 90,000 GP 70 Mantle Resistance Spell 90,000 gp 71 Mirror opposition 92000 gp 72 Strand of prayer beads, over 95,800 gp 73 Amolet mighty fists +4 96,000 gp 74 Eyes fossil 98,000 gp 75 Bowl water element commanders 100,000 gp 76 Brazier command fiery elements 100,0 00 gp 77 Cens Air Element Control 100,000 gp 79 Bodily Health Guide +4 110 000 gp 80 Gainful Exercise Guide +4 110,000 gp 81 Quick Action Guide +4 110 000 gp Tome Clear Thought +4 110,000 GP 83 Tome Leadership and Exposure +4 110,000 gp 84 Tome understanding +4 110,000 gp85 Amolet Aircraft 120,000 GP 86 Eye Robe 120,000 gp 87 Helm Shine 125,000 gp 88 Bodily Health Guide +5 137,500 GP 89 Gainful exercise guide +5 137,500 GP 90 Performance Guide +5 137,500 gp 91 Tome Clear Thought +5 137,500 GP 92 Tome Guide and Exposure +5 137,500 GP 93 Tome Understanding +5 137,500 gp 94 Efreeti bottle 145,000 gp 95 Amolet mighty fists +5 150,000 gp 96 Chaos Diamond 160,00 gp 97 Cautic Gate 164,000 GP 98 Iron Flask 170,000 GP 99 Mirror Mental Prowess 175,000 GP 100 Mirror Life Trapping 200,000 GP Amazing Item Descriptions Standard Amazing items described below. Amulet Health This amulet is the gold disc on the chain. He usually wears the image of a lion or other powerful animal. Amolet gives the owner a bonus for raising to the Constitution +2, +4 or +6. Moderate transmutation; CL 8th; Craft is an amazing item, the endurance of a bear; Price 4000 gp (+2), 16000 gp (+4), 36000 gp (+6). Amolet of mighty fists This amulette provides a bonus for raising from +1 to +5 when attacking and damaging rolls with unarmed attacks and natural weapons. Weak evolution; CL 5th; Craft Wondrous Item, a larger magic ig, the level of the creator's castrate should be at least three times the bonus of the amulet; Price 6 000 gp (+1), 24 000 gp (+2), 54 000 gp (+3), 96 000 gp (+4), 150 000 gp (+5). Amulet Natural Armor This amulet, usually made of bone or animal scales, enhances the body and flesh of the carrier, giving it a bonus for raising its natural armor with a bonus of +1 to +5, depending on the type of amulet. Weak transmutation; CL 5th; Craft Wondrous Item, barkskin, the level of castrator creator must be at least three times the bonus of the amulet; Price 2000 gp (+1), 8000 gp (+2), 18000 gp (+3), 32,000 gp (+4) or 50,000 gp (+5). Aircraft Amolet This device is usually issued by a black circular amoulette, although any character looking closely at it sees a dark, moving curl of colour. The amolet allows its wearable to use a change of plane. However, this is a difficult point for development. The user must do a DC 15 reconnaissance check in order to get the amoulet to take her to the plane (and the specific seat on that plane) that she wants. If it fails, the amulette transports her and all those traveling with her to a random location on this aircraft (01-60 on d%) or to a random plane (61-100). Strong conjunction; CL 15th; Craft amazing object, plane change; Price 120,000 g.g. Amulet of evidence against detection and location This silver amulet protects the person wearing it from crumbling and magical arrangement just as it does a non-edecleation spell. If a spell of divination tries against being worn, the divination rister should succeed in checking the level of the rister (120+ rister level) against current 19 19 if castor threw on the undetecation). Moderate abjuncation; CL 8th; Craft amazing object, non-detecting; Price 35000 gp. Crab Apparatus This element appears to be a large, sealed iron barrel, but it has a secret catch (Search DC 20 to find) that opens the hatch at one end. Whoever crawls inside finds ten (spotless) levers: The device has the following characteristics: hp 200; hardness 15; Spd 20 feet., swim 20 feet.; AC 20 (-1 size, +11 natural); Atk +12 melee (2d8, 2 cones). Lever (1d10) Lever Function 1 Longtition/retrixing legs and tail 2 Lock/cover forward hatch 3 Lid retainers 4 Extenders/retrant torsos and sensations 5 Fixing torsos 6 Move forward/cover backwards 7 Turn left/right 8 Open eyes with constant flame inside/close eyes 9 Lift/sink in water 10 Open/close hatch The operating lever is a complete action and no lever can be operated more than once per round. However, because two medium characters can fit inside, the machine can move and attack in one round. The device can function in water up to 200 feet deep. It holds enough air for a crew of two to survive 1d4+1 hours (twice as much for a single passenger). When activated, the device looks like a giant lobster. Strong evolution and transmutation; CL 19th; Craft Amazing item, animation objects, continuous flame, creator must have 8 ranks in knowledge (architecture and engineering) skill; Price 90 000 g.g.; Weight 500 pounds. Bag Holding This appears to be a regular bag of fabric about 2 feet by 4 feet in size. The holding bag opens in an incapacitated space: its inner part is larger than the external dimensions. No matter what to put in the bag, it weighs a fixed amount. This weight, as well as the weight limits and volume of the bag contents, depend on the type of bag as shown in the table below. Bag Bag Weight Contents ContentVolume Marginal Market Price Type 1 15 pounds. 5,000 GP Type III 35 pounds. All content is lost forever. If the hold bag is turned inside out, its contents are poured out, intact, but the bag must be put right before it can be used again. If living creatures are placed in a bag, they can survive for up to 10 minutes, after which they will suffer. Getting a certain item out of a holding bag is a moving action if the bag doesn't contain more than a normal backpack, in which case getting a certain item is a full-on action. If the holding bag is placed in a portable fault hole before the Astral plane is torn apart in space: The bag and hole are equally absorbed into the void and permanently lost. If the portable hole is placed in the held bag, opens the gate to Astrala's plane: there's a hole, a bag and any creatures within a 10-foot radius, destroying a portable hole and a bag held in the process. Moderate conjunction; CL 9th; Craft Amazing object, secret breasts. Bag of tricks This little bag appears normal and empty. Still, anyone reaching for the bag feels like a small, fuzzy ball. If the ball is removed and thrown at 20 feet, it turns into an animal. The animal serves a character who pulled him out of the bag for 10 minutes (either until killed or ordered back into the bag), at which point it disappears. It can follow any of the commands described in Handle Animal's skill. Each of the three types of bag tricks produces a different set of animals. Use the following tables to determine which animals can be extracted from each. The heavy wart appears with a tourniquet and a tack and takes the character who pulled him out of the bag as a rider. The animals produced are always random, and only one can exist at the same time. Up to ten animals can be pulled out of the bag each week. Weak or moderate conjunction; CL 3rd (gray), 5th (rust), 9th (tan); Craft is an amazing subject, summon nature ally II (grey), summon ally Nature III (rust) or summon nature ally V (tan); Price 900 gp (gray); 3000 g (rust); 6300 gp (tanning). Beads of strength This little black sphere appears to be a resoon pearl. You can throw it up to 200 feet without a range of penalties. With a sharp impact, the beads explode, sending out an explosion that causes 5d6 points of force to damage all creatures within a 10-foot radius. It functions as a steady spell of sphere (Reflex DC 16 depreds) with a radius of 10 feet and lasting 10 minutes. The globe of shimmering force covers the creature, provided the latter is small enough to fit in the diameter of the sphere. The sphere contains its own theme for the duration of the spell. The sphere is not damaged by any kind other than rod repeal, rod denial, decay or purposeful dispelling of a magic spell. These effects destroy the sphere without compromising the object. Nothing can pass through the sphere, inside or outside, although the object can breathe normally. The theme may struggle, but the globe cannot be physically moved either by people outside of it or by the struggles of those inside. The explosion completely consumes the bead, making it a disposable object. Moderate evolution; CL 10th; Craft amazing object, elastic sphere; Price 3000 gp. Belt, Monk's This simple rope belt, when wrapped around the character's waist, lends great ability in unarmed combat. AC and unarmed wearable damage are treated as a monk five levels higher. If a character dressed up with a stunning feat of Fist, the belt allows her to do one extra stunning attack of the day. If the character is not a monk, it gets AC and unarmed damage Level 5. This AC bonus just like the bonus of the monk ac. Moderate transmutation; CL 10th; Craft The Marvelous Subject, Righteous Might, or Transformation; Price 13 000 g.g.; Weight 1 pound. Belt Dwarvenkind This belt gives the owner +4 a competence bonus for charisma checks and charisma-based skills checks as they relate to dealing with gnomes, a bonus of +2 competencies on similar checks when dealing with gnomes and semi-finish products, and -2 competence penalties for similar checks when dealing with anyone else. Anyone who wears can understand, speak and read Dhaven. If the medium is not dwarfed, it receives a 60-foot darkvision, a dwarf stone, a bonus for raising +2 to the Constitution, and a +2 resistance bonus on anti-venom seams, spells or spells. Moderate divination; CL 12th; Craft Amazing object, tongues, creator must be dwarfed; Price 14 900 g.g.; Weight 1 pound. Giant strength belt This wide belt is made of thick leather and studded with an iron. The belt adds to the strength assessment of what the carrier adds in the form of a bonus for raising +4 or +6. Moderate transmutation; CL 10th; Craft is an amazing subject, the power of a bull; Price 16 000 gp (+4), 36 000 gp (+6); Weight 1 pound. Blessed book This well-made volume is always small, usually no more than 12 inches tall, 8 inches wide, and 1 inch thick. All such books are durable, waterproof, tied with iron superimposed silver, and locked. A master can fill 1,000 pages of a blessed book with spells without paying 100 GP per page of material value. This book is never found as a randomly generated treasure with spells already inscribed in it. Moderate transmutation; CL 7th; Craft Amazing item, Secret Page; Price 12500 g.g.; Weight 1 pound. The boat folding folding boat looks like a small wooden box - about 12 inches long, 6 inches wide and 6 inches deep. It can be used to store items like any other box. However, if given a commanding word, the box unfolds to form a 10-foot-long boat, 4 feet wide and 2 feet deep. The second command word causes it to unfold to a 24-foot-long ship, 8 feet wide and 20 feet deep. Any objects previously stored in the box are now resting inside a boat or ship. In smaller form, the boat has one pair of veins, anchor, mang and latent sail. In greater form, the boat has a deck, solitary rowing seats, five sets of paddles, a steering paddle, an anchor, a deck cabin and a muffle with a square sail. The boat can comfortably hold four people, while the ship carries fifteen with ease. The team's third word forces the boat or ship to fold itself into the box once again. Weak transmutation; CL 6th; Craft amazing item, manufacture, creator must have 2 rank in craft (shipbuilding) skill; Price 7200 g.g.; Weight Pounds. Boots Elvenkind These soft boots allow the owner to move quietly in almost any environment, give a bonus of +5 competencies on Move Silently checks. Weak transmutation; CL 5th; Craft amazing item, item, must be an elf; Price 2500 g.g.; Weight 1 pound. Levitation On command boots, these leather boots allow the wearer to levitate as if she had thrown a levitate at herself. Weak transmutation; CL 3rd; Craft is an amazing subject, levitate; Price 7500 gp; Weight 1 pound. Boots Speed As a free action, the medium can push her boot heels together, allowing her to act as if affected by a swaying spell of up to 10 rounds every day. The duration of the shake effect should not be consecutive rounds. Moderate transmutation; CL 10th; Craft is an amazing subject, persevering; Price 12000 gp; Weight 1 pound. Boots Striding and Springing These boots increase the base speed of the land carrier by 10 feet. In addition to this ability up front (considered a boost bonus), these boots allow the wearer to make big jumps. It can jump with a bonus of +5 competencies on Jump checks. Weak transmutation; CL 3rd; Craft is an amazing item, long-core, creator must have 5 ranks in The Jump Skill; Price 5500 gp; Weight 1 pound. Boots teleportation Any character wearing this shoe can teleport three times a day, just as if he cast a spell of the same name. Moderate conjunction; CL 9th; Craft amazing subject, teleport; Price 49 000 g.g.; Weight 3 pounds. Boots from winterlands This footy gives a lot of powers to the nose. First, it is able to travel through the snow at its normal speed without leaving tracks. Boots also allow it to travel at a normal rate on the most slippery ice (horizontal surfaces only, not vertical or sharply inclined) without falling or sliding. Finally, boots from the winter ground warn the carrier, as if it affected the spell of patience of the elements. Weak abjuncia and transmutation; CL 5th; Craft Amazing object, cat grace, withstand elements, pass without trace; Price 2500 g.g.; Weight 1 pound. Boots, Winged These boots appear to be a regular footy. On command, the boots sprout their wings on their heels and allow the nose to fly without maintaining concentration, as if affected by a spell of flies. It can fly three times a day for up to 5 minutes per flight. Weak transmutation; CL 5th; Craft amazing item, fly; Price 16 000 gp; Weight 1 pound. Air bottle This item is issued by a regular glass bottle with a cork. When taken into any erroneous environment, it keeps air in it at all times, constantly restoring its contents. This means that the character can take the air out of the bottle to breathe. The bottle can even be shared by several characters that pass it around. Breathing from a bottle is a standard action, but the character who does so can act as long as it can hold its breath. Moderate transmutation; CL 7th; Craft Amazing object, water breathing; Price 7 250 g.g.; Weight 2 pounds. Bowl of commanding water elements This large container is usually modeled from blue or green Stone. It's about 1 foot in diameter, half that deep, and relatively fragile. Fragile, the bowl is filled with fresh water, and pronounced certain words, there is a large water elementary. Summoning words require 1 full round to speak. In every way the bowl functions as a challenge to the Monster VI spell. Only one elementary can be called at a time. The new elementary requires that the bowl be filled with new water, which cannot happen until the first elementary (dispeled, released or killed) disappears. If salt water is used, the elementary is huge rather than large (as if the challenge of Monster VII has been cast). Strong conjunction; CL 13th; Craft amazing item, summon monster VI, summon monster VII; Price 100 000 gp; Weight 3 pounds. Bracelet Friends This silver charm bracelet has four charms on it when creating. The room was quite big and comfortable. (This designation takes standard action, but after that it lasts forever or until it has changed.) When the charm is grabbed and the name of the person's key is pronounced, that person is called to the place (standard action) along with his gear while the owner and the summoned person are in the same plane. The key knows who is calling, and the bracelet of friends functions only on willing travelers. When you activate the charm, it disappears. Trinkets separated from the bracelet are worthless. The bracelet, found with fewer than four trinkets, costs 25% less for each missing charm. Strong conjunction; CL 15th; Craft is an amazing subject, a refuge; Price 19000 gp. Braces archery, large These bracelets look like a conventional protective wear. Braces endear the carrier with any bow (not including crossbows), as if it has an effete in its use. She already has knowledge with any type of bow, she gets a +2 bonus of competence on attack rolls and +1 bonus competency to the detriment of rolls whenever she uses this type of bow. Both braces must be worn for magic to be effective. Moderate transmutation; CL 8th; Craft is an amazing item, a craft of magical weapons and armor; Price 25000 gp; Weight 1 pound. Archery braces, Lesser These bracelets function as larger archery braces, except that they provide a bonus +1 competencies on shock rolls and no bonus on damage to rolls. Weak transmutation; CL 4th; Craft is an amazing item, a craft of magical weapons and armor; Price 5000 gp; Weight 1 pound. Braces of armor These items appear to be wrists or handles. They surround the medium with an invisible but tangible field of strength, giving it an armor bonus of +1 to +8, just as if it wears armor. Both braces must be worn for magic to be effective. Moderate conjunction; CL 7th; Craft Wondrous Item, armor-man, level castor creator must be at least two times greater than the bonus placed in braces; Price 1000 gp (+1), 4000 gp (+2), 9000 gp (+3), 16,000 gp (+4), 2 5,000 gp (+5), 36,000 gp (+6), 49 gp (+7), 64 000 gp (+8); Weight 1 pound. Mansi command fire This device appears to be a regular container for storing burning coal. When a fire is lit in the grill and pronounced correct causing words, a large fire elementary appears. Summoning words require 1 full round to speak. In every way mansi functions as a challenge to a monster VI spell. If sulfur is added, the elementary is huge instead of the Great one, and the grill works as a monster VII spell challenge. Only one elementary can be called at a time. The new elementary requires a new fire that cannot be lit until the first elementary (dispeled, released or killed) disappears. Strong conjunction; CL 13th; Craft amazing item, summon monster VI, summon monster VII; Price 100 000 gp; Weight 5 pounds. Brooch made of shield This appears to be a piece of silver or gold jewelry used to fasten the thrown or thrown. In addition to this everyday task, it can absorb magical rockets of the kind generated by spells or spell ability. The brooch can absorb up to 101 points of damage from magical rockets before it melts and becomes useless. Weak abjuncation; CL 1st; Craft Amazing object, shield; Price 1500 gp Broom Flying This broom is able to fly on the fly as if it is affected by an air-distance flight spell (average maneuverability) of up to 9 hours a day (separated as its owner desires). The bing can carry 200 pounds and fly at speeds of 40 feet, or up to 400 pounds at a speed of 100 feet. In addition, a bing can travel alone anywhere named by the owner as long as it has a good idea of the location and layout of this destination. He comes to his owner from as far away as 300 yards when she says the commanding word. The flight bing has a speed of 40 feet when it doesn't have a rider. Moderate transmutation; CL 9th; Craft is an amazing subject, flights on the ground, perseverance; Price 17 000 gp; Weight 3 pounds. Candle invocation Each of these special tappers is dedicated to one of the nine aligned. Simply burning a candle generates a favorable aura for a person, so what if the alignment of the candle matches that character. Characters of the same alignment as the burning candle add a bonus of +2 morale to the percussion rolls, saving throws and testing skills while within 10 feet of the flames. The cleric, whose alignment corresponds to the candle, acts as if two levels higher for the purposes of defining spells a day if it burns a candle during or just before the spell preparation time. He can even throw spells usually unavailable to him as if he were such a higher level, but only as long as the candle continues to burn. Except in special cases (see below), the candle burns for 4 hours. In addition, burning a candle also allows the owner to cast a spell the defendant has the same alignment as the candle, but the taper is immediately consumed in the process. You can put out a candle simply by blowing it out, so users often place it lantern to protect it from drafts and the like. This does not interfere with its magical properties. Strong conjunction; CL 17th; Craft amazing object, gate, creator should be the same alignments as the created candle; Price 8400 g.g.; Weight 1/2 pound. Candle of Truth This white tall candle, when burned, calls into place a spell truth zone (Will DC 13 destialties) within a 5-foot radius, centered on a candle. The zone lasts 1 hour as the candle burns. If the candle suffices by this time, the effect is canceled and the candle collapses. Faint fascination; CL 3rd; Craft is an amazing point, a zone of truth; Price 2500 g.g.; Weight 1/2 pound. A Mountebank On command, this bright red and gold snum allows the wearer to use the magic of spells of sized doors once a day. When he disappears, he leaves behind a cloud of smoke, appearing in a similar way at his destination. Moderate conjunction; CL 9th; Craft amazing object, overall doors; Price 10 080 g.g.; Weight 1 pound. Carpet flying This carpet is able to fly on the fly as if it is affected by spells on the air flight of unlimited duration. The size, carrying capacity and speed of the various flight carpets are shown on the table below. Beautiful and intricately made, each carpet has its own command word to activate it - if the device is within the voice range, the command word activates it, whether the speaker is on the carpet or not. Then carpet is controlled by conversational directions. Size Speed Weight Market price is 5 feet by 5 feet 200 pounds 40 feet. The 20,000 GP is 5ft by 10ft. It has an average manoeuvrability, but the flight carpet can still soar. Moderate transmutation; CL 10th; Craft is an amazing subject, flights on the ground, perseverance. Censer of Controlling Air Elements This 6-inch, 1-inch perforated gold vessel resembles a chwangal found in a place of worship. If it is filled with incense and lit, evoking the words spoken above it cause the Great Air Elementary. Summoning words require 1 full round to speak. In every way censorship functions as a challenge to monster VI spells. If incense meditation is burned inside censorship, the air element is an older aerial elementary (as if invoking Monster IX has just been cast). Only one elementary can be called at a time. The new elementary requires a new piece of incense that cannot be lit until the first elementary (dispeled, released or killed) disappears. Strong conjunction; CL 17th; Craft amazing item, summon monster VI, summon monster IX; Price 1500 000 gp; Weight 1 pound. The gem gives its owner the following powers: confusion, less magic circle against the law chaos Cloak chaos Every power 1d4 times a day. This is curtailed for each power individually and the character does not know the result. A non-gay character wielding a diamond of chaos is gaining one negative level. While this level never results in actual level loss, it remains as long as the diamond is in character's possession and cannot be overcome in any way (including spell recovery). Strong varied; CL 19th; Craft Wondrous item, cloak of chaos, magic circle against the law, confusion, less, word chaos, creator must be chaotic; Price 160 000 g.g.; Weight 1 pound. Chime interruption This tool can be hit once every 10 minutes and its resonant tone lasts 3 full minutes. While the chime resonates, no spell requiring a verbal component can be cast within a 100 feet radius of it unless the castor can do a concentration check (DC 15+ spell level). Moderate evolution; CL 7th; Craft an amazing subject, scream; Price 16800 g.g.; Weight 1 pound. The chime opening of the Courant Hole is a devout broom tube of about 1 foot widow. When hit, it sends magical vibrations that cause locks, lids, doors, valves and portals to open. The device operates against conventional bars, shackles, chains, bolts, etc. The chime of discovery also automatically dispels the spell of the retention portal or even the secret caste cast by a master below level 15. The chime must be aimed at an item or gate to be loosened or opened (which must be visible and known to the user). Then the chime blows, slips a clear tone, and in the 1st round the target lock is unlocked, the parentheses is loosened, the secret door opens or the chest cover rises. Each sound opens only one form of lock, so if the chest is chained, locked, locked and secret blocked, you need four use of the courant opening to open it. A spell of silence will cause the power of the device. A brand new chime can be used a total of ten times before it cracks and becomes useless. Moderate transmutation; CL 11th; Craft amazing item, knock; Price 3000 gp; Weight 1 pound. Circlet of Blasting, Minor On command, this simple gold bandage projects a burst of light (3d8 damage points) once a day. Weak evolution; CL 6th; Craft amazing object, burning light; Price 6 480 hp Circlet of Blasting, Major On command, this elaborate gold bandage projects a burst of light (5d8 maximized for 40 damage points) once a day. Strong evolution; CL 17th; Craft is an amazing element, maximize spells, shining light; Price 23 760 gp. Circle of conviction This silver bandage provides +3 bonuses for competence on checks based on Charisma. Weak transmutation; CL 5th; Craft amazing object, splendor of the eagle; Price 4500 g.g. Raincours from Arachnids This black clothing, web pattern in silk gives the wearer the ability to climb as if the spider is climbing rises were placed on her. In addition, the cloak grants her immunity to encumbrance web spells or cobweb of any kind - she can actually move in the web with half her normal speed. Once a day, the carrier of this cloak can throw a web. She also gets a +2 good luck bonus on all Fortitude saves from venom from spiders. Weak conjunction and transmutation; CL 6th; Craft amazing object, spider climbing, web; Price 14 000 g.g.; Weight 1 pound. A bat fashioned trench cloak made of dark brown or black fabric, this cloak gives +5 bonus competencies on Hide Checks. The carrier is also able to hang upside down from the ceiling like a bat. Holding the edges of the garment, the carrier is able to fly for a spell. If he wants to, the one who wears can actually polymorph himself into a regular bat and fly accordingly. (All property worn or worn out is part of the transformation.) Flying, either with a raincoater or in flying shape, can only be performed in the dark (either under the night sky, or in an uneasy or almost lighter environment underground). Any of the flight capacities can be used for up to 7 minutes at a time, but after flying any duration, the cloak cannot give any flying power for a similar period of time. Moderate transmutation; CL 7th; Craft Amazing object, fly, polymorph; Price 26000 gp; Weight 1 pound. Cloak charisma This lightweight and trendy trench cloak has a highly decorative silver finish. When in the character's possession, he adds a +2, +4 or +6 bonus boost to her Charisma score. Moderate transmutation; CL 8th; Craft amazing object, splendor of the eagle; Price 4 000 gp (+2), 16 000 gp (+4), 36 000 gp (+6); Weight 2 pounds. Cloak of displacement, minor This object appears to be an ordinary cloak, but when wearing the character its magical properties distort and expose light waves. This move works like a spell moving, except that it provides only a 20% miss chance of attacking against someone who wears. It functions constantly. Weak illusion; CL 3rd; Craft amazing object, displacement; Price 24 000 g.g.; Weight 1 pound. Cloak displacement, Major This element appears to be an ordinary cloak, but on command its magical properties distort and distort light waves. This move works just as much as spell moving and lasts a total of 15 rounds a day, which the medium can separate as it sees fit. Moderate illusion; CL 7th; Craft an amazing item, extending spells, moving; Price 5 000 gp; Weight 1 pound. Cloak made of elwenkind This raincoat made of neutral gray fabric is not balanced from an ordinary raincoater of the same color. However, when wearing a hood folded around his head, he gives the owner +5 a competency bonus on Hide Checks. Weak illusion; CL 3rd; Craft Amazing subject, invisibility, creator must be an elf; Price 2500 g.g.; Weight 1 pound. Cloak of etherality This silver-grey trench cloak seems to absorb not illuminated by it. On command, a throw-up its carrier is ethereal (as an ethereal spell jaunt). The effect is rejected. The raincoater runs for a total of up to 10 minutes a day. This duration should not be continuous. Strong transmutation; CL 15th; Craft amazing element, ethereal lark; Price 55 000 g.g.; Weight 1 pound. Manta Ray's raincoat This raincoat appears to be made of leather until the carrier enters the salt water. At the time, the manta-beam cloak sticks to the individual, and it appears almost identical to the manta beam (like a spell of polymorph, except that it only allows the shape of the manta rays). It gets a +3 natural armor bonus, the ability to breathe underwater, and a swimming speed of 60 feet like a real manta ray. Even though the cloak prevents the wearer from biling opponents, as the manta ray does, it has a tail spine that can be used to hit opponents by carrier, causing 1d6 damage points. This attack can be used in addition to any other attack character has, using its highest melee attack bonus. The carrier can free hands from the cloak without sacrificing underwater movement if desired. Moderate transmutation; CL 9th; Craft amazing object, polymorph, water breathing; Price 7200 g.g.; Weight 1 pound. Resistance Cloak These outfits offer magical protection in the form of a resistance bonus from +1 to +5 on all life-saving throws (Fortitude, Reflex and Will). Weak abjuncation; CL 5th; Craft Wondrous Item, resistance, level of castrate creator must be at least three times bonus cloak; Price 1 000 gp (+1), 4000 gp (+2), 9000 gp (+3), 16000 gp (+4), 25000 gp (+5); Weight 1 pound. The character can use the device to see at almost any distance or in other planes of existence, as with scrimmage spells (Will DC 16 de-interest). Some crystal balls have additional powers that can be used through a crystal ball at the target view. Crystal Ball Type Market Price Viewer can send and receive silent mental messages with a person appearing in a crystal ball. Once a day a character can try to implant a proposal (like a spell, will DC 14 impairment) as well. Crystal Ball 42,000 GP Crystal Ball with seeing invisibility 50,000 GP Crystal Ball with thought detection (Will DC 13 destibility) 51,000 GP Crystal Ball with telepathy1 70,000 GP Crystal ball with true seeing 80,000 GP Moderate hostility; CL 10th; Craft amazing item, screed (plus any extra spells put in the item); Weight 7 pounds. Cube Force This device is about 3/4 inches across and can be made of ivory, bone or any solid mineral. This allows its owner to put a special 10-foot force wall on the side around her face. This cubic screen moves with a symbol and is impermeable to the attack forms mentioned in the table below. Cube has 36 charges that are renewed daily. Lord one face of the cube to activate a specific type of screen or deactivate the device. Each effect costs a certain number of charges to maintain for each minute (or part of a minute) it works. In addition, when the effect is active, the winner's speed is limited to the maximum value specified on the table. When the cube force is active, attacks dealing with more than 30 damage points drain 1 charge for every 10 counts of damage outside the 30 they deal with. Spells that affect the integrity of the screen also deplete additional costs. These spells (listed below) cannot be thrown or exited from the cube: Cube Force Charge Costper Minute Maximum Speed Effect is 1,30 feet. Holds gases, wind, etc. 2 2 20 feet. Holds inalurable substances 3 3 15 feet. Keeps 4,4,100 feet of matter alive. Retains magic 5 6 10 feet. Saves all 6 0 As usual deactivates moderate evolution; CL 10th; Craft is an amazing object, a wall of power; Price 62000 gp. Cube frost resistance This cube is activated or deactivated by pressing one side. When activated, it creates a cube-like area of 10 feet on the side of the center on the owner (or on the cube itself, if the element is later placed on the surface). The temperature within this area is always at least 65°F. The field absorbs all attacks based on cold. However, if the field is exposed to more than 50 cold damage points in Round 1 (from one or more attacks), it collapses in its portable form and cannot be recovered within 1 hour. If the field absorbs more than 100 cold points in a 10-round period, the cube collapses. Weak abjuncation; CL 5th; Craft is an amazing subject, energy protection; Price 27000 gp. Cubic gate This item is modeled of Carnelian. Each of the six sides of the cube is turnkey to the plane, one of which is the Material Plane. The symbol that creates the element must select the planes to which the other five sides are key. If the side of the cubic gate is pressed once, it opens the gate to a random point on the plane on that side. There is a 10% chance per minute that an outsider from this plane (identify randomly) comes through him looking for food, fun, or trouble. Pressing the side for the second time closes the gate. You cannot open more than one gate at a time. If the side is pressed twice in quick succession, the character being made is transported to a random point on the other plane along with all the creatures in adjacent squares. (Other creatures can escape this fate by succeeding on DC 23 Will Saves.) Strong conjunction; CL 13th; Craft amazing object, plane change; Price 164 000 g.g. Darksulk This skull, carved from ebony, is completely evil. Wherever the skull goes, the area around it is viewed as if an incorrective spell has been cast with the skull as a point of contact origin (except that no additional spell effect is tied fixed to a dark sculptor). Moderate evolution evolution CL 9th; Craft Amazing item, unhallow, creator must be evil; Price 60 000 g.g.; Weight 5 pounds. Decaner infinite water If the cork is removed from this usual flask and said command word, a quantity of fresh or salty water is poured in. Individual command words determine the type, as well as the volume and speed. Stream pours 1 gallon per round. The fountain produces a stream of 5 feet in 5 gallons per round. Geyser produces a stream 20 feet wide, 1 foot wide by 30 gallons per round. The geyser effect causes considerable pressure in the back, requiring the holdr to do a DC strength check of 12 so as not to be knocked down. The geyser's strength causes 1d4 points of damage, but can only affect one target per round. To stop it, you need to pronounce the word command. Moderate transmutation; CL 9th; Craft is an amazing subject, water control; Price 9000 gp; Weight 2 pounds. This set of parchment cards is usually found in ivory, leather or wooden box. The full deck consists of thirty-four cards. When the map is drawn at random and thrown to the ground, the main image of the creature is formed. Figs last until dispelling. The illusory creature cannot move more than 10 feet from where the map landed, but otherwise moves and acts as if it is real. At all times, she submits to the desires of the character who drew the card. When the illusion dispels

to avoid dust. Glamour lasts 2 hours. Weak illusion; CL 6th; Craft is an amazing element, disguise yourself; Price 1200 g. Dust without traces This ordinary, seemingly dust is actually a magic powder that can hide the passage of its owner and his companions. Throw a handful of this dust into the air, a camera up to 100 square feet of floor space will become as dusty, dirty and spidery as if it had been abandoned and unused for a decade. A handful of dust strewn along the trail evokes evidence of the passage of as many as a dozen men and horses to be obliterated 800 feet back into the distance. The dust results are instantaneous, and no magic aura lingers after this use of dust. Survival checks made to track careers in an area affected by this dust have a DC 20 higher than usual. Weak transmutation; CL 3rd; Craft is an amazing subject, pass without a trace; Price 250 hp Effective Quiver This appears to be a typical shooter container capable of holding about twenty shooters. It has three separate parts, each with an indispensing space, allowing it to store much more than is normally possible. The first and smallest of them can contain up to sixty objects of the same total size and shape as an arrow. The second slightly longer compartment holds up to eighteen objects of the same overall size and shape as the javelin. The third and longest part of the case contains as many as six objects of the same total size and shape as a bow (spears, headquarters or the like). Once the owner has filled it in, the quiver can make any item it desires, as if from an ordinary quiver or a scabbard. An effective quiver weighs the same, no matter what is inside it. Moderate conjunction; CL 9th; Craft is an amazing item, chest; Price 1800 g.g.; Weight 2 pounds Efreeti Bottle This element is usually modelled with brass or bronze, with a lead plug bearing special seals. A thin stream of smoke is often observed dispensing from it. The bottle can be opened once a day. When opened, efreeti is imprisoned as part of questions from the bottle instantly. There is a 10% chance (01-10 per d%) that the effit is crazy and attacks immediately after release. There is also a 10% chance (91-100) that efreeti bottles grants three wishes. Either way, efreeti then disappears forever. The other 80% of the time (11-90), a resident of the bottle loyally serves the character for up to 10 minutes a day (or before efríta's death), doing as she commands. Roll every day the bottle is open to the effect of this day. Strong conjunction; CL 14th; Craft is an amazing item, summon Monster VII; Price 145 000 g.g.; Weight 1 lb. Natural gem This gem contains a spell of conjuncies, configured for a specific elementary plane (air, Earth, fire or water). When a gem is crushed, broken or broken (standard action), the Great Elementary appears as if caused by a spell of nature's ally. Elementary is controlled by a creature that broke a gem. The color of the gem varies depending on the type of elementary subpoena. Air elementary gems are transparent, earthy elementary gems are light brown, fiery elementary gems are reddish-orange, and water elemental gems are blue-green. Moderate conjunction; CL 11th; Craft is an amazing item, summon nature ally V; Price 2 250 g.p. Fire breath elixir This strange elixir gives the drinker the ability to spit a flam on a distance. It can breathe fire up to three times, each time dealing 4d6 points of fire damage to one target up to 25 feet. The victim may try a DC 13 Reflex save for half the damage. Unused explosions dissipate 1 hour after fluid use. Moderate evolution; CL 11th; Craft amazing object, scorching ray; The price of 1100 hp Elixir hiding the character who drinks this liquid gets an intuitive ability to hide (+10 competency bonuses on Hide checks in 1 hour). Weak illusion; CL 5th; Craft amazing item, invisibility Price 250 gp. The Elixir of Love This sweet-tasting liquid causes the character to drink it to charm with the first creature she sees after consuming a draft (as a charming man-drinker must be a medium- or smaller-sized human-like, Will DC 14 denociates). Charm effects wear out in 1d3 hours. Weak transmutation; CL 4th; Craft is an amazing item, the charm of man; Price 150 hp Elixir cleaning This draught of liquid gives the drinker the ability to walk softly and fades the sound around it a little, giving +10 bonus competencies on Move Silently checks 1 hour. Weak illusion; CL 5th; Craft is an amazing subject, silence; Price 250 g.p. Elixir swimming This elixir gives the ability to swim. Almost Almost magic shed surrounds the drinker, allowing it to slide easily over water (+10 competency bonuses on Swim checks for 1 hour). Weak illusion; CL 2nd; Craft is an amazing item, the creator must have 5 ranks in swim skill; Price 250 g.p. Elixir of truth This elixir causes a person to drink it to say nothing but the truth for 10 minutes (Will DC 13 depred). She is forced to answer any questions asked of her at the time, but with each question she is free to make a separate DC 13 save. If one of these secondary seams is successful, it doesn't break out of the truth of compelling fascination, but also doesn't have to answer that particular question. No more than one question can be asked each round. It's a dizzying compulsion to fascinate. Faint fascination; CL 5th; Craft is an amazing point, a zone of truth; The price of 500 g. Elixir Vision Drinking this elixir gives the imbiber the opportunity to notice sharp details with great accuracy (+10 bonus of competence when searching for 1 hour). Weak divination; CL 2nd; Craft is an amazing item, real seeing; Price 250 hp Bottle Eversmoking This metal urn is identical in appearance to an efreeti bottle, except that it does nothing but smoke. The amount of smoke is large if the cork is pulled out, pouring from the bottle and completely clouding the vision through the 50 feet spread in Round 1. If the bottle remains undeniable, the smoke is billowing another 10 feet per round until it covers a 100-foot radius. This area remains filled with smoke until the bottle of perpetual cocyte stops. The bottle should be baked with a command word, after which the smoke dissipated normally. Moderate wands (11+ mph) dissipate smoke in 4 amps; Strong wands (21+ mph) dissipate smoke in Round 1. Weak transmutation; CL 3rd; Craft amazing object, pyrotechnics; Price 5400 g.g.; Weight 1 pound. Eyes adorable These two crystal lenses are placed above the user's eyes. The medium can use human charm (one goal per round) as an attacking look. Those who fail DC 16 will keep fascinated like spells. If someone who wears only one lens, the DC life-saving throw decreases to 10. Moderate enchantment; CL 7th; Craft amazing element, raising spells, human charm; Price 56,000 GP for couples. Doom's eyes These crystal lenses were placed over the user's eyes, allowing him to throw doom at those around him (one target per round) as an attack of view, except that the user should take standard action, and those who simply look at who is wearing are not affected. Those who fail DC 11 will retain are affected by the inquests into the deaths. If someone who wears only one lens, the DC life-saving throw decreases to 10. However, if the medium has both lenses, it gains extra power from the continuous deathwath effect and can use (will DC 16 partial) as a conventional look attack once a week. Moderate necromancing; CL 11th; Craft is an amazing point, death, death, fear; Price 25000 gp. Eagle eyes These objects are made of special crystal and placed over the eyes of the person who is wearing it. These lenses provide a +5 competence bonus on spot checks. Wearing only one of the pairs makes the character dizzy and, in fact, stun for Round 1. After that, the medium can use a single lens without being stunned as long as it closes the other eye. Of course, she can take off one lens and see normally at any time, or wear both lenses to finish or avoid dizziness. Weak divination; CL 3rd; Craft amazing subject, clairvoyant/clairvoyant; Price 2500 g.p. Eyes of petrification These items are made of special crystal and placed over the eyes of the person who wears. They allow it to use a fossil gaze attack (Fortitude DC 19 negate) for 10 rounds per day. Both lenses must be worn for magic to be effective. Moderate transmutation; CL 11th; Craft is an amazing element, flesh to stone; Price 98,000g Figurines of Amazing Power Each of several kinds of figurines of amazing force appear to be a miniature statuette creature in or so high (with one exception). When a figurine is thrown down and the correct command word is pronounced, it becomes a living creature of normal size (except when otherwise stated below). The creature obeys and serves its owner. Unless otherwise stated, the creature understands Common but does not speak. If the figure of amazing power is broken or destroyed in her statuette, it is forever destroyed. All magic is lost, its power has departed. If killed in the shape of an animal, the figurine simply returns to the statuette, which can be used again later. Bronze Griffon When animated, the bronze griffin acts in all ways as a regular griffin under the command of its owner. The item can be used twice a week for 6 hours to use. When 6 hours have passed or when the command word is pronounced, the bronze griffin becomes a tiny statuette again. Moderate transmutation; CL 11th; Craft Amazing object, animus objects; Price 10000 gp. Ebony Fly When animated, black fly the size of a pony and has all the hippo statistics but can't do any seizures. The item can be used three times a week for 12 hours for use. When 12 hours have passed or when the command word is pronounced, ebony becomes a tiny statuette again. Moderate transmutation; CL 11th; Craft Amazing object, animus objects; Price 10000 gp. Golden Lions These figurines are paired. They become normal adult male lions. If killed in battle, lions cannot be returned from the statuette form for one full week. Otherwise, they can be used once a day for up to 1 hour. They increase and shrink, saying the command word. Moderate transmutation; CL 11th; Craft Amazing subject, items; Price 16500 g.p. Capsies ivory These figurines are three. Each goat of this trio looks a little different than the others, the others, Each has a different function: Goat Journey: This statuette provides a fast and hardy fastening equal to that of a heavy horse in every way except appearance. The goat can travel a maximum of one day each week - continuously or in any combination of periods totaling 24 hours. At this point, or when the command word is pronounced, it returns to its statuette at least one day before it can be used again. Travel's Goat: This statuette becomes a huge creature larger than a bull, with nightmare statistics except adding a pair of wicked horns of exceptional size (damage of 1d8+4 for each horn). If he charges to attack, he can only use his horns (but add 6 damage points for each successful attack in this round). It can only be called to life once a month for up to 12 hours at a time. The goat of terror: When called 100 with the right commanding word, this statuette becomes a brave mountain, with light war statistics. However, its rider can use goat horns as a weapon (one horn as +3 lance, the other as +5 longsword). When he got rid of the attack on the enemy, the terror goat radiates fear as a spell within a 100-foot radius (would be DC 16 partial). It can be used once a fortnight for 3 hours for use. Moderate transmutation; CL 11th; Craft Amazing object, animus objects; Price 21000 g.p. Marble elephant This is the largest of the figurines, a statuette about the size of a human hand. After pronouncing the command word marble elephant grows to the size and specifications of a real elephant. The animal, created from the statuette, is completely obedient to the owner of the figure, serving as a beast of burden, fastening or combatant. The statuette can be used four times a month for up to 24 hours at a time. Moderate transmutation; CL 11th; Craft Amazing object, animus objects; Price 17000 gp. Obsidian Steed This figurine seems like a small, shapeless lump of black stone. Only a thorough inspection shows that it vaguely resembles some form of quadrangle. According to the team, an almost shapeless piece of obsidian becomes a fantastic mountain. Treat him like a heavy war horse with the following extra powers that could be compressed once a round on his time on his schedule: flying on the ground, shifting the plane and ethereal blinds. Stella allows itself to get rid of, but if the rider has a good alignment, the stele is 10% likely for use to transport it to the lower planes and then return to its statuette shape. The statuette can be used once a week for one continuous period of up to 24 hours. Note that when obsidian rummage becomes ethereal or the plane shifts, its rider and his gear follow suit. Therefore, the user can travel to other aircraft using this tool. Strong conjunction transmutation; CL 15th; Craft amazing object, animus objects, ethereality, flight, plane shift; Price 28,500 g.g. Oix Dog When ordered, ordered, The statuette changes to a creature with the same properties as a dog riding, except that it is endowed with intelligence 8, can communicate in Common, and has exceptional sniffing and visual abilities. (It has fragrance ability and adds +4 to its spot and search checks.) It has a 60-foot darkvision, and it can see invisibility. The dog from the ocses can be used once a week for 6 hours. He submits only to his owner. Moderate transmutation; CL 11th; Craft Amazing object, animus objects; Price 15500 g.p. Serpentine owl This figure becomes either a normal horned owl or a giant owl according to the command word used. Conversion can occur once a day, with a maximum duration of 8 continuous hours. However, after three transformations into a giant owl shape, the statuette loses all its magical properties. The owl communicates with its owner by telepathic means, informing her of everything she sees and hears. (Be aware of the limitations of its intelligence.) Moderate transmutation; CL 11th; Craft Amazing object, animus objects; Price 9100 hp Silver Raven This silver figurine turns into a raven on command (but it retains its metal consistency, giving it a hardness of 10). Another team sends it into the air, carrying messages just like a creature affected by an animal messenger spell. Unless ordered to carry the message, the Crows obey their owner's commands, though it has no special powers or telepathic abilities. It can retain its nonfigure status for only 24 hours a week, but the duration should not be continuous. Weak enchantment and permutation; CL 6th; Craft amazing object, animal messenger, animus objects; Price 3800 g.g. Pen Token Each of these elements is a small feather that has the power to meet a special need. The types of tokens are described below. Each bullet can be used once. Anchor Token is useful for attaching a ship in the water to make it stationary until one day. Bird's token, which can be used to deliver a small written message unattended to the intended target, would be a dove carrier. The token takes as long as it takes to carry a message. A Token fan that forms a huge slumby fan, causing a breeze of sufficient force to propel one ship (about 25 mph). This wind is not cumulative with existing wind speeds. The token, however, can be used to amplify existing winds, creating an area of relative calm or lighter winds (but the size of the wave in the storm is not affected). The fan can be used for up to 8 hours. It does not function on land. The swan boat Token, which forms a swan boat, is capable of moving through the water at a speed of 20 feet. It can carry eight horses and gear or thirty-two medium characters or any Combination. The boat lasts one day. A tree token that causes a large oak tree to spring into being (5 feet the diameter of a trunk, 60 feet tall, 40 feet upper diameter). It's an instant effect. Whip token taken forms into a huge leather whip and owns itself against any opponent, desired just like a dance weapon. The weapon has a bonus of +10 base attack, does 1d6+1 injury points, has a bonus +1 boost on attack and damage rolls, and makes a free attack grapple (with a bonus of +15 attack) if it hits. The whip lasts no more than 1 hour. Moderate conjunction; CL 12th; Craft is an amazing item, a basic creation; Price 50 gp (anchor), 300 gp (bird), 200 gps (fan), 450 gps (swan boat), 400 gp (tree), 500 gp (whip). Gloves Ogre Power These gloves are made of hard leather with iron spurs running across the back of your arms and fingers. They give the owner great strength by adding a bonus of +2 boosting his strength score. Both gloves must be worn for magic to be effective. Weak transmutation; CL 6th; Craft is an amazing subject, the power of a bull; Price 4000 gp; Weight 4 pounds. Glove Rust This unicameral glove looks rusty and pity, but actually quite powerful. Once a day, it can affect an object like with a rusty grasp spell. It also completely protects the medium and its gear from rust (magical or otherwise), including the rust monster attack. Moderate transmutation; CL 7th; Craft is an amazing subject, rusty delight; Price 11500 g.g.; Weight 2 pounds. Pearl brightness This crystal appears to be a long, coarse prism. Pronouncing the command word, the crystal emits the bright light of one of the three varieties. One command word forces the gem to shed light like a hooded lantern. This use of gemstone does not spend any costs. Another command word forces a gem of brightness to send a bright beam 1 feet in diameter and 50 feet long. It strikes like a varying sensory attack, and any creature struck by this beam is blinded by 1d4 rounds if it doesn't make the DC 14 Fortitude save. This is the use of a gem costs 1 charge. The third command word causes the gem to erupt in a dazzling flash of light that fills the 30-foot cone. While this glare continues, but in a moment, any creature in the cone must make the DC 14 Fortitude save or be blinded for 1d4 rounds. This is the use of cost 5 charges. The newly created brightness gem has 50 charges. When all his charges are spent, the gem becomes non-hagic. Weak evolution; CL 6th; Craft amazing item, daylight; Price 13000 gp. Gem Seeing This finely carved and polished stone is no different from the usual jewel in appearance. As he looks through, the gem of seeing allows the user to see as if she has suffered from a true seeing spell. Gem seeing can be used for as much as 30 minutes a day, divided into periods of minutes or rounds, as the user believes Moderate divination; CL 10th; Craft is an amazing item, real seeing; Price 75000 gp. Arrow Snaring Once worn gloves, these gloves seem to have melted their hands, becoming almost invisible. Twice a day, the wearer can act as if Arrows feat, even if it does not meet the preconditions for this. Both gloves must be worn so that magic is effective. At least one hand must be free to take advantage of magic. Weak abjuction; CL 3rd; Craft Amazing object, shield; Price 4000 gp. Dexterity gloves These thin leather gloves are very flexible and allow you to skip gentle manipulations. They add to Dexterity's assessment of what he wears, in the form of a bonus for raising +2, +4 or +6. Both gloves must be worn so that magic is effective. Moderate transmutation; CL 8th; Craft is an amazing subject, cat grace; Price 4000 gp (+2), 16000 gp (+4), 36000 gp (+6). Storage glove This appliance is a simple leather glove. On command disappears one object held in his hand in the glove. The item can weigh no more than 20 pounds and should be able to hold in one hand. When stored, the element has a slight weight. With the snap of fingers wearing a glove, the element reappears. The glove can only store one item at a time. Storing or receiving an item is a free action. The object is held in stagnant and rolled so small in the palm of the glove that it can not be seen. The duration of the spell is not suppressed, but continues to go away. If the effect is suppressed or dispelled, the saved item appears instantly. Weak transmutation; CL 6th; Craft amazing element, compress element; Price 10000 gp (one glove). Gloves swimming and climbing These apparently normal light gloves give +5 a bonus of competence for swimming checks and climbing checks. Both gloves must be worn so that magic is effective. Weak transmutation; CL 5th; Craft is an amazing object, the power of a bull, a feal grace; Price 6250 hp Points Minutes Seeing The lenses of this element are made of a special crystal. When placed over her eyes by what she wears, the lenses allow her to see much better than usual at distances of 1 foot or less, giving her +5 bonus competency to search for checks to find secret doors, traps and similar hidden items. Both lenses must be worn for magic to be effective. Weak divination; CL 3rd; Craft is an amazing item, real seeing; Price 1250 hp Glasses of the night Lenses of this element are made of dark crystal. Even though the lenses are opaque when placed above the eyes of the person wearing it, they allow it to see normally, as well as giving it a 60-foot darkvision. Both lenses must be worn for magic to be effective. Weak transmutation; CL 3rd; Craft is an amazing element, darkvision; Price 12 000 g.g. Golem Guide contains information, incantations and magical power that help the character create a golem. Instructions in this give a bonus of +5 competencies to test the skills made for making the body of a golem. Each manual also the obligatory spells required for a particular golem effectively gives the builder the use of the Craft Construct feat during the construction of the golem, and gives the character an increase in the increase its level of caster for the purpose of making golem. Any golem built with a golem guide is not worth the creator of any XP, as XP props are contained in the book and spent by the book during the creation process. The spells included in the golem manual require activation of the spell trigger and can only be activated to assist in the construction of golem. The book does not include the cost of building a golem body. Once the golem is over, the writing in the guide disappears and the book is consumed in a fire. When the ashes of the book are sprinkled on the golem, it becomes completely animated. Clay Golem Manual The book contains animus objects, bless, commune and resurrection. The reader may view her castrator level as two levels higher than usual in order to create a clay golem. The book supplies 1540 XP to create clay golem. Moderate conjunction, divination, enchantment and transmutation; CL 11th; Craft Construct, the creator must be an 11th-level castrator, animus objects, commune, prayer, resurrection; Price 12000 gp, Cost 2150 gp + 1 712 GPs; The weight of the 5 pound Flesh Golem Guide Book contains the animus of the dead, the power of the bull, the geas/quest, and the limited desire. The reader may view her castraterate level as one level higher than usual in order to create flesh golem. The book supplies 780 XP to create flesh golem. Moderate fascination, necromancing [evil] and transmutation; CL 8th; Craft Construct, creator must be an 8th-level castrator, animus the dead, bull power, geas/quest, limited desire; Price 8000 gp; Price 2 050 g / g + 944 UAH; The weight of the 5 pound Iron Golem Guide Book contains cloudkill, geas/quest, limited desire, and polymorph any object. The reader may view her castrator level as four levels higher than usual in order to create an iron golem. The book supplies 5600 XP to create an iron golem. Strong conjunction, fascination and permutation; CL 16th; Craft Construct, creator must be a level 16 castrator, cloudkill, geas/quest, limited desire, polymorphic by any object; Price 35000 gp; Cost 3,500 gp + 5,880 XP; The weight of the 5 pound Stone Golem Guide Book contains geas/quest, limited desire, polymorph any object, and slowly. The reader may view her castrator level as three levels higher than usual for the purpose of making a stone golem. The book supplies 3400 XP to create a stone golem. Strong abstinence and fascination; CL 14th; Craft Construct, creator must be a level 14 castrator, anti-magnetic field, geas/quest, a symbol of stunning; Price 22000 gp; Cost 2500 gp + 3600 XP; Weight 5 pounds. The reader may view her castrator level as three levels higher than usual in order to create a larger stone golem. The book supplies 7,640 XP to create a larger stone Strong abstinence and fascination; CL 16th; Craft Construct, the creator must be a level 16 castrator, an anti-magnetic field, geas/quest, a symbol of stunning; Price 44 000 gp; Cost 2900 gp + 7,872 XP; Weight 5 pounds. Hand of fame This mummified human hand hangs a leather cord around the character's neck (occupying the space like a magic necklace). If the magic ring is placed on one of the fingers of the hand, the carrier benefits from the ring as if wearing it itself, and it does not count on its limit in two rounds. The hand can only wear one ring at a time. Even without a ring, the hand itself allows its nose to use daylight and see invisibility every once a day. Weak varied; CL 5th; Craft Amazing item, animus the dead, daylight, see invisibility; Price 8000 gp; Weight 2 pounds. Mage's hand This mummified elf's hand hangs a gold chain around the character's neck (occupying the space like a magic necklace). This allows the wearer to use a spellbinding mage hand for will. Weak transmutation; CL 2nd; Craft amazing object, hand-mouse; Price 900 g.g.; The weight of 2 lb. Handy Haversack Backpack of this kind appears to be well made, well used, and fairly ordinary. It is built of thinny tanned leather, and the belts have brass hardware and buckles. It has two side pouches, each appearing large enough to hold about a quart of material. In fact, each is like a holding bag and can actually hold material up to 2 cubic feet in volume or 20 pounds in weight. Most of the central part of the package can contain up to 8 cubic feet or 80 pounds of material. Even when so full, the backpack always weighs only 5 pounds. While this storage is quite useful, the package has even more power in addition. When the media enters it for a specific element, that element is always on top. So no digging and fuss is ever required to find something that contains haversack. Getting any particular item out of haversack is a step action, but it doesn't work out the attack capabilities that getting a saved item usually does. Moderate conjunction; CL 9th; Crafting amazing object, secret breasts; Price 2000 gp; Weight 5 pounds. Harp Is Adorable This tool is a golden, intricate carved harp. When played, it allows the performer to work one offer (as a spell, will DC 14 depature) into music for every 10 minutes of play if he can succeed on DC 14 Run (String Instruments) checks. If the scrutiny fails, the audience cannot be affected by any further performances from the harp within 24 hours. Faint fascination; CL 5th; Craft amazing item, offer; Price 7500 gp; Weight 5 pounds. Hat with disguise This apparently normal hat allows its wearer to change its appearance, both with a disguise of self-curuses. As part of the masking hat, you can change the as a comb, ribbons, bandages on the head, cap, coif, hood, helmet and so on. Weak illusion; CL 1st; Craft Craft Subject, disguise yourself; Price 1800 hp This device is a lightweight cord with a small set of gems, so it relies on the forehead of the one wearing it. The bandage adds to the assessment of the nose intelligence in the form of a bonus for raising +2, +4 or +6. This boost bonus does not earn wearing additional skill points when a new level is reached; Use an unpaid intelligence bonus to determine skills. Moderate transmutation; CL 8th; Craft is an amazing subject, the guile of a fox; Price 4000 gp (+2), 16000 gp (+4), 36000 gp (+6). Helm shine This ordinary helmsman takes his true shape and shows his strength when the user does this and speaks a commanding word. Made of shiny silver and polished steel, the newly created helm is set with large magical gems: ten diamonds, twenty rubies, thirty fire opals and forty opals. When it is struck by bright light, the helm scintles and sends a reflective beam in all directions from its crown spikes. The jewel features are as follows: The helm can be used once a round, but each gem can perform its spell power only once. Until all its jewels are depleted, the sheer sheen also has the following magical properties when activated. It emits blue light when the undies are within 10 feet. This light causes 1d6 damage points per round for all such creatures in this range. The carrier can command any weapons it owns to become a burning weapon. This is in addition to any abilities weapons can already have (if weapons already have flaming weapons). The team takes Round 1 to put in effect. Keranich provides fire resistance 30. This protection does not stack with similar protection from other sources. Once all its jewels have lost their magic, the helm loses its strength and the gems turn into worthless powder. Removing the jewel destroys it. If a creature carrying a steering wheel is damaged by a magical fire (once the fire protection is taken into account) and fails to further DC 15 save, the remaining gems are on the steering wheel overloading and blowing up. The rest of the diamonds become prismatic sprays that each accidentally target the creature within range (possibly the carrier), rubies become straight walls of fire extending outward in a random direction from the carrier steering wheel, and fire opals become fireballs targeting the steering wheel. The opals and the helm itself are destroyed. Strong varied; CL 13th; Craft Wondrous Item, detect undes lived, fireball, flame blade, light, prismatic spray, energy protection, wall of fire; Price 125 000 g.g.; Weight 3 pounds. Helme from meaningful languages and reading magic Appeared as a regular helmet, helming meaningful languages and reading magic gives his nose the opportunity to understand the spoken words of any creature and read the text by any and any magical writing. Anyone who wears receives a bonus for competence +5 when checking the decryption of the script to understand written in incomplete, archaic or exotic forms. Note that understanding magic text doesn't necessarily mean using spells. Weak divination; CL 4th; Craft an amazing item, comprehend languages, read magic; Price 5200 gp; Weight 3 pounds. Helme Telepathy Medium can use the detection of thoughts for the household. Alternatively, it can send a telepathic message to anyone whose superficial thoughts it reads (allowing two-digit communication). Once a day, the booster can implant the offer (like a spell, Will DC 14 depred) along with its telepathic message. Weak divination and fascination; CL 5th; Craft Amazing item, discover thoughts, suggestions; Price 27000 gp; Weight 3 pounds. Helme teleportation The character wearing this device can teleport three times a day, exactly as if he cast a spell of the same name. Moderate conjunction; CL 9th; Craft amazing subject, teleport; Price 73 500 g.g.; Weight 3 pounds. Helm underwater Action Carrier of this helmet can see underwater. Drawing small lenses in compartments on either side into position before the gale's eyes activate the visual properties of the steering wheel, allowing it to be seen five times farther than the water and light conditions, allowing normal human vision. (Dreaming, obstacles, and similar sight block in the usual way.) If a command word is pronounced, the underwater steering wheel creates a globe of air around the carrier's head and supports it until the command word is said again, allowing it to breathe freely. Weak transmutation; CL 5th; Craft Amazing object, water breathing; Price 24 000 g.g.; Weight 3 pounds. Horn blasting this horn appears to be a normal pipe. It may sound like a normal horn, but if a command word is pronounced and then the instrument plays, it causes 5d6 points of sonic damage to creatures within a 40-foot cone and causes them to be deafened for 2d6 rounds (DC 16 Fortitude save reduces damage by half and is naughty deafening). Crystal objects take 16d6 points of sonic damage as described for horn blasting. Larger rig blasting also has a 20% cumulative chance Strong evolution; CL 16th; Craft is an amazing item, a greater cry; screaming; 70 000 gp; Weight 1 pound. Horn of fog This little bugle allows its owner to blow up a thick cloud of heavy fog similar to a cloud of cloudy spells of fog. The fog covers a 10-foot square next to the horn, each round that the user continues to blow the horn; Clouds of fog travel 10 feet each round in a straight line from the emanation point, unless blocked by something substantial, such as a wall. The device makes a deep, fog-like noise, with the note dropping dramatically to lowercase at the end of each explosion. The fog dissipates after 3 minutes. Moderate wands (11+ mph) disperse fog in 4 amps; Strong wands (21+ mph) disperse fog in Round 1. Weak conjunction; CL 3rd; Craft is an amazing element, d tattooing the horn; Price 2000 gp; Weight 1 pound. Horn of Good/Evil This pipe adapts to its owner, so it produces either a good or evil effect depending on the alignment of the wearer. If the owner is neither good nor evil, the horn has no power. If it is good, the blowing horn has the effect of a magic circle against evil. If he is angry, the blowing horn has the effect of a magic circle against good. In any case, this ward lasts 1 hour. The horn can be blown off once a day. Weak abjuction; CL 6th; Craft Amazing point, magic circle against good, magic circle against evil; Price 6500 g.g.; Weight 1 pound. Horn Tritons This device is a shell cone that can be blown up once a day except for triton, which can sound it three times a day. The triton horn can perform any of the following functions on impact. Calm rough waters within a 1-mile radius. This effect dispels the caused water elementary if it fails to save DC 16. Attract 5d4 Large sharks (01-30 per gp), 5d6 Medium sharks (31-80) or 1d10 sea cats (81-100) if the character is in the body of water in which such creatures live. The creatures are friendly and obedient, nasaki their abilities, the one who sounded the horn. Causes aquatic creatures with exploration estimates of 1 or 2 within 1,600 feet to panic as if they were targeted for spells of fear (Will DC 16 partial). Those who successfully save are shaking for 3d6 rounds. Any sound of the triton horn can be heard by all tritons within a 3-mile radius. Moderate conjunction and transmutation; CL 8th; Craft Amazing item, fear, cause monster V, water control, creator must be triton or get construction help from triton; Price 15100 g.g.; Weight 2 pounds. Horn Valhalla This magic tool comes in four varieties. Everyone seems to be ok until someone says their command word and blows the horn. The horn then causes a number of human barbarians to fight for the character who caused them. Each horn can be blown only once every seven days. Roll d% and refer to the table below to see what type of horn is found. The type of horn determines what barbarians cause what a prerequisite is necessary for the use of the horn. Any character who uses Valhalla's horn but has no premise is attacked by the barbarians she herself caused. d% Horn type Barbarians caused the precondition 01-40 Silver 2d4 +2, 2nd level No 41-75 Brass 2d4 +1, Level 3 Spellcaster Level 1st 76-90 Bronze 2d4, Level 4 Possession of All Combat Weapons or Bardic Musical Ability 91-100 Iron 1d4+1, Level 5 Possession of All Combat Weapons or Bardic Musical Abilities Caused by Barbarians Are Constructs, Not Actual Humans (though they Are, it seems); they arrive with starter equipment for barbarians. They attack any horn holder ordering them to fight until they or their adversaries are killed or before 1 hour has passed, in whatever the first place. Strong conjunction; CL 13th; Craft amazing item, summon monster VI; Price 50 000 gp; Weight 2 pounds. Speed sub-speed These iron shoes come in sets of four, like regular underties. When attached to the animal's hooves, they increase the baseline speed of the animal's land by 30 feet; this is considered a bonus for raising. Like other effects that increase speed, distance jumps increase proportionally. All four shoes must be worn by the same animal so that magic is effective. Weak transmutation; CL 3rd; Craft is an amazing subject, persevering; Price 3000 gp; Weight 12 pounds (for four). Zephyr subscés These four iron shoes are admitted like ordinary underties. They allow the horse to travel without actually touching the ground. The horse still has to run higher (always about 4 inches taller) of a roughly horizontal surface. This means that insoluous or unstable surfaces can be crossed, and that movement is possible without leaving traces on any ground. The horse moves with its normal base ground speed. All four shoes must be worn by the same animal so that magic is effective. Weak transmutation; CL 3rd; Craft is an amazing subject, levitate; Price 6000 gp; Weight 4 pounds (for four). Incense Meditation This small rectangular block of sweet incense visually will not dare from non-tragic incense to light. As it burns, the special flavor and pearl smoke of this special incense are recognizable by anyone doing the DC 15 Spellcraft check. When a divine spellcaster lights up a block of incense meditation and then spends 8 hours praying and meditating nearby, incense allows him to prepare all his spells as if affected by maximizing the spell feat. However, all spells prepared in this way are at their normal level rather than three levels higher (as with regular metamagic feat). Each incense unit burns for 8 hours and the effects persist for 24 hours. Moderate enchantment; CL 7th; Craft Amazing item, Maximize spells, bless; Price 4900 gp; Weight 1 pound. Instant This metal cube is small, but when activated, speaking a command word, it grows to shape The tower is 20 feet square and 30 feet tall, with arrows slit on all sides and a crenellated battle on top of it. Metal walls extend 10 feet into the ground, rooting it into place and preventing it from tipping over. The fortress has small doors that open only on the orders of the fortress owner - even a knock spell can't open the door. Adamantine walls of the instant fortress have 100 strike points and a hardness of 20. The fortress cannot be repaired except for a desire or miracle that restores 50 points of damage. The fortress is 5th in just 1 round, with the door overlooking the owner of the device. The door opens and is instantly closed on his command. People and creatures nearby (apart from the owner) should be careful not to be caught by the sudden rise of the fortress. Anyone so caught takes 10d10 damage points (Reflex DC 19 half). The fortress is deactivated by speaking a command word (different from the one used to activate it). It cannot be disabled if it is not empty. Strong conjunction; CL 13th; Craft amazing item, gorgeous mansion mage; Price 55000 gp. Ioun Stones These crystal stones always float in the air and must be within 10 feet of their owner to be of any use. When the character first acquires a stone, she has to hold it and then release it, after which it takes a swirling orbit 123 feet from her head. After that, the stone must be grabbed or reticent to separate it from the owner. The owner can voluntarily grab and lay a stone (to keep it safe while she sleeps, for example), but she loses the benefit of the stone at the time. The Ioun Stones have an AC of 24, 10 strike points, and a hardness of 5. Color shape effect of market price After absorbing twenty levels of spell, the stone burns out and turns into a dull gray, forever useless. After absorption of fifty levels of spells, the stone burns out and becomes dull gray, forever useless. Clear Spindle supports creature without food or water 4,000 GP Dusty rose Prism +1 insight bonus at 5,000 GP Deep red sphere +2 bonus boost Dexterity 8,000 GP Incandescent Blue Sphere +2 boost bonus to wisdom 8,000 gp Pale Blue Rhomboid +2 bonus strength boost 8,000 gp Pink Rhomboid +2 boost bonus to Constitution 8,000 GP Pink and green sphere +2 bonus boost Charisma 8000 gp Scarlet and blue sphere +2 boost bonus to exploration 8,000 gp Dark Blue Rhomboid Alertness (as a feat) 10,000 GP Bright Purple Prism Retains three level spells as ring storage spells, underage 36,000 GP Iridescent Spindle Supports a creature without air 18,000 GP Pale Lavender Ellipsoid absorbs spell level 4 or below1 20000gp Pearl White Spindle Regenerate 1 Point Damage Per Hour 20,000gp Pale Green Prism +1 Bonus Competency on Attack Rolls, Saves, Checks and tests the ability of 30,000 GP Orange Prism +1 castrator level 30,000 gp Lavender and green ellipse absorbs Level 8 or below2 40,000 g Regeneration of pearly white stone ioun works as a regeneration ring. (This only treats the damage taken while the character uses a stone.) Pale lavender and lavender and green stones work as a absorption rod, but absorption spells require preparedness of action and these stones cannot be used to empower spells. Preserved spells in bright purple stones should be placed using spells, but can be used by anyone (see ring minor spell storage). Moderately diverse; CL 12th; Craft is an amazing item, the creator should be level 12. Iron Band Binding When originally discovered, this very powerful element appears to be a 3-inch diameter rusty iron sphere with stripes on the globe. When pronounced the right command word and spherical iron device rushes at the adversary, the bands expand and then contract to tie the target creature on a successful touch attack. One large or smaller creature can be captured in this way and held motionless until a command word is said to bring the bands back into spherical shape. The creature can break (and destroy) lanes with a DC 30 force check or avoid them by checking the DC 30 Escape Artist. Iron strips of bindings can be pressed once a day. Strong evolution; CL 13th; Craft an amazing object by grabbing his hand; Price 26000 gp; Weight 1 pound. Iron flask These special containers are usually enrobed with silver fleece and cork brass bearings sealing engraved sigilli, glyphs, and special characters. When a user says a command word, it can force any creature from another aircraft into a container, provided the creature fails dc 19 will save. The range of this effect is 20 feet. Only one creature at a time can be contained. The stopper's crowbar fees the captured creature. The command word can only be given once a day. If a person, freeing an captured creature, says a commanding word, the creature can be forced to serve within 1 hour. If released without a command word, the creature acts according to its natural inclinations. (It usually attacks the user if he or she doesn't accept a good reason not to.) Any attempt to force the same creature into a flask for a second time gives him a +2 bonus on his save throw and makes him hostile. The newly edified bottle can contain any of the following: Strong conjunction; CL 20th; Craft Amazing object, trap of the soul; Price 170 000 gp (empty); Weight 1 pound. Lantern detection This lantern works like a normal hooded lantern. While it is illuminated, it also reveals all invisible creatures and objects within 25 feet of it, much like clearing invisibility spells. Weak evolution; CL 5th; Craft Amazing object, purification of invisibility; Price 30000 gp; Weight 2 pounds. Detection This circular prism allows its user to detect minute details by giving a bonus of +5 when checking the search. It also helps in subsequent tracks by adding a +5 bonus on the checked during tracking. The lens is about 6 inches in diameter and is framed with a handle. Moderate divination; CL 9th; Craft is an amazing item, real seeing; Price 3500 g.g.; Weight 1 pound. Lyre of Building If proper chords are struck, the single use of this lyre will negate any attacks made against all lifeless structures (walls, roof, floor and so on) within 300 feet. This includes the effects of the horn blasting, the collapse of a spell, or an attack from a ram or a similar arms siege. Lyre can be used this way once a day, with protection lasting 30 minutes. Lyre is also useful in relation to construction. Once a week, its strings can be strung up in a way that produce chords that magically build buildings, mines, tunnels, ditches or whatever. The effect produced, but 30 minutes of play equals the work of 100 people working for three days. Every hour after the first character that plays lyre, you need to do a check of the DC 18 Perform (stringed instruments). If it fails, it must stop and cannot play lyre again for that purpose until a week has passed. Weak transmutation; CL 6th; Products are an amazing object, manufacturing; Price 13 000 g.g.; Weight 5 pounds. Mantle of Faith This holy garment, worn over plain clothes, gives harm reduction to the 5/evil character who wears it. Strong retention [good]; CL 20th; Craft is an amazing object, stones; Price 76 000 g.p. The mantle of proofing resistance This garment, worn over plain clothes or armour, gives the wear resistance spell 21. Moderate abjuction; CL 9th; Craft amazing item, resistance spell; Price 90000 gp. Body Health Guide This thick volume contains health and fitness tips, but is intertwined in words by a powerful magical effect. If someone reads this book, which takes a total of 48 hours for a minimum of six days, he receives an essential bonus of +1 to +5 (depending on the type of leadership) to his Constitution score. Once the book is read, the magic disappears from the pages, and it becomes a regular book. Strong evolution (if a miracle is used); CL 17th; Craft Amazing object, desire or wonder; Price 27,500 gp (+1), 55,000 gp (+2), 82,500 gp (+3), 110,000 gp (+4), 137,500 gp (+5); Cost 1,250 gp + 5,100 XP (+1), 2,500 gp + 10,200 XP (+2), 3,750 gp + 15,300 XP (+3), 5,000 gp + 20,400 XP (+4), 6,250 gp + 25,500 XP (+5); Weight 5 pounds. Gainful Exercise Guide This thick tome contains descriptions of exercise and diet suggestions, but ent entent in words is a powerful magical effect. If someone reads this book, which takes a total of 48 hours for a minimum of six days, it receives an essential bonus of +1 to +5 (depending on the type of guidance) to its strength assessment. Once the book is read, the magic disappears from the pages, and it becomes a regular book. Strong evolution (if a miracle is used); CL 17th; Craft Amazing subject, або диво; Цена 27500 gp (+1), 55000 gp (+2), 82500 gp + 110 000 gp (+3), 137 500 gp (+5); Cost 1,250 gp + 5,100 XP (+1), 2,500 gp + 10,200 XP (+2), 3,750 gp + 15,300 XP (+3), 5,000 gp + 20,400 XP (+4), 6,250 gp + 25,500 XP (+5); Weight 5 pounds. Amazing pigments These magical emulsions allow their owner to create actual, permanent objects simply by depicting their shape in two dimensions. Pigments are worn with

a stick, overturned bristles, hair or fur. Emulsion flows out of the program to form the right object as the artist concentrates on the desired image. One pot of amazing pigments is enough to create a 1,000 cubic foot facility, depicting it two-dimensionally above a 100-square-foot surface. You can create only regular, inoeverable objects. Creatures cannot be created. Pigments must be applied to the surface. It takes 10 minutes and dc 15 Craft (painting) check to depict an object with pigments. Amazing pigments can not create magical objects. Objects of value depicted by pigments— precious metals, precious stones, jewelry, ivory, etc., seem valuable, but indeed made of tin, lead, paste, brass, bones and other such inexpensive materials. The user can create normal weapons, armor and any other everyday object (including foodstuffs) that cost no more than 2000 g. The created elements are not magical; effect is instantaneous. Strong conjunction; CL 15th; Craft is an amazing item, a basic creation; Price 4000 gp. Skull mask This ivory mask was in vogue for the likeness of a human skull. Once a day, after being worn for at least 1 hour, the mask can be loosened to fly out of the face of the person wearing it. He travels up to 20 feet from what he wears and attacks the target assigned to him. A smiling skull mask makes a sensory attack against a target based on the basic bonus of attacking individuals. If the attack succeeds, the target should make DC 20 Fortitude save or be struck dead as if affected by a finger death inquest. If the target succeeds on his saving throw, he nonetheless takes 3d6+ 13 damage points. After the attack (successful or mask flies back to your user. Musk has AC 16, 10 hit hit and hardness 6. Severe necromancy and transmutation; CL 13th; Craft Amazing object, animus objects, finger of death, fly; Price 22000 gp; Weight 3 pounds. Mattock Titans This digging tool is 10 feet long. Any creature of at least a huge size can use it to loosen or drop earthen or earthen shafts (a 10-foot cube every 10 minutes). It also smashes a rock (a cube of 10 feet per hour). If used as a weapon, it is gargantuan's equivalent of +3 adamantine warhammer, causing 4d6 points of base damage. Strong transmutation; CL 16th; Craft is an amazing item, a craft of magical weapons and armor, to move the earth; Price 23,348 hp; Cost 13 348 gp + 800 XP; Weight 120 pounds. Maul of the Titans This hammer is 20 meters long. If used as a weapon, it is the equivalent of +3 largeclub and causes triple damage to inalurable objects. However, the holder must have a strength of at least 18 to own it properly. Otherwise, she takes a -4 fine on attack rolls. Strong evolution; CL 15th; Craft is an amazing object, a craft of magical weapons and armor, a clenched fist; Price 25 305 g.g.; Cost 12305 gp + 480 XP; Weight 160 pounds. Medallion thoughts This seems to be the usual pendant drive hung from the neck chain. Usually modeled of bronze, copper or nickel silver, the medallion allows the nose to read the thoughts of others, as with a spell to reveal thoughts. Weak divination; CL 5th; Craft is an amazing item, reveal thoughts; Price 12 000 g.g. Mirror life trapping This crystal device is usually about 4 feet square and framed in metal or wood. It can be hung or placed on the surface and then activated by giving a command word. The same command word deactivates the mirror. The mirror life trap has fifteen uneasy extradition compartments in it. Any creature coming within 10 feet of the device and looking at its own reflection must make DC 23 Save or end up trapped in a mirror in one of the cells. The creature, without realizing the nature of the device, always sees its own reflection. The probability of a creature seeing its reflection, and thus needing to make a life-saving throw, falls to 50% if the creature realizes that the mirror traps life and seeks to avoid looking at it (seen as an attack of view). When the creature is trapped, it is carried bodily in the mirror. Size is not a factor, but designs and the undespring are not trapped, nor are inalurable objects and other inalhahitable substances. The victim's equipment (including clothing and everything transported) is left behind. If the mirror owner knows the right command word, he can call a reflection of any creature trapped inside its surface and involve its powerless prisoner in the conversation. Another command word will free the captured creature. Each pair of team words is specific to each inmate. mirror capacity exceeded, one victim (determined randomly) is set free of charge to accommodate the latter. If the mirror mirror all the victims who are currently trapped in it are released. Strong retention; CL 17th; Craft Amazing subject, imprisonment; Price 200 000 gp; Weight 50 pounds. Mirror mental prowess This mirror resembles an ordinary looking glass 5 feet tall 2 feet wide. A winner who knows the right commands can lead to his execution as follows. Read the thoughts of any creature reflected in it as long as the owner is within 25 feet of the mirror, even if those thoughts are in unknown language. Viewing other places, as if with clairvoyance, but vision extends even to other planes if the viewer is familiar enough with them. Use it as a portal to visit other places. The user first browses the location with the clairvoyation feature and then steps through the mirror to the location shown in the photo. Others can follow her through the mirror if they like. The invisible portal remains on the other side where it arrives, and it can return through this portal. As soon as it returns, the portal closes. The portal closes on its own after 24 hours (trapping the user if it is still elsewhere), and the user can also close it with a command word. Creatures with intelligence of 12 or higher can spot the portal just as they may notice a magic sensor from a spell. In front of the mirror appears any creature that passes through the portal. Once a week, the mirror exactly answers one brief question about a creature whose image is shown on its surface (giving answers similar to those from the lore spell legend). Strong conjunction and divination; CL 17th; Craft is an amazing subject, reveal thoughts, clairvoyant/clairvoyant, gate, legend of local lore; Price 175 000 g.g.; Weight 40 pounds. Mirror opposition This item resembles a regular mirror about 4 feet long and 3 feet wide. It can be hung or placed on the surface and then activated by saying a command word. The same command word deactivates the mirror. If a creature sees its reflection on the surface of the mirror, the exact duplicate of this creature comes into being. This opposite immediately attacks the original. The duplicate has all the possessions and powers of its original (including magic). After the defeat or destruction of the duplicate or original duplicate and its objects disappear completely. The mirror functions up to four times a day. Severe necromancing; CL 15th; Craft amazing object, clone; Price 92 000 gp; Weight 45 pounds. Necklace from the adaptation This necklace is a heavy chain with a platinum medallion. The magic of the necklace wraps the carrier in a shell of fresh air, making it immune to all harmful vapo and gases (such as cloud and smelly cloud effects, as well as inhalation poisons) and allowing it to breathe, even underwater or in a vacuum. Moderate transmutation; CL 7th; Craft an amazing item, change yourself; Price 9000 g.g. Necklace of fireballs the device appears to be nothing but beads on a thread, thread, with interconnected ends to form a necklace. (It is not considered an object worn around the neck in order to determine which of the character's worn magical objects is effective.) However, if the character holds it, everyone can see the strand as it really is—a gold chain from which a number of golden spheres hang. Spheres are removable carrier (and only wearer), which can easily throw one of them up to 20 feet. When the sphere arrives at the end of its trajectory, it detonates as a spell of fireball (Reflex DC 14 half). The spheres come in a variety of strengths, ranging from those that deal with 2d6 points of fire damage to those dealing with 10d6. The market price of the sphere is 150 GP for every death from the damage it causes. Each necklace of fiery apples contains a combination of spheres of different strengths. Some traditional combinations marked with type I -VII are described in detail below. Necklace 10d6 9d6 8d6 7d6 6d6 5d6 4d6 3d6 2d6 Market price Type I ———— 1 ———— 1,650 gp Type II ———— 1 ———— 2,700 gp Type III ———— 1 ———— 2 ———— 4 ———— 4,350 g Type IV ———— 1 ———— 2 ———— 2 ———— 4 5,400 gp Type V ———— 1 ———— 2 ———— 2 ———— 5,850 gp Type VI 1 ———— 2 ———— 2 ———— 4 ———— 8100 g Type VII 1 2 ———— 2 ———— 2 ———— 8700 gp If the necklace is worn or transported by the character who can't save her throw against a magical fire attack, the item should make a save throw as well (with a save bonus of +7). If the necklace can be not saved, then all its remaining spheres are detonated simultaneously, often with regrettable consequences for wearing. Moderate evolution; CL 10th; Craft is an amazing item, a fireball. Orb of Storms This glass sphere is 8 inches in diameter. The lord can cause all sorts of weather, even supernaturally destructive storms. Once a day she can urge orb to use a weather control spell, Once a month, it can lead to a storm of revenge. The owner of the mumm is constantly protected by the effect of patience of the elements. Strong varied; CL 18th; Craft Amazing object, control weather, endure elements, storm revenge; Price 48 000 g.g.; Weight 6 pounds. Pearl of Power This seemingly normal gem of medium size and brilliance is a powerful help for all spellers who prepare spells (clerics, druids, rangers, paladins and wizards). Once a day on the team, the pearl of strength allows the holder to recall any one spell she has prepared and then dropped. The spell is then prepared again, just as if it has not been cast. The spell should be of a certain level, depending on the pearl. Different pearls exist to recall one spell per day of each level from 1st to 9th and to recall two spells a day (each of different levels, 6th or bottom). Strong transmutation; CL 17th; Craft Amazing Element, the creator must be able to cast spell level spells to be withdrawn; Price 1000 gp (1st), 4000 gp 9,000 gp (3rd), 16,000 gp (4th), 25,000 gp (5th), 36,000 gp (6th), 4th 9,000 gp (7th), 64,000 gp (8th), 81,000 gp (9th) or 70,000 gp (two spells). Pearl of Sirins This ordinary gem is lovely and costs at least 1,000 GP on this basis alone. If she is firmly clamped in the hand or held by the chest while the owner tries actions related to the powers of the pearl, she understands and knows how to use the object. The pearl allows its owner to breathe water as if it were in clean, fresh air. Her swimming speed is 20 feet and she can throw spells and act underwater without interference. Moderate abjuncia and transmutation; CL 8th; Craft amazing object, freedom of movement, water breathing; Price 15300 hp Periapt health Carrier of this blue gem on the silver chain is immune to diseases, including supernatural diseases. Weak conjunction; CL 5th; Develop an amazing object, remove diseases; Price 7400 g.g. Periupt proof against poison This object is a shiny black gem on a delicate silver chain. The carrier is immune to poison, although poisons are still active when the periapto first donated is yet to run its course. Weak conjunction; CL 5th; Craft is an amazing subject, neutralize poison; Price 27000 gp. Periapt wisdom Although it appears to be a normal gem on a lightweight chain, the wisdom periaptus actually increases the winner's wisdom score in the form of a bonus of raising +2, +4 or +6 (depending on a separate item). Moderate transmutation; CL 8th; Craft The Marvelous Point, the Wisdom of the Owl; Price 4000 gp (+2), 16000 gp (+4), 36000 gp (+6). Periupt of wound closure This stone is bright red and hangs on a gold chain. The carrier of this periapto automatically becomes stable if its hit points are lowered between -1 and -9 inclusive. Periupt doubles the normal healing rate or allows normal healing of wounds that will not do so normally. The shockpoint of the damage, which includes bleeding, is denied for carrying a periapte, but it is still prone to damage from bleeding that causes the loss of the Constitution, for example, dealing with a gun wound. Moderate conjunction; CL 10th; Craft is an amazing subject, heal; Price 15000 gp. Falakteria of allegiance This item is a small box containing religious writings attached to a leather cord and tied around his forehead. There is no everyday way to determine what function this religious subject performs until it is worn out. The carrier of fidelity filacteria is aware of any actions or objects that may adversely affect its alignment and its situation with its madness, including magical effects. He acquires this information prior to performing such an action or becomes associated with such an item if he needs a moment to contemplate the act. Weak divination; CL 1st, Craft an amazing subject, discover chaos, reveal evil, reveal good, reveal the law; 1000 g. Falakteria undes lived turn this element a boon to any character capable of turning undone by allowing him to do so as if his class level was four levels higher than it really is. Moderate necromancing [good]; CL 10th; Craft amazing subject, 10th level cleric; Price 11000 gp. Pipe haunting This magical element appears to be a small set of mr pipes. When a person who succeeds on a DC 15 Run (wind instruments) check, pipes create a creepy, spellbinding tune. Those within 10 feet who hear the tune should succeed on DC 13 will save or become scared within 4 rounds. Creatures with 6 or more hit bones do not change. Haunted pipes can be heard twice a day. Weak necromancing; CL 4th; Craft is an amazing subject, a scare; Price 6000 gp; Weight 3 pounds. Pain pipes They appear to be like any other standard set of pipes with nothing to reveal their true nature. When played by someone who succeeds on a DC 15 Run (Wind Tools) check, the pipes create an amazing tune. Everything within 100 feet must make DC 14 save or be fascinated by sound. (It's a dizzying sonic compulsion.) Once the pipeline stops, all those affected suffer from severe pain even with the slightest noise. If the character is not in a completely silent zone, she takes 1d4 damage points per round for 2d4 rounds. During this time, the damage from sonic attacks doubles. After that, the slightest noise causes shocks of the affected character (except when she is in a completely silent area). This hypersensitivity is a curse and is therefore difficult to remove (see spell give a damn). Weak enchantment and evolution; CL 6th; Craft Wondrous item, creator must have the function of bardical music classes, sonic explosion; Price 12000 gp; Weight 3 pounds. Sewer pipes These wooden pipes appear ordinary, but if the owner learns the right melody, he can attract 1d3 rat swarms if the rats are within 1,300 feet. For every 50-foot distance rats have to travel, there's a 1-round delay. Piper should keep playing until the rats show up, and when they do, the piper has to do a DC 10 Perform (windshield) check. Success means they will obey Piper's telepathic teams as long as he continues to play. The waiver indicates that they turn on the piper. If for any reason the piper stops playing, the rats leave immediately. If they are called again within a day, performing a DC check is 15. If the rats are under the control of another creature, add the HD controller to perform a DC check. Once control is assumed, another check is needed each round to preserve it if the other creature actively seeks to take away its control. Weak conjunction; CL 2nd; Craft Amazing subject, animals, evoke the ally of Nature I, the wild abilities of empathy; Price 1150 g.g.; Weight 3 pounds. Sound pipes When a character who has perform skill (wind instruments) plays, these pipes create a wide variety of sounds. Fagment Fagment is the equivalent of ghost sound (level 2 castrator). Weak illusion; CL 2nd; Craft is an amazing element, the sound of a ghost; Price 1800 g.g.; Weight 3 pounds. Portable hole Portable hole - a circle of fabric spire from the web of a phase spider, intertwined with strands of ether and bundles of starlight. When fully opened, the portable hole is 6 feet in diameter, but it can be folded as small as a pocket handkerchief. When spreading to any surface, it causes additional space 10 feet deep to come into being. This hole can be picked up from the inside or outside, simply taking the edges of the fabric and folding it up. In any case, the entrance disappears, but everything inside the hole remains. The only air in the hole is what comes at the opening. It contains enough air to put one average creature or two small creatures within 10 minutes. The fabric does not accumulate weight, even if its hole is full. Each portable hole opens on its own specific non-dimencione space. If the hold bag is placed in a portable hole, a rift to the Astrala plane ruptures in this place. Both the bag and the fabric are sucked into the void and forever lost. If a portable hole is placed in a holding bag, it opens the gate to Astrala's plane. There's a drawn hole, a bag and any creatures within a 10-foot radius, a portable hole and a bag of hold collapsing in the process. Moderate conjunction; CL 12th; Craft amazing object, plane change; Price 20000 gp. The restorative ointment jar of this unpretentious 3 inches in diameter and 1 inch deep and contains five applications. Placed on a poisoned wound or swallowed, ointment detoxes any poison (how to neutralize poison). Applied to the painful area, it removes the disease (as the disease is removed). Lamented on the wound, ointment treats 1d8+5 points of damage (how to cure light wounds). Weak conjunction; CL 5th; Develop an amazing object, cure light wounds, neutralize poison, remove diseases; Price 4000 gp; Weight 1/2 pound. Ring gates They are always pairs- two iron rings, each about 18 inches in diameter. Rings must be on the same plane of existence and within 100 miles of each other to function. Whatever is put through one ring comes out another, and up to 100 pounds of material can be transmitted daily. (Objects are only partially pushed through and then recalled are not counted.) This useful device allows you to instantly transport items or messages, and even attacks. The character can reach out to grab things near another ring, or even hit the weapon through if desired. In addition, the character can stick his head to look around. Spellcaster can even spell through the ring gate. A small character can make DC 13 avoid the artist check slip. Creatures of fire, smokey or thin size can pass through Each ring has an entrance side and an exit side, both with corresponding characters. Strong conjunction; CL 17th; Craft amazing object, gate; Price 40 000 gp; Weight 1 pound. Robe Archmagy This ordinary clothing can be white (01-45 per g%, well aligned), gray (46-75, neither good nor evil alignment), or black (76-100, evil alignment). Its medium, if secret spellbound, receives the following powers. If the white robe is enslaved by an emasle character, it immediately gains three negative levels. The reverse is true in relation to a black robe, enslaved by a good character. An angry or good character who puts on a grey robe, or a neutral character who makes either a white or black robe, takes on two negative levels. While these negative levels never lead to lost levels, they remain as long as clothing is worn and cannot be overcome in any way (including restoring spells). Strong varied; CL 14th; Craft amazing object, anti-magical field, armor-reel or shield of faith, the creator should be the same alignment as the robe; Price 75 000 gp; Weight 1 pound. Dressing gown mixing When this robe is worn, the medium intuitively knows that clothing has very special properties. The dressing gown mixing allows his wearer to appear part of his surroundings. This allows him to +10 bonus competencies on Hide Checks. The medium can take the appearance of another creature, as with the disguise of self-curses, in its time. All creatures familiar with and friendly to whoever wears see it normally. Moderate illusion; CL 10th; Craft is an amazing element, disguise yourself; Price 30000 gp; Weight 1 pound. Gown made of bones This comfortable item functions just like a dressing gown of useful items for serious necromancing. It appears to be an inconspicuous gown, but the character who dons it notes that is adorned with small embroidered figures representing undes lived creatures. Only the wearer of the robe can see the embroidery and recognize them by the creatures they become and detach them. One shape can be detached each round. Disconnecting a shape causes it to become an actual undityed creature (see list below). The skeleton or zombie is not controlled by the robe carrier, but can subsequently be ordered, rebuked, returned or destroyed. The newly created bone-bones gown always has two embroidered figures each of the following undies: Small Goblin Skeleton Medium Human Ordinary Skeleton Middle Skeleton Wolf Small Goblin Zombie Average Human Common Zombie Medium Wolf Zombie Moderate Necromancy [Evil]; CL 6th; Craft is an amazing point, animus the dead; Price 2400 g.g.; Weight 1 pound. Eye robe This valuable garment appears to be a plain gown until it is worn. Its medium is able to see in all directions at the same moment thanks to scores of visible, charming eye patterns that adorn the robe. She also gets a 120-foot darkvision. The eye robe sees all forms invisible or things within 100 feet. Eye robe wearer gets +10 competency bonus Search checks and spot checks. She retains her Dexterity bonus to AC, even when flat-footed, and she can't be flak. However, she is unable to avert her eyes or close her eyes when faced with the creature with an attack of gaze. A light or continuous spell of flame discarded directly on the eye robe causes it to turn a blind eye for 1d3 minutes. The daytime spell dazzles him for 2d4 minutes. Moderate divination; CL 11th; Craft is an amazing item, real seeing; Price 120 000 g.g.; Weight 1 pound. Gown scintillation colors The wearer of this gown can cause the garment to display a shifting pattern of incredible shades, color after color cascade from the top of the robe to the undertaking in a shiny rainbow of dazzling light. The colors blind those close to the wearer, hide the medium and illuminate the neighborhood. It takes 1 full round after the medium says a command word for colors to start flowing on the robe. The colors create the equivalent of a look attack with a range of 30 feet. Those looking at whoever is wearing are dazzled at 1d4+1 rounds (will be DC 16 depicates). This is the effect of a pattern that affects the mind. Each round of continuous disinterest of the robe gives the wearer a better concealment. The chance of a blunder on attacks against whoever is wearing starts at 10% and increases by 10% each round until it reaches 50% (total hiding). The robe continuously illuminates the 100 feet radius. The effect can be used for no more than a total of 10 rounds per day. Moderate illusion; CL 11th; Craft Amazing element, blur, rainbow pattern; Price 27000 gp; Weight 1 pound. Dressing gown stars This garment is usually black or dark blue and embroidered with little white or silver stars. The robe has three magical powers. This allows its carrier to physically travel to the Astral plane along with everything it wears or transports. He gives his owner a bonus of +1 luck on all the saving throws. Its medium can use up to six embroidered stars on the chest of the robe part as +5 shurikens. The robe gives its carrier possession of such weapons. Every shuriken disappears after using it. Strong varied; CL 15th; Craft amazing object, magic rocket, astral projection or plane change; Price 58 000 gp; Weight 1 pound. Dressing gown useful objects This seems to be an inconspicuous gown, but the character who denomarks it notes that it is decorated with small fabric spots of different shapes. Only the wearer of the robe can see these patches, recognize them by what objects they become, and detach them. One patch can be detached each round. Disconnecting the patch causes it to become the actual element as follows. The newly created robe of useful items always has two of the following patches: Bullseye Dagger Lantern (filled and lit) Mirror (highly polished steel mirror 2 feet by 4 feet) Pole (10 feet long) Hempen (50-foot reel) Bag Also, the gown has several other patches. Roll 4d4 for the number of other patches and and roll for each patch on the table below to determine its nature. d% Result 01-08 Bag of 100 gold pieces 09-15 Kofr, silver (6 inches, by 6 inches by 1 foot),500 gp value 16-22 Doors, iron (up to 10 feet wide and 10 feet tall and banned on one side - must be placed vertically, fastened and loops itself) 23-30 Gems, 10 (100 gp values each) 31-44 Stairs, 31-44 Stairs, 10 (100 GP values each) 31-44 Stairs wound (24 feet. long) 45-51 Mule (saddle bags) 52-59 Pit, open (10 feet by 10 feet) 60-68 Poition treatment serious wounds 69-75 Rowboat (12 feet) 7 7 7 6-83 Minor scroll of one randomly defined spell of 84-90 Military dogs, couple (seen as riding dogs) 91-96 Window (2 feet by 4 feet., up to 2 feet deep) 97-100 Portable Ram Several items of the same kind are permissible. After you remove the patch, you cannot replace it. Moderate transmutation; CL 9th; Products are an amazing object, manufacturing; Price 7000 gp; Weight 1 pound. The rope climbing a 60-foot rope for climbing is not thicker than sticks, but it is robust enough to support 3,000 pounds. By team, rope snakes forward, up, down or in any other direction at 10 feet per round, securely attaching themselves wherever his owner desires. It can get back up and come back in the same way. Climbing rope can be commanded by a knot or unbundling from yourself. This causes large nodes to appear at intervals of 1ft along the rope. Tying cuts the rope to a length of 50 feet until the knots are untimished, but reduces the DC of Climb check during its use by 10. The creature must hold one end of the rope when its magic is invoked. Weak transmutation; CL 3rd; Craft amazing object, animated rope; Price 3000 gp; Weight 3 pounds. Rope Entanglement Wrap Rope looks just like any other hempen rope about 10 feet long. On orders, the rope knits forward 20 feet or upwards by 10 feet to confuse the victim. A confused creature can break free by checking the strength of a DC 20 or checking the DC 20 Escape Artist. The rope has AC 22, 12 strike points, and a hardness of 10, and it has a 5/slash damage reduction as well. The rope repairs damage itself at a speed of 1 point for 5 minutes, but if the rope is ripped (all 12 impact points are lost to damage), it collapses. Moderate transmutation; CL 12th; Craft amazing object, animus objects, animus rope, confuse; Price 21000 gp; Weight 5 pounds. Salve slipperiness This substance provides a +20 competence bonus on all Escape Artist checks, which means it is virtually impossible to capture such a character or tie or chain it. In addition, obstacles such as webs (magical or otherwise) do not affect a anoiend person. Magic ropes and the like do not take advantage of this salve. If it is smeared on the floor or steps, the area should be considered as a prolonged fat spell. Salve requires 8 hours to wear out normally, or it can be wiped with alcohol solution (even wine). Salve slipperiness is necessary to cover the inside sovereign adhesive (see below). Weak conjunction; CL 6th; Crafting an amazing object, fat; Price 1000 g.g. Scabbard of Keen Edges This gallows is fashioned out of leather and thin silver. It can shrink or increase to accommodate any knife, dagger, sword or similar weapon to and including a large word. Up to three times a day on command, scabbard throws a sharp edge on any blade placed in it. Weak transmutation; CL 5th; Craft amazing element, sharp edge; Price 16 000 gp; Weight 1 pound. Protection scarab This device is issued with a silver medallion in the shape of a beetle. If it is held for round 1, an inscription appears on its surface to let the hold know it is a protective device. The lord of scarab is gaining resistance spells of 20. Scarabeb can also absorb energy drainage attacks, death effects and negative energy effects. Having absorbed twelve such attacks, scarab turns into powder and collapses. Strong abasia and necromancing; CL 18th; Craft The Marvelous Point, the Death of the Ward, the resistance of the inquest; Price 38000 gp. Scrub, Golemban This stud-shaped beetle allows its wearer to detect any golem within 20 feet, although it must focus (standard action) in order for detection to take place. Scrub allows his ruler to fight golems with weapons, unarmed attacks or natural weapons as if these golems had no harm reduction. Moderate divination; CL 8th; Craft Amazing item, discover magic, creator must be at least level 10; Price 2500 g.p. Shrouds of disintegration These burial wraps look like small, embroidered materials. When the body is placed inside, the command word will turn it into dust. The magic of the shroud of the yuzna yuzd is only once, after which the wraps become a conventional, thin fabric. Strong transmutation; CL 15th; Craft is an amazing element, disintegrates; Price 6600 g.g.; Weight 10 pounds. This will give the weapon the properties of alchemical silver within 1 hour, replacing the properties of any other special material it may have. One vial will cover one melee weapon or 20 units of ammunition. Weak transmutation; CL 5th; Craft is an amazing subject; Price 250 hp Slippers for climbing a spider When wearing a pair of these slippers allow you to move on vertical surfaces or even upside down along the ceilings, leaving the carrier's hands free. Its speed is 20 feet. Heavily slippery surfaces - icy, oiled or oiled surfaces - make these slippers useless. Slippers can be used for 10 minutes a day, split like the one who takes. Weak transmutation; CL 4th; Craft amazing object, climbing a spider; Price 4800 g.g.; Weight 1/2 pound sovereign adhesive This pale amber substance is thick and viscous. Because of its special powers, it can only be contained in flasks whose inner part was 1 slipperiness, and each any gluing agent is poured from flasks, a new application of salvo slipperiness must be put in a flask for 1 round to prevent pouring to the remaining glue towards the container. The sovereign adhesive flask, when found, holds anywhere from 1 to 7 ounces of material (1d8-1, at least 1), with another ounce of flask power dealing with salvo slipperiness. One ounce of this adhesive covers 1 square foot of the surface, gluing almost any two substances together in constant union. The glue takes 1 round to set. If the objects stretch (the action of the move) by the time it has passed, the application of the adhesive loses stickiness and is worthless. If the adhesive is allowed to be installed, the attempt to separate the two glued objects has no effect, except when applying a universal solvent to the staple. (Sovereign adhesive dissolves with universal solvent.) Strong transmutation; CL 20th; Work out an amazing object, make a whole; Price 2400 gp (per ounce). Stone alarm This stone cube, when given a command word, attaches itself to any object. If this object touches after that those who do not initially say the same command word, the stone emits a piercing scream for 1 hour, which can be heard up to a quarter of a mile (assuming no barriers intervene). Weak abjunciation; CL 3rd; Craft Amazing subject, alarm; Price 2700 g.g.; Weight 2 pounds. The stone controlling the earthly elements of the Stone of such nature is usually an oddly formed piece of roughly polished rock. The owner of such a stone needs, but pronounces a few words of call, and a huge earthy elementary comes to the conscript. Calling the word requires 1 full round to speak, and in every way the stone functions as a monster VII spell challenge. (If sand or rough, unheard stone is a challenge environment, elementary that comes big instead, and the stone functions as a challenge to the Monster VI spell.) Elementary appears in rounds 1d4. Only one elementary can be called at a time. The new elementary requires a new piece of land or stone, which cannot be accessed until the first elementary (dispeled, released or killed) disappears. Strong conjunction; CL 13th; Craft amazing item, summon monster VI, summon monster VII; Price 100 000 gp; Weight 5 pounds. Stone good luck (Luckstone) This stone is usually a bit of a coarse polished agate or some similar minerals. Its owner receives a bonus of +1 luck on saving throws, testing abilities and testing skills. Weak evolution; CL 5th; Craft The Marvelous Subject, Divine Affection; Price 20000 gp. Stone horse Each object of this nature appears to be a full-cut, coarsely darkened statue of a horse carved from some type of hard stone. The command word brings the stele to life, allowing it to bear the burden and even attack as if it were a real horse Kind. Stone horse can carry 1,000 pounds tirelessly and never need to or feed. The damage done to him can be repaired, first using stone to flesh spells, thus causing a stone horse to become a normal horse that can be healed normally. When it is fully healed, it automatically returns to its stone form. While in stone form, it can be fed gems, healing 1 point damage for every 50 GP worth of mineral is given. There are two types of stone horses. Courser This item has heavy horse stats and also has a hardness of 10. Destrier This item has heavy wart stats and also has a hardness of 10. Strong transmutation; CL 14th; Craft Amazing object, flesh to stone, animus objects; Price 10000 gp (courser) or 14800 gp (destrier); Weight 6000 pounds. If an ounce of it is applied to the flesh of a fossilized creature, it returns the creature to the flesh like a stone to a flesh spell. If an ounce of it is applied to the flesh of an unperfitted creature, it protects the creature as stones. Strong abjuncia and transmutation; CL 13th; Craft Amazing object, flesh to stone, stones; Price 4000 GP per ounce. Strand of prayer beads This object appears to be a normal thread of prayer beads until the owner casts a divine spell. As soon as this happens, the owner instantly knows the powers of prayer beads and how to activate them. Each strand includes two or more special beads, each of which has a different magical power. A special bead type Special ability of beads with the blessing of the Wearer can throw a bless. Bead Healing Medium can throw your choice to cure serious wounds, remove blindness/deafness, or remove disease. Beads of karma Wearer casts its spells at +4. The effect lasts 10 minutes. Beading with a smiting Wearer can throw havoc with a hammer, holy blow, anger order or unholy light (will DC 17 partial). Bead summons Calls a powerful creature appropriate alignment with open airplanes (angel, devil, etc.) to help the wearer for one day. (If the medium uses a bead of subpoenaas to lightly summon the emissary of mynai, then the frenzy takes on the items of this character and puts on it as punishment the least.) Beads with wind walking Medium can throw wind walking. A smaller strand of prayer beads has a bead of blessing and a bead of healing. The strand of prayer beads has a bead of healing, a bead of karma and a bead of stinking. A larger strand of prayer beads has a bead of healing, a bead of karma, a bead of a summons, as well as a bead of wind walking. Each special bead can be used once a day, except for a bead subpoenaa that works only once and then becomes non-meachic. Beads are blessings, smiting, and wind walking functions as spell trigger items; Karma beads and subpoenaas can be activated by any character capable of pouring Spell. The owner does not have to hold or wear a strand of prayer beads in any particular location while he carries it to it to your man. The power of a special bead is lost if it is removed from the strands. Reduce the price of strands of prayer beads, which does not have one or more beads for the following amounts: bead blessing -600 gp, bead healing -9,000 g., bead karma -20,000 g., bead of stinking -16,800 g.g., beads summons -20,000 gp, beads made of wind walking -46,800 g.s. Weak, moderate or strong (many schools); CL 1st (blessing), 5th (healing), 7th (smiting), 9th (karma), 11th (walk wind), 17th (subpoena) (Craft An amazing object and one of the following spells on beads, if appropriate: bless (blessing); cure serious wounds, remove blindness/ deafness or remove disease (healing); righteous might (karma); gates (subpoenas); hammer chaos, holy blow, anger order, or unholy light (smiting), wind walk (wind walk); Price 9600 gp (less), 45800 gp (standard), 95800 gp (more). Supporting spoon This inconspicuous food utensils are usually modelled from the horn. If you place the spoon in an empty container, fill the vessel with thick mash paste. Although this substance has a fragrance similar to warm, wet cardboard, it is very nourishing and contains everything you need to support any herbivorous, all-ing or meaty creature. A spoon can produce enough porridge every day to feed up to four people. Weak conjunction; CL 5th; Craft an amazing object, create food and water; Price 5400 hp This heavy book contains instructions for improving memory and logic, but intertwined in words is a powerful magical effect. If someone reads this book, which takes a total of 48 hours for a minimum of six days, it receives an essential bonus of +1 to +5 (depending on the type of tome) before its exploration assessment. Once the book is read, the magic disappears from the pages, and it becomes a regular book. Since the volume of clear thought provides an essential bonus, the reader will earn extra skill points when it reaches a new level. Strong evolution (if a miracle is used); CL 17th; Craft is an amazing subject, miracle or desire; Price 27,500 gp (+1), 55,000 gp (+2), 82,500 gp (+3), 110,000 gp (+4), 137,500 gp (+5); Cost 1,250 gp + 5,100 XP (+1), 2,500 gp + 10,200 XP (+2), 3,750 gp + 15, 300 XP (+3), 5,000 gp + 20,400 XP (+4), 6,250 gp + 25,500 XP (+5); Weight 5 pounds. Tome of Leadership and Influence This thoughtful book details suggestions for persuading and inspired others, but interweaving in words is a powerful magical effect. If someone reads this book, which takes a total of 48 hours for a minimum of six days, he gets an essential bonus of +1 to +5 (depending on the type of tome) to his Charisma score. Once the book is read, the magic disappears from the pages, and it becomes a regular book. Strong evolution (if a miracle is used); CL 17th; Craft is an amazing subject, miracle or desire; Price 27,500 gp (+1), 55,000 gp (+2), gp (+3), 110,000 gp (+4), 137,500 gp (+5); (+5); 1,250 gp + 5,100 XP (+1), 2,500 gp + 10,200 XP (+2), 3,750 gp + 15.0 300 XP (+3), 5,000 gp + 20,400 XP (+4), 6,250 gp + 25,500 XP (+5); Weight 5 pounds. Tome of Understanding This thick book contains tips for improving instinct and perception, but intertwined in words is a powerful magical effect. If someone reads this book, which takes a total of 48 hours for a minimum of six days, she gets an essential bonus of +1 to +5 (depending on the type of tome) to her Wisdom score. Once the book is read, the magic disappears from the pages, and it becomes a regular book. Strong evolution (if a miracle is used); CL 17th; Craft is an amazing subject, miracle or desire; Price 27,500 gp (+1), 55,000 gp (+2), 82,500 gp (+3), 110,000 gp (+4), 137,500 gp (+5); Cost 1,250 gp + 5,100 XP (+1), 2,500 gp + 10,200 XP (+2), 3,750 gp + 15, 300 XP (+3), 5,000 gp + 20,400 XP (+4), 6,250 gp + 25,500 XP (+5); Weight 5 pounds. Unpretentiousness When applied to any matter that was once alive, this ointment allows this substance to resist the passage of time. Each year of actual time affects the substance as if only a day has passed. The cover object receives a +1 resistance bonus on all rescue throws. Unpretentiousness never wears out, although it can be magically removed (dispeling the effect, for example). One flask contains enough material to cover eight medium or smaller objects. A large object is considered two medium objects and a huge object is considered two large objects. Weak transmutation; CL 3rd; Craft is an amazing subject; Price 150 g.p. Universal solvent This substance has a unique property to be able to dissolve sovereign glue and packets of tangles. The use of solvent is a standard action. Strong transmutation; CL 20th; Craft is an amazing element, disintegrates; The price of a 50g.s. Escape Hidden vest in the secret pockets of this simple silk vest are locks that provide a bonus of +4 competencies on Open Lock checks. The vest also gives its owner a bonus of +6 competencies on Escape Artist checks. Weak conjunction and transmutation; CL 4th; Craft Amazing object, knocking, grast; Price 5200 g. Armor, Druid's This light clothing is worn over ordinary clothes or armor. Most of these armors are green, embroidered with vegetable or animal motifs. When this element is worn by a symbol with wild form ability, the character can use that ability once additional times every day. Moderate transmutation; CL 10th; Craft an amazing element, polymorph or wild form of ability; Price 10000 gp. Well of many worlds This strange, inter-opening device looks just like a portable hole. Everything in it immediately spills over to another world—a parallel world, another planet, or another plane (chosen randomly). If the well moves, the occasional force comes into play again. It can be picked up, folded or rolled, just as can be Hole. Objects from the world the well touches may come through the discovery as easy as it is with initiating a place. (This is a two-year portal.) Strong conjunction; CL 17th; Craft amazing object, gate; Price 82 000 g.g. Wind fan Wind fan appears to be nothing more than wood and papyrus or fabric tool with which to create a cooling breeze. Pronouncing the command word, its owner forces the fan to generate air movement, dubbing the gust of the wind spell. The fan can be used once a day without risk. If used more often, there is a 20% cumulative chance of use during that day that the device is bursting into useless, non-haul tatters. Weak evolution; CL 5th; Craft amazing object, gust of wind; The price of a 5,500g.g. Wings Flying A pair of these wings may seem nothing short of a conventional raincoat of old, black fabric, or they can be as elegant as a long sacyring of blue feathers. When the medium speaks a commanding word, the cloak turns into a pair of bat or bird wings that endow it to fly at a speed of 60 feet (good maneuverability). Moderate transmutation; CL 10th; Craft amazing item, fly; Price 54 000 g.g.; Weight 2 pounds.

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