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Wand bracelet 3.5

2014-10-11, 09:27 (ISO 8601) So after a break too long from table games, I found some other players and our first game is next week. It's kind of casual, so I decided I wanted to build a character who's very obsessed with wands. Fight with them, shine with them, collect them in general - can be fun to play and at least gives DM some easy plot hooks. The reason I thought about that character was because I went through the dungeon and ran into Wend Braker again. The idea of dropping wand after wand into my hand sadly and blowing away like some magical mix of the Matrix lobby scene and Kraing's Creed pulled me off. But when I found the wand bracelet at MC I realised there were likely many options available for the same concept of accessibility. Going through the books of DM I was able to find:Item Source Cost Desc Wand Bratzer Dungeon p.33 300gp Every 5 Wands, Retrieve with quick action, reloaded is full round I think magic bracelet wand item Compendium p147 12000gp each shrinks 4 items like a gaunt of storage, quick action to store, switch to Burcher's dragon wands 291 p51 60,000gp pair of shops and 3 wands per braker (6 total) at the price of each charge. Wands can be used as if they were hand-gloved by chief strategist Ghostwalk p71 3600gp each base glove of storage is over priced, it is based on price 3.0 and also adds a real strike. Free action store one item casting magic glove item Compendium p.84 20,000gp each as a gauntlet of storage, but each item inside the glove can be activated as if you hold it all offering advantages - price, storing items versus wands, different timing, operating while holding something else. The Braker Wand for example is a steal at 300gp at low levels for example, and being routinely unlocks possible magic shenanigans. I was originally going to ask about this character specifically for construction timings, but thinking about it might be best to leave it generic. That way we can get the opinion of the playground across the WBL of various and begs. Are there other options for the same role? Which option do you prefer and when (level and status)? Because I don't know how many of them only take one hand, would you mix and fit, or do synergy with something else beautiful? Tactical choices also depend on whether you use baton times compendium rules or not. 2014-10-11, 09:43 AM (ISO 8601) worth noting: you can also put a wand room in a weapon. With a quick lottery, it means you can quickly draw a wand inside a dagger or something. At least put a wand compartment or three in an elvencraft arc, since it's a double scuffte weapon as well as a range weapon. I don't know if there are any rules about weapon size for wand cells, but if not you can put them in braid blades, boot blades, blade blades, and so on, so you can be almost excessive Of wands ready right away. 2014-10-11, 11:57 PM (ISO 8601) Originally published by Glympor Worth noted: You can also put a wand room in a weapon. With a quick lottery, it means you can quickly draw a wand inside a dagger or something. At least put a wand compartment or three in an elvencraft arc, since it's a double scuffte weapon as well as a range weapon. I don't know if there are any rules about weapon size for wand cells, but if not you can put them in braid blades, boot blades, blade blades, and so on, so you can get an almost excessive amount of wands ready at once. I didn't consider a quick draw! So wand chambers require a 6-inch handle or equivalent IIRC, so boot blades and braids will be out to RAI if not RAW smart as well. But still, a double weapon with the Breakers of a wand, which is basically 8 Wands ready all the time. In addition, dropping one weapon and registering another quickly is free action, so you have as much as you DM will allow you to hold on to the belt. It gets ridiculous fast. The noises you always want to stay in bracers, general bouts in the main weapon, and especially the special ones in the dagger belt. Keep it up and become Batman, not Batman Wizard, just Batman Literal. Once they always count as hand-made wands of nerveskitter are doable if you use an RC version. Celery, friendly fire, eternal baton of feather fall for emergencies. I'm starting to hope this campaign goes long enough to afford all this. If not, how can I optimize the Burcher dungeon? And should I just save dragon 291 Barker or are the intermediate items worth the time? 2014-11-03, 01:37 PM (ISO 8601) Tarvus came across this thread that im was preparing to start a campaign like Magnus and was interested in anything wand with Magus grade capabilities. Anyway the post was helpful so thank you. What really made me sign up was your signature... I read it and I was curious about what Tucker Kobbold was... Google again took me to a great place and I have to read the article.. Thank you again. I'm sorry I can't add anything insightful regarding the actual thread.. Like I said I'm doing my own research for the Magnus class but what I'll say is if you're considering buying these items etc with some being so expensive why not just take what you need to create an item to do exactly what you need when you get the gold...? There are similar items so what you want to happen is no OP and you will save time and gold minus XP to get what you want at an earlier level... 2014-11-03, 02:06 PM (ISO 8601) I know English is probably not your first language, but for the sake of sanity - please limit your greekness. Also, try saying it out loud in your language (Korean?). Whenever you pause or take a breath, consider adding punctuation in English. I feel a little guilty of criticism since I can't. In any language other than English. I hope it comes out as helpful and not rude. From the DDO wiki this article is not linked:This article needs additional links to other articles to help integrate it into the encyclopedia. Please help improve this article by adding context-relevant links within the existing text. (February 2016) History This page is about a topic that no longer exists in the game. If you can verify that the topic still exists, please edit this page and remove this template. The item was only available in Lania and was not released on live servers. Some speculate that the item is being peddled devs are removing until it is fixed. There seemed to be a problem with the batons destroying the item when their charges reached zero. Description the items basically said that you could combine it together with any wand in the stone of change, to create clicks with the same spell a wand would cast. Some remnants of this item still appear live, in that all wands present themselves as intuiting to an item that does not exist. Copyright Source: The Magic of Ebron Copyright 2005, Beach Wizards, Inc.; The closed content shown above has been restored without permission from the copyright. Halo: weak replacement; CL: 5thLot: Wrist; Price: 25,000 gp; Wgt: -Source: MoE, pg. 111Description: Called for its most common use, this bracelet is capable of storing up to 4 items weighing no more than 5 kg each and can be carried or activated with one hand. This limits the function of the bracelet to small arms, wands, potions or similar small items. Storing an item in the wand bracelet is a move operation that does not trigger. Drawing something from the wand bracelet is a free action that does not provoke and the item appears in the hand to which the bracelet is attached. If you want, you can replace an object with the wand bracelet so that another object is stored in the same move operation. Only the wearer of the wand bracelet can retrieve or store items with it. While it is not really possible to examine the baton bracelet in battle, if it can be examined (out of battle, during a struggle, etc.), a perception test, DC 30, will expose the general items store within it, as they have been reduced to magic on the bracelet itself. Construction requirements: Miraculous craft item, shrinking item building cost: 12,500 gp gp

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