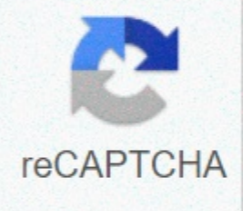




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## Periapt of proof against poison 3.5

Edit share This material is published under OGL Periapt Proof from Poison: This element is a great cut black pearl in a delicate silver chain. The wearer is protected from poison, although the poison is still active when periapt is first donated, still carries its course. Weak conjuship; CL 5th; Craft a wonderful element, neutralize the poison; Cost 27,000 gp. Return to the home page of the – system reference document – Magic Items Open Game Content This is part of the revised (v.3.5) system information document. It is included in the Open Game License v1.0a and not a Creative Commons Attribution Sharealike License. To separate it, these items will have this message. If you see any page that contains SRD material that does not display this license statement, contact your administrator to add this license confirmation. We are going to work honestly under this license. Community content shall be available under CC-BY-SA, unless otherwise specified. More Dungeons and Dragons Wiki Edit Share community content can be found in CC-BY-SA unless otherwise stated. Edit the page content of the Wondrous element, rare This delicate silver chain is a perfect cut black pearl pendant. While you wear it, the poison does not affect you. You are resistant to a poisoned condition and have immunity to poisonous lesions. Item type subtype Aura weak conjuration; CL 5th; The neck of the nest; Cost 27,000 gp; Weight – DESCRIPTION This element is a great cut black pearl on a delicate silver chain designed to be worn around the neck. The wearer is protected from poison, although the poison is active when periapt is first donated, still carries its course. CONSTRUCTION REQUIREMENTS Craft Wondrous Point, neutralize poison; Cost 13,500 gp This is a catch-all category for anyone who does not fall into other groups. Anyone can use a wonderful item (unless otherwise stated in the description). The physical description varies. Activation is usually used in activated or command word, but the details vary from one element to another. Special properties roll d%. The 01 result shows that the wonderful element is smart. 02-31 shows that something (design, inscription, etc.) gives a hint of its function, and 32-100 does not show any special features. Smart things have additional abilities and sometimes special powers and special goals. Awesome things with taxes can never be smart. Table: Incomplete Wondrous Items d% Product market price 01 Feather token, anchor 50 gp 02 Universal solvent 50 gp 03 Elixir love 150 gp 04 Timeless 150 gp 05 Feather token, fan 200 gp 06 Dust seuff 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 token Bird 300 gp 13 Feather token, tree 400 gp 14 token, swan boat 450 gp 15 Elixir truth 500 gp 16 Feather token, whip 500 gp 17 Dry dust 850 gp 18 Bag Bag grey 900 gp 19 Mage 900 gp 20 Armor bracers hand +1 1 000 gp 21 Siege of resistance +1 1 000 gp 22 Pearl of Power, Level 1 spelling 1,000 gp 23 flyactery fidelity 1,000 gp 24 Salve of slippers 1,000 gp 25 Elixir fire breath 1,100 gp 26 Sewer pipes 1,150 gp 27 Vacuum illusion 1,20 0 gp 28 Glasses minute see 1250 gp 29 Brooch shielding 1500 gp 30 Necklace fire Type I 1650 gp 31 Appearance dust 1800 gp 32 Hat disguised 1,800 gp 33 Tubes sounds 1,800 gp 34 Effective quiver 1,800 gp 35 Amulet natural armor +1 2000 gp 36 Handy haversack 2,000 gp 37 Horn of fog 2,000 gp 38 Elemental gem 2,250 gp 39 Bone garment 2,400 gp 40 Sovereign Glue 2,400 gp 41 Bag holding Type I 2500 gp 42 Boots elvenkind 2,500 gp 43 Shoes the winterlands 2,500 gp 44 Candle of truth 2,500 gp 45 Cloak of elvenkind 2,500 gp 46 Eyes of the eagle 2,500 gp 47 Scarab, golembane 2,500 gp 48 Necklace of fireballs type II 2,700 gp 49 Stone of alarm 2,700 gp 50 Bag of tricks, rust 3,000 gp 51 Bead of force 3,000 gp 52 Chime of opening 3,000 gp 53 Horseshoes of speed 3,000 gp 54 Rope of climbing 3,000 gp 55 of Dexterity +2 4,000 gp 56 Lens detection 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 Ioun stone transparent shaft 4000 gp 67 Restorative grease 4000 gp 68 Amazing pigments 4 000 gp 69 Power pearl, level 2 spelling 4 000 gp 70 Periapt wisdom +2 4 000 gp 72 Necklace fire type iii 4350 gp 73 Circle persuzia 4,500 gp 74 slippers spider climbing 4800 gp 75 Incense meditation 4900 gp 76 Bag farm type II 5000 gp 77 Bracers archery, less 5,000 gp 78 Ioun stone, dusty rose prism 5,000 gp 79 Helm understanding languages and read magic 5200 gp 80 Vest escape 5200 gp 81 Ever smoking bottle 5,400 gp 82 Supporting spoon 5,400 gp 83 Necklace fireballs type IV 5,400 gp 84 Boots striding and springs 5500 gp 85 Wind fan 5,500 gp 86 Necklace fire V type 5850 gp 87 Amulet powerful fists +1 6000 gp 88 Horseshoe zephyr 6.00 0 gp 89 Tubes haunting 6000 gp 90 Gloves for swimming and climbing 6,250 gp 91 Bag tricks Tan 6300 gp 92 Cirlet blasting, minor 6,480 gp 93 Good horn / evil 6,500 gp 94 Shrouds disintegration 6,600 gp 95 Robe useful items 7, 000 gp 96 Boat, folding 7200 gp 97 Cloak manta ray 7,200 gp 98 Bottle air 7,250 gp 99 Bag holding type iii 7,400 gp 100 Periapt health 7,400 gp Table: Average wondro items d% Product market price 01 Shoes levitation 7500 gp 02 Harp charming 7500 gp 03 natural armor +2 8 000 gp 04 Golem Head, body 8 000 gp 05 Glory hand 8 000 gp 06 Ioun stone, deep red sphere 8,000 gp 07 Ioun stone, incandescent blue sphere 8,000 gp 08 Ioun stone, pink and green ball 8000 gp 11 Ioun stone Red and blue sphere 8,000 gp 12 Illusions deck 8,100 gp 13 Necklace fire balls TYPE VI 8,100 gp 14 Candle invocation 8,400 gp 15 Necklace fireballs type VII 8,700 gp 16 Armor bracers +3 9000 gp 17 Cloak resistance +3 9000 gp 18 Decanoter endless water 9000 gp 19 Necklace adaptation 9000 gp 20 Pearl power, level 3 spelling 9000 gp 21 Figurine of amazing power serpentine owl 9,100 gp 22 Direction prayer beads, less 9600 gp 23 Bag farm iv type 10,000 gp 24 Figurine of amazing power, bronze vulture 10,000 gp 25 Figurine of hedging power, ebony fly 10,000 gp 26 Glove store 10,000 gp 27 Ioun stone, dark blue rhombus 10,000 gp 28 stone horse , Courser 10,000 gp 29 Vestment, drui 10,000 gp 30 Cape of mountebank 10,080 gp 31 Phylactery undead turning 11,000 gp 32 Gauntlet rust 11,500 gp 33 Shoes speed 12,000 gp 34 Glasses night 12,000 gp 35 Golem Guide, clay 12,000 gp 36 Medallion thoughts 12,000 gp 37 Tubes pain 12,000 gp 38 Blessed book 12,0 500 gp 39 Belt, monk's 13,000 gp 40 Pearl brightness 13,000 gp 41 Lyre building 13,000 gp 42 Cloak arachnida 14,000 gp 43 Stone horse, destrier 14800 gp 44 Belt dwarvenkind 14,900 gp 45 Periapt wound closure 15,000 gp 46 Cape of triton 15100 gp 47 Pearl sirines 15,300 gp 48 Figurine from amazing power, onix dog 15 500 gp 49 Health amulet +4 16 000 gp 50 Giant strength belt +4 16 000 gp 51 Shoes , Winged 16,000 gp 52 Bracers armor +4 16 00 0 gp 53 Sharma cloak +4 16,000 gp 54 Cloak resistance +5 4 16 000 gp 55 Dexterity gloves +4 16 000 gp 56 Intelligence headband +4 16 000 gp 57 Power pearl 4th level spell 16,000 gp 58 Periapt wisdom +4 16,000 gp 59 Scabbard keen edges 16,000 gp 60 Figurine awesome power, golden lions 16,500 gp 61 Chi we break 16,800 gp 62 Broom flying 17,000 gp 63 Figurines of awesome power, marble elephant 17,000 gp 64 Amulet natural armor +3 18,000 gp 65 Ioun stone, vibrant purple prism 36 000 gp 19 Pearl of Power , level 6 spell 36,000 gp 20 Periapt wisdom +6 36,000 gp 21 Scarab guard 38,000 gp 22 Ioun stone, lavender and green ellipsoid 40,000 gp 23 Ring Gate 40,000 gp 24 Crystal ball 42,000 gp 25 Golem Head, bigger stone 44,000 gp 26 orb storms 48,000 gp 27 Boots teleportment 49,000 gp 28 Bracers armor +7 49,000 gp 29 Pearl power , Level 7 spelling 49,000 gp 30 Amulet natural armor +5 50,000 gp 31 Cloak offset, the main 50,000 gp 32 Crystal ball with see invisibility 50,000 gp 33 Horn of Valhalla 50,000 gp 34 Crystal ball with the thought of detecting 51,000 gp 35 carpet flying, 6 feet. up to 9 feet. 53,000 gp 36 Powerful fists amulet +3 54,000 gp 37 Flying wings 54,000 gp 38 Ethereallness cloak 55,000 gp 39 Instant Fortress 55,000 gp 40 Guide to body health +2 55 000 gp 41 Paid exercise guide +2 5 5 000 gp 42 Action Speed Guide +2 55 000 gp 43 Tome clear thought +2 55 000 gp 44 Tome command and influence +2 5 5,000 gp 45 Tome understanding +2 55,000 gp 46 Eyes adorable 56,000 gp 47 Robe stars 58,000 gp 48 The carpet is flying at 10 feet. up to 10 feet. 60,000 gp 49 Darkskull 60,000 gp 50 Cube force 62,000 gp 51 Bracers armor +8 64,000 gp 52 Pearl power, Level 8 spell 64,000 gp 53 Crystal ball with telepathy 70,000 gp 54 Horn blasting, higher 70,000 gp 55 Pearl power, two 70,000 gp 56 Helm teleportment 73,500 gp 57 Gem see 75,000 gp 58 Robe of archmagi 75,000 gp 59 Mantic faith 76,000 gp 60 Crystal ball with true see 80,000 gp 61 Power Pearl, Level 9 spell 81,000 gp 62 Well out of many worlds 82,000 gp 63 Guide to body health +3 82,500 gp 64 Guide to profitable exercise +3 82500 gp 65 Action Speed Guide +3 82500 gp 66 Tome clear thought + 3 82 500 gp 67 Leadership and influence volume +3 82 500 gp 68 Tome understanding +3 82 500 gp 69 Machine from crab 90,000 gp 70 mantenicon spell resistance 90,000 gp 71 Mirror opposition 92,000 gp 72 Direction prayer beads, higher 95,800 gp 73 Amulet powerful fists +4 96,000 gp 74 Eyes petrification 98,000 gp 75 Bowl commands water elementals 100.0 00 gp 76 Brazier commands fire elements 100,000 gp 77 Censer air element control 100 000 gp 78 Earth elements control stone 100,000 gp 79 Body Health Guide +4 110 000 gp 80 Guide profitable exercise +4 110,000 gp 81 Action Speed Guide +4 110,000 gp 82 Tome clear thought +84 110,000 gp 83 Tome leadership and influence +4 110,000 gp 84 Tome understanding +4 110,000 gp 85 Amulet Powers 120,000 gp 86 Robe Eye 120,000 gp 87 Helm shine 125,000 gp 88 Body Health Guide +th 5 137,500 gp 89 Profitable exercise +5 137,500 gp 91 Action Speed Guide +5 1 37,500 gp 92 Tome clear thought +5 137,500 gp 93 Tome command and influence +5 137,500 gp 93 Tome understanding +5 137,500 gp 94 Efreeti bottle 145,000 gp 95 Amulet powerful fists +5 150,000 gp 96 Chaos Diamond 160,000 gp 97 Cubic Gate 164,000 gp 98 Iron flask 170,000 gp 99 Mirror mental mastery 175,000 gp 100 Mirror life trapped 200,000 gp Wondrous Item Descriptions Standard wonderful items are described below. Health amulet This amulet is a gold disc in the chain. As a rule, it has the image of a lion or another powerful animal. Amulet gives the wearer a +2, +4 or +6 Constitution increase bonus. Average transmutation; CL 8 days; Craft wondrous point, bear endurance; Cost 4 000 gp (+2), 16 000 gp (+4), 36 000 gp (+6). Amulet of Mighty Fists This amulet gives an increase bonus from +1 to +5 assault and damage rolls with unarmed attacks and natural weapons. Weak awakening; CL 5th; Craft Wondrous Point, higher magic fang, the level of the creator wheel must be at least three times the amulet bonus; Cost 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 crafted from bones or bared scales, hardens the wearer's body and body, giving him a bonus for his natural armor bonus from +1 to +5, depending on the kind of amulet. Weak transmutation; CL 5th; Craft wondrous point, barkskin, developer wheel level must not be less than three the amulet prize; Cost 2,000 gp (+1), 8,000 gp (+2), 18,000 gp (+3), 32,000 gp (+4) or 50,000 gp (+5). Plane Amulet This device usually looks like a black circular amulet, although any character looking closely at it sees a dark, moving whirlwind of colors. The amulet allows its wearer to use the plane displacement. However, it is difficult to master the element. The user must perform a DC 15 reconnaissance check to get the amulet to take it to the plane (and the specific location of that plane) that it wants. If it fails, the amulet transports her and all those who travel with her to a random location on that plane (01-60 d%) random plane (61-100). Strong conjuring; CL 15; Craft wondrous point, plane displacement; Cost 120,000 gp. Amulet proof before detection and location this silver amulet protects the wearer from scrying in a magical plane, as nondetection spell does. If the wearer is tested for divification spelling, the castor wheel must be able to check the wheel (1d20 + wheel level) in front of 19 DC (as if the wheel had been left without detector of itself). Moderate abstinence; CL 8 days; Craft wondrous point, nondetection; Cost 35,000 gp. Crab machine This element looks like a large, sealed iron barrel, but it has a secret catch (Search DC 20 to be found), which opens the hatch at one end. Anyone who scans inside finds ten (unmarked) levers: The device has the following characteristics: HP 200; hardness 15; Spd 20 feet, swim 20 feet; AC 20 (-size 1, +11 natural); Discover +12 melee (2d8, 2 pinchers). Lever (1d10) Lever Function 1 Expand/Pull Off Legs and Tail 2 Uncover/Cover Forward Porthole 3 Uncover/Cover Side Portholes 4 Expand/Include Pinchers and Sensors 5 Snap Pinchers 6 Move forward/back 7 Turn left/right 8 Open eyes with constant flame inside/close eyes 9 Rise/sink in water 10 Open/close hatch Running lever is a full round of action, and no lever can be operated more than once per round. However, since two medium symbols can fit inside, the machine can move and attack in the same round. The device can operate in water up to 900 feet deep. It has enough air for the two crew to survive 1d4+ 1 hours (twice as much as one passenger). The activated machine looks something like a giant lobster. Strong evocation and transmutation; CL 19; Craft Wondrous Point, animated objects, constant flame, creator must have 8 ranks of knowledge (architecture and engineering) skills; Cost 90,000 gp; Weight 500 lb. Holding bag This looks like a common fabric bag about 2 feet to 4 feet in size. The storage bag opens into a non-dimensional space: Its interior is larger than the external dimensions. Regardless of what is placed in the bag, it weighs a fixed amount. This weight and the weight and volume limits of the contents depend on the type of bag as shown in Below. Bag Bag Weight ContentsWeight Limit ContentsVolume Limit Market Price Type I 15 lb. 250 lb. 30 cu. ft. 2,500 gp Type II 25 lb. 500 lb. 70 cu. ft. 5,000 gp Type III 35 lb. 1,000 lb. 150 cu. ft. 7,400 gp Type IV 60 lb. 1,500 lb. 250 cu. ft. 10,000 gp If the bag is overloaded, or if the sharp objects pierce it (from the inside or outside) the bag is cracked and is destroyed. All content is lost permanently. If the storage bag is rotated inside, its contents spill, unharmed, but the bag must be placed directly so that it can be used again. If live creatures are placed in a bag, they can survive for up to 10 minutes, after which they suffocate. Scanning a specific item from the storage bag is a transfer action, unless the bag contains more than a normal backpack, in which case getting a specific item is a complete action. If the storage bag is placed in a portable hole, the space is torn by the strife of the astral plane: the bag and hole are sucked into the void and forever lost. If a portable hole is placed in a storage bag, it opens the gate to the Astral plane: there is a hole, a bag and any creatures within a 10-foot radius, destroying a portable hole and a bag stored in the process. Moderate conjuration; CL 9th; Craft wondrous point, secret chest. Tricks Bag This small bag looks normal and empty. But everyone who reaches into the basket feels a small, hazy ball. If the ball is removed and twisted up to 20 feet, it turns into an animal. The animal serves the character, who pulled him out of the bag for 10 minutes (or until he was killed or ordered back into the bag), in which he disappears. It can track any of the commands described in the Handle Animal skill. Each of the three types of trick bag produces a different set of animals. Use these tables to determine which animals can be taken from each. A heavy war horse appears with belts and tactics and takes the character who drew him out of the bag like a motorcyclist. Produced animals are always random, and only one can exist at a time. Up to ten animals can be taken from the bag each week. Weak or moderate conjuship; CL 3 (grey), 5 days (rust), 9 days (tan); Craft Wondrous Point, invite nature ally II (gray), invite nature ally III (rust), or invite natural ally V (tan); Price 900 gp (gray), 3 000 gp (rust), 6300 gp (tan). Force bead This small black sphere looks like a pearl without gloss. You can throw it up to 60 feet without any different penalties. After sharp strokes, the bead explodes, sending forward an explosion that speaks of 5d6 points of force damage to all creatures within a 10-foot radius. It acts as an elastic sphere of spell (Reflex DC 16 negates) with a radius of 10 feet and a 10-minute duration. The globe of the glowing force is placed in front of the If the latter is small enough to fit into the diameter of the ball. Diameter, is his theme spelling duration. The sphere does not check any kind of damage other than a cancellation rod, a scorn rod, disintegration, or a target to dispel the magic spell. These effects destroy the sphere without compromising the subject matter. No one can pass through the sphere, inside or outside, although the subject can breathe normally. The topic can fight, but the world can not be physically moved by people outside nor by those inside fights. The explosion completely consumes the bead, so it is a one-time element. Average self-ning; CL 10th; Craft a wonderful element, resistant sphere; Cost 3000 gp. Belt, Monk This simple rope belt, wrapped around the character's waist, gives a great ability to unarmed combat. Wearer AC and unarmed lesion are treated as five levels of a larger monk. If you sacrifice the character with a stunning fist feat, the belt allows her to make one extra stunning attack per day. If the character is not a monk, she acquires ac and unarmed damage to the 5th level monk. This AC Prize acts as a monk ac prize. Average transmutation; CL 10th; Craft wondrous point, righteous power or transformation; Cost 13,000 gp; Weight 1 lb. Belt Dwarvenkind This belt gives the wearer +4 excellence bonus charisma checks and Charisma-based skill checks as they relate to working with dwarfs, +2 competency bonus for similar checks when it comes to gnomes and halflings, and -2 competency penalty for similar checks when it comes to something else. The wearer can understand, speak and read Dwarven. If the wearer is not a dwarf, he gets a 60-foot darkvision, a dwarf stonecunning, a +2 raising bonus to the Constitution, and a +2 resistance bonus saves from poison, spells, or spell-like effects. Moderate divination; CL 12 d. Craft a wonderful element, tongues, creator must be dwarf; Price 14,900 gp; Weight 1 lb. Huge strength belt This wide belt is made of thick leather and studded with iron. The belt adds a wearer's strength score of +4 or +6 increase bonus. Average transmutation; CL 10th; Craft a wonderful element, the strength of bulls; Price 16 000 gp (+4), 36 000 gp (+6); Weight 1 lb. Blessed Book This well-made volume is always small in size, usually no more than 12 inches tall, 8 inches wide and 1 inch thick. All such books are durable, waterproof, iron-bound, covered with silver, and locked. The wizard can fill out a 1,000-page blessed book with spells without paying 100 gp per page for the cost of material. This book has never been found as a randomly generated treasure with spells already recorded there. Average transmutation; CL 7th; Craft a wonderful element, secret page; Price 12,500 gp; Weight 1 lb. The boat, the folding boat looks like a small wooden box - about 12 inches long, 6 inches wide and 6 inches deep. can be used to store goods, for example, but any Box. If the command word is given, however, the book unfolds to form a 10-foot-long, 4-foot-wide and 2-foot-deep boat. The second word of the command causes it to unfold on board at 24 feet long, 8 feet wide and 6 feet deep. All items previously stored in the box are now resting inside the boat or inside the ship. In smaller form, the ship has one pair of oars, an anchor, a mast and a latee-sail. In larger form, the boat has a deck, one rowing seat, five sets of oars, a steering wheel, an anchor, a deck cab and a mast with a square sail. The ship can comfortably hold four people, and the ship easily transports fifteen. The third command word causes the boat or ship to fold itself into the box again. Weak transmutation; CL 6th; Craft Wondrous Point, produce, the developer must have 2 ranks of craft (ship) skills; Price 7,200 gp; Weight 4 lb. Elvenkind boots These soft shoes allow the wearer to move quietly in almost any environment, giving the +5 competency bonus in Move Silently checks. Weak transmutation; CL



