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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 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 confirmation. We are going to work honestly under this license confirmation. 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 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, fan 200 gp 06 Dust seuff 250 gp 07 Elixir hiding 250 gp 08 Elixir sneaking 250 gp 09 Elixir sneaking 250 gp 09 Elixir swimming 250 gp 10 Elixir vision 250 gp 10 Elixir vision 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 fylactery 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 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 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 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 54 Rope of climbing 3,000 gp 55 Bead of force 3,000 gp 55 Chime of opening 3,000 gp 56 Eyes of the eagle 2,500 gp 48 Necklace of fireballs type II 2,700 gp 50 Bag of tricks, rust 3,000 gp 51 Bead of force 3,000 gp 50 Bag of tricks, rust 3,000 gp 51 Bead of force 3,000 gp 50 Bag of tricks, rust 3,000 gp 50 Bag o ap 55 of Dust d'3.500 ap 56 Lens detection of detection 3.500 ap 57 Figurine of wondrous power, silver raven 3.800 ap 58 Amulet of health +2 4.000 ap 69 Cloak of Charisma +2 4.000 ap 69 Gauntlets of ogre power 4.000 ap 68 Gloves of arrow snaring 4.000 ap 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 71 Stone salve 4 000 gp 72 Necklace fire type iii 4350 gp 73 Circle persuzija 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 5,0 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 90 Gloves for swimming and climbing 6,250 gp 91 Bag tricks Tan 6300 gp 92 Circlet 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 98 Bottle armor +2 8 000 gp 04 Golem Head, body 8 000 gp 05 Glory hand 8 000 gp 06 Ioun stone, light blue rhombus 8000 gp 09 Ioun stone, pink and green ball 8000 gp 10 Ioun stone, pink diamond 8000 gp 11 Joun 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 invokation 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 18 Necklace fireballs type VII 8,700 gp 18 Decanoter endless water 9000 gp 19 Necklace fireballs type VII 8,700 gp 18 Decanoter endless water 9000 gp 19 Necklace fireballs type VII 8,700 gp 18 Decanoter endless water 9000 gp 19 Necklace fireballs type VII 8,700 gp 18 Decanoter endless water 9000 gp 19 Necklace fireballs type VII 8,700 gp 18 Decanoter endless water 9000 gp 19 Necklace fireballs type VII 8,700 gp 18 Decanoter endless water 9000 gp 19 Necklace fireballs type VII 8,700 gp 18 Decanoter endless water 9000 gp 19 Necklace fireballs type VII 8,700 gp 18 Decanoter endless water 9000 gp 19 Necklace fireballs type VII 8,700 gp 10 Necklace fir power serpentine owl 9,100 gp 22 Direction prayer beads, less 9600 gp 23 Bag farm iv type 10,000 gp 24 Figurine of hedging power, bronze vulture 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 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 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 16,000 gp 53 Sharma cloak +4 16,000 gp 54 Cloak resistance +5 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 5 feet. up to 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 shaft 20,000 gp 71 Portable hole 20,000 gp 72 Luck stone (luckstone) 20,000 gp 73 Figurine of amazing power, ivory goat 21,000 gp 74 Rope entanglement 21,000 gp 75 Golem Head, stone 22,000 gp 76 Skull mask 22,000 gp 77 Mattock of titans 23,348 gp 78 Circle blasting Main gp 79 Amulet powerful fists +2 24,000 gp 80 Cloak out of minor 24,000 gp 81 Helm underwater action 24,000 gp 83 Bracers armor +5 25,000 gp 84 Cloak resistance +5 25,000 gp 85 Eyes doom 25,000 gp 86 Level 5 spelling 25,000 gp 87 Maul of titans 25,305 gp 88 Direction gp 98 Volume clear thought +1 27,500 gp 99 Tome leadership and influence +1 27,500 gp 100 Tome Understanding +1 27,500 gp 02 Figurine of sublime power obsidian steed 28,500 gp 03 Drums panic 30,000 gp 04 Ioun stone, orange 30,000 gp 05 loun stone, light green prism 30,000 gp 06 Lanterns reveal 30,000 gp 07 Robe mixing 30,000 gp 08 Amulet natural armor +4 32,000 gp 10 Carpet flying, 5 feet to 10 feet. 35,000 gp 11 Golem Head, iron 35,000 gp 12 Amulet health +6 36,000 gp 13 Belt giant strength +6 36,000 gp 14 Bracers armor ++ 6 36,000 gp 15 Cloak Charisma +6 36 000 gp 16 Dexterity gloves +6 36 000 gp 17 Intelligence headband +6 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 28 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 38 Etherealness 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 Eves 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 49 Darkskull 60.000 gp 40 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 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 65 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 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 Planes 120,000 gp 86 Robe Eye 120,000 gp 86 Robe Eye 120,000 gp 87 Helm shine 125,000 gp 88 Body Health Guide +5 1 37,500 gp 92 Tome clear thought +5 137,500 gp 92 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 98 Iron flask 170,000 gp 99 Mirror mental mastery 175,000 gp 98 Iron flask 170,000 gp 98 Iron 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 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 (+2), 54,000 gp (+2), 54,000 gp (+3), 96,000 gp (+3), 96,000 gp (+5). Amulet Natural Armor This amulet, usually crafted from bones or beast 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 prize; Cost 2,000 gp (+1), 8,000 gp (+2), 18,000 gp (+3), 32,000 gp (+3), 32,000 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 place, 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 pincers). Lever (1d10) Lever Function 1 Expand/Include Pincers and Sensors 5 Snap Pincers 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 weight 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 Contents Volume Limit Contents Volume Limit Market Price Type II 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 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 stored in the process. Moderate conjugation; 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 (rust); 9 days (rust); 8 000 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 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 sphere, inside or outside, although the sphere without compromising 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 bonus for similar checks when it comes to gnomes and halflings, and -2 competency bonus for similar checks when it comes to gnomes and halflings. 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; 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 box 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

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5th; Craft wondrous item, creator must be elf; Cost 2500 gp; Weight 1 lb. Shoes Levitation For the team, these leather shoes allow the wearer to levitate; Cost 7500 gp; Weight 1 lb. Boots of Speed As a free action, the wearer can hit his
boot heels together so that it can act as if affected by an urgent spell of up to 10 rounds each day. The duration; CL 10th; Craft wondrous item, haste; Cost 12,000 gp; Weight 1 lb. Boots Striding and Springing These shoes increase the
wearer's base land speed by 10 feet. In addition to this striding ability (considered an enhancement bonus), these shoes allow the wearer to make a big leap. It can jump with +5 competency bonus jump checks. Weak transmutation; CL 3 days; Craft Wondrous Point, a longstrider, developer must have 5 ranks jump skills; Cost 5500 gp;
Weight 1 lb. Boots Teleportation Any symbol wearing this footwear can teleport three times a day, exactly as if it were throwing a spell of the same name. Moderate conjugation; CL 9th; Craft wondrous item, teleport; Cost 49,000 gp; Weight 3 lb. Winterlands shoes This sock gives a lot of power to the wearer. First, it can travel through the
snow at normal speed, leaving no tracks. Shoes also allow him to travel through the most slippery ice (only horizontal surfaces, not vertical or heavily inclined) at normal speeds without falling or slipping. Finally, the shoes of the wintering halls warm the wearers, as if it were affected by the spelling of the elements endure. Weak abjuration
and transmutation; CL 5th; Craft a wonderful element, cat grace, endure items, pass without a trace; Price gp; Weight 1 lb. Shoes, Winged These it seems to be a simple footgear. In the team, the spelling of flying is
affected. It can fly three times a day for up to 5 minutes per flight. Weak transmutation; CL 5th; Craft wondrous point, fly; Cost 16,000 gp; Weight 1 lb. Bottle air, it always keeps the air, constantly updating its contents. This means
that the symbol can draw air from the bottle to breathe. The bottle can be shared even with a few characters that pass it around. Breathing from a bottle is a standard action, but the character that has done so can act as long as it can hold your breath. Average transmutation; CL 7th; Craft a wonderful element, water breathing; Price 7,250
ap: Weight 2 lb. Control water elemental bowl This large container is usually nifty out of blue or green semi-precious stone. It is about 1 foot in diameter, half that deep, and guite fragile. When the bowl is filled with fresh water and certain words are pronounced, a large element of water appears. When shouting words, you need 1 full round
of talk. By all means the bowl acts as a spelling of summoning monster VI. Only one item can be called at a time. The new element disappears (scattered, rejected or killed), If salty water is used, the elemental is huge, not large (as if summoning
monster VII were throwing). Strong conjuring; CL 13; Craft wondrous point, summons monster VI, summons monster VI, summons monster VII; Cost 100,000 gp; Weight 3 lb. Bracelet Friends This silver charm bracelet has four charms on it when designed. The owner can appoint one person known to him, which must be the key to one home button. (This
name takes standard action, but when you do this, it lasts forever or until it's changed.) When the charm is grasped and the name of the key person is pronounced, that person is pronounced, that person is called to the place (standard action) along with his tool, if the owner and the so-called person are on the same plane. The keyed person knows who's calling, and
the friends bracelet only works for willing travelers. When the home button is activated, it disappears. The charms separated from the bracelet found less than four charms worth 25% less for each missing charm. Strong conjuring; CL 15; Crafts wonderful element, shelter; Cost 19,000 gp. Bracers of Archery,
Greater These bracelets look like normal protective wear. Bracers give the wearer the use of any bow (not including crossbows), as if it were proficient in its use. If she already has a qualification with any type of bow, she receives a +2 competency bonus for the attack and the +1 competency bonus for damage rolls as soon as the this
type of bow. Both bracers must be worn to make magic effective. Average transmutation; CL 8 days; Craft wondrous item, craft magic weapons and armor; Cost 25,000 gp; Weight 1 lb. Bracers of Archery, Lesser These bracelets act as higher bracers archery, except that they provide a +1 competency bonus for attack rolls and no bonus
for damage rolls. Weak transmutation; CL 4th; Craft wondrous item, craft magic weapons and armor; Cost 5000 gp; Weight 1 lb. Armor These items look like wrist or arm guards. They surround the wearer with an invisible but palpable field of force, giving him an armor bonus of +1 to +8, just as if he were wearing armor. Both bracers must
be worn to make magic effective. Moderate conjugation; CL 7th; Craft wondrous point, mage armor, the level of the creator wheel must be at least twice the bonus placed in bracers; Price 1 000 gp (+3), 16 000 gp (+3), 25 000 gp (+5), 36 000 gp (+5), 49 000 gp (+7), 64 000 gp (+8); Weight 1 lb. Brazier calling
Fire Elementals This device looks like a normal container to store burning coal. When a fire ignites in brazier and the right words, you need 1 full round of talk. By all means brazier acts as a screaming monster VI spell. If brimstone is attached, the elemental
is huge, not great, and brazier acts as a screaming monster vii spell. Only one element can be summoned at a time. The new element requires a new fire, which can not be illuminated until the first element disappears (is scattered, rejected or killed). Strong conjuring; CL 13; Craft wondrous point, summons monster VI, summons monster
VII; Cost 100,000 gp; Weight 5 lb. Brooch Shielding This looks like a piece of silver or gold jewelry used to attach a cloak or hat. In addition to this daily task, it can master magical rockets generated by spelling or spelling-like ability. The brooch can absorb up to 101 points of damage from the miraculous rocket until it melts and becomes
useless. Weak abjuration; CL 1 d.; Craft wondrous point, shield; Cost 1500 gp. Flying broom This broom can fly through the air as if affected by the spelling of domestic flight (average manoeuvrability) for up to 9 hours a day (divide as its owner wants). The broom can carry 200 pounds and fly at a speed of 40 feet, or up to 400 pounds at
speeds of 30 feet. In addition, a broom can travel alone to any destination designated by the owner, provided that it is well married about the destination and layout of that destination and layout of that destination and layout of that destination. He comes to her owner from as far away as 300 yards when she speaks the team word. The fly broom has a speed of 40 feet when it doesn't have a rider.
Average transmutation; CL 9th; Craft wondrous point, flight over permanency; Cost 17,000 gp; Weight 3 3 Invocation candle Each of these special taps is designed for one of the nine alignments. Simply burning a candle generates a favorable aura for a person to do so, if the alignment of the candle corresponds to the symbols. Characters
of the same alignment as the lit candle add +2 morality bonus attack rolls, saving throws, and skill checks, and within 30 feet of the flame. A clergyman whose alignment matches the candles works as if two levels higher to set spells during the day if he burns a candle during or before the time of his spelling preparation. He can even throw
spells usually unavailable to him, as if he were on that 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, the burning of the candle also allows the owner to throw the spelling of the gate, and the respondent is the same alignment as the candle, but
the tap is immediately consumed in the process. The candle can be extinguished simply by inflating it, so users often put it in the lamp to protect it from draught and so on. This does not interfere with its miraculous qualities. Strong conjuring; CL 17th; Crafts wonderful element, gate, creator must be the same alignment as the candle
created; Cost 8,400 gp; Weight 1/2 lb. Candle of truth This white tallow candle, burned, invites you to place a spelling zone of truth (Will DC 13 negates) within a 5-foot radius, centered on a candle. The zone lasts 1 hour, because the candle burns. If the candle suffocates by then, the effect is canceled and the candle is destroyed. Weak
charm; CL 3 days; Craft a wonderful element, a zone of truth; Cost 2500 gp; Weight 1/2 lb. Cape of the Mountebank On team, this bright red and gold cape allows the wearer to use the dimension door to spell magic once a day. When it disappears, it leaves a cloud of smoke, in a similar way appears at its destination. Moderate
conjugation; CL 9th; Crafts wonderful element, dimensional doors; Price 10,080 gp; Weight 1 lb. Flying carpets. Beautifully and intricately made, each
carpet has its own command word to activate it, if the device is in the voice range, the command word activates it, whether the speaker is on the carpet or not. Then the carpet or not. Then the carpet is controlled in conversational directions. Size Capacity Speed Weight Market Price 5 feet. up to 5 feet. 200 lb. 40 ft. 8 lb. 20,000 gp 5 feet. up to 10 feet. 400 lb. 40
ft. 10 lb. 35,000 gp 10 feet, up to 10 feet, up to 10 feet, up to 10 feet, and flight, permanency. Controlling Air Elementals
censorship This 6-inch-wide, 1-inch-tall perforated gold ship resembles a thurible, found in a place of worship. If it is filled with incense and illuminated, invite a large element of the air by inviting words spoken above it. When shouting words, you need 1 full round of talk. By all means censorship acts as a spelling of summoning monsters
VI. If incense meditation is burned through censorship, the air element is a senior air element disappears (is scattered, rejected
or killed). Strong conjuring: CL 17th: Craft wondrous point, summon monster VI, summon mo
power is used 1d4 times a day. It is rolled each power separately and the symbol does not know the result. A non-chaotic character with a diamond of chaos gets one negative level. Although this level never causes loss of the actual level, it persists as long as the diamond is in the property of the symbol and in no case can be overcome
(including playback spells). Strong variety; CL 19; Craft Wondrous Point, cloak chaos, magic circles against the law, confusion, less, word of chaos, creator must be chaotic; Cost 160,000 gp; Weight 1 lb. Chime of Interruption This instrument can be struck once every 10 minutes, and its resonant tone lasts 3 minutes. Although the bell
resonates, no spelling requiring a verbal component can be cast within a radius of 30 feet, unless the concentration can be checked in the wheel (DC 15+ spelling level). Average self-ning; CL 7th; Craft wondrous point, shout; Price 16,800 gp; Weight 1 lb. Chime's opening bell is a hollow mithral tube about 1 foot long. When struck, it
sends magical vibrations that cause locks, lids, doors, valves, and portals to open. The device operates from ordinary rods, hanger, chains, screws, etc. The opening bell also automatically dissipates the spelling of the retention portal, or even the arcane lock that is played by the wizard at levels below level 15. The bell must be directed
towards an object or gate that needs to be loosened or opened (which must be visible and known to the user). Then the lock, the rings sound in a clear tone, and in round 1 the target lock is unlocked, the suspension is loosened, the secret doors open or the chest cover is lifted. Each sound opens only one form, so if the chest is chained
locked, locked and arcane locked, four uses are required open it to open it. The spelling of silence negates the power of the device. A brand new bell can be used a total of ten times before it cracks and becomes useless. Average transmutation; CL 11; Craft a wonderful element, knock; Cost 3000 gp; Weight 1 lb. Circlet of Blasting, Minor
On Team, this simple gold headband projects a sea light explosion (3d8 points injury) once a day. Weak awakening; CL 6th; Craft a wonderful element, sea light explosion (5d8 maximize 40 points of damage) once a day. Strong
awakening; CL 17th; Craft wondrous point, eagle splendor; Cost 4500 gp. Arachnida cloak This black garment, embroidered with a excellence bonus for wearer Charisma-based checks. Weak transmutation; CL 5th; Craft wondrous point, eagle splendor; Cost 4500 gp. Arachnida cloak This black garment, embroidered with a
weblike pattern of silk, gives the wearer the opportunity to climb as if the spider climb spell was on it. In addition, the cloak gives it immunity to get stuck in web spells or webs of any kind - it can actually move in networks at half its usual speed. Once a day, the wearer of this cloak can throw the web. It also receives a +2 success bonus for
all Fortitude saves from poison from spiders. Weak conjuship and transmutation; CL 6th; Craft wondrous point, spider climb, web; Cost 14,000 gp; Weight 1 lb, Cloak bat fashioned dark brown or black cloth, this cloak bestowed +5 competency bonus hide checks. The wearer can also hang upside down from the ceiling, like a bat, Holding
the edges of the garment, the wearer can fly by spelling. If he wants, the wearer can actually polymorph himself into a simple bat and fly accordingly. (All items to be worn or transported are part of the transformation.) Flying with a cloak or in the form of bats can be carried out only in the dark (under the night sky or in a bright or almost
bright environment underground). Any of the flying power for a certain period of time. Average transmutation; CL 7th; Craft wondrous point, fly, polymorph; Cost 26,000 gp; Weight 1 lb. Charisma cloak This lightweight and
fashionable coat has a very decorative silver finish. When a character has, she adds a +2, +4, or +6 magnification bonus to her Charisma score. Average transmutation; CL 8 days; Craft wondrous point, eagle splendor; Price 4 000 gp (+4), 36 000 gp (+6); Weight 2 lb. Cloak Shift, Minor This element looks like a normal
cloak, but some The character in his magical features distorts and cuts the waves of light. This shift works in a similar way to spelling, except that it gives only 20% miss the opportunity to attack the wearer. It works constantly. Weak illusion; CL 3 days; Crafts wonderful element, displacement; Cost 24,000 gp; Weight 1 lb. Cloak shift, Major
This element looks like a normal cloak, but in the squad its miraculous properties distort and warp the waves of light. This offset acts as a shift spelling and lasts a total of 15 rounds per day, which the wearer can divide as it sees fit. Moderate illusion; CL 7th; Craft a wonderful element, expand the spelling, displacement; Cost 50,000 qp;
Weight 1 lb. Elvenkind cloak This coat of neutral gray fabric is inevitable from a simple cloak of the same color. However, when worn with a hood drawn around the head, it gives the wearer a +5 competency bonus for Hide checks. Weak illusion; CL 3 days; Craft wondrous item, invisibility, creator must be elf; Cost 2500 gp; Weight 1 lb.
Etherealness cloak This silver gray cloak seems to absorb light rather than illuminated. In the team, the cloak works for a total of up to 10 minutes a day. This duration does not necessarily have to be continuous. Strong transmutation; CL 15; Craft
wondrous point, ethereal young; Cost 55,000 gp; Weight 1 lb. Cloak Manta Ray This cloak of manta rays adheres to the individual, and it looks almost identical to the radius of manta (as the spelling of the polymorph, except that it allows only the
shape of manta rays). He gets a +3 natural armor bonus, the ability to breathe underwater and the speed of 60 feet of swimming as a real manta beam, it has a tail spine that can be used to strike opponents for the wearer, dealing with a 1d6-point injury.
This attack can be used without any other kind of attack, using your greatest melee attack bonus. The wearer can release his hands from the cloak without sacrificing the underwater movement if you so wish. Average transmutation; CL 9th; Craft wondrous point, polymorph, water breathing; Price 7,200 gp; Weight 1 lb. Resistance Cloak
These garments offer magical protection from +1 to +5 resistance bonuses for all saving throws (Fortitude, Reflex and Will). Weak abjuration; CL 5th; Crafts wonderful element, resistance bonuses for all saving throws (Fortitude, Reflex and Will). Weak abjuration; CL 5th; Crafts wonderful element, resistance bonuses for all saving throws (Fortitude, Reflex and Will). Weak abjuration; CL 5th; Crafts wonderful element, resistance bonuses for all saving throws (Fortitude, Reflex and Will).
25 000 gp (+5); Weight 1 lb. Crystal Ball This is the most common scrying device form, a crystal sphere about 6 inches in diameter. The symbol can use the device to see almost any or to other planes of existence, like the spelling scribble (Is DC 16 16 Certain crystal balls have additional powers that can be used through a crystal ball to
the target. Crystal Ball Type Market Price Viewer can send and receive silent mental messages with a person who appears in a crystal ball. Once a day, the symbol may try to implant the proposal (as a spelling, Will DC 14 negate) as well. Crystal Ball 42,000 gp Crystal ball with see invisibility 50,000 gp crystal ball with detectable thoughts
(Do DC 13 negates) 51,000 GP Crystal ball with true apparent 80,000 gp average divination; CL 10th; Craft a wonderful element, scrying (plus all the additional spells put in the element); Weight 7 lb. Force Cube This device is about 3/4 inch across and can be made of ivory, bone or any solid mineral
It allows your keeper to pack a special wall of force 10 feet on the side around his person. This cubic display moves with a symbol and is impermeable to the forms of attack mentioned in the table below. Cube has 36 fees that are updated every day. The manager presses one face of the cube to activate a particular type of screen or turn
off the device. Each effect costs a certain number of fees to keep for every minute (or fraction of the minute) it runs. In addition, when the Eorce Cube is active, attacks related to more than 30 points of damage drain 1 charge for every 10
points of damage after 30 that they deal with. Spelling, which affects the integrity of the screen, also drains additional charges. These spells (listed below) cannot be thrown into or from cube: Cube Face Charge Costper Minute Maximum speed effect of 1 1 30 ft. Protects gas, wind, etc. 2 2 20 feet. Protects dead materials 3 3 15 feet.
Protects living matter 4 4 10 feet. Keeps all things 6 0 As usual Disables Medium Wake; CL 10th; Craft a wonderful element, a wall of strength; Cost 62,000 gp. Frost resistance cube This cube is switched on or off by pressing one side. When activated, it creates a cube-shaped area of 10 feet on the side, with
centered on the keeper (or on the cube, if the element is later placed on the surface). The field absorbs all cold attacks, However, if the field contains more than 50 points of cold damage in round 1 (from one or more attacks), it collapses into its portable form and can not be activated
for 1 hour. If the field absorbs more than 100 points of cold damage during the 10-round period, the cube is destroyed. Weak abjuration; CL 5th; Craft wondrous point, protection from energy; Cost 27,000 gp. Cubic gates This element is fashionable from the carnelle. Each of the six sides of the cube is the key to the plane, one of which
Material plane. Symbol Symbol The element should select the planes to which the other five sides are inse way. If the side of the cubic gate is pressed to that side. There is a 10% chance per minute that an outsider from that plane (set randomly) comes across it looking for
food, fun, or trouble. Pressing the side closes the gate a second time. It is not possible to open more than one consumption at a time. If the side is pressed twice in a row, the character doing so is transported to a random point in the next plane, along with all the creatures in adjacent squares. (Other creatures can avoid this fate,
successfully DC 23 Will saves).) Strong conjuring; CL 13; Craft wondrous point, plane displacement; Cost 164,000 gp. Darkskull This skull, carved from ebony, is completely bad. Wherever the skull goes, the area around it is treated as if the unhallow spell was cast with the skull as touched by the origin point (except that no additional
spelling effect is tied or attached to the darkskull). Moderate calling [evil]; CL 9th; Craft Wondrous Point, unhallow, creator must be evil; Cost 60,000 gp; Weight 5 lb. Decanoter of infinite water If the stopper is removed from this normally-looking flask and the command word is spoken, discard the amount of fresh or saltwater. Individual
command words determine the type, volume, and speed. Stream pours 1 gallon per round. The fountain produces a 5-foot-long stream of 30 gallons per round. The geyser effect causes a high backpressure, so the holder must perform a DC 12 strength check to
avoid being knocked down. Geyser's strength handles 1d4 injury points, but can only affect one target per round. The command word must be said to stop it. Average transmutation; CL 9th; Craft wondrous point, control of water; Cost 9,000 gp; Weight 2 lb. This set of parchment cards is usually found in an ivory, leather or wooden box.
The entire deck consists of thirty-four cards. When the card is drawn randomly and thrown to the ground, a basic image of the creature is formed. The fig lasts until it dissipates. The illusion creature can not move more than 30 meters from the place where the card landed, but otherwise moves and acts as if it were real. He always obeys
the wishes of the character who drew the card. When the illusion is scattered, the card becomes empty and can not be used again. If the card is picked, the illusion is automatically and instantly dissipated. Cards on deck and the illusions they bring are summarized in the following table. (Use one of the first two columns to simulate the
contents of the entire deck using regular game cards or tarot card
Giant Nine Hearts Page staves Ettin Eight Hearts Ace Cups Bugbear Two Hearts Five staves Goblin Ace Diamond III. Empress Glabrezu (Demon) King diamond Two cups Male elf wizard and female apprentice gueen diamond gueen swords half-elf ranger (woman) Jack diamond XIV. Temperance Harpy Ten Diamonds Seven Staves
Man Half Ork Barbarian Nine Diamonds Four Pentacles Ogre Mage Eight Diamonds Ace from Pentacles Gnoll Two Diamonds Six Pentacles Man dwarf Paladin
Ten shovels Seven swords Frost giant Nine spades Three swords troll Eight spades Ace swords Hobgoblin Two shovels Five cups Goblin Ace hips VIII. Strength Iron Golem King Clubs Page pentacles Three men halfling roques Oueen clubs Ten cups Pixies Jack clubs Nine pentacles Female half elf bard Ten clubs Nine staves hill giant
Nine clubs King sword Ogre Eight clubs Ace of staves orc Two clubs Five cups Kobold Joker Two pentacles Illusion deck owner (sex reverse) Randomly created deck is usually completed (11-100 d%), but can be detected (01-10) with 1d20 of your cards missing. If cards are missing, reduce the price
by the corresponding amount. Weak illusion; CL 6th; Crafts wonderful element, main image; Cost 8,100 gp; Weight 1/2 lb. Dimensional suspensions These hangers have golden runes traced through a cold iron surface. Any creature tied inside them is affected as if it were cast in the spelling of the dimensions of the anchor (not rescued).
They are suitable for any small and large creature. DC to stop or slip out of the shacks is 30. Moderate abstinence; CL 11; Crafts wonderful element, dimensions anchor; Cost 28,000 gp; Weight 5 lb. Panic drums are kettle drums (hemispheres about 11/2 feet in diameter on the stands). They come in pairs and are
inconspicuous. If both pair sounds, all the creatures within 120 feet (except those within a 20-foot radius of the safe zone around the drums) are affected by a spell of fear (Is DC 16 partial). Panic drums can be used once a day. Moderate necromancy; CL 7th; Craft wondrous point, fear; Cost 30,000 gp; Weight 10 lb. for a pair. Appearance
dust It seems that the fine powder is very fine, very light metal dust. One handful of this material enters the air coats within a radius of 10 feet, so they are invisible, even if they are invisible, even if they are invisible, even if they are invisible. It also negates the blurriness and displacement (In this case, the as a spell of faerie fire). Dust also reveals figments, mirror images and design images
of who they are. The dust-covered creature takes a penalty of -30 for its hide checks. The effect of dust lasts 5 minutes. Appearance dust is usually stored in small silk packets or hollow bone tubes. Weak conjuship; CL 5th; Craft wondrous point, glitterdust; Price 1,800 gp. Disappearance dust This dust looks like the dust of appearance
and is usually stored in the same way. The creature or object touched by it becomes invisible (as greater invisibility). Normal vision does not see dust creatures or objects, nor can they be detected by miraculous means, including cleaning invisibility. But the dust of appearance reveals people and things invisible due to the
dust of disappearance. Other factors, such as sound and smell, also allow detection. The greater invisibility, donated by the dust, lasts 2d6 rounds. The invisible creature does not know when the duration will end. Moderate illusion; CL 7th; Craft wondrous point, greater invisibility; Cost 3500 gp. Dry dust These special dusts have many
uses. If it is thrown into the water, even a volume of 100 gallons instantly turns into nothing, and the dust becomes marble-sized pellets floating or resting, where it was thrown. If this granule is rushed, it breaks down and releases the same amount of water. Dust affects only water (fresh, salt, alkali) and not other liquids. If dust is used
against a water subtype element, the creature must make DC 18 Fortitude preserve or destroy. The dust is associated with a 5d6-point injury creature, even if its saving throw succeeds. Average transmutation; CL 11; Craft wondrous point, control of water; Cost 850 gp. Illusions dust This inconspicuous powder resembles chalk dust or
powder graphite. Stare at it, however, and the dust changes color and shape. Put the dust of illusions on the creature acts like a masked self-caress, with a person who sprinkles dust, imagining the desired illusion. The reluctant target allowed dc 11 reflex to save to avoid dust. The glamer lasts 2 hours. Weak illusion; CL
6th; Craft wondrous point, disguise yourself; Cost 1,200 gp. Tracelessness dust This normally-looking dust is actually a magic powder that can disguise the passage of his manager and his friends. Tossing a handful of these dust into the air causes up to 100 square feet of floor space as the chamber becomes like dusty, dirty, and
cobweb-laden as if it had been deserted and idle for a decade. A handful of dust sprinkled along the trail is causing evidence that as many as a dozen men and horses have to be destroyed 250 feet back in the distance. Dust results are instantaneous, and no magical aura lingers after that the use of dust. Survival checks carried out to
monitor careers through the area affected by this dust have 20 D.C. higher than usual. Weak transmutation; CL 3 days; Craft wondrous item, pass without a trace; Cost 250 gp. Effective Quiver This looks like a typical arrow container capable of storing about twenty arrows. It has three different parts, each of which has a non-dimensional
space that allows you to store much more than would normally be possible. The first and smallest can contain up to sixty objects of the same total size and shape as javelin. The third and longest part of the case contains as
many as six objects of the same general size and shape as the bow (spear, staffs, etc.). Once the owner has filled it, the quiver weighs the same, no matter what is placed inside. Moderate conjugation; CL 9th; Craft wondrous point, secret chest; Price
1,800 gp; Weight 2 lb. Efreeti Bottle This element is usually fashionable of brass or bronze, with lead stopper with special seals. From it, a thin stream of smoke is often visible. The bottle instantly. There is a 10% chance (01-10 d%) that efreeti is
insane and attacks immediately after being released. There is also a 10% chance (91-100) that bottle efreeti gives three preferences. In any case, efreeti then disappears forever. The other 80% of the time (11-90), the bottle dweller faithfully serves the character up to 10 minutes a day (or until efreeti's death), doing as she commands.
Roll every day the bottle opens the effect of the day. Strong conjuring; CL 14; Craft Wondrous Point, Summons Monster VII; Cost 145,000 gp; Weight 1 lb. Elemental pearl or broken
(standard action), the large elemental looks as if summoned summons of a natural ally's spell. The elemental gems of the earth are light brown, the elemental gems of the fire
are reddish-orange, and the elemental gems of the water are blue-green. Moderate conjugation; CL 11; Craft Wondrous Point, invite nature ally V; Price 2,250 gp. Fire Breath Elixir This bizarre elixir gives drinkers the opportunity to spit out flame gout. It can breathe fire up to three times each time solving 4d6 fire damage to one target up
to 25 meters away. Victim May Try DC 13 Reflex Save half of the damage. Unused explosions dissipate 1 hour after the liquid is used. Average self-ning; CL 11; Crafts wonderful element, burning radius; Cost 1,100 gp. The elixir of Hiding A character, drinking this liquid, acquires an intuitive ability to hide (+10 competency prize hide
checks at 1 hour). Weak illusion; CL 5th; Craft wondrous item, invisibility Price 250 gp. Elixir of Love This sweet-tasting liquid causes the character to drink it becomes charming with the first creature she sees after the consumption project (as a charm person-drinker must be a moderate or smaller-sized humanoid, Is DC 14 negate).
Charm effects wear out in 1d3 hours. Weak transmutation; CL 4th; Craft wondrous item, charm person; Cost 150 gp. Sneaking elixir This liquid draught gives the drinker the opportunity to walk gently and slightly suppress the sound around it, giving the +10 competency bonus move silently checks for 1 hour. Weak illusion; CL 5th; Crafts
wonderful element, silence; Cost 250 gp. Swimming elixir This elixir provides swimming opportunities. An almost imperceptible magic shroud surrounds the drink, so it can easily slip through the water (+10 competency bonus in swimming checks for 1 hour). Weak illusion; CL 2nd; Craft Wondrous Point, creator must have 5 ranks of
swimming skills; Cost 250 gp. The Elixir forces an individual drink for 10 minutes to say nothing but the truth (Is DC 13 rebutting). She is forced to answer all the questions asked to her at the time, but with each question she is free to make a separate DC 13 will save. If one of these secondary saves is successful, it
doesn't free itself from the truth's compelling enchantment, but also doesn't answer this particular question. No more than one question can be asked in each round. This is a mental viciousness of coercion. Weak charm; CL 5th; Craft a wonderful element, a zone of truth; Cost 500 gp. Elixir of Vision Drinking this elixir gives the imbiber the
opportunity to notice sharp details with high accuracy (+10 competency bonus search checks 1 hour). Weak divination; CL 2nd; Craft wondrous point, true to see; Cost 250 gp. Eversmoking Bottle This metal urn looks identical to the efreeti bottle, except that it does nothing except smoke. The amount of smoke is high if the stopper is
pulled out, pouring out of the bottle and completely blacking out the vision during the 50-foot spread during Round 1. If the bottle must be transplanted
with a command orally, after which the smoke dissipates normally. Moderate winds (11+ mph) dissipate smoke in 4 rounds; strong winds (21+ mph) dissipate smoke during Round 1. transmutation; CL 3 days; Craft wondrous point, pyrotechnics; pyrotechnics; pyrotechnics; 5 400 gp; Weight 1 lb. Charming Eyes These two crystal lenses fit through the
user's eyes. The wearer can use the charm of a person (one target per round) as a sight attack. Those who fail in DC 16 will save are as charming as for the spelling, charm of the person; Cost 56,000
gp for a couple. Doom Eyes These crystal lenses fit above the user's eyes, so he can throw doom on the surrounding (one target per round) as a sight attack, except that the wearer has to take standard action, while those who only look at the wearer are not affected. Those who fail dc 11 will save affect the spell like doom. If the wearer
has only one lens, the saving drop DC is reduced to 10. However, if the wearer has both lenses, it acquires additional power of continuous death clock effect and can use fear (Do DC 16 partial) as a normal sight attack once a week. Moderate necromancy; CL 11; Craft Wondrous Point, doom, deathwatch, fear; Cost 25,000 gp. Eagle Eyes
These items are made of a special crystal and fit through the eyes of the wearer. These lenses provide a +5 competency bonus for on-site checks. Wearing just one of the pair causes the character to become intoxicated and, basically, stunned in round 1. After that, the wearer can use one lens without stunning until it covers its other eye.
Of course, it can remove one lens and see normally at any time, or wear both lenses at the end or avoid dizziness. Weak divination; CL 3 days; Craft wondrous point, clairaudience / clairvoyant; Cost 2500 gp. Petrification eyes These items are made of a special crystal and fit through the eyes of the wearer. They allow her to use
petrification sight attack (Fortitude DC 19 negates) 10 rounds a day. Both lenses must be worn to make magic effective. Average transmutation; CL 11; Craft wondrous point, body to stone; Cost 98,000 gp. Amazing power figurines it seems that each of the several kinds of amazing power figurines is a miniature statuette of a creature with
inches or that large (with one exception). When the figurine is tossed down and the correct team word is spoken, it becomes a living creature of normal size (unless marked otherwise below). The creature of normal size (unless marked otherwise below). The creature of normal size (unless marked otherwise stated, the creature understands Common, but does not speak. If a wonderful figure of
power is broken or destroyed in the form of its statue, it is forever destroyed. All the magic was lost, her power went away. If the swept in the form of animals, the figurine simply returns to the statuette, which can be used again later. Bronze vulture When animated, bronze vulture acts in every way as a normal vulture, under the direction of
its manager. Item twice a week for up to 6 hours per use. When 6 6 passed or when the command word is spoken, the bronze vulture becomes a small statuette again. Average transmutation; CL 11; Craft a wonderful element, animated objects; Cost 10,000 gp. Ebony Fly When animated, ebony fly is the size of a pony and has all the
statistics of hypogriff, but can not make any attacks. The product can be used three times a week for up to 12 hours per use. When 12 hours per use a small statuette again. Average transmutation; CL 11; Craft a wonderful element, animated objects; Cost 10,000 gp.
Golden lions These figurines come in pairs. They become normal adult male lions. If you fight, the lions can not be returned from the statue-shaped one all week. Otherwise, they can be used once a day for up to 1 hour. They zoom in and out when talking a command word. Average transmutation; CL 11; Craft a wonderful element,
animated objects; Cost 16,500 gp. Ivory Goat These figurines are three. Each goat in this trio looks a little different than the other, and each has a different function: Travel goat: This statuette provides a fast and durable holder equal to the heavy horse holder in all respects except the appearance. Goats can travel for a maximum of one
day each week, either continuously or in any combination of periods, for a total of 24 hours. At this point or when the command word is spoken, it returns to its statuette form for at least one day before it can be used again. Travail goat: This statuette becomes a huge creature larger than a bull, with a lot of nightmare statistics, except for a
pair of wicked horns of exceptional size (damage 1d8+4 for each horn). If he loads to attack, he can only use his horns (but add 6 points to the injury for each successful attack in this round). It can be called to life only once a month for up to 12 hours at a time. Horror goat: When called with the right command word, this statuette becomes
a destrier-like mountain, with light warhorse statistics. However, its driver can use goat horns as weapons (one horn as +3 lance, the other as +5 longword). When you ride an attack against an adversary, the terror goat radiates fear as a spell in a 30-foot radius (Is do 16 partial). It can be used once every two weeks for up to 3 hours per
consumption. Average transmutation; CL 11; Craft a wonderful element, animated objects; Cost 21,000 qp. Marble elephant This is the largest figurine, the statuette is about the size of a human hand. After uttering the command, the marble elephant grows to the true size and specifications of the elephant. The animal created from the
statuette is completely obedient to the owner of the figurine, serving as a burden beast, mountain or fighter. The statuette can be used four times a month up to 24 Simultaneously. Average transmutation; CL 11; Craft a wonderful element, animated objects; Cost 17,000 gp. Obsidian Steed This figurine looks like a small, shapeless piece
of black stone. Only a careful inspection reveals that it vaguely resembles a certain shape of the quadrilateral. In the team, an almost shapeless piece of obsidiano becomes a fantastic mountain. Treating it as a heavy warhorse with these additional powers to use once a round will be: above ground flight, airplane displacement, and
ethereal jaunt. Steed allows himself to ride, but if the driver is well matched, steed is 10% likely through use to carry it to the lower plane and then return to the statuette can be used once a week for one continuous period of up to 24 hours. Note that when the obsidian steed becomes ethereal or plane shifts, his
driver and his gear follow their example. Thus, the user can travel to other planes through these means. Strong conjuship and transmutation; CL 15; Craft Wondrous point, animated objects, etherealness, fly, plane displacement; Cost 28,500 gp. Onyx dog When ordered, this statuette changes to a creature with the same characteristics as
the riding dog, except that it is equipped with 8 intelligence, can communicate in general and has exceptional olfactory and visual abilities. (It has smell options and adds +4 to your location and search checks.) She has a 60-foot darkvision, and she can see invisibility. Onyx dog can be used once a week for up to 6 hours. He obeys only
his owner. Average transmutation; CL 11; Craft a wonderful element, animated objects; Cost 15,500 gp. Serpentine owl or giant owl of normal size according to the command word used. The transformation can take place once a day, the maximum duration is 8 untranslable hours. But after three
transformations into a giant owl shape, the statuette loses all its miraculous properties. The owl communicates with the owner by telepathic means, informing her about everything he sees and hears. (Remember the limitations of his intelligence.) Average transmutation; CL 11; Craft a wonderful element, animated objects; Cost 9,100 gp.
Silver raven This silver figurine turns into a team crow (but it retains its metal consistency, which gives it a hardness 10). Another team sends him to the air, with a message, like a creature affected by the spelling of the animal messenger. If he did not order a carry-on message, Raven obeys his owner's teams, although he does not have
special powers or telepathic abilities. It can maintain its nonfigurine status only 24 hours a week, but the duration does not have to be permanent. Weak enchantment and transmutation; CL 6th; Craft wonderful element, animal messenger, animated objects; Cost 3,800 gp. Token Each of these items is a small feather, which has power to
meet a special need. The types of tokens are described below. Each token once. Anchor token useful for moor ship in water to make it immobile until one day. Bird A token, which can be used to deliver a small written message unerably to the specified target, as would the carrier dove. The token takes as long as you need to carry the
message. The fan Token, which forms a huge flaming fan, causes a breeze of sufficient strength to drive one ship (about 25 mph). This wind is not cumulative with the current wind speed. However, the token can be used to reduce existing winds, creating an area of relatively calm or lighter winds (but the size of the storm wave does not
affect). The fan can be used for up to 8 hours. It doesn't work on earth. The Swan Boat token that makes up the swan boat can move on to the water at a speed of 60 feet. It can carry eight horses and gear or thirty-two average characters or any equivalent combination. The ship lasts one day. The tree is a token that causes a large oak
spring into (5 feet in diameter trunk, 60 feet tall, 40 feet upper diameter). This is an instant effect. Whip token, which is formed into a huge leather whip and controls itself against any opponent desired as a dancing weapon. The weapon has a +10 base attack bonus, does 1d6 +1 points damage, has a +1 increase bonus for attack and
damage rolls, and if he achieves a free grapple attack (with a +15 attack bonus). The hammer lasts no more than 1 hour. Moderate conjugation; CL 12 d. Crafts wonderful element, main creation; Price 50 gp (anchor), 300 gp (bird), 200 gp (fan), 450 gp (swan boat), 400 gp (tree), 500 gp (whip). Ogre Power gauntlets These gauntlets are
made of hard leather with iron studs running through the back of the hands and fingers. They give the wearer a great strength, adding a +2 magnification bonus to his strength of bulls; Cost 4,000 gp; Weight 4 magnification bonus to his strength of bulls; Cost 4,000 gp; Weight 4.000 gp; Weight 4
Ib. Rust gauntlet This one metal gauntlet looks rusty and pips, but is actually quite powerful. Once a day, it can affect an object, like a spell with rust to perceive. It also completely protects the wearer and its tools from rust (miraculous or otherwise), including the attack of the rust monster. Average transmutation; CL 7th; Craft wondrous
point, rust grasp; Price 11,500 gp; Weight 2 lb. Brightness gem This crystal looks like a long, rough prism. After uttering the command word causes the gem to shine like a hood lamp. The use of this gem does not exhaust any fees. Another command word
causes the brightness of the gem to send a bright radius 1 foot in diameter and 50 feet long. This like a fluctuating touch attack, and any creature struck by this beam is dazzling in 1d4 rounds unless it makes dc 14 fortitude preserve. This gem depletes 1 fee. The third word of command causes the pearl to ignite a dazzling flash of light
that fills the 30-foot cone. While this glare lasts only a moment, any cone creature must make DC 14 Fortitude preserve or be blinded in 1d4 rounds. This use depleted, the pearl becomes unimagic. Weak awakening; CL 6th; Crafts wonder
element, daylight; Cost 13,000 gp. The pearl to see this finely cut and polished stone is inevitable from the simple appearance of the gemstone. When he looks through, the pearl to see this finely cut and polished stone is inevitable from the simple appearance of the gemstone. When he looks through, the pearl to see this finely cut and polished stone is inevitable from the simple appearance of the gemstone. When he looks through, the pearl to see this finely cut and polished stone is inevitable from the simple appearance of the gemstone.
divided into periods of minutes or rounds, as the user thinks it is appropriate. Moderate divination; CL 10th; Craft wondrous point, true to see; Cost 75,000 gp. Gloves Arrow Snaring When snugly worn, these gloves seem to melt with your hands, becoming almost invisible. Twice a day, the wearer can behave as if he had a feat of Snatch
Arrows, even if he does not meet the prerequisites. Both gloves must be worn to make magic effective. At least one hand must be free to take advantage of magic. Weak abjuration; CL 3 days; Craft wondrous point, shield; Cost 4000 gp. Dexterity gloves These thin leather gloves are very flexible and allow for subtly manipulated. They add
to the wearer's dexterity score + 2, +4 or +6 in the form of an increase bonus. Both gloves must be worn to make magic effective. Average transmutation; CL 8 days; Crafts wonderful element, grace of cats; Cost 4 000 gp (+4), 36 000 gp (+6). Gloves for storage This device is a simple leather glove. In the team, one
element held in the hand disappears, wearing gloves. The product can weigh no more than 20 pounds and must be stored in one hand. The glove can hold only one item at a time. Storing or receiving an item is a free action. The
object is stored in a stacey and collapsed so little in the palm of the glove that it can not be seen. The duration of the spelling is not suppressed, but continues to end. If the effect is suppressed, but continues to end. If the effect is suppressed, but continues to end. If the effect is suppressed, but continues to end. If the effect is suppressed, but continues to end. If the effect is suppressed, but continues to end. If the effect is suppressed, but continues to end. If the effect is suppressed, but continues to end. If the effect is suppressed in the effect is suppressed, but continues to end. If the effect is suppressed in the effect is suppressed in the effect is suppressed.
(one glove). Swimming and climbing gloves These apparently normal lightweight gloves provide a +5 competency bonus for swimming checks and climbing gloves These apparently normal lightweight gloves provide a +5 competency bonus for swimming checks. Both gloves must be worn to make magic effective. Weak transmutation; CL 5th; Craft wonderful element, the strength of bulls, the grace of the cat; Cost 6,250 gp. Minute
Glasses Seeing This Item are made of a special crystal. When placed over the wearer's eyes, the lenses allow her to see a lot of than usual at a distance of 1 foot or less, giving it a +5 competency bonus for search checks in order to find secret doors, traps and similar hidden objects. Both lenses must be worn to make magic effective.
Weak divination; CL 3 days; Craft wondrous point, true to see; Price 1,250 gp. Night glasses The lenses of this element are made of dark crystal. While the lenses are opaque when placed through the wearer's eyes they allow him to see normally and also give him a 60-foot darkvision. Both lenses must be worn to make magic effective.
Weak transmutation; CL 3 days; Craft a wonderful element, darkvision; Cost 12,000 gp. Golem Manual Golem Guide also contains the
necessary spells required for a specific golem, effectively empowers the builder to use craft construct feats to build golem and gives the character an increase to its wheel level to create a golem. Any golem built using the
book creation process. Spells included in the golem, the book does not include the cost of building the body of golemo. When the golemas is finished, the writing manual disappears and the book is consumed in flames. When the
ashes of the book are sprinkled on the golem, it becomes completely animated. Clay Golem's Guide to the Book contains animated objects, blessed, commune and resurrection. The reader can treat the level of his wheel as two levels higher than usual in order to create clay golem. The book supplies 1540 XP clay to the creation of golem.
Moderate conjuship, divinity, charm and transmutation; CL 11; Craft build, the creator must be casters level 11, animated objects, communes, prayer, resurrection; Cost 12,000 gp; Price 2,150 gp + 1,712 XP; Weight 5 lb. Body Golem Guide Book is animated dead, bull strength, geese/quest, and limited desire. The reader can treat the
level of his wheel as one level higher than usual to create a meat golem. The book supplies 780 XP to create a body golem. Moderate viciousness, neksomancy [evil] and transmutation; CL 8 days; Craft Build, creator must be wheel level 8th, animated dead, bull force, geese / quest, limited desire; Cost 8,000 gp; Price 2,050 gp + 944 XP;
Weight 5 lb. Iron Golem's Guide to The Book is cloudkill, geas/quest, limited desire and polymorphic for any object. The reader can treat the level of his wheel as four levels higher than normal, iron golemas. The book supplies 5600 XP for the creation of iron golem. Strong conjuship, enchantment and transmutation; CL 16; Craft Build,
creator must be wheel level 16, cloudkill, geas / quest, limited desire, polymorph any object; Cost 35,000 gp; Price 3500 gp + 5,880 XP; Weight 5 lb. Stone Golem Guide Book is a geas/quest, limited desire, polymorph any object; and slow. The reader can treat your wheel level as three levels higher than normal in order to create a stone
golem. The book supplies 3400 XP stone to the creation of golem. Strong disgust and viciousness; CL 14; Craft Build, creator must be wheel level 14, antimagic field, goose / guest, symbol stunning; Cost 22,000 gp; Price 2,500 gp + 3,600 XP; Weight 5 lb. Stone Golem Guide, The Bigger Book is geas/guest, limited desire, polymorph any
object, and slow. The reader can treat your wheel level as three levels higher than normal in order to create a larger stone golem. Strong disgust and viciousness; CL 16; Craft Build, creator must be wheel level 16, antimagic field, geas / guest, symbol stunning; Cost
44,000 gp; Price 2,900 gp + 7,872 XP; Weight 5 lb. Glory hand This mummified human hand hangs on the leather cord around the character's neck (occupying space like a magic ring is placed on one of the fingers of the hand, the wearer benefits from the ring as if wearing it himself, and it is not counted against the
limit of its two rings. The hand can only wear one ring at a time. Even without a ring, the hand itself allows your wearer to use daylight, see invisibility; Cost 8,000 gp; Weight 2 lb. Mage's hand This mummified hand of elves hangs on a
golden chain around the character's neck (occupying space like a magic necklace). This allows the wearer to use the spelling mage hand will. Weak transmutation; CL 2nd; Craft wondrous point, mage hand; Cost 900 gp; Weight 2 lb. Comfortable Haversack of this kind of backpack looks well made, well used and quite ordinary. It is made
of finely tanned leather, and the straps have brass hardware and buckles. It has two side bags, each of which looks large enough to have as much as 2 cubic feet of volume or 20 pounds of weight material. A large central part of the package can
contain up to 8 cubic feet or 80 pounds of material. Even so, the filled backpack always weighs only 5 pounds. Although such storage is useful enough, the packaging additionally has even greater power. When the wearer gets into a particular item, that element is always at the top. So, do not dig Fumbling is ever necessary to find what
haversack is. Scanning any specific item from haversack is a migration action, but it does not provoke the possibility of attacks typically caused by receiving a protected item. Moderate conjugation; CL 9th; Craft wondrous point, secret chest; Cost 2,000 gp; Weight 5 lb. Harp charming This instrument is a golden, intricately carved harp.
When played, it allows the performer to work on a single motion (as Spelling, Do DC 14 Negates) into music for every 10 minutes of play if he can successfully dc 14 perform (string instruments) check, If the check fails, the audience may not be affected by other arphthiner performances for 24 hours. Weak charm: CL 5th: Crafts wonderful
element, suggestion: Cost 7500 gp; Weight 5 lb, Disguised hat This apparently normal hat allows her wearer to change her appearance as a spell with a disguised self. As part of the disguised self, As part of the disguised self, As part of the disguised self. As part of the disgu
wondrous point, disguise yourself; Price 1,800 gp. This device is a light cord with a small set of pearls so that it is on the wearer's forehead. The headband adds a wearer's intelligence score of +2, +4 or +6 magnification bonus. This magnification bonus does not earn the wearer additional skill points when a new level is reached; Use an
unenviable intelligence bonus to set skill points. Average transmutation; CL 8 days; Craft wondrous point, fox cunning; Cost 4 000 gp (+2), 16 000 gp (+2), 36 000 gp (+2), 36 000 gp (+2), 36 000 gp (+2), 36 000 gp (+3).
word. Made of fine silver and polished steel, the newly created steering wheel is set with large magical gemstones: ten diamonds, twenty rubies, thirty fire opals and forty opals. When struck by bright light, the steering wheel scintillates and sends forward reflective rays in all directions from its crown, pearl-inverted spikes. Gemstone
features are as follows: The steering wheel can be used once a round, but each gem can perform its spell of similar power only once. As long as all its gems are depleted, the luster also has these miraculous features when activated. It emits blue light when the undead is within 30 feet. This light causes 1d6 points damage per round for all
such creatures in this range. The wearer can command any weapon he controls to become a flaming weapon. This weapon without any abilities can already have (unless the weapon is already a flaming weapon). The team takes round 1 to take effect. The steering wheel provides fire resistance 30. This protection is not stacked with
similar protection against other When all his gems have lost their magic, the steering wheel loses its powers and the gems turn into worthless powder. Powder. The jewel destroys it. If a creature wearing a steering wheel is damaged by a miraculous fire (after fire protection is taken into account) and fails an additional DC 15 rescue, the
remaining gems on the steering wheel overload and detonate. The remaining diamonds become prismatic sprays, so that each randomly from the wearer of the steering wheel, and the fire ousles become fire
apples, the center of which is the wearer of the steering wheel. The opals and the steering wheel themselves are destroyed. Strong variety; CL 13; Craft Wondrous point, detect undead, fireball, flame knife, light, prismatic spray, energy protection, wall fire; Price 125,000 gp; Weight 3 lb. Helm of Comprehend Languages and Read Magic
Turns out to be a normal helmet, understanding languages and reading magic at the helm gives your wearer the opportunity to understand utter words of any creature and read the text in any language and any magical writing. The wearer receives a +5 competency bonus in decryption scenario checks to understand messages written on
incomplete, archaic or exotic forms. Keep in mind that understanding magic text doesn't necessarily mean using spelling. Weak divination; CL 4th; Craft wondrous item, understand languages, read magic; Price 5,200 gp; Weight 3 lb. Telepathy steering wheel Wearer can use to detect thoughts. In addition, he can send a telepathic
message to anyone whose surface thoughts he reads (allows two-way communication). Once a day, the steering wearer can implant the proposal (as spelling, Do DC 14 negates) along with his telepathic message. Weak divinity and charm; CL 5th; Craft wondrous point, detect thoughts, suggestion; Cost 27,000 gp; Weight 3 lb.
Teleportation steering wheel The symbol that wears this device can teleport three times a day, just as if it had thrown a spell of the same name. Moderate conjugation; CL 9th; Craft wondrous item, teleport; Cost 73,500 gp; Weight 3 lb. Underwater steering wheel The wearer of this helmet can be seen under water. Drawing small lenses in
sections on both sides into position before the wearer's eyes activate the steering wheel with visual properties that allow it to see five times farther than the water and light conditions would allow for normal human vision. (Weeds, obstruction, and how to block vision in the usual way.) If pronouncement commands a word, the helm of the
underwater action creates an air globe around the wearer's head and keeps it until the word of commands is re-spoken, allowing it to breathe freely. Weak transmutation; CL 5th; Craft a wonderful element, water breathing; Cost 24,000 gp; Weight 3 lb. Blasting horn This horn looks like a normal trumpet. It may sound like a normal horn,
but if the command word is spoken and then the instrument is played, it with 5d6 points sonic damage to creatures over 40 feet and causes them to deafened for 2d6 rounds (DC 16 Fortitude save reduces damage in half and negates deafening). Crystalline objects and creatures take 7d6 points of sonic damage, without any denying when
they are stored, worn, or performed by creatures (Will DC 16 denies). If the blasting horn is used miraculously more than once a day, there is a 20% cumulative probability with each additional use that it explodes and involves 10d6 points of damage to the person sounding. Average self-ning; CL 7th; Craft wondrous point, shout; Cost
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20,000 gp; Weight 1 lb. Horn of Blasting, Greater This Horn acts like an explosive horn, except that it involves 10d6 points of sonic damage in half and negates stunning and deafening). Crystalline objects take 16d6 points of sonic damage as
described in blasting the horn. A larger blasting horn also has a 20% chance of an explosion. Strong awakening; CL 16; Craft a wonderful element, a larger summons; Cost 70,000 gp; Weight 1 lb. Fog Cape This small bugle allows its manager to inflate a thick cloud of heavy fog, similar to the blackout spelling of fog. The mist covers a 10-
foot square next to the horn blower for each round, which the user continues to blow the horn; fog clouds travel 10 feet each round in a straight line from the point of emanation, unless blocked by something essential, such as a wall. The device makes a deep, fog-like noise, and the note suddenly lowers into the lower register at the end of
each explosion. The fog dissipates after 3 minutes. Moderate winds (11+ mph) dissipate fog in 4 rounds; strong winds (21+ mph) dissipate fog during Round 1. Weak conjuship; CL 3 days; Crafts wonderful element, obscured mist; Cost 2,000 gp; Weight 1 lb. The horn of goodness / evil This trumpet adapts to its owner, so it creates either
good or evil, depending on the alignment of the owner. If the owner is neither good nor bad, the horn has no power. If it is evil, then the blowing of the horn has the effect of a miracle circle against goodness. In any case, this ward lasts 1 hour. The horn can be blown
once a day. Weak abjuration; CL 6th; Craft a wonderful element, a magical circle against goodness, a magical circle against evil; Cost 6500 gp; Weight 1 lb. Triton Horn This device is a cone shell that can be blown once a day, except for triton, which can sound three times a day. Triton horn can perform any of these functions when
blowing. Calm rough waters within a 1-mile radius. This effect dissipates the summoned water element if it fails on DC 16 will save. Attract 5d4 large sharks (01-30 d%), 5d6 medium sharks (31-80) or 1d10 cats (81-100) if the symbol is where such creatures live. Creatures are friendly and obedient, according to their abilities, he who
sounded horn. Causing aquatic creatures with intelligence scores of 1 or 2 per 500 feet to become panicked, as if they were being targeted for a spell of fear (Is DC 16 partial). Those who make successful saves are shocked by 3d6 rounds. Any triton horn sound can be heard by all tritons within a 3-mile radius. Moderate conjuship and
transmutation; CL 8 days; Craft Wondrous Point, fear, invite monster v, control the water, the creator must be triton or get construction aid from triton; Price 15,100 gp; Weight 2 lb. Cape Valhalla This miraculous instrument is of four varieties. Everyone looks normal until someone speaks their team word and blows the horn. Then the horn
shouts a number of people barbarians to fight for the character who called them out. Each horn can be blown only once every seven days. Roll d% and link to the table below to see what type of horn determines what barbarians are invited and what is the prerequisite necessary for the use of the horn. Any
character who uses valhalla horn but does not have the necessary conditions, attacked the barbarians she invited herself. d% Horn Barbarians convened minimum condition 01-40 Silver 2d4+2, Level 2 None 41-75 Brass 2d4+1, Level 3 Spellcaster level 1st 76-90 Bronze 2d4, level 4 qualification with all the ability of fighting weapons or
bardic music 91-100 Iron 1d4 +1, level 5 payment with all the combat weapons or bard music abilities summon barbarian's initial equipment. They attack anyone that the horn manager commands them to fight until they or their opponents are
killed or until 1 hour, which will happen before. Strong conjuring; CL 13; Craft Wondrous Point, invite monster VI; Cost 50,000 gp; Weight 2 lb. Speed horseshoes the animal's base terrestrial speed by 30 feet; this is considered an increase
bonus. Like other effects that increase speed, jumping distances increase proportionally. All four shoes must be worn by the same animal for the effectiveness of magic. Weak transmutation; CL 3 days; Craft wondrous item, haste; Cost 3000 gp; Weight 12 lb. (four). Zephyr horseshoe These four iron boots are fastened as normal
horseshoes. They allow the horse to travel without really touching the ground. The horse still has to ride higher (always about 4 inches above) around the horizontal surfaces can be crossed and that movement is possible without leaving tracks on any ground. The horse moves at the usual
base land speed. All four shoes must be worn at the same time that magic is effective. Weak transmutation; CL 3 days; Craft wondrous point, levitate; Cost 6,000 gp; Weight 4 lb. (four). Meditation incense to illuminated. When it
burns, the special smell and pearl-toned smoke of this special incense are recognizable to everyone that DC 15 Spellcraft check. When the divine spelling chronicler ignites a block of meditation incense and then spends 8 hours praying and meditating nearby, incense allows him to prepare all his spells as if they were affected by the feat
of Maximize Spell. However, all spells prepared in this way are of normal level, not three levels taller (as in the usual metamagical feat). Each block of incense burns for 8 hours, and the effect persists for 24 hours. Average charm; CL 7th; Craft wondrous element, increase spelling, bless; Price 4,900 gp; Weight 1 lb. The instant fortress of
this metal cube is small, but when activated to speak a command word it grows to form a tower 20 feet square and 30 feet high, with arrows cracks on all sides and preventing it from flipping. The fortress has a small door that opens only in
the fortress owner's team - even knock spells can not open the door. Adamantine Wall instant fortress has 100 hitting points of damage. The fortress unfolds in just 1 round, and the door is facing the owner of the device. The
door opens and closes instantly in his team. Nearby people and creatures (except the owner) must be careful not to catch the sudden growth of the fortress is turned off by saying a command word (which is different from what was used to activate it). It cannot
be disabled unless it is empty. Strong conjuring; CL 13; Craft Wondrous Point, Mage's magnificent mansion; Cost 55,000 gp. loun stones always float in the air and must be within 3 feet of their owner in order to have any benefit. When the character first acquires a stone, he has to hold it and then release it, after
which he takes a rotating orbit 1d3 feet from the head. The stone must then be grasped or credited so that it can be separated from the owner. The owner can voluntarily confiscate and stack the stone (to make it safe, for example, while sleeping), but during that time it loses the benefits of stone. Ioun stones AC 24, 10 hitting points, and
toughness 5. Color Form Effect Market Price After absorbing fifty levels, the stone burns and turns dull gray, forever useless. Clear shaft supports creature without food or water 4000 gp Dusty rose prism +1 insights bonus AC 5000 gp Deep red
sphere +2 magnification bonus Dexterity 8000 gp Incandescent blue sphere +2 enhancement bonus Wisdom 8000 gp Pink Rhomboid +2 magnification bonus Constitution 8000 gp Pink and green sphere +2 magnification bonus Charisma 8000 gp Scarlet and blue sphere +2
magnification bonus Intelligence 8000 gp Dark Blue Rhomboid Alertness (as a feat) 10,000 gp Vibrant purple prism stores three levels of spells like a spelling storage ring, minor 36,000 gp Pearly white shaft
regenerate 1 point damage per hour 20,000 gp Light Green Prism +1 excellence bonus, saves, skill checks 30,000 gp Orange prism +1 wheel level 30,000 gp Orange prism +1 wheel level 30,000 gp Light Green Prism +1 excellence bonus, saves, skill checks 30,000 gp Orange prism +1 wheel level 30,000 gp O
damage that has been taken, and the symbol uses a stone.) Light lavender and lavender and lavender and green stones can not be used to give spells. Stored spells of vibrant purple stone must be presented for spelling, but can be used by everyone (see
ring minor spelling storage). Average varied; CL 12 d. Craft wondrous point, the developer must be level 12. Iron band binding When originally discovered, this very strong element appears to be a 3-inch diameter rusty iron sphere with bindings on the ball. When the right command word is spoken and the spherical iron device rushes into
the opponent, the bands expand and then shrink to associate the target creature with a successful range touch attack. One large or smaller creature can be captured in this way and kept motionless until a team word is said to make the bands again spherical in shape. The creature can break (and damage) lanes with dc 30 strength to
check or escape them with a DC 30 Escape Artist check. Iron binding tapes are used once a day. Strong awakening; CL 13; Craft wondrous point, grasping hand; Cost 26,000 gp; Weight 1 lb. Iron flask These special containers are usually dishes with silver runes and are sealed with a brass plug, on which there is a seal engraved with
sigils, glyphs and special symbols. When a user speaks a commando word, he can force any creature from another plane into the container if the creature fails on DC 19 will save. The range of this effect is 60 feet. Only one creature in one can be so controlled. The cork releases the captured creature. A command word can only be given
once Day. If the person who freed the captured creature speaks a command word, the creature acts according to its natural inclinations. (He usually attacks the user unless he realizes a good reason not.) Any attempt to force the same creature into a flask for a
second time gives him a +2 bonus for throwing a saving and makes it hostile. The newly discovered bottle can contain any of the following: Strong conjuship; CL 20th; Craft Wondrous Point, trap soul; Price 170 000 gp (empty); Weight 1 lb. Lamp reveal This lamp acts as a normal hood lamp. Although it is illuminated, it also reveals all
invisible creatures and objects within 25 feet of it, as does the cleansing of spelling invisibility. Weak awakening; CL 5th; Craft wondrous item, invisibility cleanse; Cost 30,000 gp; Weight 2 lb. Detection lens This circular prism allows the user to detect minute details, giving a +5 bonus for search checks. It also helps these tracks by adding
a +5 bonus for survival checks when tracking. The lens is about 6 inches in diameter and is set in the frame with a handle. Moderate divination; CL 9th; Craft wondrous point, true to see; Cost 3500 gp; Weight 1 lb. Lyre of Building If proper chords are shocked, the one-off use of this lyre negates any attacks on all dead construction (walls,
roof, flooring, etc.) within 300 feet. This includes the impact of an attack on an explosive horn, a disintegrated spell or a ram or a similar siege weapon. The lyras can be strummed so as to produce
chords that magically build buildings, mines, tunnels, ditches, or whatever. The effect is made, but 30 minutes of the game is equal to the work of 100 people working three days. Every hour after the first, the characters playing lyre must perform dc 18 perform (string instruments) check. If that fails, it must stop and can not play lyre again
for this purpose until the week has come. Weak transmutation; CL 6th; Craft wondrous item, produce; Cost 13,000 gp; Weight 5 lb. Robe Faith This sacred garment, worn over ordinary clothes, provides harm reduction 5/ evil character to wear. Strong abstinence [good]; CL 20th; Craft wondrous point, stoneskin; Cost 76,000 gp. The robe
spelling resistance this garment, worn over ordinary clothing or armor, gives the wearer spell resistance; CL 9th; Craft wondrous point, spell resistance; CL 9th; Craft wondrous point, spell resistance; CL 9th; Craft wondrous point, spell resistance; Cost 90,000 gp. Body health guide This thick volume contains advice on health and fitness, but inside words intertwined is a powerful miraculous effect. If
someone reads this book that lasts 48 hours within at least six days, it acquires a bonus from +1 to +5 (depending on the type of manager) to his Constitution score. When a book is read, magic disappears from the pages and becomes a normal book. Strong awakening (if a miracle is used); CL 17th; Crafts wonderful element, desire or
miracle; Price 27 500 gp (+1), 55 000 gp (+2), 82 500 gp (+3), 110 000 gp (+3), 110 000 gp (+3), 110 000 gp (+4), 137 500 gp + 2 15 300 XP (+3), 5 000 gp + 2 15 300 XP (+3), 5 000 gp + 2 15 300 XP (+3), 5 000 gp + 2 15 300 XP (+3), 5 000 gp + 2 15 300 XP (+3), 5 000 gp + 2 15 300 XP (+3), 5 000 gp + 2 15 300 XP (+3), 5 000 gp + 2 15 300 XP (+3), 5 000 gp + 2 15 300 XP (+3), 5 000 gp + 2 15 300 XP (+3), 5 000 gp + 2 15 300 XP (+3), 5 000 gp + 2 15 300 XP (+3), 5 000 gp + 2 15 300 XP (+3), 5 000 gp + 2 15 300 XP (+3), 5 000 gp + 2 15 300 XP (+3), 5 000 gp + 2 15 300 XP (+3), 5 000 gp + 2 15 300 XP (+3), 5 000 gp + 2 15 300 XP (+3), 5 000 gp + 2 15 300 XP (+3), 5 000 gp + 2 15 300 XP (+3), 5 000 gp + 2 15 300 XP (+3), 5 000 gp + 2 15 300 XP (+3), 5 000 gp + 2 15 300 XP (+3), 5 000 gp + 2 15 300 XP (+3), 5 000 gp + 2 15 300 XP (+3), 5 000 gp + 2 15 300 XP (+3), 5 000 gp + 2 15 300 XP (+3), 5 000 gp + 2 15 300 XP (+3), 5 000 gp + 2 15 300 XP (+3), 5 000 gp + 2 15 300 XP (+3), 5 000 gp + 2 15 300 XP (+3), 5 000 gp + 2 15 300 XP (+3), 5 000 gp + 2 15 300 XP (+3), 5 000 gp + 2 15 300 XP (+3), 5 000 gp + 2 15 300 XP (+3), 5 000 gp + 2 15 300 XP (+3), 5 000 gp + 2 15 300 XP (+3), 5 000 gp + 2 15 300 XP (+3), 5 000 gp + 2 15 300 XP (+3), 5 000 gp + 2 15 300 XP (+3), 5 000 gp + 2 15 300 XP (+3), 5 000 gp + 2 15 300 XP (+3), 5 000 gp + 2 15 300 XP (+3), 5 000 gp + 2 15 300 XP (+3), 5 000 gp + 2 15 300 XP (+3), 5 000 gp + 2 15 300 XP (+3), 5 000 gp + 2 15 300 XP (+3), 5 000 gp + 2 15 300 XP (+3), 5 000 gp + 2 15 300 XP (+3), 5 000 gp + 2 15 300 XP (+3), 5 000 gp + 2 15 300 XP (+3), 5 000 gp + 2 15 300 XP (+3), 5 000 gp + 2 15 300 XP (+3), 5 000 gp + 2 15 300 XP (+3), 5 000 gp + 2 15 300 XP (+3), 5 000 gp + 2 15 300 XP (+3), 5 000 gp + 2 15 300 XP (+3), 5 000 gp + 2 15 300 XP (+3), 5 000 gp + 2 15 300 XP (+3), 5 000 gp + 2 15 300 XP (+3), 5 000 gp + 2 15 300 XP (+3), 5 000 gp + 2 15 300 XP (+3), 5 000 gp + 2 15 300 XP (+3), 5 000 gp + 2 15 300 XP (+3), 5 000 gp + 2 15 300 XP (+3), 5 000 gp + 2 15 300 XP (+3), 5 000 XP (+3), 5
suggestions, but intertwine over words has a powerful miraculous effect. If someone reads this book, which lasts a total of 48 hours in at least six days, it receives a characteristic bonus from +1 to +5 (depending on the manual type) for her strength score. When a book is read, magic disappears from the pages and becomes a normal
book. Strong awakening (if a miracle is used); CL 17th; Crafts wonderful element, desire or miracle; Price 27 500 gp (+3), 110 000 gp (+4), 137 500 gp (+5); Price 1,250 gp + 5,100 XP (+1), 2,500 gp + 10,200 XP (+2), 3,750 gp + 2 15 300 XP (+3), 5 000 gp + 20 400 XP (+4), 6 250 gp + 25 500 XP (+5);
Weight 5 lb. Action Quickness Guide This thick volume contains tips on coordination exercises and balance, but inside words there is a powerful miraculous effect. If someone reads this book, which lasts a total of 48 hours in at least six days, they receive a characteristic bonus from +1 to +5 (depending on the manual type) to their
dexterity score. When a book is read, magic disappears from the pages and becomes a normal book. Strong awakening (if a miracle is used); CL 17th; Crafts wonderful element, desire or miracle; Price 27 500 gp (+1), 55 000 gp (+2), 82 500 gp (+3), 110 000 gp (+4), 137 500 gp (+5); Price 1,250 gp + 5,100 XP (+1), 2,500 gp + 10,200 XP
(+2), 3,750 gp + 2 15 300 XP (+3), 5 000 gp + 20 400 XP (+4), 6 250 gp + 25 500 XP (+5); Weight 5 lb. Amazing pigments These magical emulsions. Pigments are used with a stick, inverted with bristles, hair or fur. The emulsion
flows from the application to the desired object, because the artist concentrates on the desired image. One pot of amazing pigments is enough to create a 1,000 cubic feet object, depicting it two-mathematically over a 100-square-foot surface. Only common, dead objects can be created. Creatures cannot be created. Pigments must be
placed on the surface. It takes 10 minutes and DC 15 crafts (painting) to check to depict with pigments – precious metals, precious stones, jewelry, ivory, etc. – look valuable, but are actually tin, lead, paste, brass, bones and other
such inexpensive substances. The user can develop normal weapons, armor and any other everyday item (including foodstuffs) with a value not exceeding 2000 gp. The things created are not magical; effects are instantaneous. Strong conjuring; CL 15; Crafts wonderful element, main creation; Cost 4000 gp. Skull mask This ivory mask
was fashionable in the similarity of the human skull. Once a day, after it was worn for at least 1 hour, the mask can be loosened to him. The grinning skull mask makes a touch attack in front of the goal, based on the bonus of the
wearer's base attack. If the attack succeeds, the target must make DC 20 Fortitude save or be struck dead, as if touched by death spelling finger. If the attack (successful or not), the mask flies back to its user. Mask ac 16, 10 hitting points, and toughness 6.
Strong neksomancy and transmutation; CL 13; Craft wonderful element, animated objects, death finger, fly; Cost 22,000 gp; Weight 3 lb. Mattock of the Titans This excavation tool is 10 feet long. Any creature of at least huge size can use it to loosen or stumble upon earth or earthy ramparts (a 10-foot cube every 10 minutes). It also
smashes the rock (10-foot cube per hour). If used as a weapon, this is the equivalent of Gargantuan +3 adamantine warhammer, dealing with 4d6 points of base damage. Strong transmutation; CL 16; Craft wondrous item, craft magic weapons and armor, move the earth; Price 23,348 gp; Price 13,348 gp + 800 XP; Weight 120 lb. Maul of
the Titans This hammer is 8 feet long. If used as a weapon, this is the +3 greatclub equivalent and involves triple damage against dead objects. However, wielder must have at least 18 strength to manage it properly. Otherwise, she takes a -4 penalty for attacking the rolls. Strong awakening; CL 15; Craft wondrous item, craft magic
weapons and armor, compressed fist; Price 25,305 qp; Price 12,305 qp; Pric
divination; CL 5th; Craft wondrous point, detect thoughts; Cost 12,000 gp. Living trapped mirror. The trapping mirror has
fifteen non-outpatient extradimension units. Any creature coming in 30 from the device and looking at its reflection must be DC 23 Will save or be trapped in a mirror in one of the nature of the nature of the device, always sees its reflection. The probability that the creature will see its reflection and thus will need to
save the throw, decreases to 50% if the creature knows that the mirror holds life and seeks to avoid sight of it (treat as an attack of sight). When the creature is trapped, nor are there dead objects and other dead substances. The victim's equipment
(including clothes and everything that is transported) remains on the sidelines. If the owner of the mirror knows the correct command word, he can call the reflection of any creature trapped on its surface and add his helpless prisoner to the conversation. Another command word releases a trapped creature. Each pair of team words is
characteristic of each prisoner. After the mirror capacity is exceeded, one victim (determined by chance) is freed to fit the latest. If the mirror is broken, all the victims trapped in it are freed. Severe abstinence; CL 17th; Craft Wondrous Point, Imprisonment; Cost 200,000 gp; Weight 50 lb. Mirror Mental Prowess This mirror resembles an
ordinary looking glass 5 feet high 2 feet wide. A manager who knows the right teams can cause him to perform like this. Read the thoughts are in an unknown language. Look at other places as if with clairvoyants, but the vision extends even to
other planes, if the viewer is familiar with them. Use it as a portal to visit other locations. The user first views the location shown. Others can follow her through the mirror if they like it. The invisible portal remains on the other side of where it arrives, and it can return
through that portal. When she returns, the portal closes. The portal closes separately after 24 hours (jammed user if it is still in another location), and the user can also close it with word of commands. Creatures with an intellect of 12 or higher may notice the portal in the same way they may notice a miraculous sensor from a scrying spell.
Any creature that passes through the portal appears in front of the mirror. Once a week, the mirror accurately answers one short question about a creature whose image is displayed on its surface (providing answers similar to the answers from the legend lore spell). Strong conjuship and divinity; CL 17th; Craft Wondrous Point, detect
thoughts, clairaudience / clairvoyant, gate, legend lore; Price 175,000 gp; Weight 40 lb. Opposition Mirror This item resembles an ordinary mirror about 4 feet long and 3 feet wide. It can be hung or placed on the surface, and then activated the team word. The same command word turns off the mirror. If the creature sees its reflection on
the surface of the mirror, an exact duplicate of that creature appears. This opposite immediately attacks the original. The duplicate or original, the duplicate and its belongings disappear completely. The mirror works up to four times a
day. Strong necromancy; CL 15; Craft a wonderful element, clone; Cost 92,000 gp; Weight 45 lb. Adapting necklace wraps the wearer's clean air shell, making it resistant to all harmful vapors and gases (for example, cloud and stink cloud effects, as well
as inhaled poisons) and allows it to breathe, even under water or under vacuum. Average transmutation; CL 7th; Craft wondrous item, change independently; Cost 9,000 gp. Fireballs necklace This device looks nothing but beads on the line, sometimes with ends tied together to form a necklace. (It does not count as an object worn around
the neck to determine which of the character's worn-out magical objects is effective.) If the character has it, however, everyone can see the direction, as it is actually a number of gold chains from which to hang the golden spheres. The sphere is taken away by the wearer (and only the wearer) who can easily push one of them up to 70
feet. When the sphere arrives at the end of its trajectory, it detonates as a spell of fire (Reflex DC 14 side). Spheres come in a variety of strengths, starting with those who deal with 10d6. The market price area is 150 gp for every die from the damage it offers. Each necklace of fire balls has a
combination of different strengths. The following are some of the traditional combinations referred to in types I to VII. Necklace 10d6 9d6 8d6 7d6 6d6 5d6 4d6 3d6 2d6 Market price Type II — 1-2-4-4, 35 gp Type III — 1-2-4-4, 35 gp Type III — 1-2-4-4, 37 gp Type III — 1-2-4-4, 37 gp Type III — 1-2-4-4, 38 gp Type III — 1-2-4-4, 37 gp Type III — 1-2-4-4, 38 gp Type III — 1-2-4-4, 38 gp Type III — 1-2-4-4, 39 gp Type III — 1-2-4-4, 30 gp Type III — 1-2-4
gp Type VI Type 1 — 2 - 2 - 2 - 4 — 4 — 4 — 4 — 8.100 gp VII 1 2 - 2 - 2 - 8 700 gp If the necklace is worn or carried by a symbol Who fails to throw an attack against a magical fire, the element must make a saving throw as well (with a savings bonus +7). If the necklace is not able to save, all the remaining spheres of it detonate
simultaneously, often with deplorable consequences for the wearer. Average self-ning; CL 10th; Craft wondrous point, fireball. Orb of Storms. Once a day, she can call orb use to control the spell of weather, Once a
month, it can conjure a storm of revenge. The orb manager is constantly protected by having endured the effect of the elements. Strong variety; CL 18; Craft wondrous point, control the weather, endure items, revenge storm; Cost 48,000 gp; Weight 6 lb. The pearl of power This seemingly normal gem of medium size and brilliance is a
strong help for all the spelling promoters who prepare spells (clergymen, druids, rangers, paladins and wizards). Once a day in the team the power gem allows the manager to remember any one spell she prepared and then throw. Then the spelling is prepared again, as if it had not been given away. Spelling must be of a certain level,
depending on the pearl. Different pearls are to cancel one spell per day for each level from 1 to 9 and remember two spells per day (each of different levels, 6 or less). Strong transmutation; CL 17th; Craft Wondrous Item, creator must be able to throw spell-level spells that need to be canceled; Price 1,000 gp (1st), 4,000 gp (2nd), 9,000
gp (3rd), 16,000 gp (4th), 25,000 gp (5th), 3 6 000 gp (6th), 49,000 gp (7th), 64,000 gp (8th), 81,000 gp (9th) or 70,000 gp (9th) or 70,000 gp (9th), or 70,000 gp (7th), 64,000 gp (7th), 64,000 gp (8th), 81,000 gp (7th), 64,000 gp (8th), 81,000 gp (7th), 64,000 gp (7th), 64,00
of the pearl, it understands and can employ the object. The pearl allows its controller to breathe water, as if it were in clean, fresh air. Her swimming speed is 60 feet, and she can throw spells and operate underwater without obstacles. Moderate abjuration and transmutation; CL 8 days; Craft wonderful element, freedom of movement,
water breathing; Cost 15,300 gp. Periapt Health This blue pearl on a silver chain wearer is protected from diseases, including supernatural diseases, weak conjuship; CL 5th; Craft Wondrous point, to eliminate the diseases, including supernatural diseases. Weak conjuship; CL 5th; Craft Wondrous point, to eliminate the diseases, including supernatural diseases.
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. Periapt wisdom While it seems to be a normal gem on a light circuit, savvy periapt actually increases the manager's wisdom score as an
increase in bonus +2, +4, or +6 (depending on the individual element). Average transmutation; CL 8 days; Crafts wound closure This stone is bright red and dangles on a gold chain. The wearer of this periapt automatically becomes stable if its
hitting points decrease from -1 to -9 inclusive. Periapt doubles the wearer's normal or allows for normal healing of wounds that do not do so normally. Hit point damage that involves bleeding, which causes the loss of the Constitution, such as that dealt with
the wound weapon. Moderate conjugation; CL 10th; Craft wondrous point, cure; Cost 15,000 gp. Fidelity fylactery This item is a small box containing a religious object performs while it is not worn. The wearer
of fidelity fylactery knows of any action or object that may adversely affect its alignment and its standing with its deity, including miraculous effects. He receives this information before performing such an action or becoming associated with such an element if he needs time to reflect on the action. Weak divination; CL 1 d.; Craft a wonderful
element, detect chaos, detect evil, detect evil, detect goodness, detect right; Cost 1.000 gp. Phylactery undead Turning This element is a blessing any kind can turn undead. allowing him to do so if his class level was four levels higher than it actually is, Moderate necromancy [good]; CL 10th; Craft a wonderful element, 10th level clergyman; Cost
11,000 gp. Haunting Pipes This miraculous element looks like a small pan pipe set. When played by a person who successfully dc 15 perform (wind instruments) check, the pipes create an eerie, spelling melody. Those within 30 feet who hear the tune have a successful DC 13 will save or become frightened by 4 rounds. Creatures with 6
or more hit dice are not affected. Wandering tubes can sound twice a day. Weak necromancy; CL 4th; Craft a wonderful element, scare; Cost 6,000 gp; Weight 3 lb. Tubes of pain It looks like any other standard set of tubes does nothing to reveal its true nature. When playing someone who succeeds in DC 15 Perform (wind instruments)
check, the pipes create a wonderful melody. All over 30 feet must make DC 14 will save or be impressed by the sound. (This is a mind influenced by sonic coercion.) As soon as the piping stops, all those affected are in intense pain, even with the slightest noise. Unless the character is completely silent on the field, it takes 1d4 points to
injury during round 2d4 rounds. During this time sonic attacks the damage doubles. After that, the least noise causes the affected character to overwhelm (unless it is in a completely quiet area). This hypersensitivity is a curse and therefore difficult to remove (see give a curse spell). Weak charm and image; CL 6th; Craft Wondrous Point
creator must have a bard music class feature, sound burst; Cost 12,000 gp; Weight 3 lb. Sewer pipes These wooden it seems normal, but if the manager learns the right melody, he can attract 1d3 rat rats if the rat is over 400 feet. For every 50-foot distance rats have to travel, there is a 1-round delay. Piper must continue to play until the
rats appear, and when they do, the piper must check dc 10 perform (wind instruments). Success means they obey piper's telepathy teams as long as he continues to play. The failure indicates that they turn on the piper must check dc 10 perform (wind instruments). Success means they obey piper's telepathy teams as long as he continues to play. The failure indicates that they turn on the piper must check dc 10 perform (wind instruments).
dc to perform the inspection is 15. If the rat is under the control of another creature, add the hd controller to perform check DC. Where control is deemed to be considered, a further inspection must be carried out at each round in order to maintain it if the other creature actively seeks to reaffirm its control. Weak conjuship; CL 2nd; Craft
Wondrous Point, charm animal, invite nature ally I, wild empathy abilities; Price 1,150 gp; Weight 3 lb. Sound pipes When a character with reform (wind instruments) skills plays, these pipes create various sounds. Figment sounds are the equivalent of a ghost sound (wheel level 2). Weak illusion; CL 2nd; Craft a wonderful element, ghost
sound; Price 1,800 qp; Weight 3 lb. A portable hole is a circle of fabric twisted from the networks of a phase spider, intertwined with ether strands and star light beams. When opened completely, the portable hole is 6 feet in diameter, but it can be folded to be as small as a pocket handkerchief. When spread on any surface, it
causes extradimensive space at a depth of 10 feet. This hole can be picked from the inside or outside simply by holding the edges of the fabric and folding. In any case, the entrance disappears, but everything inside the hole remains. The only air in the hole is opened. It contains enough air to supply one
average creature or two small creatures for 10 minutes. The fabric does not accumulate weight, even if its hole is filled. Each portable hole, the astral plane is torn in that place. Both the bag and the fabric 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. The hole, the bag and any creatures with a 10-foot radius, a portable hole and a storage bag, it opens the gate to the Astral plane. The hole, the bag and any creatures with a 10-foot radius, a portable hole is placed in a storage bag, it opens the gate to the Astral plane. The hole, the bag and any creatures with a 10-foot radius, a portable hole and a storage bag, it opens the gate to the Astral plane. The hole, the bag and any creatures with a 10-foot radius, a portable hole and a storage bag, it opens the gate to the Astral plane. The hole, the bag and any creatures with a 10-foot radius, a portable hole and a storage bag, it opens the gate to the Astral plane.
3 inches in diameter and 1 inch deep and contains five applications. On the poisoned wound or swallowed ointment detoxifies any poison (as neutralizes poison). Applied to the disease zone, it eliminates the disease (how to eliminate the disease). Rubbed on the wound, ointment heals 1d8+5 (how to heal light wounds). Weak conjuship;
CL 5th; Craft a wonderful element, heal mild wounds, neutralize the poison, eliminate the disease; Cost 4,000 gp; Weight 1/2 lb. Ring gate They are always in pairs – two iron rings, each of which is about 18 inches in diameter. The rings must be in the same plane of existence and at a distance of 100 miles from each other for operation.
What is put through one ring goes out to another, and up to 100 pounds of material can be moved every day. (Objects are only partially pushed and then the indent does not count.) This useful device allows you to instantly transport items or messages and even attacks. The symbol can reach through to grab items next to the next ring, or
even stab the gun through if desired. Or the character could stick his head over the look around. Spellcaster can even through. Creatures Tiny, Diminutive, or Fine Size can pass too easily. Each ring has the side of the entrance and the side of
the exit, both marked with appropriate symbols. Strong conjuring; CL 17th; Craft wondrous point, gate; Cost 40,000 gp; Weight 1 lb. each. Archmagi garment This normal-looking garment to the exit, both marked with appropriate symbols. Strong conjuring; CL 17th; Craft wondrous point, gate; Cost 40,000 gp; Weight 1 lb. each. Archmagi garment This normal-looking garment, gray (46-75, neither good nor evil), or black (76-100, evil alignment). Its wearer, if arcane spellcaster,
acquires these powers. If the white garment, or a neutral character who puts on a gray garment, or a neutral character who golds a white or black garment, acquires three negative levels. On the contrary, this is true of the black garment, which was bestowed by a good character. An evil or good character who puts on a gray garment, or a neutral character who golds a white or black garment, acquires
two negative levels. Although these negative levels have never lost the level, they remain as long as the garment is worn and in no case can be overcome (including restoration spells). Strong variety; CL 14; Craft wondrous point, antimagic field, mage armor or shield of faith, the creator must be the same alignment as the garment; Cost
75,000 gp; Weight 1 lb. Mixing garment When this garment is applied, the wearer intuitively knows that the garment allows its wearer to appear part of its surroundings. This allows him to +10 competency bonus to hide checks. The wearer can take the appearance of another creature,
as in disguise self-spelling. All creatures familiar with the wearer and friendly to the wearer see it normally. Moderate illusion; CL 10th; Craft wondrous point, disguise yourself; Cost 30,000 gp; Weight 1 lb. Bone garment This handy thing works in a similar way to a garment of useful items for a serious necromancer. It seems to be an
inconspicuous garment, but the character who dons it, notes that it is decorated with small embroidery Recognize them for the creatures they become, and separate them. Each round can be separated by one figure. As a result of the separation of the
number, it becomes the actual creature of the undead (see list below). Skeleton or zombie is not controlled by the wearer of the garment, but can later be ordered, rebuked, rotated or destroyed. The newly created bone garment always has two embroidered shapes from each of these undead: Small Goblin Skeleton Medium Human
General Skeleton Medium Wolf Skeleton Small Goblins Zombie Medium Human Generic Zombie Average Wolf Zombie Mean Necromancy [Evil]; CL 6th; Craft a wonderful element, animated dead; Cost 2400 gp; Weight 1 lb. Eye garment This valuable garment looks like a normal garment until it is put on. Its wearer can see in all
directions at the same time due to the many visible, magical eye patterns that decorate the garment. It also gets a 120-foot darkvision. The eye wear sees all forms of invisible or essential things within 120 feet. The wearer of the eye garment receives a +10 competency bonus for search checks and on-the-spot checks. She retains her
Dexterity Prize ac even when flat foot, and she can't be on the sides. However, it can not avoid the eye or close the eyes when facing the creature with a sight attack. A mild or persistent flame spell thrown directly onto the eye of the garment causes it to dazzle for 1d3 minutes. Daylight spell blinds it for 2d4 minutes. Moderate divination;
CL 11; Craft wondrous point, true to see; Price 120,000 gp; Weight 1 lb. Robe of Scintillating Colors This wearer can create a garment to show the changing pattern of incredible shades, color after a cascade of color from the upper part of the garment to the sparkling rainbow of dazzling light. Color daze those next to the wearer, hide the
wearer, and illuminate the environment. It takes 1 round after the wearer speaks the command word so that the colors start to flow on the garment. Colors create a sight attack equivalent to a range of 30 feet. Those who look at the wearer are dazed for 1d4+1 rounds (Will DC 16 negates). This affects the mind of the pattern effect. Each
round of continuous scintillation of the garment gives the wearer a better concealment. Missed odds of attacks against the wearer starts at 10% and increases by 10% in each round until it reaches 50% (total concealment). The garment constantly illuminates a radius of 30 feet. The effect can be used no more than 10 rounds per day.
Moderate illusion; CL 11; Craft wondrous item, blur, rainbow pattern; Cost 27,000 gp; Weight 1 lb. Star garment has three miraculous powers. This allows his wearer to physically travel to the Astral plane, along with anyone she wears
or carries. It your wearer +1 luck all savings throws. Its wearer can use up to six embroidered stars on the chest part of the garment as +5 shuriken disappears after it is used. Strong variety; CL 15; Craft wondrous point, magic rocket, astral projection or
plane displacement; Cost 58,000 gp; Weight 1 lb. For useful items robe This looks inconspicuous garment, but the character with its victim notes that it decorates small patches of fabric of various shapes. Only the wearer of the garment can see these patches, recognize them for what items they become, and separate them. Each round
can be separated by one patch. When you disconnect a patch, it becomes the actual item as follows. The newly designed useful items garment always has two of the following patches: Dagger Bullseye lamp (filled and illuminated) Mirror (highly polished 2 feet to 4 feet steel mirror) Pole (10 feet long) Hempen rope (50-foot coil) Bag In
addition, the garment has several other patches. Roll 4d4 in a number of other patches and then roll each patch in the table below to determine its nature. d% Score 01-08 Bag of 100 gold pieces 09-15 Coffer, silver (6 in. up to 6 to 1 foot), 500 gp value 16-22 Doors, iron (up to 10 feet wide and 10 feet tall and barred on one side- to be
positioned vertically, attaches and hinges itself) 23-30 Gemstones, 10 (100 gp value each) 31-44 Ladders, wooden (24 feet long) 45-51 Mule (with saddle bags) 52-59 Pit Open (10 feet to 10 feet by 10 feet)) 60-68 Potion cured severe wounds in the 69-75 Rowboat (12 feet). Long) 76-83 Minor scrolling one randomly set spell 84-90 war
dogs, pair (treated like riding dogs) 91-96 Window (2 feet to 4 feet, up to 2 feet deep) 97-100 Portable Ram Multiple Elements of the same kind are allowed. You cannot change the patch after you remove it. Average transmutation; CL 9th; Craft wondrous item, produce; Cost 7,000 gp; Weight 1 lb. The climbing rope with a 60-foot-long
climbing rope is not thicker than the rod, but it is strong enough to hold 3,000 pounds. After the team rope snakes forward, up, down or in any other direction 10 feet per round, safely attaching itself to where its owner wants. He can unfasten himself and come back in the same way. Climbing rope can be ordered knot or unknot itself. As a
result, large nodes appear at intervals of 1 foot along the rope. Nodule shortens the rope to 50 feet long until the knots are uncompassed, but reduces climb DC checks using it by 10. The creature must have one end of the rope when it is based on its magic. Weak transmutation; CL 3 days; Craft a wonderful element, animate the rope;
Cost 3000 gp; Weight 3 lb. Rope Entanglement rope looks like any another hempen rope about 30 feet long. According to the team, the rope lashes forward 20 feet or up to 10 feet to entangled creature may break with dc 20 strength check or DC 20 Escape Artist check. Rope ac 22, 12 hitting points, and
toughness 10, and it has damage reduction 5/slashing as well. The rope repairs the damage to itself at a speed of 1 point in 5 minutes, but if the entanglement rope is demolished (all 12 points lost damage), it is destroyed. Average transmutation; CL 12 d. Craft a wonderful element, animate objects, animate the rope, entanglement; Cost
21,000 gp; Weight 5 lb. Salve of Slipperiness This material provides a +20 excellence bonus for all Escape Artist checks, which means it's almost impossible to get hold of this kind or tie or chain it. In addition, obstacles such as networks (miraculous or different) do not affect an anointed person. Magic ropes and the like do not use this
salve. If it is smeared on the floor or on the steps, the area should be treated as a long-term spelling of ointment. Salve should be covered with a container designed to hold the inside of sovereign glue (see below). Weak conjuship; CL
6th; Crafts wonderful element, ointment; Cost 1,000 gp. Keen Edges squid This squid is trendy from cured leather and fine silver. It can shrink or zoom to fit any knife, dagger, sword, or similar weapon up and including a greatsword. Up to three times a day in the squad, the squid pours a large edge on any knife. Weak transmutation; CL
5th; Craft wondrous item, i like the edge; Cost 16,000 gp; Weight 1 lb. Protection cals this device looks like a silver medallion in the form of a beetle. If it is stored in Round 1, an inscription appears on its surface, allowing the holder to know that it is a protective device. Scarab's manager acquires spell resistance at 20. Scarab can also
absorb the effects of energy leak attacks, death, and adverse effects on energy. After absorption of twelve such attacks, the skaizas turns into powder and is destroyed. Strong abjuration and necromancy; CL 18; Craft wondrous point, death ward, spell resistance; Cost 38,000 gp. Scarab, Golembane This beetle-shaped pin allows its
wearer to detect any golem within 60 feet, although it needs to concentrate (standard action) to make detection happen. Scarab allows his manager to fight golems with weapons, unarmed attacks, or natural weapons, as if those golems had no harm reduction. Moderate divination; CL 8 days; Craft Wondrous point, detect magic, the
creator must be at least level 10; Cost 2500 gp, Disintegration shrouged These burial wraps appear to be made of small, embroidered materials. When the body is placed inside, the word of the commands will turn it into dust. Shrouged magic is designed for use only once, after which the wraps become ordinary, small fabrics. Strong
transmutation; CL 15; Craft Wondrous disintegrate; Price 6,600 gp; Weight 10 lb. Silversheen This material can be used for a weapon as a standard action. This will give the weapon as a standard action. This will give the weapon as a standard action. This will give the weapon as a standard action.
pieces of ammunition. Weak transmutation; CL 5th; Crafts wonderful element; Cost 250 gp. Slippers Spider Climbing When worn, a pair of these slippers allows you to move on vertical surfaces or even upside down along the ceiling, leaving the wearer's hands free. Her speed is 20 feet. Because of the very ski surfaces – icy, oiled or
lubricated surfaces – these slippers are useless. Slippers can be used for 10 minutes a day, divided as the wearer chooses. Weak transmutation; CL 4th; Craft wondrous point, spider climb; Price 4,800 gp; Weight 1/2 lb. Sovereign glue This light amber material is thick and viscous. Due to its special powers, it can only be stored in a flask
the inside of which was covered with a 1 ounce slip salve, and every time any bonding agent is poured from the flask, a new slip salve must be placed in the side of the container. The sovereign adhesive flask, when found, has anywhere from 1 to 7 ounces of objects
(1d8-1, at least 1), while another ounce of flask capacity takes up the slippers volve. One ounce of this glue covers 1 square foot of the surface, combining almost all two materials in a permanent union. Glue takes 1 round. If the objects are pulled separately (motion action) by the time that application of the glue loses its stickiness and is
worthless. If the adhesive is allowed to be fixed, the test to separate the two bonded objects has no effect unless universal solvent.) Strong transmutation; CL 20th; Craft wondrous item, make the whole; Price 2400 gp (per ounce). Alarm stone This stone cube.
given a command word, is attached to any object. If this object is then touched by anyone who does not initially speak the same command word, the stone emits an openwork mode for 1 hour, which can be heard up to a quarter of a mile away (assuming that there are no intervening barriers). Weak abjuration; CL 3 days; Craft wonderful
     nent, alarm; Price 2,700 gp; Weight 2 lb. Earth elemental control stone This kind of stone is usually strangely formed by some roughly polished rock. The ruler of such a stone has, but pronounce a few words of summons, and a huge element of the earth comes to summon. Summoning words requires 1 full round of talk, and by al
means the stone acts as a screaming monster vii spell. (If sand or rough, unheated stone is a visiting medium, that comes is great instead, and stone functions as a spell of summoning monster vii spell. (If sand or rough, unheated stone is a visiting medium, that comes is great instead, and stone functions as a spell of summoning monster vii spell.
which can not be reached until the first element disappears (is scattered, rejected or killed). Strong conjuring; CL 13; Craft wondrous point, summons monster VII; Cost 100,000 gp; Weight 5 lb. Stone of Good Luck (Luckstone) This stone is usually a bit rough polished agate or some similar mineral. His manager
receives a +1 success bonus for saving throws, skill checks and skill checks and skill checks. Weak awakening; CL 5th; Crafts wonderful element, divine favor; Cost 20,000 gp. Stone horse Every element of this nature looks complete, roughly carved horse statue, carved from a certain type of hard stone. The word of the team brings steed to life so that
he can carry the burden and even attack as if he were a real horse of the right kind. A stone horse can carry 1,000 pounds tirelessly and never need to rest or feed. Violations associated with it can be cured normally.
When completely cured, it automatically returns to its stone shape. Although in its stone form, it can be fed with precious stones, healing 1 point damage for every 50 gp worth of mineral it is given. There are two types of stone horses. Courser This item has heavy
warhorse statistics as well as having a hardness of 10. Strong transmutation; CL 14; Craft a wonderful element, body up to stone, animated objects; Price 10,000 gp (courser) or 14,800 gp (destrier); Weight 6000 lb. Stone volley This ointment has two uses. If its ounce is applied to the body of a crushed creature, it returns the creature to
the body as a stone to flesh out the spelling. If its ounce is applied to the body of a dead creature, it protects the creature as a spell of stones. Strong abjuration and transmutation; CL 13; Craft wondrous point, body to stone, stoneskin; Cost 4000 gp per ounce. Direction of prayer beads This element looks like a normal line of prayer beads
until the owner pours a divine spell. When this occurs, the owner immediately knows the powers of prayer beads and how to activate them. Each skein contains two or more special beads, each of which has a different magical power. Special type of beads Special bead Ability to bead blessing wearer can throw blessed. Bead healing
wearer can throw your choice to heal severe wounds, eliminate blindness /deafness, or eliminate the disease. Bead Karma Wearer can throw a hammer of chaos, a sacred smite that wrath, or unholy bloating (Do DC 17 partial). Summons bead bead a powerful
creature with proper alignment from outer planes (angel, devil, etc.) to help the wearer one day. (If the wearer uses a summons bead to summon the emissar of the deity lightly, the deity lightly, the deity takes the objects of that character and gives him the goose/quest as punishment at least.) Bead wind walking wearer can throw wind on foot. The smaller
direction of prayer beads has a blessing bead and a healing bead. The direction of prayer beads has a healing bead, a caramic bead and a smiting bead, a caramic bead and a smiting bead, a karma bead, a karma bead, a screaming bead and a smiting bead, a caramic bead and a smiting bead.
summons bead, which acts only once and then becomes non-magnetic. Blessing, smiting, and wind walking feature beads as spelling trigger elements; karma and summons beads can be activated by any character who can cast divine spells. The owner does not need to hold or wear strands of prayer beads in any particular place if he
carries it somewhere for his person. The power of special beads is lost if it is removed from the strands. Reduce the number of prayer beads, who lack one or more beads, part of the price in the following amounts: blessing bead healing -9,000 gp, bead karma -20,000 gp, bead smiting -16,800 gp, bead summons -20,000 gp,
bead wind walk -46,800 gp gp. Weak, moderate or strong (many schools); CL 1st (blessing), 5 (healing), 7 (smiting), 9 (karma), 11 (wind foot), 17 (summons); Craft a wonderful element and one of these drawings for the bead, if necessary: blessed (blessing); heal severe wounds, eliminate blindness / deafness or eliminate the disease
(healing); the righteous may (karma); gate (summons); chaos hammer, sacred smite, that wrath, or unholy rot (smiting), wind foot (wind foot); Cost 9 600 gp (lower), 45 800 gp (lower), 
the container fills with a thick, paste groove. Although this material has a taste similar to the taste of warm, wet cardboard, it is very nourishing and contains everything it needs to support any herbivorous, almighty or carnivorous creature. A spoon can produce enough loaves every day to feed up to four people. Weak conjuship: CL 5th:
Craft wondrous item, creating food and water; Cost 5400 gp. This difficult book is an instruction on how to improve memory and logic, but intertwine through words is a powerful miraculous effect. If someone reads this book, which lasts a total of 48 hours over at least six days, it receives a typical bonus from +1 to +5 (depending on the
type of subject) to your Score. When a book is read, magic disappears from the pages and becomes a normal book. Book. Clear thought volume gives a characteristic bonus, the reader will earn additional skill points when it reaches a new level. Strong awakening (if a miracle is used); CL 17th; Craft wondrous point, wonder or desire;
Price 27 500 gp (+1), 55 000 gp (+2), 82 500 gp (+3), 110 000 gp (+3), 120 000 gp (+3), 12
suggestions of how to persuade and inspire others, but inside words intertwined is a powerful miraculous effect. If someone reads this book, which lasts a total of 48 hours over at least six days, they receive a typical bonus of +1 to +5 (depending on the type of subject) of their Charisma score. When a book is read, magic disappears from
the pages and becomes a normal book. Strong awakening (if a miracle is used); CL 17th; Craft wondrous point, wonder or desire; Price 1,250 gp + 5,100 XP (+1), 2,500 gp + 10,200 XP (+2), 3,750 gp + 2 15 300 XP (+3), 5 000 gp + 20 400 XP (+4), 6
250 gp + 25 500 XP (+5); Weight 5 lb. In the tome of Understanding This thick book contains tips for improving instinct and perception, but intertwined words are a powerful miraculous effect. If someone reads this book, which lasts a total of 48 hours in at least six days, she receives a typical bonus of +1 to +5 (depending on that type) to
her wisdom score. When a book is read, magic disappears from the pages and becomes a normal book. Strong awakening (if a miracle is used); CL 17th; Craft wondrous point, wonder or desire; Price 27 500 gp (+2), 82 500 gp (+2), 110 000 gp (+2), 110 000 gp (+2), 110 000 gp (+2), 110 000 gp (+3), 1
(+2), 3,750 gp + 2 15 300 XP (+3), 5 000 gp + 20 400 XP (+4), 6 250 gp + 25 500 XP (+5); Weight 5 lb. Timeless When applied to any issue that was once alive, this ointment allows that substance to resist over time. Every year of actual time affects the material as if it had passed only a day. The covered object receives a +1 resistance
bonus for all saving throws. Unguent never wears out, although it can be miraculously removed (to dispel the effects, for example). One flask contains sufficient material to cover eight medium or smaller objects. A large object counts as two average objects, and a large object counts as two large objects. Weak transmutation; CL 3 days;
Crafts wonderful element; Cost 150 gp. Universal solvent This material has a unique property to dissolve sovereign adhesives and tanglefoot bags. Using a solvent is a standard action. Strong transmutation; CL 20th; Craft wondrous point, Cost 50 gp. Escape the hidden vest through the pockets of this simple silk pockets there are
lockpicks that provide a +4 competency bonus for Open Lock checks. The vest also gives your wearer a +6 competency bonus for Escape Artist checks. Weak conjuship and transmutation; CL 4th; Craft a wonderful element, knock, ointment; Cost 5,200 gp. Vestment, Druid's This lightweight garment is worn over ordinary clothing or
armor. Most such vests are green, embroidered with plant or animal motifs. When this element is worn by a symbol with a wild shape ability, the symbol can use this option once additionally every day. Average transmutation; CL 10th; Craft wondrous point, polymorphic or wild form ability; Cost 10,000 gp. Well many worlds this strange,
interdimensive device looks like a portable hole. Everything that is in it is immediately given to another world—a parallel world, another plane, or another plane, or rolled, as a portable hole can be. Objects from the world's good
touches can come through the opening as easily as from the initiated location. (This is a two-way portal.) Strong conjuring; CL 17th; Craft wondrous point, gate; Cost 82,000 gp. Wind fan Wind fan looks nothing more than wood and papyrus or fabric instrument with which to create cooling wind. By uttering a command word, its manager
causes fans to generate air movement, dubbing the gust of wind spelling. The fan can be used once a day without any risk. If it is used more often, there is a 20% cumulative option for one use during that day that the device tears into useless, unimamatic tatters. Weak awakening; CL 5th; Craft wondrous point, gust of wind; Cost 5500 gp.
Flying wings A pair of these wings can look nothing more than a simple cloak of old, black fabric, or they can be as elegant as a long blue feather hat. When the wearer speaks a team word, the cloak turns into a pair of bats or bird wings, which gives it the ability to fly at a speed of 60 feet (good maneuverability). Average transmutation;
CL 10th; Craft wondrous point, fly; Cost 54,000 gp; Weight 2 lb. lb.
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