

DESCRIPTION

These items appear to be wrist or arm guards. They surround the wearer with an invisible but tangible field of force, granting him an armor bonus of +1 to +8, just as though he were wearing armor. Both bracers must be worn for the magic to be effective.

Alternatively, *bracers of armor* can be enchanted with armor special abilities. See Table 15–2 for a list of abilities. Special abilities usually count as additional bonuses for determining the market value of an item, but do not improve AC. *Bracers of armor* cannot have a modified bonus (armor bonus plus armor special ability bonus equivalents) higher than +8. *Bracers of armor* must have a +1 enhancement bonus to grant an armor special ability. *Bracers of armor* cannot have any armor special abilities that add a flat gp amount to their cost.

CONSTRUCTION

Requirements Craft Wondrous Item, *mage armor*, creator's caster level must be at least two times that of the bonus placed in the bracers; **Cost** 500 gp (+1), 2,000 gp (+2), 4,500 gp (+3), 8,000 gp (+4), 12,500 gp (+5), 18,000 gp (+6), 24,500 gp (+7), 32,000 gp (+8)

BROOCH OF SHIELDING

Aura faint abjuration; **CL** 1st
Slot —; **Price** 1,500 gp; **Weight** —

DESCRIPTION

This appears to be a piece of silver or gold jewelry used to fasten a cloak or cape. In addition to this mundane task, it can absorb *magic missiles* of the sort generated by spell or spell-like ability. A brooch can absorb up to 101 points of damage from *magic missiles* before it melts and becomes useless.

CONSTRUCTION

Requirements Craft Wondrous Item, *shield*; **Cost** 1,250 gp

BROOM OF FLYING

Aura moderate transmutation; **CL** 9th
Slot —; **Price** 17,000 gp; **Weight** 3 lb.

DESCRIPTION

This broom is able to fly through the air as if affected by an *overland flight* spell (+4 on Fly skill checks) for up to 9 hours per day (split up as its owner desires). The broom can carry 200 pounds and fly at a speed of 40 feet, or up to 400 pounds at a speed at 30 feet. In addition, the broom can travel alone to any destination named by the owner as long as she has a good idea of the location and layout of that destination. It comes to its owner from as far away as 300 yards when she speaks the command word. The *broom of flying* has a speed of 40 feet when it has no rider.

CONSTRUCTION

Requirements Craft Wondrous Item, *overland flight*, *permanency*; **Cost** 8,500 gp

CANDLE OF TRUTH

Aura faint enchantment; **CL** 3rd
Slot —; **Price** 2,500 gp; **Weight** 1/2 lb.

DESCRIPTION

This white tallow candle, when burned, calls into place a *zone of truth* spell (Will DC 13 negates) in a 5-foot radius centered on the candle. The zone lasts for 1 hour, as the candle burns. If the candle is snuffed before that time, the effect is canceled and the candle ruined.

CONSTRUCTION

Requirements Craft Wondrous Item, *zone of truth*; **Cost** 1,250 gp

CAPE OF THE MOUNTEBANK

Aura moderate conjuration; **CL** 9th
Slot shoulders; **Price** 10,080 gp; **Weight** 1 lb.

DESCRIPTION

On command, this bright red and gold cape allows the wearer to use the magic of the *dimension door* spell once per day. When he disappears, he leaves behind a cloud of smoke, appearing in a similar fashion at his destination.

CONSTRUCTION

Requirements Craft Wondrous Item, *dimension door*; **Cost** 5,400 gp

CARPET OF FLYING

Aura moderate transmutation; **CL** 10th
Slot —; **Price** varies; **Weight** —

DESCRIPTION

This rug is able to fly through the air as if affected by an *overland flight* spell of unlimited duration. The size, carrying capacity, and speed of the different *carpets of flying* are shown on the table below. Beautifully and intricately made, each carpet has its own command word to activate it—if the device is within voice range, the command word activates it, whether the speaker is on the rug or not. The carpet is then controlled by spoken directions.

				Market
Size	Capacity	Speed	Weight	Price
5 ft. by 5 ft.	200 lb.	40 ft.	8 lb.	20,000 gp
5 ft. by 10 ft.	400 lb.	40 ft.	10 lb.	35,000 gp
10 ft. by 10 ft.	800 lb.	40 ft.	15 lb.	60,000 gp

A *carpet of flying* can carry up to double its capacity, but doing so reduces its speed to 30 feet. A *carpet of flying* can hover without making a Fly skill check and gives a +5 bonus to other Fly checks.

CONSTRUCTION

Requirements Craft Wondrous Item, *overland flight*, *permanency*; **Cost** 10,000 gp (5 ft. by 5 ft.), 17,500 gp (5 ft. by 10 ft.), 30,000 gp (10 ft. by 10 ft.)

CHIME OF INTERRUPTION

Aura moderate evocation; **CL** 7th
Slot —; **Price** 16,800 gp; **Weight** 1 lb.

DESCRIPTION

This instrument can be struck once every 10 minutes, and its resonant tone lasts for 3 full minutes.

While the chime is resonating, no spell requiring a verbal component can be cast within a 30-foot radius of it unless the caster can make a Spellcraft check (DC 15 + the spell's level).

CONSTRUCTION

Requirements Craft Wondrous Item, *shout*; **Cost** 8,400 gp

CHIME OF OPENING

Aura moderate transmutation; **CL** 11th
Slot —; **Price** 3,000 gp; **Weight** 1 lb.

DESCRIPTION

A *chime of opening* is a hollow mithral tube about 1 foot long. When struck, it sends forth magical vibrations that cause locks, lids, doors, valves, and portals to open. The device functions against normal bars, shackles, chains, bolts, and so on. A *chime of opening* also automatically dispels a *hold portal* spell or even an *arcane lock* cast by a wizard of lower than 15th level.

The chime must be pointed at the item or gate to be loosed or opened (which must be visible and known to the user). The chime is then struck, a clear tone rings forth, and in 1 round the target lock is unlocked, the shackle is loosed, the secret door is opened, or the lid of the chest is lifted. Each sounding only opens one form of locking, so if a chest is chained, padlocked, locked, and *arcane locked*, it takes four uses of a *chime of opening* to get it open. A *silence* spell negates the power of the device. A brand-new chime can be used a total of ten times before it cracks and becomes useless.

CONSTRUCTION

Requirements Craft Wondrous Item, *knock*; **Cost** 1,500 gp

CIRCLET OF PERSUASION

Aura faint transmutation; **CL** 5th
Slot head; **Price** 4,500 gp; **Weight** —

DESCRIPTION

This silver headband grants a +3 competence bonus on the wearer's Charisma-based checks.

CONSTRUCTION

Requirements Craft Wondrous Item, *eagle's splendor*; **Cost** 2,250 gp

CLOAK OF ARACHNIDA

Aura faint conjuration and transmutation;
CL 6th
Slot shoulders; **Price** 14,000 gp; **Weight** 1 lb.

DESCRIPTION

This black garment, embroidered with a weblike pattern in silk, gives the wearer the ability to climb as if a *spider climb* spell had been placed upon her. In addition, the cloak grants her immunity to entrapment by *web* spells or webs of any sort; she can actually move in webs at half her normal speed. Once per day, the wearer of this cloak can cast *web*. She also gains a +2 luck bonus on all Fortitude saves against poison from spiders.

CONSTRUCTION

Requirements Craft Wondrous Item, *spider climb*, *web*; **Cost** 7,000 gp

CLOAK OF THE BAT

Aura moderate transmutation; **CL** 7th
Slot shoulders; **Price** 26,000 gp; **Weight** 1 lb.

DESCRIPTION

Fashioned of dark brown or black cloth, this cloak bestows a +5 competence bonus on Stealth checks. The wearer is also able to hang upside down from the ceiling, like a bat.

By holding the edges of the garment, the wearer is able to *fly* as per the spell (including a +3 bonus on Fly skill checks). If he desires,

the wearer can actually polymorph himself into an ordinary bat and fly accordingly (as *beast shape III*). All possessions worn or carried are part of the transformation. Flying, either with the cloak or in bat form, can be accomplished only in darkness (either under the night sky or in a lightless or near-lightless environment underground). Either of the flying powers is usable for up to 7 minutes at a time, but after a flight of any duration the cloak cannot bestow any flying power for a like period of time.

CONSTRUCTION

Requirements Craft Wondrous Item, *beast shape III*, *fly*; **Cost** 13,000 gp



CLOAK OF DISPLACEMENT, MAJOR

Aura moderate illusion; **CL** 7th
Slot shoulders; **Price** 50,000 gp; **Weight** 1 lb.

DESCRIPTION

This item appears to be a normal cloak, but on command its magical properties distort and warp light waves. This displacement works just like the *displacement* spell and lasts for a total of 15 rounds per day, which the wearer can divide up as she sees fit.

CONSTRUCTION

Requirements Craft Wondrous Item, Extend Spell, *displacement*; **Cost** 25,000 gp

CLOAK OF DISPLACEMENT, MINOR

Aura faint illusion; **CL** 3rd
Slot shoulders; **Price** 24,000 gp; **Weight** 1 lb.

DESCRIPTION

This item appears to be a normal cloak, but when worn by a character, its magical properties distort and warp light waves. This displacement works similar to the *displacement* spell except that it only grants a 20% miss chance on attacks against the wearer. It functions continually.

CONSTRUCTION

Requirements Craft Wondrous Item, *displacement*; **Cost** 12,000 gp

CLOAK OF ELVENKIND

Aura faint illusion; **CL** 3rd
Slot shoulders; **Price** 2,500 gp; **Weight** 1 lb.

DESCRIPTION

This cloak of neutral gray cloth is indistinguishable from an ordinary cloak of the same color. However, when worn with the hood drawn up around the head, it gives the wearer a +5 competence bonus on Stealth checks.

CONSTRUCTION

Requirements Craft Wondrous Item, *invisibility*, creator must be an elf; **Cost** 1,250 gp

CLOAK OF ETHEREALNESS

Aura strong transmutation; **CL** 15th
Slot shoulders; **Price** 55,000 gp; **Weight** 1 lb.