There Not There Cookie

 This hard biscuit/cookie is a magic item. A 3" diameter (1/4" thick) cookie with almond and vanilla flavorings; this cookie will keep for an indefinite amount of time. Once consumed (standard action), the magical properties of the cookie are triggered.
The cookie allows the consumer to be "there and not there' at the same time. In the round after the cookie is eaten, an illusion of the consumer appears in the spot where the consumer stands. The illusion contains visual but no audible, or oflactory component. The illusion costs to be identical to the consumer in all outward appearances, and the illusion will move slightly, crouching, stratching, scratching arm, tapping on chin, possibly holding a weapon, etc. It will not attack, speak, or otherwise interact with or readures or hazards in its environment.
At the same time that the illusion visible/visible for a period of time equal to a maximum of 24 hours, or until one of two ching heperes.
Ar. The illusion is attacked or dispelled or found out. i.e. If someone/something fluctions the illusion. This will instantly dispel the illusion at the consumer will become will become visible. A Will save against DC 25 will detect the illusion, but such an attempt may only be made if the observer has some reason to suspect the illusion is 'found out' in this manner it will disappear and the consumer will become will be and the illusion attempt may only be made if the observer has some reason to suspect the illusion is 'found out' in this manner it will disappear and the consumer will become will bec become visible

B: The invisible consumer is attacked or the invisibility is dispelled. i.e. If the invisible consumer is successfully attacked or attacks someone they instantly become visible and the illusion disappears. If someone can see the invisible consumer but doesn't attack or isn't attacked by the invisible consumer the illusion and invisibility will persist.

- If either the illusion or the invisibility are dispelled the other will instantly be dispelled as well.

Item Level: 12th; Body Slot: - (held); Caster Level: 10th; Aura: Moderate (DC 16) Illusion (figment/glamor); Activation: standard (manipulation)

Weight(lb.): .25



Greater glitter stone

Sparkles of light glitter on this geode's surface. A glitter stone renders hidden creatures visible. The stone must be thrown (rang increment 10 feet) or hurled from a sling (using that weapon's normal range increment) as a ranged touch attack. When the stone strikes its target or a hard surface it explodes in a 30foot radius burst of glittering shards. The explosion deals 1d4 damage (to all within 10 feet who fail a fortitude save against DC 18). All invisible, hidden, or otherwise concealed creatures in the area become coated in glittery dust, making them visible for 6 rounds. Any coated creature takes a -40 penalty on Hide checks for the duration of the effect.

Item level: 5th; Body Slot: -(held); Caster IvI: 4th; Aura: Faint (DC 17) Conjuration; Activation: Standard (thrown) or -(ammunition)

Weight(lb.): .1lb

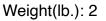
Value(gp): 600

Broadsword of flames

-This magical broadsword (forged of mithral - which makes it weigh half the normal amount (2# vs 4#) has

-This magical broadsword (forged of mithral - which makes it weigh half the normal amount (2# vs 4#) has two magical properties. The primary property is an enhancement bonus. The weapon has a +1 to hit and damage on all attacks (all attack forms used with this weapon). The secondary enchantment is an evocation which summons forth actual flames. -While the +1 enchantment is persistent and always active, the other magical property can only be activated into being by the lucky. By expending a 'Heroic Luck' point (a free action), the wielder can cause the chains to burst into flames (the weapon itself, and the wielder of the spiked chain (and all his/her other items) are unaffected by the flames). -The orange and red flames provide light equivalent to a light spell (bright light in a 20-foot radius, and shadowy light for another 20 feet beyond that); marking the weapon as obviously magical. The light cannot be shut-off (until the secondary effect expires or is voluntarily terminated (a free action)). -The secondary effect of the flames is damage. The flames generated by expenditure of a heroic luck point are 'real', causing an additional 1 d6 points of fire damage on each successful hit. This secondary effect prosits for 204 rounds both be terminated at the wielder's will (a free action)). Note: It is possible that the flames from this effect may ignite other combustibles. Creatures or objects that carry/or are combustible insk catching fire if the flames are kept in contact for more than a round. See DMG pages 303-304. Momentary contact from a weapon strike will not cause combustible/DM's adjudication required). Ref RWHR pages 52-53 for spreading fire rules.

Item Level: 12th; Body Slot: - (held); Caster Level: 10th; Aura: Moderate Enchantment (DC 19), Moderate Conjuration (DC 19); Activation: - (and free)



Value(gp): 5,500