

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 olfactory component. The illusion appears to be identical to the consumer in all outward appearances, and the illusion will move slightly, crouching, stretching, scratching arm, tapping on chin, possibly holding a weapon, etc. It will not attack, speak, or otherwise interact with or react to other creatures or hazards in its environment.
- At the same time that the illusion appears, the consumer (and all the items/equipment he/she is carrying) of the cookie will become invisible. The consumer of the cookie may then move away from the illusion in order to be 'there and not there' at the same time. The consumer of the cookie will remain invisible and the illusion visible/viable for a period of time equal to a maximum of 24 hours, or until one of two things happens.
 - A: The illusion is attacked or dispelled or found out. i.e. If someone/something touches the illusion. This will instantly dispel the illusion and the consumer 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. i.e. the illusion doesn't respond appropriately to shouted commands, attempts at conversation, apparent danger, etc. If the illusion is 'found out' in this manner it will disappear and the consumer will 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

Value(gp): 850

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 30-foot 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 lvl: 4th; Aura: Faint (DC 17) Conjunction; 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 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 wielder. 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 1d6 points of fire damage on each successful hit. This secondary effect persists for 2d4 rounds per heroic luck point expended. The magical light and fire damage both end at the expiration of this 2d4 round duration, or they may 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 risk 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 combustion/a risk of catching on fire (unless the object struck is highly 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 Conjunction (DC 19); Activation: --(and free)

Weight(lb.): 2

Value(gp): 5,500