

Quetozyll's crown of flying fangs

- This copper crown is covered with etchings of winged, flying, fangs. The etchings depict bodiless sets of fangs with bat-like wings. The etchings extend around the entire perimeter of the crown. The copper crown is fashioned into the shape of an opened jaw, with sharp teeth/fangs (actual teeth/fangs) jutting upwards from the copper base of the crown. Each fang is tipped with a small diamond chip. The craftsmanship of the crown is quite exquisite, and the mundane value of the crown is 5,000gp.
- Crown's wearer may summon horde (appx 20) of skeletal flying fangs (std. action). Flying fangs are outsiders from the plane of Shadows. Fangs have non-corporeal, semi-translucent, black, bat-like wings. Each summoning expends 1 chg. from crown (max. nr. of chgs = 50 / 1 per chip). As chgs are expended, chips turn black and crack (making them worthless). May be recharged by person w/craft wondrous item feat. Each recharge costs 100gp (for a new diamond chip), takes 1 hr. work (to replace the gem), and the casting of summon monster III spell (see PHI (pages 285-286)).
- The summoned horde of flying fangs appears in any open 10' area that includes the square that the crown wearer is in. The horde may then be directed to attack opponents at the wearer's command (standard action). Once commanded, the flying fangs will continue opponents until they are destroyed, the fangs are destroyed, or the wearer dismisses the horde. For combat purposes, the 'horde' acts similar to a 'swarm' of bats (w/noted. changes). See MMI (pages 237-238).
- Swarm stats (outsider, swarm): HD: 6d8(40hp); Init: +2; Speed: 5'(1 square), fly 40'(good); AC: 16(+4 size, +2 Dex), touch 14, flat-footed 12; Base Attack: +4; Attack: Swarm(1d10); Space: 10'; Sp.Att: Distraction, wounding; Sp.Qualities: Blindsense 20', half dmg. from slashing/piercing, low-light vision, swarm traits; Saves: Fort +5, Ref +9, Will +5; Abilities: Str 5, Dex 15, Con 14, Int 3, Wis 14, Cha 4; Skills: Listen +15, Spot +15; Feats: Alertness, Lightning reflexes; CR: 4; Align: Neutral. **Distraction** (Ex): Any living creature that begins its turn with a swarm in its space must succeed on a DC11 Fort. save or be nauseated for 1 rnd. The DC is Constitution-based. **Wounding** (Ex): Any living creature damaged by the swarm continues to bleed, losing 1hp per rnd. Multiple wounds do not result in cumulative bleeding loss. The bleeding can be stopped by a DC10 Heal check or application of healing spell/magic. **Blindsense** (Ex): The swarm notices and locates creatures within 20'. Opponents still have total concealment against the swarm (but swarm attacks ignore concealment). Skills: The swarm has a +5 bonus on Listen and Spot checks. These bonuses are lost if its blindsense is negated.

Item Level: 10th; Body Slot: Head; Caster Level: 12th; Aura: Moderate (DC18) Conjuraction(summoning) Activation: mental

Weight(lb.): 1.5

Value(gp): 20,000