

## Instant Pit

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- A magical item in the shape of a black handkerchief. The black silk cloth has a golden embroidered pattern which makes the handkerchief look like a little pit when it's laid on the ground.
- When this handkerchief is laid on the ground (a non-magical volume of solid composed of earth and or stone) and the command words 'Make it a pit' are spoken (standard action), it instantly becomes an actual pit with dimensions totaling a 20' x 20' x 20' pit. The dimensions of the pit can be configured to fit an area that encompasses a total volume of up to 8000 cubic feet. (Default is 20ft deep and 20ft by 20ft across). If the user wishes the pit could be 5'x5' across and 320' deep, or 40'x40' across and 5' deep. The total area may be configured in any way so long as the total volume does not exceed 8000 cubic feet.
- The opening of the pit can be exposed or covered (included with the creation of the pit) with one of two types of covers:
  - A: A pressure sensitive trap door which opens (into the pit) when a weight greater than 20lbs is placed upon it.
  - B: A trap door that can only be opened (in either direction) upon mental command.
- Regardless of the type (or lack) of cover, falling into the pit will expose the creature falling to the possibility of damage.
- The pit will persist for 24 hours. After the 24 hour period expires any contents of the pit are deposited onto the original surface where the pit was created (no damage is incurred from this deposition).

*Item Level: 10th; Body Slot: – (held); Caster Level: 14th; Aura: Moderate (DC 16) Transmutation; Activation: Standard (manipulation)*

**Weight(lb.): .25**

**Value(gp): 1,200**