

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/glamour); Activation: standard (manipulation)

Weight(lb.): .25

Value(gp): 850