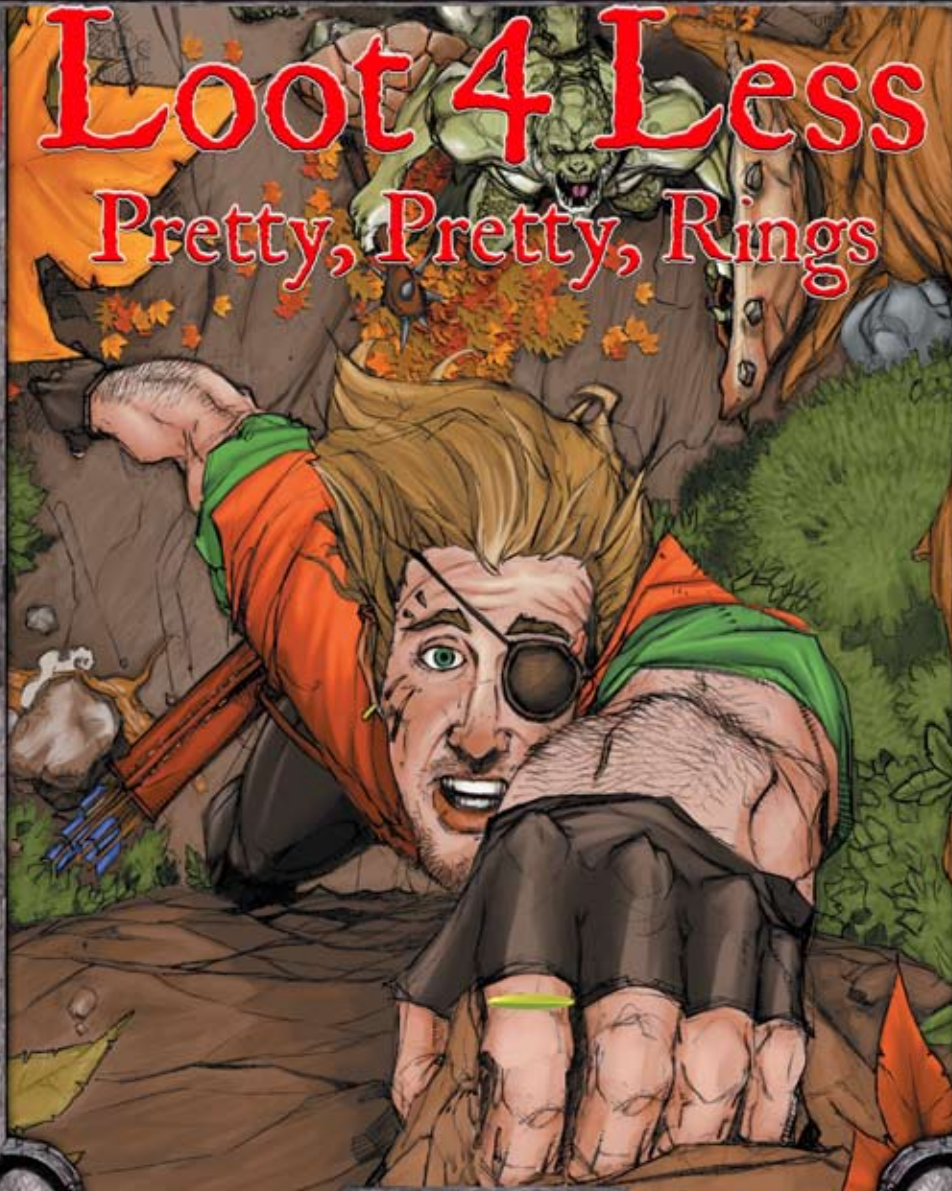


💡 The Genius Guide to:

Loot 4 Less Pretty, Pretty, Rings



PATHFINDER
ROLEPLAYING GAME COMPATIBLE

Welcome to the second book in the *Loot 4 Less* line, where we deal exclusively in items with a cost-to-consumer of 2,500 gp or less. That's right: no epic items, twelve-spell staves or even moderate magic items here. This is a forum for the cheapest of the cheap, and that's it. And just to up the level of difficulty, we also don't deal in one-shot (or even two- or three-shot) magic items. No scrolls, potions, talismans or fire-and-forget tattoo magics here. Everything in these pages is a legitimate permanent magic item, free of charges and able to be used in adventure after adventure.

Here in *Loot 4 Less II: Pretty, Pretty, Rings* we're looking at just the cheapest of rings, easy items any character can use. Not only do we provide each item with a full description and cost, we've scattered sidebars throughout the book to explain those costs. Each **Behind the Counter** sidebar explains how a price was arrived at, allowing GMs to apply the logic to other abilities (and be better able to change the pricing to match the needs of their campaign, with a firm knowledge of where the numbers come from).



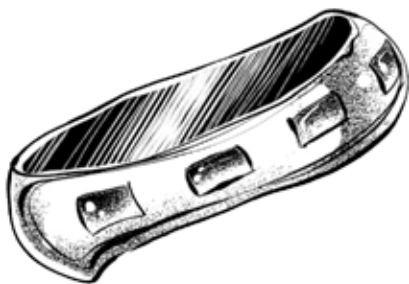
WHY?!

Okay, so let's say that all sounds great, but you're not sure why you should care. Do campaigns really need a few dozen more magic item options? We answered that question in more detail in *Loot 4 Less I: Armor and Weapons*, so we don't want to belabor the point too much here. Essentially, cheap magic items make it easier to:

1. Make the gear carried by low-level foes, and thus the treasure low-level characters pick up, more varied and interesting.
2. Allow low-level PCs to built wealth, since their early treasure items aren't all scrolls, potions and partially-used wands that lose value as they get used.
3. Give mid-level characters who craft magic items a broader range of cheap items that don't take more than a couple of days to create, increasing the chance they'll get to use their various Craft feats.

RINGS

Rings are wonderful magic items, because they're universal. Anyone can use a ring, regardless of class, race, or skill and feat selection. This makes them good options for low-level treasure, since they aren't ear-marked for just one character. Additionally, magic rings are romantic items that bring a whiff of legend with them whenever they're introduced. Finally, they're small and light (thus easily portable) and — until this book came along — tend to be priced so high that low-level characters almost always have at least one ring finger free.



RING OF AGILITY

Aura: Faint transmutation; **CL** 3rd

Slot: ring; **Price:** 1,400 gp; **Weight:** -

DESCRIPTION

These useful rings are generally thin bands of silver, and are popular with monks and rogues. The wearer of a ring of agility gains a +1 enhancement bonus to all Dexterity ability checks and Dex-based skill checks. The ring must be worn for a week before this benefit is gained, and if it is removed it must be worn for another week before the benefit is restored.

CONSTRUCTION

Requirements: Forge Ring, *cat's grace*;
Cost: 700 gp.

ALCHEMIST'S RING

Aura: Faint abjuration; **CL** 1st

Slot: ring; **Price:** 1,200 gp; **Weight:** -

DESCRIPTION

Designed for people who spend a lot of time around dangerous chemicals, this ring grants its wearer acid resistance 1.

CONSTRUCTION

Requirements: Forge Ring, *endure elements*;
Cost: 600 gp.

BEHIND THE COUNTER: PRICING AGILITY

A ring of agility essentially gives the benefit of having +2 Dex, but only for purposes of skill bonuses. Given the other things Dexterity is useful for (Reflex Saves, ranged Attacks and Armor Class), it seems reasonable to say a skill bonus is one third (35%, to make the math easy) the benefit of high Dexterity. Since +2 Dexterity costs 4,000 gp, the ring of agility is priced at 1,400 gp.

The same logic was applied to the ring of vigor (though given that Constitution only adds to hp, Fort saves, and concentration, the hp benefit was treated as 50% of the value) and several other items in *Loot 4 Less II: Pretty, Pretty, Rings*. As long as these items are kept minor, there isn't any game balance issue with them. However, creating a greater vigor ring that grants +2 hit points per level (for 8,000 gp) can be a problem if it stacks with a normal bonus to Constitution. If a GM wants to allow such items, he should either price them higher (the same as a full Constitution bonus) or have the benefit of a greater ring of vigor not stack from hit points gained from any other sources, or those gained from magic enhancements to Constitution scores.

RING OF ATHLETICS

Aura: Faint transmutation; **CL** 3rd

Slot: ring; **Price:** 1,400 gp, **Weight:** -

DESCRIPTION

These useful rings are generally thick bands of steel with a semi-precious gem mounted in them. The wearer of a ring of athletics gains a +1 enhancement bonus to all Strength ability checks and Strength-based skill checks. The ring must be worn for a week before this benefit is gained, and if it is removed it must be worn for another week before the benefit is restored.

CONSTRUCTION

Requirements: Forge Ring, bull's strength;
Cost: 700 gp.

RING OF APTITUDE

Aura: Faint transmutation; **CL** 1st

Slot: ring; **Price:** 100 gp (+1 to one skill), 400 gp (+2 to one skill), 900 gp (+3 to one skill), 1,600 gp (+4 to one skill) **Weight:** -

DESCRIPTION

These simple steel rings grant a competence bonus to one skill. The skill should be rolled randomly. Most grant only a +1 bonus, but some (15%) grant a +2 bonus, a few (4%) a +3 bonus and the rarest (1%) a +4 bonus.

CONSTRUCTION

Requirements: Forge Ring, guidance; **Cost:** 50 gp (+1 to one skill), 200 gp (+2 to one skill), 450 gp (+3 to one skill), 800 gp (+4 to one skill).

RING'S UPON YOUR FINGERS

Although most GMs assume magic rings must be worn on a character's fingers (one per hand), the *Pathfinder Roleplaying Game* never states this as a game rule. There are lots of other places cultures around the world have adopted to display rings for ornamentation, and magic rings may come in just as broad a variety. Rings on toes, through lips, hanging from eyebrows and piercing even more sensitive parts of the body are more common than finger-bands with some groups, and could easily be the norm for fantasy cultures' magic rings (especially those with an "exotic" feel, or with eastern overtones). A GM can allow characters to wear rings anywhere they want with no fear of changing game balance, as long as each character is limited to two total magic rings.

A GM *may* even wish to allow characters to trade in the ability to wear the normal items of a given body slot in return for the ability to wear an additional magic ring there. Most often this should be done as a character trait for characters from specific cultures. (Character

traits are background options similar to, but less powerful than, feats. Many campaigns allow characters one trait at character creation, or the ability to buy two traits later in their careers by spending one feat.) This can affect game balance (rings are often more powerful and versatile than other types of magic items), but shouldn't create all-powerful characters if it's limited to one or two slot exchanges.

For example, characters from a savage land where footwear of any kind is common might be allowed to exchange the ability to wear magic boots (foreign to their culture) for one additional magic ring worn on a toe. A society of sorcerers might have a ritual that removes the ability to use a pair of magic goggles or glasses to instead place a magic ring on the eyebrow. A GM should be cautious about allowing characters to sacrifice the ability to wear magic armor or shields (rarely used by arcane spellcasters), carried items (which include weapons, rods, staves and wands) or shoulders (which include most items that grant bonuses to saving throws), as these may more seriously impact game balance.

RING OF AVOIDANCE

Aura: Faint abjuration; **CL** 1st

Slot: ring; **Price:** 350 gp (+1 Reflex), 1,350 gp (+2 Reflex) **Weight:** -

DESCRIPTION

Rings of avoidance are thin wires that must be wrapped around the wearer's finger. Anyone wearing such a ring gains a +1 or +2 resistance bonus to all Reflex saves.

CONSTRUCTION

Requirements: Forge Ring, resistance; **Cost:** 175 gp (+1 Reflex), 675 gp (+2 Reflex).

BRIGHTMOTE RING

Aura: Faint abjuration; **CL** 1st

Slot: ring; **Price:** 900 gp **Weight:** -

DESCRIPTION

A brightmote ring can be activated as a standard action, creating a glowing mote of light as bright as a torch. The light moves as directed by the wearer (no concentration needed), though it must stay within 110 feet of the ring wearer. The light lasts until it exceeds this range, or is dispelled by the ring wearer (a free action).

CONSTRUCTION

Requirements: Forge Ring, *dancing lights*; **Cost:** 450 gp.

RING OF CANINE CONTROL

Aura: Faint enchantment; **CL** 1st

Slot: ring; **Price:** 1,800 gp **Weight:** -

DESCRIPTION

A ring of canine control casts charm animal on command. However, the charm animal spell only works on dogs, wolves, dire wolves, foxes, and similar canine animals. The Will save DC against this effect is 11 + the wearer's Cha modifier. (Similar rings attuned to felines, serpents, whales, equines or similar single category also exist, but make up only 10% of all such rings.)

CONSTRUCTION

Requirements: Forge Ring, *charm animal*; **Cost:** 900 gp.

RING OF CANTRIPS

Aura: Faint transmutation; **CL** 1st

Slot: ring; **Price:** 1,000 gp; **Weight:** -

DESCRIPTION

A ring of cantrips functions only once each day. A character who prepares spells may use it to prepare one additional 0-level spell.

CONSTRUCTION

Requirements: Forge Ring, *prestidigitation*; **Cost:** 500 gp.

RING OF CLOTTING

Aura: Faint conjuration; **CL** 1st

Slot: ring; **Price:** 900 gp; **Weight:** -

DESCRIPTION

Rings of clotting are always either bright red metal, or simple silver with a red gem cut in the form of a simple cross. The wearer of a ring of clotting automatically stabilizes from bleeding to death on the second round of dying (no roll is required). This does not prevent bleeding from sources other than the normal bleeding as a result of being at -1 or fewer hit points.

CONSTRUCTION

Requirements: Forge Ring, *stabilize*; **Cost:** 450 gp.



RING OF COMFORT

Aura: Faint abjuration; **CL** 3rd

Slot: ring; **Price:** 1,250 gp; **Weight:** -

DESCRIPTION

This remarkable bit of jewelry creates a sense of comfort in the wearer, granting some benefits when resisting situations of discomfort or fatigue. The wearer receives a +1 bonus to the following checks and saves: Swim checks made to resist nonlethal damage; Constitution checks made to continue running, to avoid nonlethal damage from a forced march, to hold your breath, or to avoid nonlethal damage from starvation or thirst; Fortitude saves made to avoid nonlethal damage from hot or cold environments or resist damage from suffocation.

CONSTRUCTION

Requirements: Forge Ring, *bear's endurance*; **Cost:** 625 gp.



RING OF DETERMINATION

Aura: Faint abjuration; **CL** 1st

Slot: ring; **Price:** 350 gp (+1 Will), 1,350 gp (+2 Will); **Weight:** -

DESCRIPTION

This simple band of iron has a plain exterior, but the inner surface is carved with runes. The wearer gains a +1 or +2 resistance bonus to all Will saves.

CONSTRUCTION

Requirements: Forge Ring, *resistance*; **Cost:** 175 gp, 675 gp.

RING OF DOWSING

Aura: Faint divination; **CL** 1st

Slot: ring; **Price:** 900 gp; **Weight:** -

DESCRIPTION

When activated, a ring of dowsing guides the wielder to the nearest natural source of potable water within 500 feet (including underground springs, but only if the actual water of the spring is within range). If no natural source of potable water is within range, the rod points to the largest concentration of potable water in range (including water in barrels, waterskins, and so on).

CONSTRUCTION

Requirements: Forge Ring, *create water*;
Cost: 450 gp.

RING OF DWEOMERSIGHT

Aura: Faint divination; **CL** 1st

Slot: ring; **Price:** 900 gp; **Weight:** -

DESCRIPTION

A ring of dweomersight is a large, ornate ring with a round tiny crystal orb carved to look like an eye set prominently within a complex setting of semi-precious gems. A character wearing a ring of dweomersight may speak a command word to detect magic.

CONSTRUCTION

Requirements: Forge Ring, *detect magic*;
Cost: 450 gp.

RING OF HARMONY

Aura: Faint conjuration; **CL** 1st

Slot: ring; **Price:** 1350 gp; **Weight:** -

DESCRIPTION

A ring of harmony is always a thin band with the names of musical instruments written in elvish script engraved around its outer surface. The wearer of a ring of harmony can produce music as if he had any mundane musical instrument, conjuring sounds forth from the ring. It requires a standard action to begin such music, and a move action to maintain it each round, but the wearer need not have a hand free or actually possess the musical instrument to be emulated. The quality of the music is determined by a Perform check of the appropriate category (Perform [wind instruments] to make flute music come from the ring, for example).

These rings are often used by bards to produce music (even special bardic music) without needing a music instrument. Some bards actually create solo performances designed to require a ring of harmony (such as flute accompaniment to their own singing).

CONSTRUCTION

Requirements: Forge Ring, *summon instrument*;
Cost: 675 gp.

RING OF LANGUAGES

Aura: Faint divination; **CL** 1st

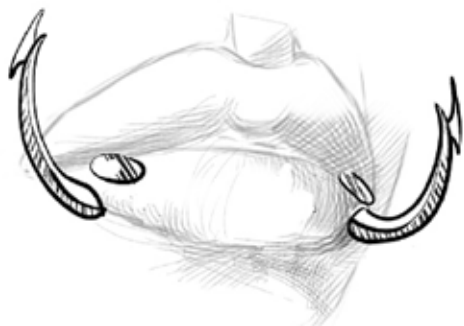
Slot: ring; **Price:** 50 gp (1 language), 200 gp (2 languages), 450 gp (3 languages), 800 gp (4 languages), 1,250 gp (5 languages), 1,800 gp (6 languages); **Weight:** -

DESCRIPTION

A ring of languages allows the wearer to read, write and speak one or more specific additional language. Written on the inside of each ring is the name of every language that a ring grants proficiency in, each inscribed in its own native alphabet. A ring of languages must be worn for a week to grant its benefit, and if removed must be worn for another week before it functions again. A full 35% of these rings grant two languages, 25% only one language, 15% three languages, 15% four languages, 5% five languages, and 5% six languages.

CONSTRUCTION

Requirements: Forge Ring, comprehend languages; **Cost:** 25 gp (1 language), 100 gp (2 languages), 225 gp (3 languages), 400 gp (4 languages), 625 gp (5 languages), 900 gp (6 languages)



MEDICINAL RING

Aura: Faint divination; **CL** 1st

Slot: ring; **Price:** 900 gp; **Weight:** -

DESCRIPTION

This heavy iron ring is covered with simple etchings of entwined, winged snakes. Any time the hand wearing the ring is touched to a poisonous material, creature or item, the medicinal ring turns slightly greenish.

CONSTRUCTION

Requirements: Forge Ring, detect poison; **Cost:** 450 gp.

RING OF THE NORTH STAR

Aura: Faint divination; **CL** 1st

Slot: ring; **Price:** 900 gp; **Weight:** -

DESCRIPTION

A ring of the north star always has a single quartz gem mounted in a square setting. As a standard action the wearer may focus on the quartz, which then glows slightly. The glow focuses on one section of the ring like a tiny star, indicating the direction of North.

CONSTRUCTION

Requirements: Forge Ring, know direction; **Cost:** 450 gp.



RING OF RAINMENT

Aura: Faint conjuration; **CL** 1st

Slot: ring; **Price:** 1800 gp; **Weight:** -

DESCRIPTION

A character wearing a ring of rainment may change his clothing to be of any style and type he wishes, including cleric's vestments, or an artisan's, cold weather, courtier's, entertainer's, explorer's, monk's, noble's, peasant's, royal, scholar's or traveler's outfit. Jewelry and similar non-clothing items are not added or changed, but the style, cut, color and decoration of the clothes is entirely at the will of the ring's wearer. If an item is put in a pocket that ceases to exist, it falls to the ground. Though this does not add any bonus to a character making a Disguise check, it may prevent the character from taking any penalties.

CONSTRUCTION

Requirements: Forge Ring, alter self; **Cost:** 900 gp.

RING OF RECOVERY

Aura: Faint conjuration; **CL** 1st

Slot: ring; **Price:** 450 gp; **Weight:** -

DESCRIPTION

A character wearing a ring of recovery heals hit points naturally as if he were two levels higher. Thus the character recovers two additional hit points after a night's rest, two additional points of nonlethal damage per hour, and if the Heal skill is successfully used to treat deadly wounds the character recovers two additional hit points. If the character gets 24 hours of bed rest, he gains 4 additional hit points.

CONSTRUCTION

Requirements: Forge Ring, 5+ ranks of Heal;
Cost: 225 gp.

SCHOLAR'S RING

Aura: Faint divination; **CL** 1st

Slot: ring; **Price:** 900 gp; **Weight:** -

DESCRIPTION

These simple rings are generally made from gold wire and greenish glass in the rough image of a tiny pair of spectacles. Anyone wearing a scholar's ring can speak a command word to read magical writings as if under the effects of a read magic spell.

CONSTRUCTION

Requirements: Forge Ring, read magic;
Cost: 450 gp.

RING OF SMOKE

Aura: Faint evocation; **CL** 1st

Slot: ring; **Price:** 720 gp; **Weight:** -

DESCRIPTION

When the wearer speaks its command word, a ring of smoke produces enough thick, opaque smoke to fill a 10-foot cube. (Treat the effect as a fog cloud spell, except that a moderate or stronger wind dissipates the smoke in 1 round.) Once produced the smoke is mundane, and dissipates normally in 1 minute. The effect of a ring of smoke is identical to igniting a smokestick.

CONSTRUCTION

Requirements: Forge Ring, burning hands;
Cost: 360 gp.



BEHIND THE COUNTER: PRICING SMOKE

A ring of smoke essentially allows a character to produce the effect of a smokestick with a command word. The pricing is based on determining what is a smokestick's "spell level x caster level." Since a one shot, spell completion item has a cost of (spell level x caster level) x 50 gp, and a one-shot smokestick costs 20 gp, the formula shows the base multiple of the smokestick effect is 0.4. Thus to create a command word version we take that same multiple (0.4) and apply it to the 1,800 gp command word base cost. This results in a price of 720 gp. Since the lowest caster level is 1, the item lists that as its caster level.

The same logic was used to price the tanglefoot, thunderstone and tindertwig rings. Since things like alchemist's fire and acid deal damage, and there are already damaging spells out there, they weren't converted into items. A GM who decides to use alchemical items from other sources can use the same method to create even more cheap, quirky items for his campaigns.

RING OF STOUTNESS

Aura: Faint abjuration; **CL** 1st

Slot: ring; **Price:** 350 gp (+1 Fortitude), 1,350 gp (+2 Fortitude); **Weight:** -

DESCRIPTION

These tight-fitting leather bands are either plain brown or black, stretching slightly for a good fit on any size finger. Anyone wearing such a ring gains a +1 or +2 resistance bonus to all Fortitude saves.

CONSTRUCTION

Requirements: Forge Ring, resistance; **Cost:** 175 gp (+1 Fortitude), 675 gp (+2 Fortitude).

SUNDIAL RING

Aura: Faint divination; **CL** 1st

Slot: ring; **Price:** 450 gp; **Weight:** -

DESCRIPTION

A sundial ring has a small golden sundial worked onto its face, which moves to show the correct time regardless of lighting conditions. Thus a character wearing the ring can determine (as a standard action) what time it is (to the nearest minute) and how many hours it is to dawn or sundown (whichever is next). The wearer may choose to be alerted when a set number of minutes have passed. This alert is silent to anyone except the ring wearer, though it is loud enough to awaken him from mundane slumber.

CONSTRUCTION

Requirements: Forge Ring, 5+ ranks of Knowledge (nature); **Cost:** 225 gp.

TANGLEFOOT RING

Aura: Faint conjuration; **CL** 1st

Slot: ring; **Price:** 1800 gp; **Weight:** -

DESCRIPTION

When its command word is spoken, a tanglefoot ring fires a blob of adhesive as a ranged touch attack (with a range increment of 10 feet). On a successful attack the blob bursts open, entangling the target with goo which becomes tough and resilient upon exposure to air. An entangled creature takes a -2 penalty on attack rolls and a -4 penalty to Dexterity and must make a DC 15 Reflex save or be glued to the floor, unable to move. Even on a successful save, it can move only at half speed. Huge or larger creatures are unaffected by the effect of a tanglefoot ring. A flying creature is not stuck to the floor, but it must make a DC 15 Reflex save or be unable to fly (assuming it uses its wings to fly) and fall to the ground. A tanglefoot ring does not function underwater.

A creature that is glued to the floor (or unable to fly) can break free by making a DC 17 Strength check or by dealing 15 points of damage to the goo with a slashing weapon. A creature trying to scrape goo off itself, or another creature assisting, does not need to make an attack roll; hitting the goo is automatic, after which the creature that hit makes a damage roll to see how much of the goo was scraped off. Once free, the creature can move (including flying) at half speed. A character capable of spellcasting who is bound by the goo must make a concentration check with a DC of 15 + the level of the spell or be unable to cast a spell.

The goo becomes brittle and fragile after 2d4 rounds, cracking apart and losing its effectiveness. An application of universal solvent to a stuck creature dissolves the goo immediately.

CONSTRUCTION

Requirements: Forge Ring, entangle; **Cost:** 900 gp.

RING OF THROWING

Aura: Faint transmutation; **CL** 1st

Slot: ring; **Price:** 1250 gp; **Weight:** -

DESCRIPTION

A character wearing a ring of throwing increases the range increment of everything he throws by 50%.

CONSTRUCTION

Requirements: Forge Ring, mage hand; **Cost:** 625 gp.



THUNDERSTONE RING

Aura: Faint illusion; **CL** 1st

Slot: ring; **Price:** 1080 gp; **Weight:** -

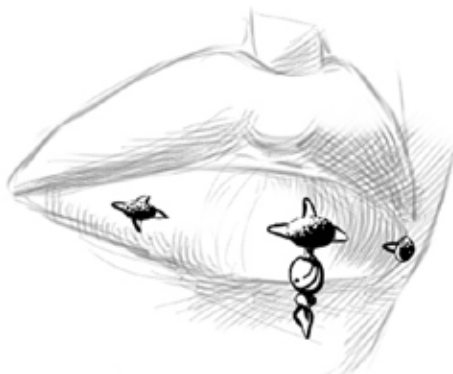
DESCRIPTION

When its command word is spoken, a thunderstone ring fires a alchemically-imbued stone with a range increment of 20 feet (to a maximum of five range increments, as if it were a thrown attack). When the stone strikes a hard surface, it creates a deafening bang that is treated as a sonic attack. Each creature within a 10-foot-radius spread must make a DC 15 Fortitude save or be deafened for 1 hour. A deafened creature, in addition to the obvious effects, takes a -4 penalty on initiative and has a 20% chance to miscast and lose any spell with a verbal component that it tries to cast.

Since you don't need to hit a specific target, you can simply aim the alchemical stone at a particular 5-foot square. Treat the target square as AC 5.

CONSTRUCTION

Requirements: Forge Ring, *magic mouth*;
Cost: 540 gp.



TINDER RING

Aura: Faint evocation; **CL** 1st

Slot: ring; **Price:** 36 gp; **Weight:** -

DESCRIPTION

This small, wooden ring ignites a tiny flame when struck against a rough surface. Creating a flame with a tinder ring is much faster than creating a flame with flint and steel (or a magnifying glass) and tinder. Lighting a torch with a tinder ring is a standard action (rather than a full-round action), and lighting any other fire with one is at least a standard action.

CONSTRUCTION

Requirements: Forge Ring, *burning hands*;
Cost: 18 gp.

UNDERTAKER'S RING

Aura: Faint conjuration; **CL** 1st

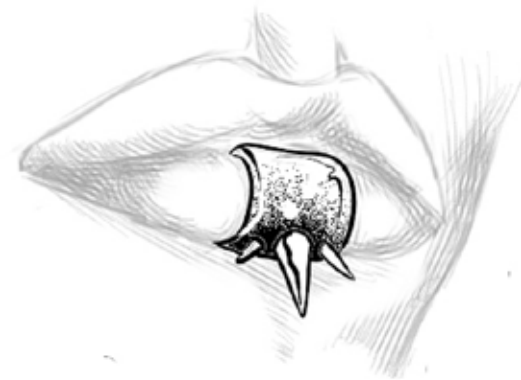
Slot: ring; **Price:** 1,250 gp; **Weight:** -

DESCRIPTION

An undertaker's ring is a small black band marked with holy symbols (generally to gods of guardianship of the dead). It is generally carried by priests who deal with burials and patrolling graveyards. A character able to channel positive energy may do so one additional time per day if wearing an undertaker's ring.

CONSTRUCTION

Requirements: Forge Ring, *disrupt undead*;
Cost: 625 gp.



BEHIND THE COUNTER: PRICING FEATS

Many of the rings in this book (such as the ring of warning) are priced based on being as effective as part of a feat, and thus priced as a fraction of what the feat itself would cost. The assumption made is that a magic item that grants a feat costs 5,000 gp.

This supposition can be supported with the price of the gloves of arrow snatching. These gloves, which cost 4,000 gp, allow the wearer to act as if he had the Snatch Arrows feat twice per day. Since the Snatch Arrows feat is only useful in conjunction with Deflect Arrows, the gloves really grant two feats twice a day. Since 2 charges per day means dividing the base cost by 2.5 (5 divided by charges per day) the base cost of 2 feats is determined to be (2.5 × 4,000 gp) 10,000 gp, which means one feat is worth 5,000 gp.

RING OF VIGOR

Aura: Faint transmutation; **CL** 3rd

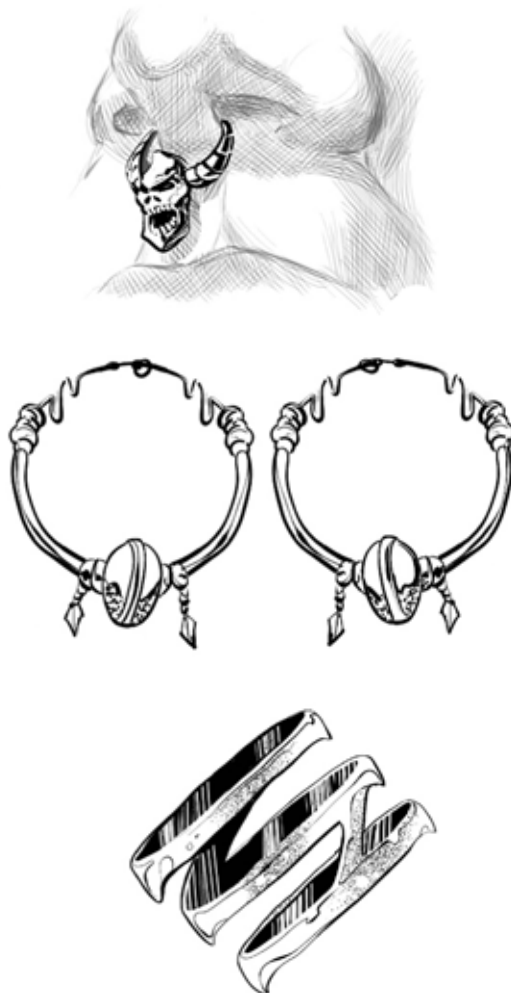
Slot: ring; **Price:** 2,000 gp; **Weight:** -

DESCRIPTION

These useful rings are generally heavy bands of gold, and are often carried by arcane spellcasters when out adventuring. The wearer of a ring of vigor gains an enhancement bonus of +1 hit point per level or hit die. The ring must be worn for a week before this benefit is gained, and if it is removed it must be worn for another week before the benefit is restored.

CONSTRUCTION

Requirements: Forge Ring, bear's endurance;
Cost: 1,000 gp.



RING OF WARNING

Aura: Faint abjuration; **CL** 1st

Slot: ring; **Price:** 2,500 gp; **Weight:** -

DESCRIPTION

A ring of warning is always a heavy metal band with a cat's eye set in a square mounting. The wearer of a ring of warning does not suffer any drawbacks when attacked by an invisible foe in melee (or when attacked by anyone while the ring's wearer is blinded). The wearer does not lose his Dexterity bonus to AC against such attacks, and the attacker does not gain a +2 to attacks for being invisible. However, an unseen attacker still gains all the normal bonuses for ranged attacks.

CONSTRUCTION

Requirements: Forge Ring, alarm; **Cost:** 1,250 gp.

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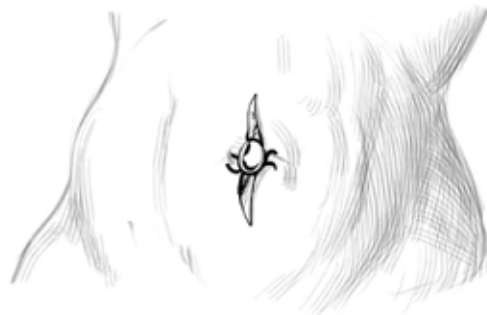
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