

The Genius Guide to: LOOT 4 LESS



BELL, BOOK & CANDLE



Welcome to the ninth book in the *Loot 4 Less* line, in which we deal exclusively with items that have a cost to consumer of 2,500 gp or less. And to increase the level of difficulty in terms of providing you with low-cost items, we also don't deal in one-shot (or even two- or three-shot) magic items. Here in *Volume IX: Bell, Book, & Candle*, we're looking at a narrow range of wondrous items that you ring, read, or light up. Many of these items are useful for spellcasters (in keeping with the origin of such items in myth and legend), but at least a few in each group can be useful to any character. Everything in these pages has no charges and can be used in adventure after adventure.

Additionally, these items are all of real use. No spot-on-the-wall spells stored in a wand with a switch. We deal only in things that are of at least some practical use. No one is going to kill a teammate to take an *everburning candle*, but is that such a bad thing? These items can flesh out the equipment lists of low-level characters, can be found in treasure troves of mid-range monsters, or can be passed out as party favors at the celebrations of 30th-level wizards.

As an added bonus, to help make the vast category of "wondrous items" more diversified, some optional rules in this volume give various spellcasters advantages when making magic bells, books, or candles (as opposed to less interesting items that take the form of apparel or jewelry). These rules are not major power boosts or likely to come into play often, but they help make these classic icons of mystic power a little different from other wondrous items.

INVESTMENT ITEMS

If you've read this section in another *Loot 4 Less* volume, you can skip this. It's all the same arguments, repeated just in case this is the first *Loot 4 Less* book you've picked up. Feel free to go on and look at the magic knick-knacks listed further on in the book, and don't worry about missing anything important here. If this is your first *Loot 4 Less* book, and you're wondering why the whole book is filled with only the most inexpensive of magic items, read on.

So, do campaigns really need a few dozen more magic item options? Why would anyone care about more cheap magic items that aren't one-shots? Aren't there enough options such as masterwork and mithral that provide enough items of use at lower costs to take care of inexpensive treasure needs? Aren't potions and scrolls magic enough for low-level characters?

Not really, no.

The problem with using one-shot items to flesh out the treasure piles of lower-level characters is that once used, they're gone. This makes it difficult for low-level characters to accumulate wealth. Since the *Pathfinder Roleplaying Game Core Rulebook* assumes characters build to specific amounts of wealth as they gain class levels, a GM is forced to either boost treasure given at lower levels, or have a group of PCs who are slightly underpowered. By giving PCs minor but permanent magic items, a GM gives them the ability to save some wealth value. Since these items can be resold for half their full value, a low-level character can take a few minor items early on in his career and sell them to pay for (or at least offset the full cost of) a more major item at higher levels.

Another benefit of cheap, re-useable magic items is that they tempt low-level spellcasters to craft items. The investment in gp and time to make even a +2 *sword* is more than most 6th-level casters want to attempt, and a party needs only so many +1 weapons. By expanding the number of cheap options lower-level casters have, a GM gives them more opportunities to be useful to their party and explore the rules regarding item creation.

Finally, having more low-cost items allows both players and GMs to customize characters more. With only a few items in their price range, the treasures of low CR NPCs often look very similar. By the same token, when all anyone can afford is a +1 weapon and +1 armor, characters don't seem that different. Compare that to a cleric with a *temple bell* and *thaumaturge's thesaurus*. He might not have as high an AC or hit as often, but since he'll work with what he has, he's more likely to look for situations where the items he does have can stun foes, or he can use his increased flexibility preparing spells in innovative ways. That leads to more interesting games, and more memorable moments for everyone.

BELLS

Bells are wondrous items, normally made of metal or more rarely crystal or earthenware, that makes a single tonal noise when struck. This includes hand-held bells with moveable clappers, larger bells designed to be struck by mallets, gongs and similar hammer-struck flat bells, small round bells with balls trapped within to ring, and most any similar musical device.

Optional Item Creation Rule: A bard (or any class with a class ability with "performance" in the title, such as "bardic performance") can create wondrous items that are musical instruments (including bells) without having the Craft Wondrous Item feat. The DC for a bard to create a wondrous item musical instrument increases by 5 when the bard does not have the Craft Wondrous Item feat (using the normal rules for increasing the DC by 5 for every prerequisite the creator does not have).

Optional Item Creation Rule: A character that meets all the prerequisites for creating a wondrous magic item that is also a musical instrument can use the Perform skill used to play the instrument, rather than Spellcraft, as the skill check to determine success.

ALARM BELL

Aura: minor divination; **CL:** 5th

Slot: —; **Price:** 2,000 gp; **Weight:** 0.5 lbs.

DESCRIPTION

An *alarm bell* is a roughly spherical brass or copper bell, with a metal ball within to serve as the clapper. Most *alarm bells* have the features of a canine or porcine beast with an open mouth, from which most of the bell's sound issues forth.

Once per day, an *alarm bell* can be set to ward an area as large as a 20-foot-radius. If the bell is tied to a string, cord, or similar item that forms a perimeter smaller than a 20-foot-radius, it wards only the area within the perimeter. When set, the *alarm bell* rings loudly enough for anyone within 200 feet of

it to hear it if it notices a creature of Tiny size or larger enters its warded area. When set, the *alarm bell* can have a password assigned to it, allowing any creature speaking the password to enter the warded area without setting off the alarm. An *alarm bell* has a Perception bonus of 10 + the HD of the creature that set it. An *alarm bell*'s warding lasts for 10 hours or until it is removed from the area warded.

An *alarm bell* can be set to not ring for creatures of a particular type, or for creatures of a particular size, or for a combination of such features. For example, it would be possible to set an alarm bell so it would not be activated by Small or smaller animals, or not by humanoids, or not by colossal dragons, or any similar combinations.

CONSTRUCTION

Requirements: Craft Wondrous Items, *alarm*; **Cost:** 1,000 gp.

DISTANT CHIME

Aura: minor conjuration; **CL:** 1st
Slot: —; **Price:** 1,000 gp; **Weight:** 1 lb.

DESCRIPTION

A *distant chime* is an unremarkable brass or bronze bell with a metal clapper on a string hanging within it, and a wooden bar set horizontally across the top (which can be used as a handle, or as a hanging post). Most of these items are tarnished and show signs of extensive wear.

A *distant chime* can be played as a normal bell, creating a noise approximately as loud as a human shouting. As a standard action, the wielder of the chime can move the point of origin of the noise made by the

bell, placing it any place within 30 feet of the bell to which he has line of sight. The sound originates from the selected point until the chime is moved out of range, at which point the chime's audible emissions once again emanate from its physical location.

CONSTRUCTION

Requirements: Craft Magic Arms and Armor, Craft Wondrous Items, *ghost sound*, *summon monster I*; **Cost:** 500 gp.

GOG OF VEXING RINGING

Aura: minor illusion; **CL:** 3rd
Slot: —; **Price:** 1,200 gp; **Weight:** 1 lb.

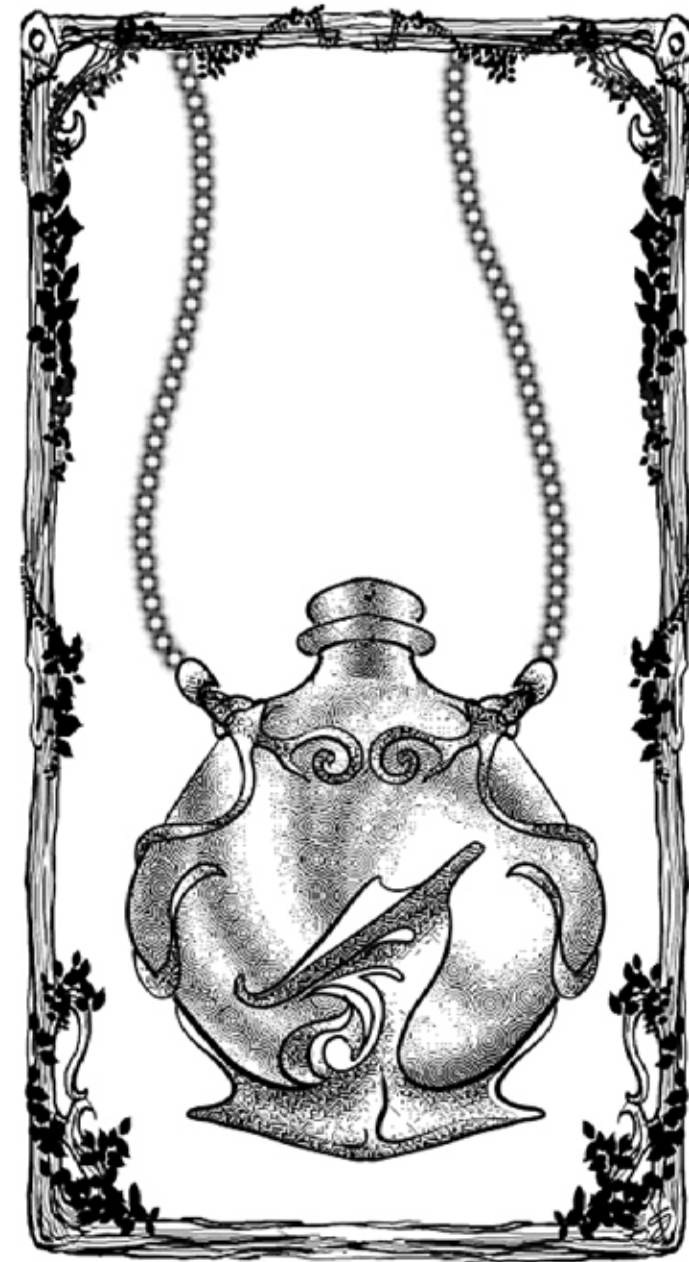
DESCRIPTION

A *gong of vexing ringing* is a flat disk of iron (or less often steel or tin) etched with images of mystic creatures with powers tied to sound or voice (banshees, sirens, satyrs) dancing around the center of the gong.

Once per day, the gong can be thrown at a target. This is a ranged touch attack, with a range increment of 10 feet. If the gong hits a target, it sticks to the target and begins to vibrate. Though it makes no noise that can be heard by anyone else, the target hears the gong constantly making loud and distracting booms and clashes. The target is deafened by noise only it can hear as long as the gong is attached to it. The gong can be removed as a standard action with a DC 25 Strength check, and it falls off of its own accord after 3 minutes.

CONSTRUCTION

Requirements: Craft Wondrous Items, *sound burst*; **Cost:** 600 gp.



SILVER BELL

Aura: minor illusion; **CL:** 1st
Slot: —; **Price:** 2,100 gp; **Weight:** 1 lb.

DESCRIPTION

A *silver bell* is a delicate, handheld bell of hand-chased silver with a birch or ivory handle. The tone of a silver bell is rich and complex—often compared to a small choir of tuned bells. A bard can take a move action to play a *silver bell* in her hand, maintaining a bardic performance for 1 round without it counting against her maximum rounds of performance for the day. The silver bell can do this for a total of 5 rounds each day.

CONSTRUCTION

Requirements: Craft Wondrous Items, *magic mouth*; **Cost:** 1,050 gp.

TEMPLE BELL

Aura: minor evocation; **CL:** 8th
Slot: —; **Price:** 1,600 gp; **Weight:** —

DESCRIPTION

Temple bells are intricately wrought, handheld bells often made of crystal or porcelain, with a lacquered hardwood handle. Each is decorated with runes for the divine and the afterlife unless held by a creature with an Intelligence of 3 or more who worships a specific deity, in which case the decorations change to match the holy symbols of the worshiper's god. A *temple bell* qualifies as a holy symbol.

Once per day, a *temple bell* can be rung vigorously as a full-round action. When rung, the wielder must select one aspect of alignment that does not match his own. (For example, a

lawful good wielder can choose chaos, evil, or neutrality). All creatures of the selected alignment within 10 feet of the wielder must succeed on a Fortitude saving throw (DC 10 + one-half the wielder's level) or be stunned for 1 round.

CONSTRUCTION

Requirements: Craft Wondrous Items, *detect chaos* or *detect evil* or *detect good* or *detect law*; **Cost:** 800 gp.

WAR-MINSTREL'S KANE

Aura: minor (no school); **CL:** 3rd
Slot: —; **Price:** 2,065 gp; **Weight:** —

DESCRIPTION

The *war-minstrel's kane* is a flat gonglike bell of the sort normally hung by ornate cords to a horizontal bar, and played by striking with a special mallet. However, this magic musical instrument is normally strapped to the wielder's forearm (often by the same cords from which it could be hung), and functions as a +1 *buckler*. A *war-minstrel's kane* can be struck with a weapon to form a complex melody of background music, adding a +3 bonus to one form of the Perform skill (determine which Perform skill is enhanced by a specific *war-minstrel's kane* randomly).

CONSTRUCTION

Requirements: Craft Magic Arms and Armor, Craft Wondrous Items, *summon instrument*; **Cost:** 1,033 gp.

BOOKS

Books include any magic item that focuses on a collection of written works, including albums, books, folios, manuals, tomes, and similar items, but specifically excludes scrolls.

Optional Item Creation Rule: A character with the Scribe Scroll feat can create wondrous items that are books, tomes, or similar compilations of the written word without having the Craft Wondrous Item feat. The DC for such a character to create a wondrous item books increases by 5 when the character does not have the Craft Wondrous Item feat (using the normal rules for increasing the DC by 5 for every prerequisite the creator does not have).

Optional Item Creation Rule: A character that meets all the prerequisites for creating a wondrous magic item that is also a book can use Linguistics, rather than Spellcraft, as the skill check to determine success.

LEGERDEMAIN LEDGER

Aura: moderate conjuration; **CL:** 9th
Slot: —; **Price:** 2,000 gp; **Weight:** 1 lb.

DESCRIPTION

A *legerdemain ledger* appears to be an extremely ordinary accounting book, such as might be used by a literate merchant, with a sturdy leather-covered wooden cover binding together thick vellum pages. Each page has multiple columns, with names and accounts each credited with some amount of coinage.

These mystic tallies are both storage and accounting tools. When an amount of coin is placed on an open page and the ledger's command word spoken along with a name or code word, the coin disappears and its total value is credited to the name or code word spoken. Similarly, if the command word is given when no money sits on a page, a name or code word of an account within the ledger and an amount to be deducted can be given. Then coin equaling the named amount appears. No account can

ever go below 0 cp (money must be put in before it can be taken out), and the ledger can carry only a total of 10,000 coins (or any denomination) within its tallies. No matter how much coinage is kept within the ledger, it always weighs exactly 1 pound.

CONSTRUCTION

Requirements: Craft Wondrous Items, *reduce person*; **Cost:** 1,000 gp.

BEHIND THE COUNTER: NOT QUITE LIKE THE SPELL

Although it's boring game design to have too many magic items duplicate the effects of a spell, it's often a great idea to have an item that works close to how a specific spell does, with just enough twists to keep it interesting. Basing items on spells also helps figure out prices for them. Below are some examples of how we priced various items that didn't work quite as the spells we used to determine costs for them.

Alarm Bell: An *alarm* spell is less flexible than an *alarm bell* in the area it covers and what kinds of creatures it excludes from its alarms, but it automatically notices any creature entering its area. We called those differences a wash in terms of total utility, and priced the bell as a 1st-level spell, cast at 5th level of effect, once per day.

Gong of Vexing Ringing: This item essentially acts as a *blindness/deafness* that can cause only deafness, is an attack roll rather than allowing a saving throw, can be escaped with a Strength check, and ends after 3 minutes. We thought the attack rolls and other ways to end

the effect balanced the lack of a saving throw, but decided that only deafening people was more like a 1st-level spell than the 2nd-level spell *blindness/deafness*.

Temple Bell: The temple bell is a *sound burst* that deals no damage, has no range, takes a round to use, and is targeted by alignment. Since being able to selectively target can be as much a boon as not affecting all targets in the radius is a drawback, we consider those elements to balance out. Because *sound burst* deals damage, and the *temple bell* does not, we decided it was acting more like a 1st-level spell than 2nd. Since the bell's saving throw DC is based on the user's level, we placed it at the 8th level of effect, the minimum caster level for staves (which also work off their wielder's power level). Adding in the requirement of a full-round action to activate and no range, we calculated the price as a 1st-level spell at caster level 8 with a 50% cost reduction for being short range and time-consuming to use and one use per day. To make sure it was worth holding onto even when not in use, we had it count as a holy symbol, which would add only 1 gp so we didn't worry about increasing the cost.

LIVE JOURNAL

Aura: minor conjuration; **CL:** 4th
Slot: —; **Price:** 1,500 gp; **Weight:** 3 lbs.

DESCRIPTION

A *live journal* is a soft leatherbound collection of parchment that can be rolled up and stuffed into a scroll tube (and as a result often remains slightly curled even in normal use). Most *live journals* look like simple apprentice instruction books, with no markings on the outside of the leather, and scrawled hand-written notes across the interior pages.

Once a day upon command, a live journal writes down everything said in its vicinity. It might not pick up distant or hushed conversation (it has a Perception check of +0 to catch discreet discourse). It continues to do this for 1 hour, or until opened. The identity of those speaking are not given (each is identified simple as Speaker 1, Speaker 2, and so on), nor are such subtleties as sarcasm or irony, but an accurate record of what has been said is recorded. A *live journal* keeps the record of up to ten conversations. After it hits that limit, each new conversation recorded erases the oldest still on record.

CONSTRUCTION

Requirements: Craft Wondrous Items, *mnemonic enhancer*; **Cost:** 625 gp (1-slot); 1,250 gp (2-slot).

MANUAL OF MONSTERS

Aura: minor divination; **CL:** 3rd

Slot: —; **Price:** 2,450 gp; **Weight:** 5 lbs.

DESCRIPTION

A *manual of monsters* is a heavy, hardbound tome of lore, with a hide cover (often dyed bright red or green) and many pages of illustrations of various beasts, along with secret lore about them.

Each *manual of monsters* gives information on a single creature type (determine the type randomly for each manual). If the wielder studies the manual for 15 minutes each day, for 24 hours he gains a +8 bonus to Knowledge checks made to identify creatures of that type and their powers and weaknesses. Each *manual of monsters* can be used for study only once each day—after that its words and illustrations blur into illegibility until 24 hours have passed. These magic tomes are among the most commonly created magic lorebooks, and they are called bestiaries, collections of creatures, folios of fiends, or mystic menageries.

CONSTRUCTION

Requirements: Craft Wondrous Items, *augury*; **Cost:** 1,225 gp.



SORCERER'S SPELLBOOK

Aura: minor divination; **CL:** 17th

Slot: —; **Price:** 2,500 gp; **Weight:** 3 lbs.

DESCRIPTION

Sorcerer's spellbooks are small, worn folios with thin parchment pages bound between wooden (or more rarely metal) covers. Both the covers and the pages are covered in apparently meaningless arcane symbols—even a *read magic* spell cannot tease any intelligible verse out of the small books.

A spellcaster who casts spells spontaneously (such as a bard, oracle, or sorcerer) that studies this tome when focusing her mind to cast spells for the day learns one additional spell known. This is a randomly selected spell from the caster's class list, and it is of a random level. The additional spell known remains until the caster focuses her mind to

cast spells the next day. A *sorcerer's spellbook* can be used only once per day, and each time a character uses it, the additional spell known is entirely random.

CONSTRUCTION

Requirements: Craft Wondrous Items, *mnemonic enhancer*; **Cost:** 1,250 gp.

THAUMATURGE'S THESAURUS

Aura: minor divination; **CL:** 8th

Slot: —; **Price:** 1,250 gp (1-slot), 2,500 gp (2-slot); **Weight:** 3 lbs.

DESCRIPTION

Each *thaumaturge's thesaurus* is a richly appointed book of thin vellum sheets, bound in thick leather (which is normally dyed bright red, royal blue, or a rich green). The cover and spine identify a *thaumaturge's thesaurus* by name, and every page is filled with arcane writings offering alternative words and phrases for nearly every mystic word and phrase of power conceivable.

A character that prepares spells daily (such as a cleric, druid, or wizard) who studies a *thaumaturge's thesaurus* while preparing spells can prepare one or two spell slots—that are lower level than the highest level spell the caster can prepare—to contain two spells. The spellcaster can cast only one of the two spells so prepared, but can choose which when the spell is cast. Each *thaumaturge's thesaurus* allows a caster to do this for one or two spell slots. The tome can be used once per day, regardless of how many times the owner decides to prepare spells.

For example, a 3rd-level wizard with a one-slot *thaumaturge's thesaurus* could prepare both *charm person* and *sleep* in the same spell slot. When it came time to cast from that slot, the wizard could choose to cast either *charm person* or *sleep*, with the spell not cast being discarded.

CONSTRUCTION

Requirements: Craft Wondrous Items, *mnemonic enhancer*; **Cost:** 625 gp (1-slot); 1,250 gp (2-slot).

PRICING BASED ON FEATS

Like many items from the *Loot 4 Less* line of products, several of the items here are priced based on the idea that a feat is worth 5,000 gp (which is defended as a price in more detail in other volumes, and we won't be going over in length here). Two typical examples of such pricing techniques are offered below.

Silver Bell: The silver bell is priced as 5/6th of the extra Performance feat, with a 50% reduction in cost because it requires a move action each round it is employed.

Thaumaturge's Thesaurus: Although no feat allows a spellcaster to prepare two spells in one slot, there is a feat (*Expanded Arcana*, from the *Advanced Player's Guide*) that allows a spontaneous spellcaster to know two additional spells. Since a spontaneous spellcaster can choose what spell to cast every time she casts a spell, and since knowing two new spells is clearly more powerful than being able to prepare two spells into each of two spell slots, we decided the two-slot *thaumaturge's thesaurus* was worth about half a feat, or 2,500 gp, and priced the one-slot book accordingly. More expensive 3-slot and 4-slot versions of this item might exist, though they would be too pricey for inclusion in a *Loot 4 Less* collection.

CANDLES

Candles are magic versions of the mundane gear that can be bought for 1 cp. Most magic candles can be easily lit from any spark or source of flame, and they provide a single candle's worth of light without ever burning down. Unless a magic candle says otherwise, they provide no heat, and they cannot be used to set additional fires. Magic candles are most often associated with the power of witches, but some have more general uses as well.

Optional Item Creation Rule: A witch (or any class with a class ability with "hex" in the title) can create wondrous items that are candles without having the Craft Wondrous Item feat. The DC for a witch to create a wondrous item candle increases by 5 when the witch does not have the Craft Wondrous Item feat (using the normal rules for increasing the DC by 5 for every prerequisite the creator does not have).

Optional Item Creation Rule: A character who meets all the prerequisites for creating a wondrous magic item that is also a candle can use the Craft (candlemaking) or Profession (chandler) skill, rather than Spellcraft, as the skill check to determine success.

ARTIFICER'S RUSHLIGHT

Aura: moderate transmutation; **CL:** 5th
Slot: —; **Price:** 2,500 gp; **Weight:** —

DESCRIPTION

This item is a magic version of a rushlight—the dried pith of the rush plant that has been soaked in grease to form a miniature torch. The resulting item is essentially a foot-long wick impregnated

with its own fuel. Although a typical rushlight burns for 15 minutes, the artificer's rushlight can be lit easily, and no matter how long they burn (shedding light as a normal candle) they do not burn down.

The *artificer's rushlight* is of use only to a character who can cast the *greater magic weapon* spell. If such a character lights the rushlight and then casts *greater magic weapon* in the area it illuminates, he has options not normally available to casters of the spell. The spell can be cast on armor or shields (giving them an enhancement bonus to AC equal to the enhancement bonus it would have granted a weapon). Additionally the caster can forgo some of the enhancement bonus granted by the spell to instead grant magic armor or weapon special abilities. The spell can grant special abilities only with a combined value no greater than the enhancement bonus that is sacrificed, it must always grant at least a +1 enhancement bonus, and it can grant only special abilities for which the caster meets all prerequisites.

CONSTRUCTION

Requirements: Craft Magic Arms and Armor, Craft Wondrous Items, *greater magic weapon*; **Cost:** 1,250 gp.



CANDLE OF ADVERSITIES

Aura: strong (no school); **CL:** 17th
Slot: —; **Price:** 2,250 gp; **Weight:** —

DESCRIPTION

These candles are pale lavender in color, and they have a lingering scent of lilacs and roses. They can be lit easily, and no matter how long they burn (shedding light as a normal candle), they do not burn down. A witch that has a *candle of adversities* lit and in hand can extend the duration of her hexes (but not major hex or grand hex) as a free action. A hex with a duration of 1 to 9 rounds has its duration extended by 1 round. A hex with a duration of 1 minute or longer has its duration extended by +50%. Hexes with a duration of instant, no listed duration, or a duration of less than 1 round are not affected by this candle. The cackle hex is not affected by a *candle of adversities*, though it can be used to further extend the duration of hexes that have been affected by the candle. The candle can be used three times per day.

CONSTRUCTION

Requirements: Craft Wondrous Items, *Extend Spell*; **Cost:** 1,125 gp.

CANDLE OF CALAMITIES

Aura: strong (no school); **CL:** 17th
Slot: —; **Price:** 2,250 gp; **Weight:** —

DESCRIPTION

These candles are light tan in color, and they have a faint scent of newly turned earth. They can be lit easily, and no matter how long they burn (shedding light as a normal candle), they do not burn down. A witch that has a *candle of calamities* lit and in hand can extend the area of

any hex with a radius (but not major hex or grand hex) by 50% as a free action. The candle can be used three times per day.

CONSTRUCTION

Requirements: Craft Wondrous Items, *enlarge*; **Cost:** 1,125 gp.

CANDLE OF TRIBULATIONS

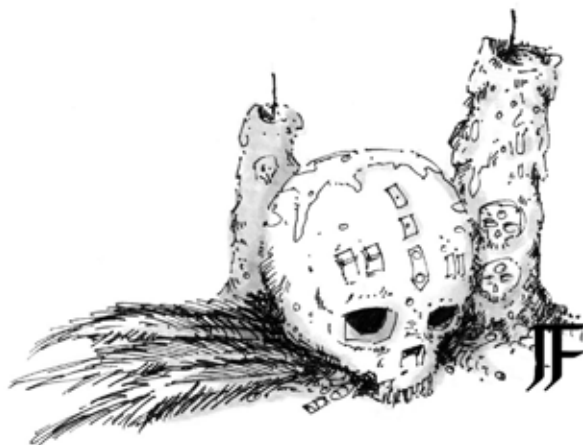
Aura: strong (no school); **CL:** 17th
Slot: —; **Price:** 2,250 gp; **Weight:** —

DESCRIPTION

These candles are dark red in color and have a strong scent of cinnamon. They can be lit easily, and no matter how long they burn (shedding light as a normal candle), they do not burn down. A witch that has a *candle of tribulations* lit and in hand can extend the range of any hex (but not major hex or grand hex) with a range measured in feet by 50% as a free action. The candle can be used three times per day.

CONSTRUCTION

Requirements: Craft Wondrous Items, *enlarge*; **Cost:** 1,125 gp.



BEHIND THE COUNTER:

WITCHES' CANDLES

A number of candles (*adversities*, *calamities*, *tribulations*) allow a witch to gain metamagiclike benefits for her hexes. Since these are restricted to hexes (rather than major hexes or grand hexes) and grant metamagic effects, we clearly wanted to base their price on lesser metamagic rods.

Although lesser metamagic rods are a good match for effects with these candles, they aren't quite as limited. First, it's not always a good idea to have a lit candle in hand while adventuring—often a light source makes stealth and ambushes difficult to arrange. Secondly, even at low levels most spellcasters have more options in spells (especially when you include 0-level spells) than a witch has for hexes. The candles are useful, but a witch with just one or two hexes from which to choose doesn't gain as much benefit from an item-based metamagic effect as sorcerers and wizards, who can add it to numerous potential spells without extending casting time or increasing the level of spell slot required. That difference in effectiveness doesn't seem big enough to reduce the price by 50%, so our candles are priced at 75% of the cost of a similar metamagic rod.

If a GM wishes to make such candles more useful, they can also apply to the spell-like and supernatural abilities gained by clerics, some druids, oracles, sorcerers, and wizards from domains, mysteries, bloodlines, and school specializations. And while it would exceed the scope of a *Loot 4 Less* book, these same rules could be used to create candles that act like the witch's equivalent of normal and greater metamagic rods, or candles that simulate more powerful metamagic effects.

EVERBURNING CANDLE

Aura: minor evocation; **CL:** 1st
Slot: —; **Price:** 500 gp; **Weight:** —

DESCRIPTION

This simple magic device appears to be the stump of a well-used tallow candle. Yellowish-cream in color, it has just a tiny amount of remaining wick and wax. In fact an everburning candle can be lit as a normal candle and sheds as much light (increasing illumination by one light level in a 5-foot radius, to a maximum of normal light). However, the candle never burns out, providing its tiny mote of heat, light, and flame endlessly, acting in all ways like a normal candle except for its ability to burn forever. However, the candle can be extinguished by the same methods as a mundane candle, including strong breezes, snuffing so it gets no air, and water.

CONSTRUCTION

Requirements: Craft Wondrous Items, *spark**; **Cost:** 250 gp.

*Indicates a spell found in the *Advanced Player's Guide*.

IMBUED VOTIVE

Aura: minor evocation; **CL:** 1st
Slot: —; **Price:** 1,250 gp; **Weight:** —

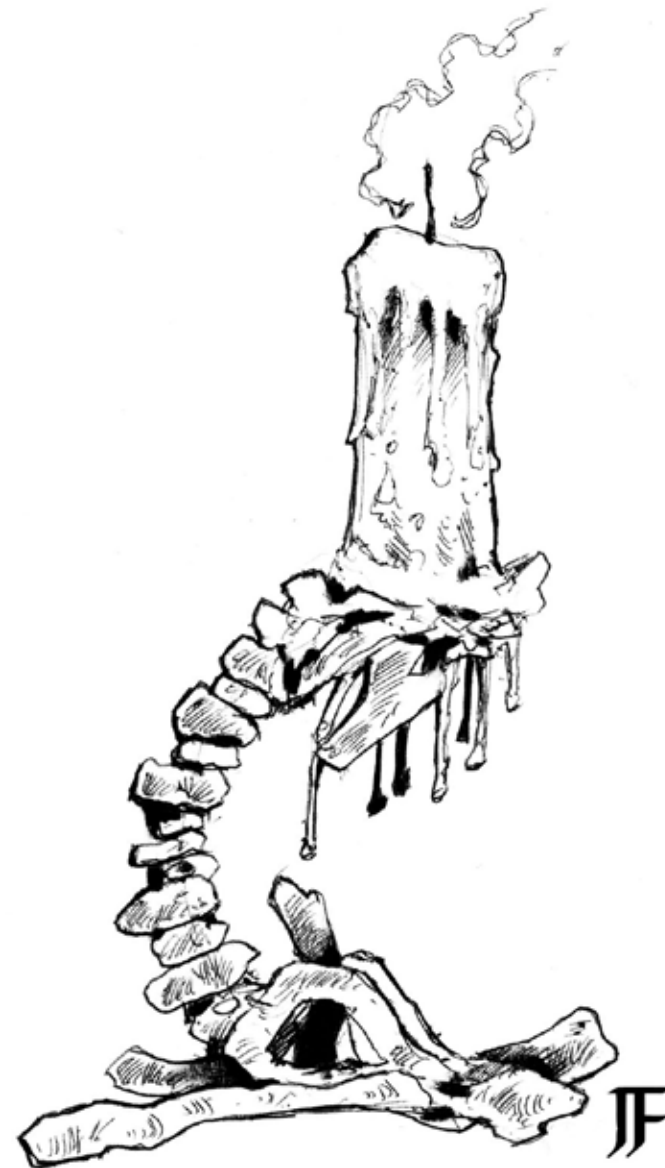
DESCRIPTION

Imbued votives are simple, short candles of beeswax (or paraffin, if an alchemist can be found to produce the material) set in a small ceramic or metal bowl. Most have been heavily perfumed and might give off spicy or musky smells. They can be lit easily, and no matter how long they burn (shedding light as a normal candle), they do not burn down.

If a divine spellcaster who prepares spells (such as a cleric, druid, oracle, paladin, or ranger) or a witch prepares spells in the presence of a lit *imbued votive*, the spellcaster can name one creature type. Any spell prepared during this time has its saving throw DC increased by +1 against creatures of the named type. An imbued votive can be used only once per day to enhance the spells of a single spellcaster.

CONSTRUCTION

Requirements: Craft Wondrous Items, *bane*; **Cost:** 625 gp.



BRING A GENIUS TO THE TABLE!

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