

Wondrous Items

Table 10-9: Wondrous Items (Wrist)			
Magical Item	Location	Cost	Description
Aero Armlet	Wrist	64,000 gil	Nullifies Wind elemental damage.
Agile Bracer	Wrist	56,000 gil	Grants +4 Dex/Con, prevents Poison status.
Air Armlet	Wrist	96,000 gil	Absorbs Wind elemental damage.
Aqua Armlet	Wrist	96,000 gil	Absorbs Water elemental damage.
Blaze Armlet	Wrist	96,000 gil	Absorbs Fire elemental damage.
Bolt Armlet	Wrist	96,000 gil	Absorbs Lightning elemental damage.
Bronze Bangle	Wrist	16,000 gil	Grants +10 HPs.
Carbon Bangle	Wrist	48,000 gil	Grants +30 HPs.
Charm Bracelet	Wrist	10,000 gil	Grants +2 Con/Cha.
Copper Armlet	Wrist	25,000 gil	Grants +5 MP pool.
Crystal Bracelet	Wrist	122,000 gil	Grants +6 Int/Wis, prevents Poison and Curse status.
Defense Bracer	Wrist	60,000 gil	Grants <i>Auto-Protect II</i> and <i>Auto-Shell II</i> abilities.
Diamond Bracelet	Wrist	56,000 gil	Grants +4 Int/Wis, prevents Poison status.
Dragon Bracelet	Wrist	200,000 gil	Nullifies all elemental damage.
Earth Armlet	Wrist	16,000 gil	Halves Earth elemental damage.
Escort Bracelet	Wrist	64,000 gil	Halves all elemental damage.
Fire Armlet	Wrist	16,000 gil	Halves Fire elemental damage.
Flame Armlet	Wrist	64,000 gil	Nullifies Fire elemental damage.
Force Bracelet	Wrist	10,000 gil	Grants +2 Int/Wis.
Freeze Armlet	Wrist	96,000 gil	Absorbs Ice elemental damage.
Frost Armlet	Wrist	64,000 gil	Nullifies Ice elemental damage.
Gold Armlet	Wrist	75,000 gil	Grants +15 MP pool.
Haste Armlet	Wrist	16,000 gil	Grants <i>Auto-Haste</i> ability at 25% health.
Ice Armlet	Wrist	16,000 gil	Halves Ice elemental damage.
Iron Bangle	Wrist	32,000 gil	Grants +20 HPs.
Lightning Armlet	Wrist	16,000 gil	Halves Lightning elemental damage.
Mithril Armlet	Wrist	125,000 gil	Grants +25 MP pool.
Moon Bracer	Wrist	96,000 gil	Grants <i>Auto-Protect III</i> ability.
Nimble Bracer	Wrist	10,000 gil	Grants +2 Dex/Wis.
Platinum Bangle	Wrist	82,000 gil	Grants +50 HPs.
Power Wristband	Wrist	4,000 gil	Grants +2 Str.
Quick Bracer	Wrist	122,000 gil	Grants +6 Dex/Wis, prevents Poison and Curse status.
Recovery Bracer	Wrist	75,000 gil	Grants <i>Auto-Regen</i> ability.
Rock Armlet	Wrist	64,000 gil	Nullifies Earth elemental damage.
Rune Armlet	Wrist	100,000 gil	Grants +20 MP pool.
Shining Bracer	Wrist	96,000 gil	Grants <i>Auto-Shell III</i> ability.
Shock Armlet	Wrist	64,000 gil	Nullifies Lightning elemental damage.
Silver Armlet	Wrist	50,000 gil	Grants +10 MP pool.
Speed Bracer	Wrist	75,000 gil	Grants <i>Auto-Haste</i> ability.
Stone Armlet	Wrist	96,000 gil	Absorbs Earth elemental damage.
Tide Armlet	Wrist	64,000 gil	Nullifies Water elemental damage.
Titanium Bangle	Wrist	64,000 gil	Grants +40 HPs.
Water Armlet	Wrist	16,000 gil	Halves Water elemental damage.
Wind Armlet	Wrist	16,000 gil	Halves Wind elemental damage.
Wizard Bracelet	Wrist	300,000 gil	Absorbs all elemental damage.

Aero Armlet: This armlet nullifies all Wind elemental damage.

Moderate elemental (air); CL 8th; Craft Wondrous Item; *protection from elements*; Cost 64,000 gil.

Agile Bracer: This belt grants a +4 enhancement bonus to Dexterity and Wisdom, and prevents the wearer from being inflicted with Poison status.

Moderate enhancing; CL 12th; Craft Wondrous Item; *lesser mithra's grace, lesser cetra's wisdom, bar-status*; Cost 56,000 gil.

Air Armlet: This armlet absorbs all Wind elemental damage, healing the wearer.

Moderate elemental (air); CL 12th; Craft Wondrous Item; *protection from elements*; Cost 96,000 gil.

Aqua Armlet: This armlet absorbs all Water elemental damage, healing the wearer.

Moderate elemental (water); CL 12th; Craft Wondrous Item; *protection from elements*; Cost 96,000 gil.

Blaze Armlet: This armlet absorbs all Fire elemental damage, healing the wearer.

Moderate elemental (fire); CL 12th; Craft Wondrous Item; *protection from elements*; Cost 96,000 gil.

Bolt Armlet: This armlet absorbs all Lightning elemental damage, healing the wearer.

Moderate elemental (lightning); CL 12th; Craft Wondrous Item; *protection from elements*; Cost 96,000 gil.

Bronze Bangle: This bangle grants the wearer +10 additional hit points.

Moderate enhancing; CL 4th; Craft Wondrous Item; *aid*; Cost 16,000 gil.

Crystal Bangle: This bangle grants the wearer +30 additional hit points.

Moderate enhancing; CL 12th; Craft Wondrous Item; *aid*; Cost 48,000 gil.

Charm Bracelet: This bracelet grants a +2 enhancement bonus to Charisma and Constitution.

Moderate enhancing; CL 12th; Craft Wondrous Item; *lesser elvaan's splendor, lesser dwarf's endurance*; Cost 10,000 gil.

Copper Armlet: This armlet grants a +5 MP to the wearer's maximum MP pool.

Moderate enhancing; CL 8th; Craft Wondrous Item; *restora*; Cost 25,000 gil.

Crystal Bracelet: This bracelet grants a +6 enhancement bonus to Intelligence and Wisdom, and prevents the wearer from being inflicted with Poison and Curse status.

Strong enhancing; CL 18th; Craft Wondrous Item; *tarutaru's cunning, cetra's wisdom, bar-status*; Cost 122,000 gil.

Defense Bracer: This bracer grants the wearer the *Auto-Protect II* and *Auto-Shell II* abilities. The wearer has the Protect and Shell status constantly. *Dispel* will only turn them off for 1 round.

Strong enhancing; CL 8th; Craft Wondrous Item; *protect II, shell II*; Cost 60,000 gil.

Diamond Bracelet: This bracelet grants a +4 enhancement bonus to Wisdom and Intelligence, and prevents the wearer from being inflicted with Poison status.

Moderate enhancing; CL 12th; Craft Wondrous Item; *lesser cetra's wisdom, lesser tarutaru's cunning, bar-status*; Cost 56,000 gil.

Dragon Bracelet: This bracelet nullifies all elemental damage.

Strong elemental (all); CL 18th; Craft Wondrous Item; *protection from elements*; Cost 200,000 gil.

Earth Armlet: This armlet halves all Earth elemental damage.

Faint elemental (earth); CL 4th; Craft Wondrous Item; *elemental resistance*; Cost 16,000 gil.

Escort Bracelet: This bracelet halves all elemental damage.

Strong elemental (all); CL 16th; Craft Wondrous Item; *elemental resistance*; Cost 64,000 gil.

Fire Armlet: This armlet halves all Fire elemental damage.

Faint elemental (fire); CL 4th; Craft Wondrous Item; *elemental resistance*; Cost 16,000 gil.

Flame Armlet: This armlet nullifies all Fire elemental damage.

Moderate elemental (fire); CL 8th; Craft Wondrous Item; *protection from elements*; Cost 64,000 gil.

Force Bracelet: This bracelet grants a +2 enhancement bonus to Wisdom and Intelligence.

Moderate enhancing; CL 8th; Craft Wondrous Item; *lesser cetra's wisdom, lesser tarutaru's cunning*; Cost 10,000 gil.

Freeze Armlet: This armlet absorbs all Ice elemental damage, healing the wearer.

Moderate elemental (ice); CL 12th; Craft Wondrous Item; *protection from elements*; Cost 96,000 gil.

Frost Armlet: This armlet nullifies all Ice elemental damage.

Moderate elemental (ice); CL 8th; Craft Wondrous Item; *protection from elements*; Cost 64,000 gil.

Gold Armlet: This armlet grants a +15 MP to the wearer's maximum MP pool.

Moderate enhancing; CL 12th; Craft Wondrous Item; *restora*; Cost 75,000 gil.

Haste Armlet: This armlet grants the wearer the *Auto-Haste* ability while at 25% health or less. *Dispel* will only turn it off for 1 round.

Moderate enhancing; CL 6th; Craft Wondrous Item; *haste*; Cost 16,000 gil.

Ice Armlet: This armlet halves all Ice elemental damage.

Faint elemental (ice); CL 4th; Craft Wondrous Item; *elemental resistance*; Cost 16,000 gil.

Iron Bangle: This bangle grants the wearer the +20 additional hit points.

Moderate enhancing; CL 8th; Craft Wondrous Item; *aid*; Cost 32,000 gil.

Lightning Armlet: This armlet halves all Lightning elemental damage.

Faint elemental (lightning); CL 4th; Craft Wondrous Item; *elemental resistance*; Cost 16,000 gil.

Mithril Armlet: This armlet grants a +25 MP to the wearer's maximum MP pool.

Strong enhancing; CL 18th; Craft Wondrous Item; *restora*; Cost 125,000 gil.

Moon Bracer: This bracer grants the wearer the *Auto-Protect III* ability. The wearer has the Protect status constantly. *Dispel* will only turn it off for 1 round.

Moderate enhancing; CL 10th; Craft Wondrous Item; *protect III*; Cost 100,000 gil.

Nimble Bracer: This bracer grants a +2 enhancement bonus to Dexterity and Wisdom.

Moderate enhancing; CL 8th; Craft Wondrous Item; *lesser mithra's grace*, *lesser cetra's wisdom*; Cost 10,000 gil.

Platinum Bangle: This bangle grants the wearer the +50 additional hit points.

Strong enhancing; CL 20th; Craft Wondrous Item; *aid*; Cost 82,000 gil.

Power Wristband: This wristband grants a +2 enhancement bonus to Strength.

Faint enhancing; CL 4th; Craft Wondrous Item; *lesser galka's strength*; Cost 4,000 gil.

Quick Bracer: This bracer grants a +6 enhancement bonus to Dexterity and Wisdom, and prevents the wearer from being inflicted with Poison and Curse status.

Strong enhancing; CL 18th; Craft Wondrous Item; *mithra's grace*, *cetra's wisdom*, *bar-status*; Cost 122,000 gil.

Recovery Bracer: This bracer grants the wearer the *Auto-Regen* ability. The wearer has the Regen status constantly. *Dispel* will only turn it off for 1 round.

Moderate enhancing; CL 14th; Craft Wondrous Item; *regen*; Cost 75,000 gil.

Rock Armlet: This armlet nullifies all Earth elemental damage.

Moderate elemental (earth); CL 8th; Craft Wondrous Item; *protection from elements*; Cost 64,000 gil.

Rune Armlet: This armlet grants a +20 MP to the wearer's maximum MP pool.

Strong enhancing; CL 16th; Craft Wondrous Item; *restora*; Cost 100,000 gil.

Shining Bracer: This bracer grants the wearer the *Auto-Shell III* ability. The wearer has the Shell status constantly. *Dispel* will only turn it off for 1 round.

Moderate enhancing; CL 12th; Craft Wondrous Item; *shell III*; Cost 100,000 gil.

Shock Armlet: This armlet nullifies all Lightning elemental damage.

Moderate elemental (lightning); CL 8th; Craft Wondrous Item; *protection from elements*; Cost 64,000 gil.

Silver Armlet: This armlet grants a +10 MP to the wearer's maximum MP pool.

Strong enhancing; CL 12th; Craft Wondrous Item; *restora*; Cost 50,000 gil.

Speed Bracer: This bracer grants the wearer the *Auto-Haste* ability. The wearer has the Haste status constantly. *Dispel* will only turn it off for 1 round.

Strong enhancing; CL 16th; Craft Wondrous Item; *haste*; Cost 75,000 gil.

Stone Armlet: This armlet absorbs all Earth elemental damage, healing the wearer.

Moderate elemental (earth); CL 12th; Craft Wondrous Item; *protection from elements*; Cost 96,000 gil.

Tide Armlet: This armlet nullifies all Water elemental damage.

Moderate elemental (water); CL 8th; Craft Wondrous Item; *protection from elements*; Cost 64,000 gil.

Titanium Bangle: This bangle grants the wearer the +40 additional hit points.

Strong enhancing; CL 16th; Craft Wondrous Item; *aid*; Cost 76,000 gil.

Water Armlet: This armlet halves all Water elemental damage.

Faint elemental (water); CL 4th; Craft Wondrous Item; *elemental resistance*; Cost 16,000 gil.

Wind Armlet: This armlet halves all Wind elemental damage.

Faint elemental (wind); CL 4th; Craft Wondrous Item; *elemental resistance*; Cost 16,000 gil.

Wizard Bracelet: This bracelet absorbs all elemental damage.

Strong elemental (all); CL 20th; Craft Wondrous Item; *protection from elements*; Cost 300,000 gil.

Table 10-9: Wondrous Items (Neck)			
Magical Item	Location	Cost	Description
Beaded Necklace	Neck	32,000 gil	Prevents Silence and Blind status.
Black Choker	Neck	48,000 gil	Prevents Confuse status.
Cat's Bell Necklace	Neck	5,000 gil	Grants Fast Healing 1 up to 50% health.
Crystal Amulet	Neck	122,000 gil	Grants +6 Con/Wis, prevents Silence and Immobilize status.
Diamond Amulet	Neck	56,000 gil	Grants +4 Con/Wis, prevents Silence status.
Goddess's Amulet	Neck	200,000 gil	Immunity to all magic.
Golden Amulet	Neck	48,000 gil	Doubles MXP earned.
Gris-Gris Necklace	Neck	32,000 gil	Prevents Curse status.
Jade Collar	Neck	32,000 gil	Grants Dodge feat.
Rose Amulet	Neck	16,000 gil	Prevents Silence status.
Rune Amulet	Neck	10,000 gil	Grants +2 Con/Wis.
Star Pendant	Neck	16,000 gil	Prevents Poison status.
Steel Collar	Neck	18,000 gil	Grants +6 Str at 25% health.
Witty Amulet	Neck	56,000 gil	Grants +4 Cha/Con, prevents Curse status.
Wizard Amulet	Neck	64,000 gil	Regen 1 MP an hour.

Beaded Necklace: This necklace prevents the wearer from being inflicted with Silence and Blind status.

Faint enhancing; CL 4th; Craft Wondrous Item; *bar-status*; Cost 32,000 gil.

Black Choker: This choker prevents the wearer from being inflicted with Confuse status.

Moderate enhancing; CL 12th; Craft Wondrous Item; *bar-status*; Cost 48,000 gil.

Cat's Eye Necklace: This necklace grants the wearer Fast Healing 1 up to 50% health.

Faint healing; CL 4th; Craft Wondrous Item; *regen*; Cost 5,000 gil.

Crystal Amulet: This amulet grants a +6 enhancement bonus to Constitution and Wisdom, and prevents the wearer from being inflicted with Silence and Immobilize status.

Strong enhancing; CL 18th; Craft Wondrous Item; *dwarf's endurance, cetra's wisdom, bar-status*; Cost 122,000 gil.

Diamond Amulet: This amulet grants a +4 enhancement bonus to Wisdom and Constitution, and prevents the wearer from being inflicted with Silence status.

Moderate enhancing; CL 12th; Craft Wondrous Item; *lesser cetra's wisdom, lesser dwarf's endurance, bar-status*; Cost 56,000 gil.

Goddess's Amulet: This amulet grants the wearer immunity to all magic, harmful and beneficial. Once worn, it cannot be taken off unless destroyed.

Strong enhancing; CL 20th; Craft Wondrous Item; *magic barrier*; Cost 200,000 gil.

Golden Amulet: The wearer of this amulet gains double MXP for all his/her materia.

Moderate enhancing; CL 12th; Craft Wondrous Item; *status*; Cost 48,000 gil.

Gris-Gris Necklace: This necklace prevents the wearer from being inflicted with Curse status.

Faint enhancing; CL 8th; Craft Wondrous Item; *bar-status*; Cost 32,000 gil.

Jade Collar: This collar grants the wearer the Dodge feat.

Moderate enhancing; CL 8th; Craft Wondrous Item; *lesser mithra's grace*; Cost 32,000 gil.

Rose Amulet: This amulet prevents the wearer from being inflicted with Silence status.

Faint enhancing; CL 4th; Craft Wondrous Item; *bar-status*; Cost 16,000 gil.

Rune Amulet: These gloves grant a +2 enhancement bonus to Wisdom and Constitution.

Moderate enhancing; CL 8th; Craft Wondrous Item; *lesser cetra's wisdom, lesser dwarf's endurance*; Cost 10,000 gil.

Star Pendant: This pendant prevents the wearer from being inflicted with Poison status.

Faint enhancing; CL 4th; Craft Wondrous Item; *bar-status*; Cost 16,000 gil.

Steel Collar: This collar grants a +6 enhancement bonus to Strength but only while at 25% health or less.

Moderate enhancing; CL 14th; Craft Wondrous Item; *galka's strength*; Cost 18,000 gil.

Witty Amulet: This amulet grants a +4 enhancement bonus to Charisma and Constitution, and prevents the wearer from being inflicted with Curse status.

Moderate enhancing; CL 12th; Craft Wondrous Item; *lesser elvaan's splendor, lesser dwarf's endurance; bar-status*; Cost 56,000 gil.

Wizard Amulet: The wearer of this amulet regens 1 MP an hour.

Moderate enhancing; CL 8th; Craft Wondrous Item; *restora*; Cost 64,000 gil.

Table 10-9: Wondrous Items (Waist)			
Magical Item	Location	Cost	Description
Black Belt	Waist	56,000 gil	Grants +4 Str/Con, prevents Poison status.
Champion Belt	Waist	122,000 gil	Grants +6 Str/Con, prevents Poison and Curse status.
Glass Belt	Waist	32,000 gil	Prevents Poison and Sleep status.
Muscle Belt	Waist	10,000 gil	Grants +2 Str/Con.

Black Belt: This belt grants a +4 enhancement bonus to Strength and Constitution, and prevents the wearer from being inflicted with Poison status.

Moderate enhancing; CL 12th; Craft Wondrous Item; *lesser galka's strength; lesser dwarf's endurance; bar-status*; Cost 56,000 gil.

Champion Belt: This belt grants a +6 enhancement bonus to Strength and Constitution, and prevents the wearer from being inflicted with Poison and Curse status.

Strong enhancing; CL 18th; Craft Wondrous Item; *galka's strength; dwarf's endurance; bar-status*; Cost 122,000 gil.

Glass Belt: This belt prevents the wearer from being inflicted with Sleep and Poison status.

Faint enhancing; CL 4th; Craft Wondrous Item; *bar-status*; Cost 32,000 gil.

Muscle Belt: This belt grants a +2 enhancement bonus to Strength and Constitution.

Moderate enhancing; CL 8th; Craft Wondrous Item; *lesser galka's strength; lesser dwarf's endurance*; Cost 10,000 gil.

Table 10-9: Wondrous Items (Hands)			
Magical Item	Location	Cost	Description
Blazer Gloves	Hands	18,000 gil	Grants +6 Str while at full health.
Blind Gloves	Hands	4,000 gil	Melee/ranged attacks inflict Blind status.
Chaos Gloves	Hands	78,000 gil	Melee/ranged attacks inflict Confuse status.
Crystal Gloves	Hands	122,000 gil	Grants +6 Con/Int, prevents Poison and Silence status.
Diamond Gloves	Hands	56,000 gil	Grants +4 Con/Int, prevents Silence status.
Dream Gloves	Hands	4,000 gil	Melee/ranged attacks inflict Sleep status.
Lag Gloves	Hands	18,000 gil	Melee/ranged attacks inflict Slow status.
Mute Gloves	Hands	8,000 gil	Melee/ranged attacks inflict Silence status.
Mythril Gloves	Hands	10,000 gil	Grants +2 Con/Int.
Paralyzing Gloves	Hands	18,000 gil	Melee/ranged attacks inflict Immobilize status.
Sneak Gloves	Hands	2,700 gil	Increases Sleight of Hand skill checks by 10.
Stone Gloves	Hands	32,000 gil	Melee/ranged attacks inflict Petrify status.

Venom Gloves	Hands	18,000 gil	Melee/ranged attacks inflict Poison status.
Zombie Gloves	Hands	50,000 gil	Melee/ranged attacks inflict Zombie status.

Blazer Gloves: These gloves grant a +6 enhancement bonus to Strength but only while at full health.

Strong enhancing; CL 16th; Craft Wondrous Item; *galka's strength*; Cost 18,000 gil.

Blind Gloves: These gloves grant your melee/ranged attacks a chance to inflict Blind status (Fortitude DC 12).

Firearms, gunblades, bows, crossbows, and slings bestow the enfeebling energy upon their ammunition.

Faint enfeebling; CL 4th; Craft Wondrous Item; *blind*; Cost 4,000 gil.

Chaos Gloves: These gloves grant your melee/ranged attacks a chance to inflict Confuse status (Will DC 16).

Firearms, gunblades, bows, crossbows, and slings bestow the enfeebling energy upon their ammunition.

Moderate enfeebling; CL 12th; Craft Wondrous Item; *confusion*; Cost 78,000 gil.

Crystal Gloves: This bracelet grants a +6 enhancement bonus to Intelligence and Constitution, and prevents the wearer from being inflicted with Poison and Silence status.

Strong enhancing; CL 18th; Craft Wondrous Item; *tarutaru's cunning, dwarf's endurance; bar-status*; Cost 122,000 gil.

Diamond Gloves: These gloves grant a +4 enhancement bonus to Intelligence and Constitution, and prevents the wearer from being inflicted with Silence status.

Moderate enhancing; CL 12th; Craft Wondrous Item; *tarutaru's cunning, dwarf's endurance; bar-status*; Cost 56,000 gil.

Dream Gloves: These gloves grant your melee/ranged attacks a chance to inflict Sleep status (Will DC 12).

Firearms, gunblades, bows, crossbows, and slings bestow the enfeebling energy upon their ammunition.

Faint enfeebling; CL 4th; Craft Wondrous Item; *sleep*; Cost 4,000 gil.

Lag Gloves: These gloves grant your melee/ranged attacks a chance to inflict Slow status (Fortitude DC 14).

Firearms, gunblades, bows, crossbows, and slings bestow the enfeebling energy upon their ammunition.

Moderate enfeebling; CL 6th; Craft Wondrous Item; *slow*; Cost 18,000 gil.

Mute Gloves: These gloves grant your melee/ranged attacks a chance to inflict Silence status (Will DC 14).

Firearms, gunblades, bows, crossbows, and slings bestow the enfeebling energy upon their ammunition.

Faint enfeebling; CL 4th; Craft Wondrous Item; *silence*; Cost 8,000 gil.

Mythril Gloves: These gloves grant a +2 enhancement bonus to Intelligence and Constitution.

Moderate enhancing; CL 8th; Craft Wondrous Item; *lesser tarutaru's cunning, lesser dwarf's endurance*; Cost 10,000 gil.

Paralyzing Gloves: These gloves grant your melee/ranged attacks a chance to inflict Immobilize status (Will DC 14). Firearms, gunblades, bows, crossbows, and slings bestow the enfeebling energy upon their ammunition.

Moderate enfeebling; CL 6th; Craft Wondrous Item; *immobilize*; Cost 18,000 gil.

Sneak Gloves: These gloves grant a +10 circumstance bonus to Sleight of Hand skill checks.

Moderate enhancing; CL 12th; Craft Wondrous Item; *guidance*, creator must have 2+ ranks in Sleight of Hand; Cost 2,700 gil.

Stone Gloves: These gloves grant your melee/ranged attacks a chance to inflict Petrify status (Fortitude DC 16). Firearms, gunblades, bows, crossbows, and slings bestow the enfeebling energy upon their ammunition.

Moderate enfeebling; CL 8th; Craft Wondrous Item; *statue*; Cost 32,000 gil.

Venom Gloves: These gloves grant your melee/ranged attacks a chance to inflict Poison status (Fortitude DC 14). Firearms, gunblades, bows, crossbows, and slings bestow the enfeebling energy upon their ammunition.

Faint enfeebling; CL 4th; Craft Wondrous Item; *poison*; Cost 8,000 gil.

Zombie Gloves: These gloves grant your melee/ranged attacks a chance to inflict Zombie status (Fortitude DC 16). Firearms, gunblades, bows, crossbows, and slings bestow the enfeebling energy upon their ammunition.

Moderate enfeebling; CL 10th; Craft Wondrous Item; *zombify*; Cost 50,000 gil.

Table 10-9: Wondrous Items (Head)

Magical Item	Location	Cost	Description
--------------	----------	------	-------------

Captain's Hat	Head	100,000 gil	Grants Airship Operations feat and skills (see below)
Doc's Hat	Head	40,000 gil	Grants <i>Auto-Potion</i> ability.
Gold Hairpin	Head	250,000 gil	Grants +50 MP pool.
Ribbon	Head	150,000 gil	Prevents all magical negative status effects from spells and spell-like abilities except Countdown, Doom and Stop.
Super Ribbon	Head	300,000 gil	Prevents all magical negative status effects from supernatural, spells, and spell-like abilities.

Captain's Hat: This hat grants the wearer the Airship Operations feat. It also grants the wearer 10 ranks in Profession (Sailor), Navigation, and Pilot skills. While wearing the hat, up to 8 hours, the wearer cannot be fatigued or exhausted. Upon removing the hat or using up the entire 8 hours, the wearer is immediately exhausted and must sleep triple the amount of hours while wearing the hat.

Strong enhancing; CL 18th; Craft Wondrous Item; *seamantle, restora*; Cost 100,000 gil.

Doc's Hat: This hat grants *Auto-Potion* ability. The wearer can take an immediate action upon getting hit by melee or spells to quaff a potion. He must have a free hand to do so. He can only use this ability once a round.. *Dispel* will only turn this ability off for 1 round.

Moderate enhancing; CL 10th; Craft Wondrous Item; *mithra's grace*; Cost 40,000 gil.

Gold Hairpin: This hairpin grants a +50 MP to the wearer's maximum MP pool.

Strong enhancing; CL 18th; Craft Wondrous Item; *restora*; Cost 250,000 gil.

Ribbon: This red ribbon makes the wearer immune to all magical negative status effects from spells and spell-like abilities except Countdown, Doom and Stop.

Strong enhancing; CL 16th; Craft Wondrous Item; *magic barrier*; Cost 150,000 gil.

Super Ribbon: This elaborate, red ribbon makes the wearer immune to all magical negative status effects from supernatural, spells, and spell-like abilities.

Strong enhancing; CL 20th; Craft Wondrous Item; *magic barrier*; Cost 300,000 gil.

Table 10-9: Wondrous Items (Headband)			
Magical Item	Location	Cost	Description
Twisted Headband	Head	16,000 gil	Prevents Sleep status.

Twisted Headband: This headband prevents the wearer from being inflicted with Sleep status.

Faint enhancing; CL 4th; Craft Wondrous Item; *bar-status*; Cost 16,000 gil.

Table 10-9: Wondrous Items (Slotless)			
Magical Item	Location	Cost	Description
Faerie Earrings	Ears	96,000 gil	Prevents Confuse and Berserk status.
Gold Earrings	Ears	32,000 gil	Prevents Petrify status.

Faerie Earrings: These earrings prevent the wearer from being inflicted with Confuse and Berserk status.

Moderate enhancing; CL 12th; Craft Wondrous Item; *bar-status*; Cost 96,000 gil.

Gold Earrings: These earrings prevent the wearer from being inflicted with Petrify status.

Moderate enhancing; CL 8th; Craft Wondrous Item; *bar-status*; Cost 32,000 gil.

Table 10-9: Wondrous Items (Feet)			
Magical Item	Location	Cost	Description
Freedom Boots	Feet	24,000 gil	Prevents Immobilize status.
Quasimodo Boots	Feet	32,000 gil	Prevents Sap status.

Sprint Shoes	Feet	50,000 gil	Grants Improved Initiative feat and +30 ft. movement speed.
--------------	------	------------	---

Freedom Boots: These boots prevent the wearer from being inflicted with Immobilize status.

Moderate enhancing; CL 6th; Craft Wondrous Item; *bar-status*; Cost 24,000 gil.

Quasimodo Boots: These boots prevent the wearer from being inflicted with Sap status.

Moderate enhancing; CL 8th; Craft Wondrous Item; *bar-status*; Cost 32,000 gil.

Sprint Shoes: These shoes grant the wearer the Improved Initiative feat and +30 ft. movement speed.

Moderate enhancing; CL 14th; Craft Wondrous Item; *haste, lesser mithra's grace*; Cost 50,000 gil.

Table 10-9: Wondrous Items (Eyes)

Wondrous Item	Location	Cost	Description
Safety Goggles	Face	64,000 gil	Prevents Doom status.
Silver Glasses	Face	16,000 gil	Prevents Blind status.

Safety Goggles: These goggles prevent the wearer from being inflicted with Doom status.

Strong enhancing; CL 16th; Craft Wondrous Item; *bar-status*; Cost 64,000 gil.

Silver Glasses: These glasses prevent the wearer from being inflicted with Blind status.

Faint enhancing; CL 4th; Craft Wondrous Item; *bar-status*; Cost 16,000 gil.

Table 10-9: Wondrous Items (Shoulders)

Wondrous Item	Location	Cost	Description
Kinesis Cloak	Back	100,000 gil	Prevents Slow and Stop status.
White Cape	Back	64,000 gil	Prevents Frog and Mini status.

Kinesis Cloak: This cloak prevents the wearer from being inflicted with Slow and Stop status.

Strong enhancing; CL 18th; Craft Wondrous Item; *bar-status*; Cost 100,000 gil.

White Cape: This necklace prevents the wearer from being inflicted with Frog and Mini status.

Moderate enhancing; CL 8th; Craft Wondrous Item; *bar-status*; Cost 64,000 gil.

Rings

Table 10-9: Rings

Magical Item	Location	Cost	Description
Earth Ring	Finger	4,000 gil	Adds +1d6 Earth elemental damage to melee/ranged attacks.
Faerie Ring	Finger	32,000 gil	Prevents Poison and Blind status.
Fire Ring	Finger	4,000 gil	Adds +1d6 Fire elemental damage to melee/ranged attacks.
Fury Ring	Finger	32,000 gil	Grants Extend Berserk feat to a Beastmaster.
Ice Ring	Finger	4,000 gil	Adds +1d6 Ice elemental damage to melee/ranged attacks.
Lightning Ring	Finger	4,000 gil	Adds +1d6 Lightning elemental damage to melee/ranged attacks.
Phoenix Ring	Finger	102,000 gil	Grants <i>Auto-Raise</i> ability.
Protect Ring	Finger	16,000 gil	Grants <i>Auto-Protect</i> ability.
Reflect Ring	Finger	100,000 gil	3/day, on command, reflects 9 spell levels of spells.
Regen Ring	Finger	4,000 gil	Grants <i>Auto-Regen</i> ability at 25% health.
Ring of Renewal	Finger	200,000 gil	Grants <i>Auto-Regen</i> , <i>Auto-Protect III</i> , and <i>Auto-Shell III</i> abilities.
Tough Ring	Finger	4,000 gil	Grants +2 Con.
Wall Ring	Finger	50,000 gil	Grants <i>Auto-Protect III</i> and <i>Auto-Shell III</i> abilities at 25% health.
Water Ring	Finger	4,000 gil	Adds +1d6 Water elemental damage to melee/ranged attacks.

Wind Ring	Finger	4,000 gil	Adds +1d6 Wind elemental damage to melee/ranged attacks.
-----------	--------	-----------	--

Earth Ring: This ring adds +1d6 points of Earth elemental damage to melee/ranged attacks. Firearms, gunblades, bows, crossbows, and slings bestow the elemental energy upon their ammunition.

Moderate elemental (earth); CL 4th; Forge Ring; *stone*; Cost 4,000 gil.

Faerie Ring: This ring prevents the wearer from being inflicted with Poison and Blind status.

Moderate enhancing; CL 4th; Forge Ring; *bar-status*; Cost 32,000 gil.

Fire Ring: This ring adds +1d6 points of Fire elemental damage to melee/ranged attacks. Firearms, gunblades, bows, crossbows, and slings bestow the elemental energy upon their ammunition.

Moderate elemental (fire); CL 4th; Forge Ring; *fire*; Cost 4,000 gil.

Fury Ring: This ring (if worn by a beastmaster) gains the Extend Rage feat. A non-beastmaster gains nothing.

Moderate enhancing; CL 12th; Forge Ring; *berserk*; Cost 32,000 gil.

Ice Ring: This ring adds +1d6 points of Ice elemental damage to melee/ranged attacks. Firearms, gunblades, bows, crossbows, and slings bestow the elemental energy upon their ammunition.

Moderate elemental (ice); CL 4th; Forge Ring; *blizzard*; Cost 4,000 gil.

Lightning Ring: This ring adds +1d6 points of Lightning elemental damage to melee/ranged attacks. Firearms, gunblades, bows, crossbows, and slings bestow the elemental energy upon their ammunition.

Moderate elemental (lightning); CL 4th; Forge Ring; *thunder*; Cost 4,000 gil.

Personality Ring: This ring grants a +6 enhancement bonus to Charisma and Constitution, and prevents the wearer from being inflicted with Silence and Curse status.

Strong enhancing; CL 18th; Forge Ring; *elvaan's splendor, dwarf's endurance; bar-status*; Cost 122,000 gil.

Phoenix Ring: This ring grants the wearer the *Auto-Raise* ability. The wearer has the Reraise status constantly. *Dispel* will only turn it off for 1 round. This effect works once per day.

Strong enhancing; CL 16th; Forge Ring; *auto-raise*; Cost 102,000 gil.

Protect Ring: This ring grants the wearer the *Auto-Protect* ability. The wearer has the Protect status constantly. *Dispel* will only turn it off for 1 round.

Moderate enhancing; CL 8th; Forge Ring; *protect*; Cost 16,000 gil.

Reflect Ring: Up to three times per day on command, this simple platinum band automatically reflects the next nine levels of spells cast at the wearer, exactly as if *reflect* had been cast upon him.

Strong enhancing; CL 13th; Forge Ring; *reflect*; Cost 100,000 gil.

Regen Ring: This ring grants the wearer the *Auto-Regen* ability while at 25% health or less. The wearer has the Regen status constantly while at 25% health or less. *Dispel* will only turn it off for 1 round.

Moderate enhancing; CL 4th; Forge Ring; *regen*; Cost 4,000 gil.

Ring of Renewal: This ring grants the wearer the *Auto-Regen*, *Auto-Protect III*, and *Auto-Shell III* abilities. The wearer has the Regen, Protect, and Shell status constantly. *Dispel* will only turn it off for 1 round.

Strong enhancing; CL 10th; Forge Ring; *regen, protect III, shell III*; Cost 200,000 gil.

Tough Ring: This ring grants a +2 enhancement bonus to Constitution.

Faint enhancing; CL 4th; Forge Ring; *lesser dwarf's endurance*; Cost 4,000 gil.

Wall Ring: This ring grants the wearer the *Auto-Protect III* and *Auto-Shell III* abilities while at 25% health. The wearer has the Protect and Shell status constantly while at 25% health. *Dispel* will only turn them off for 1 round.

Moderate enhancing; CL 14th; Forge Ring; *protect III, shell III*; Cost 50,000 gil.

Water Ring: This ring adds +1d6 points of Water elemental damage to melee/ranged attacks. Firearms, gunblades, bows, crossbows, and slings bestow the elemental energy upon their ammunition.

Moderate elemental (water); CL 8th; Forge Ring; *water*; Cost 4,000 gil.

Wind Ring: This ring adds +1d6 points of Wind elemental damage to melee/ranged attacks. Firearms, gunblades, bows, crossbows, and slings bestow the elemental energy upon their ammunition.

Moderate elemental (wind); CL 8th; Forge Ring; *aero*; Cost 4,000 gil.

Magical Weapons Special Abilities

Jetstream

Price +1 bonus; Aura moderate elemental; CL 8th; Weight -

On command, a jetstream weapon is sheathed in a stream of quickly dissipating water, dealing an extra 1d6 points of water damage on a successful hit. The water does not harm the wielder.

Construction Requirements

Craft Magic Arms and Armor, *water* or *watera*; Cost +1 bonus

Jetstream Burst

Price +2 bonus; Aura strong elemental; CL 10th; Weight -

A jetstream burst weapon functions as a jetstream weapon that also explodes with water upon striking a successful critical hit. The water does not harm the wielder. In addition to the extra water damage from the jetstream ability, a jetstream burst weapon deals an extra 1d10 water damage on a critical hit. If the weapon's critical multiplier is x3, add an extra 2d10 water damage instead, and if the multiplier is x4, add an extra 3d10 water damage.

Even if the jetstream ability is not active, the weapon still deals its extra water damage on a successful critical hit.

Construction Requirements

Craft Magic Arms and Armor, *water* or *watera*; Cost +2 bonus

Earthen

Price +1 bonus; Aura moderate elemental; CL 8th; Weight -

On command, an earthen weapon is coated in a hard, fragile stone, dealing an extra 1d6 points of earth damage on a successful hit. The earth does not harm the wielder.

Construction Requirements

Craft Magic Arms and Armor, *stone* or *stonera*; Cost +1 bonus

Earthen Burst

Price +2 bonus; Aura strong elemental; CL 10th; Weight -

An earthen burst weapon functions as a earthen weapon that also explodes with stone upon striking a successful critical hit. The stone does not harm the wielder. In addition to the extra earth damage from the earthen ability, a earthen burst weapon deals an extra 1d10 earth damage on a critical hit. If the weapon's critical multiplier is x3, add an extra 2d10 earth damage instead, and if the multiplier is x4, add an extra 3d10 earth damage.

Even if the earthen ability is not active, the weapon still deals its extra earth damage on a successful critical hit.

Construction Requirements

Craft Magic Arms and Armor, *stone* or *stonera*; Cost +2 bonus

Roaring

Price +1 bonus; Aura moderate elemental; CL 8th; Weight -

On command, a roaring weapon is sheathed in invisible, cutting-speed winds, dealing an extra 1d6 points of wind damage on a successful hit. The wind does not harm the wielder.

Construction Requirements

Craft Magic Arms and Armor, *aero* or *aera*; Cost +1 bonus

Roaring Burst

Price +2 bonus; Aura strong elemental; CL 10th; Weight -

A roaring burst weapon functions as a roaring weapon that also explodes with wind upon striking a successful critical hit. The wind does not harm the wielder. In addition to the extra wind damage from the roaring ability, a roaring burst weapon deals an extra 1d10 wind damage on a critical hit. If the weapon's critical multiplier is x3, add an extra 2d10 wind damage instead, and if the multiplier is x4, add an extra 3d10 wind damage.

Even if the roaring ability is not active, the weapon still deals its extra wind damage on a successful critical hit.

Construction Requirements

Craft Magic Arms and Armor, *aero* or *aera*; Cost +2 bonus

Abyssal

Price +1 bonus; Aura moderate dark; CL 8 th; Weight -

On command, an abyssal weapon is sheathed in a murky cloud of ever-shifting black smoke, dealing an extra 1d6 points of shadow damage on a successful hit. The smoke does not harm the wielder.

Construction Requirements

Craft Magic Arms and Armor, dark or darkra; Cost +1 bonus

Abyssal Burst

Price +2 bonus; Aura strong dark; CL 12th; Weight -

A abyssal burst weapon functions as an abyssal weapon that also explodes with darkness upon striking a successful critical hit. The darkness does not harm the wielder. In addition to the extra shadow damage from the abyssal ability, a abyssal burst weapon deals an extra 1d10 shadow damage on a critical hit. If the weapon's critical multiplier is x3, add an extra 2d10 shadow damage instead, and if the multiplier is x4, add an extra 3d10 shadow damage.

Even if the abyssal ability is not active, the weapon still deals its extra shadow damage on a successful critical hit.

Construction Requirements

Craft Magic Arms and Armor, dark or darkra; Cost +2 bonus

Shining: On command, this weapon leaves a trail of light behind it when swung, as if an aurora is trying to escape from the striking portion of the weapon. The weapon deals +1d6 holy damage on a successful hit.

Moderate light; CL 8th; Craft Magic Arms and Armor; *light or lightra*; Cost: +1 bonus

Shining Burst: As *shining*, but on confirmation of a critical hit the weapon emits a dazzling explosion of light that causes an extra 1d10 holy damage if the weapon deals x2 critical hit damage. If the weapon deals x3 critical damage, the bonus damage is increased to 2d10 and if the critical hit damage is x4, the bonus damage is increased to 3d10.

Strong light; CL 12th; Craft Magic Arms and Armor; *light III or holy*; Cost: +2 bonus

Greater Major Specific Magic Weapons

Excalibur

Old, but not worn; large, but not heavy; artfully made, but not gaudy or ostentatious - This knight sword is a marvel of construction and always seems to shine with a pure light, even in the darkest night.

Possibly the greatest example of a knightsword the world has known, the Excalibur is a legendary weapon that few have had the privilege to bear. True, some other swords might be more powerful, but the Excalibur stands as a testament to the principles of knighthood - honor, faith and charity to those in need. Excalibur is a +4 *holy shining* knight sword that sheds light as a *torchlight* spell. The light cannot be suppressed except by covering the weapon.

Strong Enhancing/Light; CL 18th; Craft Magic Arms and Armor; *holy aura*, creator must be good; Cost 98,353 gil

Excalipoor

The knight sword in your hands fits the description of the legendary blade Excalibur perfectly - right down to the intricate carvings and the heft of the blade. Sure, it's a different color to what the legend described, but it's definitely the coveted blade... right?

Excalipoor, the blade few men know and even fewer will admit to the fact. Whether it was made as a replica of the Excalibur and went horribly wrong or was intended as a practical joke that went horribly right is unknown. What is known is that this weapon has spelt the doom of many an unsuspecting adventurer throughout the years.

Excalipoor appears to be functionally identical to the Excalibur, even acting as a +4 *holy shining* knight sword in training. When used in combat, however, the holy and shining abilities do not function to cause extra damage and the weapon causes only 1 damage on a successful hit. This ability only affects the current holder of Excalipoor at the time of impact.

Strong Enhancing/Light; CL 18th; Craft Magic Arms and Armor; *holy aura*, creator must be good; Cost 65,569 gil

Excalibur II

A blade so fine as to almost vanish when looked at the wrong way, a light that seems to not only radiate light, but actively vanquish shadow and a feeling of pure, uplifting assurance in what is truly right... this sword does not live up to the legends, it surpasses them in every way.

If legend speaks of the Excalibur in hushed tones, then history itself dares not speak of the successor, the perfected blade known as Excalibur II for fear of besmirching the name of the blade. The pinnacle of what can be achieved with mortal craftsmanship, the Excalibur II is one of the strongest weapons and symbols of virtue known to man.

Excalibur II is a +5 *holy shining burst keen* knight sword that sheds light as the *torchlight* spell. Additionally, once per day the user may make use of the Limit Break *Honor Bound*. The user must fulfill all requirements for performing a Limit Break before using Honor Bound.

Honor Bound (Su): By calling upon your desire to protect and bring just punishment to the wicked, the Excalibur II can make your desire happen. Entire swathes of enemies come under assault from what could only be described as a wave of belief made manifest, some falling while others stand in awe of the power.

Any evil foe within 60 feet suffers 10d6 points of holy damage and suffers a status effect, depending on a Will save (DC 20, + the wielder's Charisma modifier). A successful Will save decreases the damage by half and negates the status effect.

If the target failed the save, the target is dazzled by the bright display of light burning his evil eyes. If the target failed the save by 3 or more, the target is also fascinated by the display. If the target failed the save by 5 or more, the target is considered stunned, suddenly realizing the ramifications of his evil ways. If the target fails the save by 7 or more, his HP is reduced to 0 and he is knocked unconscious. Each status effect lasts for 2d4 rounds or until dispelled except for the unconsciousness. A character rendered unconscious by this ability must be healed to HP greater than 0 to recover.

Strong Enhancing/Light; CL 20th; Craft Magic Arms and Armor; *holy aura*, creator must be good; Cost 216,353 gil

Ring of the Lucii

He who holds the Ring communes with the Lucii and commands great power.

It is a symbol of the power of the kings of Lucis and is handed down from generation to generation. The collective power and wisdom of the past kings is contained within it, and it only grants its immense magical strength to those it deems worthy. According to legend, the Ring of the Lucii was bestowed upon the kings of Lucis by the gods of Eos. The Ring allows its wearer to channel the power of Insomnia's crystal. When worn, the ring will take those not of royal blood to an astral dimension where the wearer speaks with the old kings. There, the previous kings will harshly judge the wearer to see if they are fit to bear the power the ring confers. If rejected, the wearer is burned alive.

If accepted, the ring bestows the following powers with a price:

Death: The wearer of the ring can drain a creature into death, bestowing health upon the wearer. The wearer can target any creature within 60 feet and it must make a Fortitude save (DC 25) or die, healing the wearer 5 hit points per hit dice the target had. On a successful save, the creature takes 10 points of shadow damage per HD of the wearer instead. If the wearer has a MP pool, it drains MP equal to the HD of the creature targeted. If the wearer does not have a MP pool, but has an alternate pool of resources (Ki pool, Arcane reservoir, etc.), it drains that resource pool equal to half of the HD of the creature targeted. If the wearer has none of the above, it drains hit points instead, equaling to double the HD of the creature targeted and the wearer does not gain any health. If the wearer lacks the resources to perform the drain, it dribbles down from MP to alternate resource pool to hit points. If the wearer lacks all of the above and attempts to use the ring to use Death, it kills the wearer, no save.

Holy: The wearer of the ring can blast a creature with holy who attempts to attack the wearer. When struck in melee combat, as an immediate action, the wearer can blast the creature with 1d6 points of holy damage per HD of the wearer, a Reflex save (DC 25) for half damage. In addition, this negates the attack on the wearer. If the wearer has a MP pool, it drains MP equal to the HD of the creature targeted. If the wearer does not have a MP pool, but has an alternate pool of resources (Ki pool, Arcane reservoir, etc.), it drains that resource pool equal to half of the HD of the creature targeted. If the wearer has none of the above, it drains hit points instead, equaling to double the HD of the creature targeted. If the wearer lacks the resources to perform the drain, it dribbles down from MP to alternate resource pool to hit points. If the wearer lacks all of the above and attempts to use the ring to use Holy, it kills the wearer, no save.

Alterna: The wearer of the ring can blast creatures from afar. As a standard action, the wearer can target an area within 100 feet and all creatures within a 30-ft.-radius takes 1d12 points of non-elemental damage per HD of the wearer, a Reflex save (DC 25) for half damage. If the wearer has a MP pool, it drains all MP from the wearer. If the wearer does not have a MP pool, but has an alternate pool of resources (Ki pool, Arcane reservoir, etc.), it drains all resources from that pool. If the wearer lacks all of the above and attempts to use the ring to use Alterna, it kills the wearer, no save.

Aura strong dark, light, and non-elemental; **CL** 20th; **Slot** ring; **Weight** —

Sleeping Bag

Cost: 50 gil

Weight: 5lbs

Description: This sleeping bag is made from delicate silken fabric decorated in strange runes and smelling vaguely of incense and can accommodate 1 medium sized creature. Anyone resting within this snugly warm bedroll naturally restores 2HP per character level and 2 Ability Points. Anyone with a MP pool who rests within this tent for at least 8 hours before meditation multiplies the bonus MP they would restore their character level and casting modifier multiplied by two restored.

After being used once the mystical properties imbued within the bag fade away. It will service as a standard bedroll but without the magical properties reinforcing the stitching and material reducing it to a Hardness of 0 and have half the normal hit points.

Tent

Cost: 150 gil

Weight: 15 lbs

Description: This tent is made from delicate silken fabric decorated in strange runes and smelling vaguely of incense and can accommodate 4 medium sized creatures in a cramped if adequate fit. Anyone resting within this tent naturally restores 2HP per character level and 2 Ability Points. Anyone with a MP pool who rests within this tent for at least 8 hours before meditation multiplies the bonus MP they would restore their character level

and casting modifier multiplied by two restored.

After being used once the mystical properties imbued within the tent fade away. It will service as a standard tent but without the magical properties reinforcing it the tent poles and canvas reduce to a Hardness of 0 and have half the normal hit points.

Cottage

Cost: 500 gil

Weight: 25 lbs.

Description: This collapsible case can be assembled into a small sleeping cabin in the same amount of time it would take someone to set up a tent. Chimes and arcane runes are scribed within the interior of the hut which smells reminiscent of olives and myrrh. This cottage can sleep four medium sized creatures in a cramped but adequate fashion. Resting within the cottage naturally restores 4HP per character level and 4 ability points. Anyone with a MP pool who rests within this tent for at least 8 hours before meditation multiplies the bonus MP they would restore their character level and casting modifier multiplied by four restored.

After being used once the mystical properties imbued within the cottage fade away. After 10 hours the cottage begins to lose integrity and crumble away into a pile of wood pulp.

Malboro Cigarette

Aura Moderate Enfeebling; CL 9th

Slot -; Price 9,000 gil; Weight -

Description

A Malboro Cigarette, when smoked, allows the smoker to cast Bad Breath, as the spell (DC 17 for all Saves), at will for one hour. The smoker must wait 1d4 rounds after casting Bad Breath to cast it again. A Malboro Cigarette is consumed when it has been smoked.

Construction Requirements

Craft Wondrous Item, Bad Breath; 4,500 gil

Pack of Malboro Cigarettes

Aura Overwhelming Enfeebling; CL 15th

Slot -; Price 200,000 gil; Weight -

Description

A Pack of Malboro Cigarettes is a small paper box (usually with an illustration of a Malboro on the front) that contains ten usable Malboro Cigarettes when opened. When the pack is closed, it replaces any missing Malboro Cigarettes. Any withdrawn Malboro Cigarettes disappear after one hour of not being used.

Construction Requirements

Craft Wondrous Item, Bad Breath; 100,000 gil

Titan's Flesh (Full Plate of Earthen Spikes +5)

When the wearer is attacked, the attacker takes 1d6 points of earth damage. Also once per round, when attack the wearer may make a melee counterattack applying only weapon damage and Strength modifier, without using an attack of opportunity.

Garuda's Protection (Full Plate +5)

3/day (Fly as spell, CL 10th), Wind Resistance 10, counts as Medium armor. It has a maximum Dexterity bonus of +6, an armor check penalty of -3, and a spell failure chance of 20%.

Leviathan's Scale (CL 12th)

Scale Mail +5

This +5 scale mail is decorated with a wave and fish motif and often has tiny fins and scales worked into the design. Although the armor remains as heavy and bulky as normal scale mail, the wearer of plate armor of the

deep is treated as unarmored for purposes of Swim checks and gains a swim speed of 30. The wearer can breathe underwater and can converse with any water-breathing creature with a language. Also while underwater, the wearer is considered to have Freedom of Movement.

Gungnir (CL 15th)

Dagger +5 (Shocking Burst, Returning)

A legendary weapon of Odin. When thrown, the dagger becomes a large spear, dealing 2d6 instead of 1d4 damage. 3 times per day, the wielder can throw the weapon to become a lightning bolt dealing 10d6 points of lightning damage as the spell.

Staff of the White Magus (CL 12th) (Ego: 18) (Intelligence: 14, Wisdom 20, Charisma: 10) (Lawful Good) Holy Power Staff +3

This pristine white oak staff was carried by the legendary Minwu, the royal White Wizard of Fynn, who infused his staff with his essence. Minwu's essence allows it to communicate with the wielder via telepathy. It also grants the ability to cast Cure (3 times per day), Cure II (once per day), Cure III (once per day), and Cura (once per day).

Hat of the Red Wizard (CL 12th)

This red feathered hat looks pristine and fashionable. The feather in the hat seems to glow and gleam. Once per day, as a standard action, the wearer can create any scroll from the red mage's known spell list. Scroll lasts for a day before the magic depletes. If the scroll leaves the hands of the red mage, the magic will also deplete. Once per day, as a standard action, the wearer can call forth a White Chocobo (with maximum HPs) that lasts for 10 minutes per red mage level. Once per day, as a swift action, the wearer can activate it, providing the red mage with 1 panache point that can be used for any Fencer 1-point deed. Continuous Choco Feather effect on the wearer.

Obliterate (CL 18th)

Buster Sword +5 (Obliteration)

This red and black steel buster sword radiates a hunger malice that can be detected from afar. Upon a roll of natural 20 (followed by a successful roll to confirm the critical hit), the creature must make an immediate Fortitude save (DC 25) or become obliterated (all traces of the struck creature is destroyed, including items, only a Full-Life or Phoenix Tear spell can revive the creature). On a successful save, the creature is at 0 HPs and unconscious. On a normal crit, the wielder gains 10 temporary HPs. Obliterate drains 5 HPs from the wielder per round.

Gauntlet of the Infinites (CL 20th) (Artifact)

This adamantite gauntlet allows the wearer to be able to slot 5 materia of different materia types all at once. Each materia slotted grants the wearer the armor materia bonus as well as being automatically attuned. Additionally, each materia slotted grants a power to the wearer.

- Ability Materia slotted grants the wearer the ability, as a swift action, to grant the feats and skills from any ability materia slotted to all allies within 30 feet, up to 3 times per day, for a minute-long duration.
- Independent Materia slotted grants the wearer, as a swift action, grants the wearer the ability to grant the abilities from any independent materia slotted to all allies within 30 feet, up to 3 times per day, for a minute-long duration.
- Spell Materia slotted grants the wearer to maximize the variables from any spell cast from a materia.
- Summon Materia slotted grants the wearer the ability to keep an avatar summoned by a summon materia for a number of hours instead of rounds.
- Support Materia slotted grants the wearer to empower and enlarge any spell cast from a materia.