

Boundless Magic VII

Figurines of Wondrous Power



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Boundless Magic: BM007 – Figurines of Wondrous Power

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FIGURINES OF WONDROUS POWER

Alabaster Ferret

CL: 8th	Weight: --	Price: 7,000 GP
Aura: moderate transmutation		

This figurine of wondrous power appears as a small, innocuous ferret carved of pure-white alabaster. On command, it transforms into either a giant ferret (treat as giant weasel) with the advanced template or 3 normal ferrets (treat as weasel)—the user makes this choice at the time of activation.

The ferret (or ferrets) can be animated up to 3 times per week, for a maximum total duration of 12 hours per week. If the advanced giant ferret is slain, the alabaster ferret cannot be activated again for 1 full week. Each normal ferret that is slain in combat reduces the total duration that the figurine can be activated for the week by 4 hours.

Either the giant ferret or the normal ferrets can be used as combatants or as small, unintelligent servant-creatures, performing minor tasks or fetching small objects. The giant ferret can be used by Small or smaller creatures as a makeshift mount, although it is not equipped with a saddle or similar equipment.

Construction Requirements	Cost
Craft Wondrous Items, animate objects	3,500 GP

Amethyst Wolf

CL: 11th	Weight: --	Price: 10,000 GP
Aura: moderate conjuration and transmutation		

This palm-sized figurine of a wolf is made of vibrant purple amethyst with a streak of white quartz along the wolves' back.

An amethyst wolf turns into a dire wolf that is fully obedient to the figurine's owner. Even in its animated form, the amethyst wolf is made of dense stone, granting it a +2 armor bonus to AC and a +2 bonus to its CMD. An amethyst wolf can be animated twice per week for up to 8 hours per use; speaking the command word before the 8 hours expires returns the amethyst wolf to a figurine.

Construction Requirements	Cost
Craft Wondrous Items, animate objects	5,000 GP

Azurite Elk

CL: 11th	Weight: --	Price: 21,000 GP
Aura: moderate transmutation		

These blue and green figurines come in sets of three. Each elk of this trio looks slightly different from the others, and each has a different function:

Wondrous Elk of Traveling: this statuette provides a speedy and enduring mount equal to that of a heavy horse in every way except appearance. The elk can travel for a maximum of 1 day each week—continuously or in any combination of periods totaling 24 hours. At this point, or when the command word is uttered, it returns to its statuette form for no less than 1 day before it can again be used.

Horrid Elk of Destruction: This statuette becomes an enormous creature, larger than a bull, with the statistics of a leucrotta except for the addition of wicked antlers of exceptional size (damage 2d8+8). If it is charging to attack, it may only use its antlers (but add 6 points of damage to each successful attack in that round). It can be called to life just once per month for up to 12 hours at a time.

Fiery Elk of Dread: When called upon with the proper command word, this statuette becomes an elk made purely of sickly green and purple flame. This elk is treated as a medium fire elemental. While in combat this elk radiates fear as the spell in a 30-foot

radius (Will DC 16 partial). It can be used once every 2 weeks for up to 3 hours per use.

Construction Requirements	Cost
Craft Wondrous Items, animate objects	10,500 GP

Bloodstone Deinonychus

CL: 11th	Weight: --	Price: 16,500 GP
Aura: moderate transmutation		

This figurine is carved out of coal-black bloodstone speckled with red. It is sculpted to resemble a pair of velociraptor-like dinosaurs.

They become a pair of normal adult deinonychus dinosaurs. If slain in combat, the dinosaurs cannot be brought back from statuette form for 1 full week. Otherwise, they can be used once per day for up to 1 hour. They enlarge and shrink upon speaking the command word.

Construction Requirements	Cost
Craft Wondrous Items, animate objects	8,250 GP

Brass Squirrel

CL: 6th	Weight: --	Price: 3,800 GP
Aura: moderate enchantment and transmutation		

This brass figurine turns into a squirrel on command (but it retains its metallic consistency, which gives it hardness 10). Another command sends it off, bearing a message just like a creature affected by an animal messenger spell. If not commanded to carry a message, the squirrel obeys the commands of its owner, although it has no special powers or telepathic Abilities.

It can maintain its nonfigurine status for only 24 hours per week, but the duration need not be continuous.

Construction Requirements	Cost
Craft Wondrous Items, animal messenger, animate objects	1,900 GP

Fluorite Hippogriff

CL: 11th	Weight: --	Price: 12,000 GP
Aura: moderate transmutation		

This large statuette of green, purple, and white fluorite is carved in the shape of a ferocious hippogriff.

When animated, a fluorite hippogriff acts in all ways like a normal hippogriff under the command of its possessor. The item can be used twice per week for up to 6 hours per use. When 6 hours have passed or when the command word is spoken, the fluorite hippogriff once again becomes a tiny statuette.

Construction Requirements	Cost
Craft Wondrous Items, animate objects	6,000 GP

Ivory Pegasus

CL: 11th	Weight: --	Price: 10,000 GP
Aura: moderate transmutation		

When animated, this figurine gains the form and statistics of a pegasus. It is equipped with a saddle and can be ridden and gives the rider a +2 to her ride skill. It will allow itself to be ridden into combat but will never attack anything itself. The item can be used three times per week for up to 12 hours per use. When 12 hours have passed or when the command word is spoken, the ivory pegasus again becomes a tiny statuette.

Construction Requirements	Cost
Craft Wondrous Items, animate objects	5,000 GP

Lucky Golden Pig

CL: 11th	Weight: --	Price: 20,000 GP
Aura: moderate transmutation		

This small pig figurine is sculpted of pure gold. At the user's command, it turns into an extraordinarily cute pink pig. The pig acts as a normal pig in all respects, except that it obeys the wielder's verbal commands to the best of its animal-level intelligence.

All allies within 30 feet of the lucky golden pig receive a +2 morale bonus to saving throws vs fear effects. Also, once in each 8 hour period the pig is active the pig's owner can use an immediate action to allow one ally within range who must roll a saving throw to roll the saving throw twice and take the better result.

On command, the pig returns to its figurine form. The golden pig can be used up to 3 times per week for up 8 hours each use.

Construction Requirements	Cost
Craft Wondrous Items, animate objects	10,000 GP

Moonstone Bear

CL: 11th	Weight: --	Price: 17,000 GP
Aura: moderate transmutation		

This is a rather large statuette, being about the size of a halfling's closed fist. Upon utterance of the command word, a moonstone bear grows to the size and specifications of a dire bear. The animal created from the statuette is fully obedient to the figurine's owner, serving as a beast of burden, a mount, or a combatant.

The statuette can be used four times per month for up to 24 hours at a time.

Construction Requirements	Cost
Craft Wondrous Items, animate objects	8,500 GP

Obsidian Cat

CL: 15th	Weight: --	Price: 28,500 GP
Aura: strong conjuration and transmutation		

This is a variation of the standard obsidian steed. This figurine appears to be a small, fine carved sculpture of a great cat, perhaps a panther or mountain lion.

On command, the obsidian cat becomes a fantastic mount. Although it appears to be a jet-black dire tiger it is treated as a heavy horse with the following additional powers usable once per round at will: overland flight, plane shift, and ethereal jaunt. The cat allows itself to be ridden and is equipped with a full set of tack and harness, but if the rider is of evil alignment, the cat is 10% likely per use to carry him to the upper planes and then return to its statuette form. The obsidian cat will allow itself to be ridden into combat but will never attack anything itself.

The statuette can be used once per week for one continuous period of up to 24 hours. Note that when an obsidian cat becomes ethereal or plane shifts, its rider and his gear follow suit. Thus, the user can travel to other planes via this means.

Construction Requirements	Cost
Craft Wondrous Items, animate objects, etherealness, fly, plane shift.	41,000 GP

Peridot Pixie

CL: 11th	Weight: --	Price: 13,000 GP
Aura: moderate enchantment and transmutation		

These tiny, but beautify carved, figurines of pixies are made from unusually large peridot gemstones. A peridot pixie turns into an adult female pixie on command, though it retains a gem-like form, which gives it a +4 armor bonus to AC. In pixie form, a peridot pixie can turn invisible at will as a swift action, though it retains none of a pixie's other spell-like

abilities and lacks a bow and the special arrows ability. Peridot pixie generally avoid combat, but make excellent spies and trackers.

The peridot pixie's owner can, as a move action, designate a single creature in his line of sight as the peridot pixie's quarry. The peridot pixie then follows its quarry clandestinely, and sends a whispered message to its owner once each hour detailing the quarry's location and activities. The message is similar to the whispering wind spell, though the message unerringly locates the tin imp's owner instead of moving to a predetermined location. A peridot pixie can maintain its animate status for up to 48 hours per week. This duration doesn't need to be continuous, but must be used in 1-hour increments. If slain in combat, a peridot pixie is destroyed.

Additionally, a creature with the track class feature can command a peridot pixie he owns to study a set of footprints (a standard action) and designate the creature that made the footprints as its quarry. The peridot pixie can then attempt to track the creature as if its owner was tracking it, using the owner's Perception and Survival skill (and any tracking bonuses).

Construction Requirements	Cost
Craft Wondrous Items, animate objects, invisibility, whispering wind	6,500 GP

Sapphire Hedgehog

CL: 11th	Weight: --	Price: 15,500 GP
Aura: moderate transmutation		

This small sapphire figurine is carved in the shape of an ordinary hedgehog.

When commanded, this statuette changes into a creature with the same properties as a hedgehog except that it is endowed with an Intelligence of 12, can communicate in Common, and has exceptional olfactory and visual abilities. It has the scent ability

and adds +4 on its Perception checks. It has 60-foot darkvision, and it can see invisibility.

A sapphire hedgehog can be used once per week for up to 6 hours. It obeys only its owner.

All sapphire hedgehogs refer to themselves as Lord Gerard Berryworth and require their owners to do the same. Lord Berryworth's personality has been referred too as ostentatious and foppish, but also polite and heroic.

Construction Requirements	Cost
Craft Wondrous Items, animate objects	7,750 GP

Serpentine Eagle, Greater

CL: 15th	Weight: --	Price: 18,000 GP
Aura: strong transmutation		

This variant of the serpentine owl can only transform into a giant eagle. Serpentine eagles are popular for scouting and emergency transportation.

The giant eagle communicates with its owner by telepathic means, informing her of all it sees and hears.

The transformation can take place once per day, with a maximum duration of 8 continuous hours. Unlike the standard serpentine eagle there is no limit on the number of times this figurine can be used.

Construction Requirements	Cost
Craft Wondrous Items, animate objects	9,000 GP

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