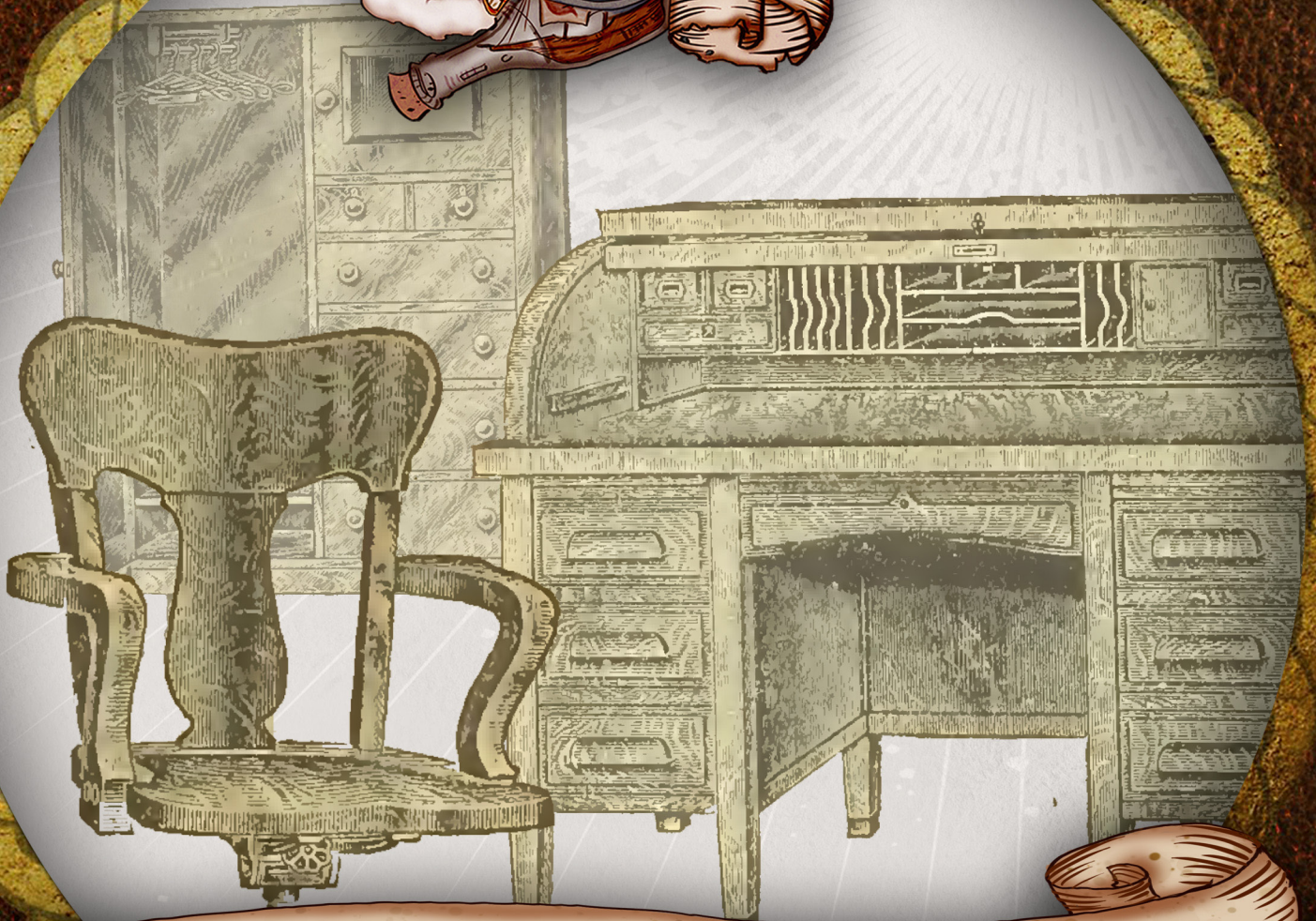


Navigators
Alex Coley
Harvey Howell



Household Magic Catalog

Alex Abel Alex Coley
Phoebe Harris Kelly Pawlik
Kendra Leigh Speedling



LETTERS FROM THE FLAMING CRAB HOUSEHOLD MAGIC CATALOG

Special Thanks to Our Navigators Alex Coley and Harvey Howell

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Our deepest gratitude to the following honorary crew members of the UCS Flaming Crab

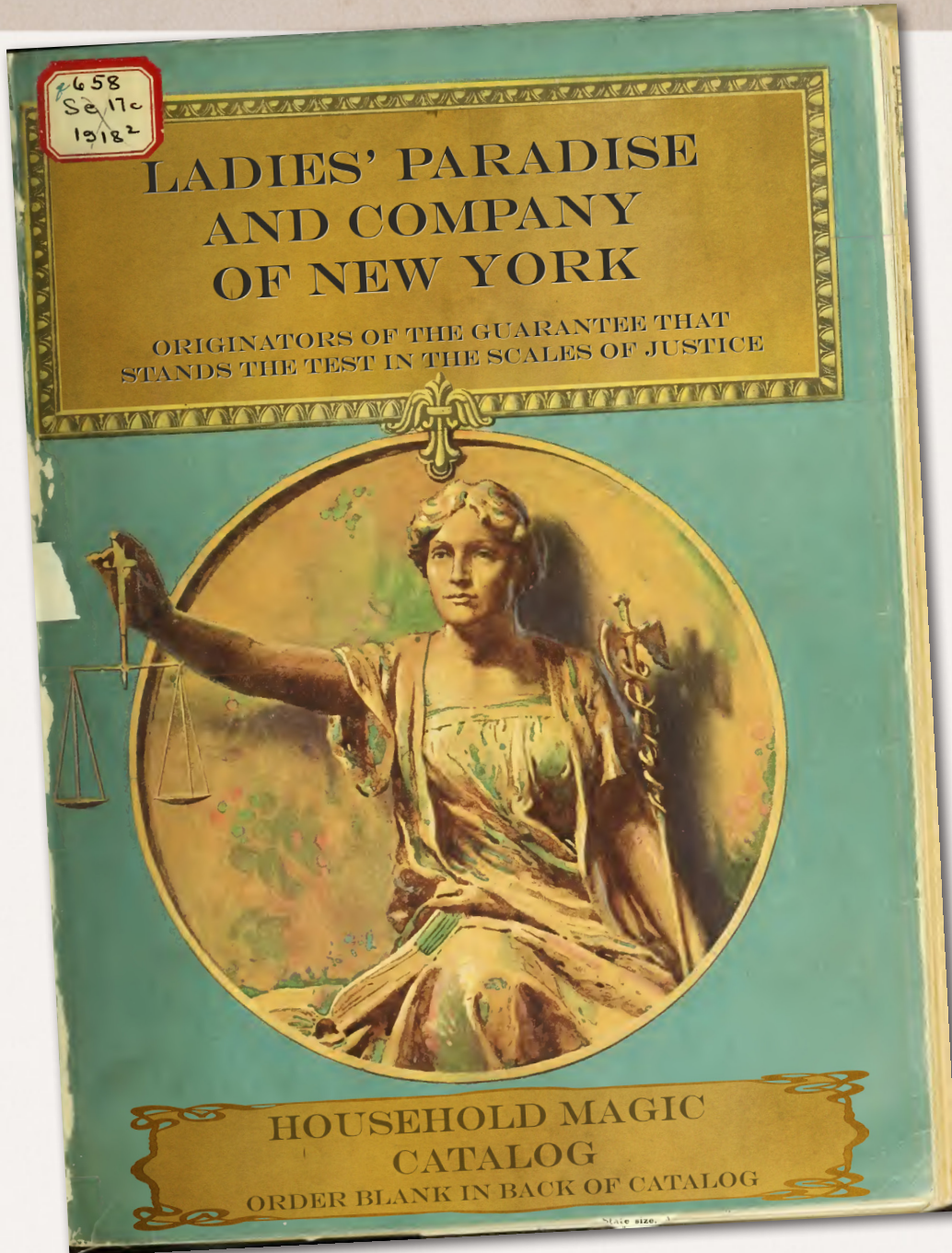
Aaron "Itchy" Tranes, Adam Matherly, Adventureaweek.com, AinvarG, Alex Coley, Alexander Canfield, amberkat, Andy Kwong, Anthony Guillote, C.J. Withers, Chad "Doomedpaladin" Middleton, Dagmar Wyrmlin, Eric W Murray, FST, Harvey Howell, Hugo "Butterfrog" Solis, Imban, Iris Gehrman, Jacqueline Vanni Shanks, Jason Leisemann, Jeremy Hunt, Jerry Britt, Jim Austerman, Joshua Hennington, Joshua Root, Kenny "Cash Flock" Richardson, Lauren M, Lewis Crown, Lindsey Shanks-Abel, Lukas Buergi, Margherita "Bardess" Tramontano, Massimo Gandola, Mathew Irizarry, Matt Roth, Melodie Provencher, Michael Dorn, Michael G Townsend, Murray K Dahm, Nate Swalve, Nick Pater, Oliver von Spreckelsen, Peter Francis Osborne, Rhel ná DecVandé, Robert H. Nichols, Russell Ventimeglia, Sasha Hall, Scott Maynard, Stephen-jon Thompson, Stereofm, TaLeah Wiseman, Tanya, Tobias Schmitt, Tom Johnson, Troy Daniels, Tyler Brenman, Veronica Ellis, Wright S. Johnson, Yuri Clovershid

Letters from the Flaming Crab is a monthly series of Pathfinder-compatible supplements. Each Letter focuses on exploring a different topic to give gamemasters and players new, exciting options that can be dropped into any campaign.

Coming in December: World Tree

Coming soon: Ioun Stones





Regular readers of Letters from the Flaming Crab will know the story but if you're new to the line, let me catch you up. A little over a year ago, a series of large, glass objects crashed into my backyard here in the woods of New York. I found in the wreckage a collection of papers which turned out to be letters sent across the dimensional barrier by the crew of a world hopping ship named the UCS Flaming Crab. They had hoped to send it to their home but the shipment somehow went off course and ended up with us, instead. Since we had no way to pass this interdimensional mail onward, Alex Abel and I did what any gamer would do. We used the strange accounts to inspire a series of books compatible with the Pathfinder Role-playing Game and hopes the published snippets would somehow make their way to the UCS Flaming Crab's plane of origin.

Most of the material which crashed in my yard consisted journals, logs, reports, and letters but a few other items of interest were included. We've already shared a brochure for a county faire the crew of the UCS Flaming Crab visited, for instance. This particular volume of Letters from the Flaming Crab was a sales catalog published for the Ladies' Paradise and Company of New York. I find the catalog fascinating because I believe it to be our first real glimpse into the home plane of the UCS Flaming Crab, a world where magic and fantasy seems to intermingle with the horrors of World War II. We're publishing the catalog in its entirety here, including a pitch the company makes for people to support the war effort at the beginning and the order blank in the back. We've done little to change it except to add game stats for the various items and convert the prices from dollars to gold pieces. I hope you find it as fascinating as I did.

Remember to buy war stamps!
J Gray



WE GUARANTEE

that each and every article in this catalog is exactly as described and illustrated.

We guarantee that any article purchased from us will satisfy you perfectly; that it will give the service you have the right to expect; that it represents full value for the price you pay.

If for any reason whatever you are dissatisfied with any article purchased from us, we expect you to return it to us at our expense.

We will then exchange it for exactly what you want, or will return your money, including any transportation and delivery charges you have paid.

THE LADIES' PARADISE AND COMPANY
OF NEW YORK



Buy War Saving Stamps Regularly

By investing in War Savings Stamps you serve yourself and your Realm. The boys and girls at the front are sacrificing the comforts of home, personal ambition, and, in many instances, their lives. You can at least save and invest in War Savings Stamps for their support.

Small Savings Are Worth While

Do you realize that if each customer of the Ladies' Paradise and Company would buy a 25-cent Thrift Stamp each week \$1,500,000 would be added to Paladin Sam's War Chest every week? If every customer bought a War Savings Stamp each week, it would amount to a loan of more than \$25,000,000 per week.

In War Savings and Thrift Stamps the Realm offers you an easy way to invest your money in security that is backed by the resources of the United Commonwealth.

These stamps offer a convenient and patriotic method of saving money. It is not only a privilege to buy these stamps – it is a patriotic duty. Our warriors and our Allies fighting abroad must have weapons, wands, aerships, rations, and countless other supplies; your money must buy them.

How to Invest

War Savings and Thrift Stamps are sold by banks, offices of the post, department stores, and many other authorized agencies.

Thrift stamps cost 25 cents each. With your first one you will receive a Thrift Card to which your stamp should be attached. When your card is filled with sixteen Thrift Stamps (\$4.00 in value) take it to any authorized agency and by paying a few cents additional, receive a War Savings Stamp attached to a War Savings Certificate. During the month of Julius the War Savings Stamp will cost you 18 cents in addition to the filled Thrift Card, during Augustus 19 cents, the price increasing one cent each month for the remainder of the year.



Four Per Cent Interest

Thrift Stamps bear no interest and serve merely as a means of purchasing War Savings Stamps in small installments. Buy War Savings Stamps outright if you can. The price is \$4.18 in Julius, \$4.19 in Augustus, etc. A War Savings Certificate has spaces for twenty of these stamps. On Janus 1, the Realm will return to you \$5.00 for each Stamp attached to the certificate. This enables you to build up a Government bond of any denomination from \$5.00 to \$100.00, the latter amount representing a filled Certificate. The interest upon your investment is 4 per cent, compounded quarterly. The Act of Council authorizing the issue of these War Savings Certificates permits no one to own more than \$1,000.00 worth (maturity value) – ten filled Certificates.

The War Savings Certificate should bear your name and address, and may be cashed only by you. If it is necessary that you have the money at any time before Janus 1, you may receive from any money order office of the post by giving ten days' notice, the full amount of your investment plus approximately 3 per cent interest.

You may secure absolute protection against the loss or theft of your Certificate by registering it at your local office of post.

In Your Bedroom

Rest comfortably knowing tomorrow will be brighter! With a bedroom furnished with magical goods from Ladies' Paradise and Company, every night will bring nothing but sweet dreams and every morning a fresh chance to conquer the day.

ARMOIRE OF ELEGANCE

Why keep paying servants to clean and press your clothing when a one-time purchase could eliminate that task entirely? The *armoire of elegance* is a wardrobe for the individual with truly fine taste. Simply place your clothing in the armoire and it will be magically cleaned for you in an instant! Snag a hem, tear a sleeve, or lose a button? The armoire can make those repairs as well. No need to wait; the effects will occur as soon as you close the door of the armoire! Available in two styles and variety of types of wood to best match your bedroom decor, each piece is hand-carved by our finest carpenters before enchantment. Stop worrying about clumsy laundresses using too much bleach or shrinking your fine woolens, and rely on the foolproof *armoire of elegance* for all your sartorial needs!

CN14312

Armoire of Elegance (Wondrous Item)

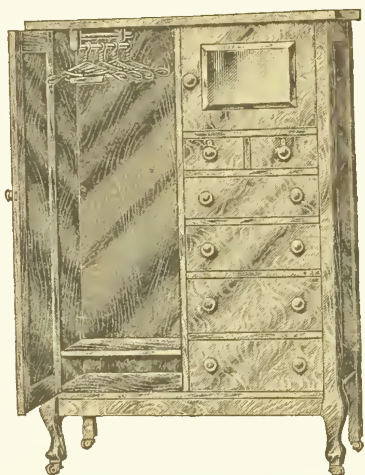
Aura faint transmutation; **CL** 3rd
Slot none; **Price** 2,000 gp; **Weight** 200 lbs.

DESCRIPTION

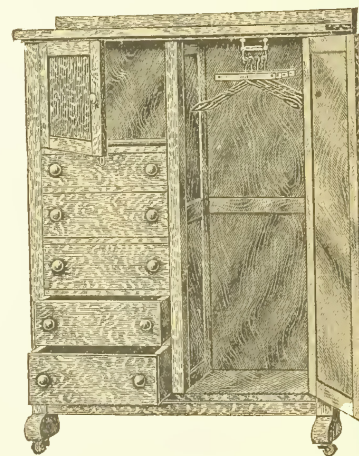
The *armoire of elegance* is a carved wooden armoire that magically cleans and mends the clothes inside of it. As soon as the door to the armoire is closed, any article of clothing within is automatically affected with *prestidigitation* and *mending*. This does not affect pieces of armor or objects such as jewelry. The effects of *prestidigitation*, but not *mending*, remain on any clothing taken out of the wardrobe for the next twelve hours, automatically cleaning it again if it is dirtied within that time.

CONSTRUCTION

Requirements Craft Wondrous Item, *mending*, *prestidigitation*; **Cost** 1,000 gp



OR



BREADBOARD OF INSTANT BREAKFAST

If you're burdened with an unskilled cook, or your bedroom is a fair distance from the kitchen, having breakfast in bed can be a trial to arrange rather than a relaxing experience. Why not try our unique *breadboard of instant breakfast*? This lovely lap table comes in a variety of finishes to match your decor, but it's not just for looks! On your command, it will produce a delicious breakfast, perfect for getting your day started. The food produced by the breadboard is nourishing, tasty, and will even perk you up if you're feeling a bit poorly! New for this year, all breakfasts made by the *breadboard of instant breakfast* feature everyone's favorite cereal! Make your breakfast magical today!

CN14315

Breadboard of Instant Breakfast (Wondrous Item)

Aura moderate conjuration; **CL** 7th
Slot none; **Price** 15,000 gp; **Weight** 5 lbs.

DESCRIPTION

This small breakfast table sits comfortably in one's lap, providing a convenient tray for eating. When activated with a command word, it produces a nourishing and delicious breakfast. Though the user cannot control what is produced, it will create a wide variety of breakfast foods, along with the appropriate dishes and utensils. Creatures that eat from the breadboard will remain nourished for 24 hours, and food produced by the table cures any poison effect. The table is not self-replenishing, and will only function once per 24-hour period.

CONSTRUCTION

Requirements Craft Wondrous Item, *bountiful banquet, create food and water, neutralize poison*; **Cost** 7,500 gp



MASTER HORATIO'S MARVELOUS SLEEP TONIC

A good night's sleep can be hard to obtain amidst all the hubbub of modern life. If you find your sleep often disturbed by distractions, distress, or general insomnia, Master Horatio's Marvelous Sleep Tonic is for you! One dose of this excellent substance will provide you with a better night's rest than you've had in years. Now available flavored with mint, chocolate, or strawberry, so you can choose the one that best suits your palate. The Master Horatio's special formula isn't available anywhere else; accept no substitutes!

CN14319

Master Horatio's Marvelous Sleep Tonic (Alchemical Remedy)

Cost 150 gp; **Weight** —

Each bottle of this sleep tonic contains one dose. When it is consumed before going to sleep for the night, it provides the effects of restful sleep, healing the user of hit points equal to twice their character level after 8 hours of rest. In addition, the user gains a +2 competence bonus on all Intelligence and Wisdom based checks for 8 hours after waking, as the tonic clears the mind and sharpens the senses.

Create Craft (alchemy) DC 20

WAKEFUL TIMEPIECE

Having problems rousing yourself in the morning? No need to rely on servants or helpful family members to do the task! Our *wakeful timepiece* will wake you up as early as you need so you can begin your busy day. This hand-carved wooden desk clock isn't simply a mechanical wonder. It's also enchanted to awaken you at whatever time you choose. Simply utter the command word and state the time you would like the clock to go off, then choose from several sound options. Perhaps you would like to be awoken by a lovely melody, the sound of a voice singing a song, or the soothing sound of birdsong and rustling wind through the trees. Or if you are a heavier sleeper, you may wish to choose the wakeful timepiece's chime setting — not the most comforting noise, but it will certainly wake you up! Whichever sound you choose, the *wakeful timepiece* can get you started with your day with a minimum of fuss. Try it today!

CN14323

Wakeful Timepiece (Wondrous Item)

Aura faint illusion; **CL** 3rd

Slot none; **Price** 500 gp; **Weight** 2 lbs.

DESCRIPTION

The *wakeful timepiece* appears to be a sophisticated desk clock, but displaying the correct time isn't the only thing it can do. With a command word, the clock can be set to make noise at a specified time, which can be changed any time the command word is used. This noise can take the form of one of several options: instrumental music, a song with lyrics, a loud beeping, or gentle nature sounds of birdsong and rustling wind. The sound will begin quietly and gradually grow louder until the command word is uttered once more, which silences the clock until the next time it is set to make noise.

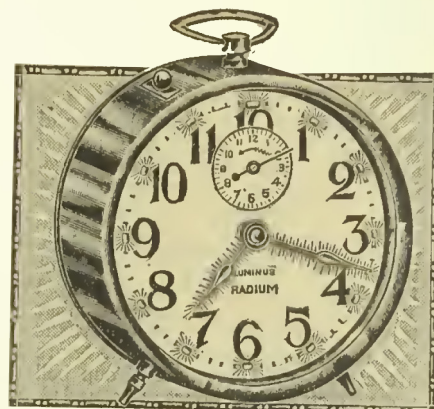
CONSTRUCTION

Requirements Craft Wondrous Item, *ghost sound*, *magic mouth*; **Cost** 250 gp

In order that you may fully satisfy yourself that your selection of any of the quality items from this catalogue will please you, we invite you to send your order with the distinct understanding that you may place the item in your home for thirty days and if you are not satisfied that it is just exactly what you want we ask you to return it at our expense, with the privilege of exchange for any other items, or a refund of your money in full, whichever you desire.



OR



In Your Carriage House

We know the carriage house is more than simply a location in which to store your vehicle! It is the center of your pride and glory, the modern garden. Keep your property looking fit and green by filling your carriage house with our wondrous garden tools.

EXTENDO-LADDER

Most ladders are heavy, bulky, and are never quite the size you are looking for: too short, too tall, but always a pain to stow. We have the perfect solution! The *extendo-ladder* is a dream to store and, at only a foot long and three inches wide, it fits in even the most cluttered carriage house. When activated, the *extendo-ladder* stretches to unbelievable lengths. Adjustable for any job, from reaching the roof to reaching the top shelf, this handy tool is a must have for every family, especially with the holidays coming up. Don't hang your Yule decorations without our patented *extendo-ladder*!

CN14329

Extendo-Ladder (Wondrous Item)

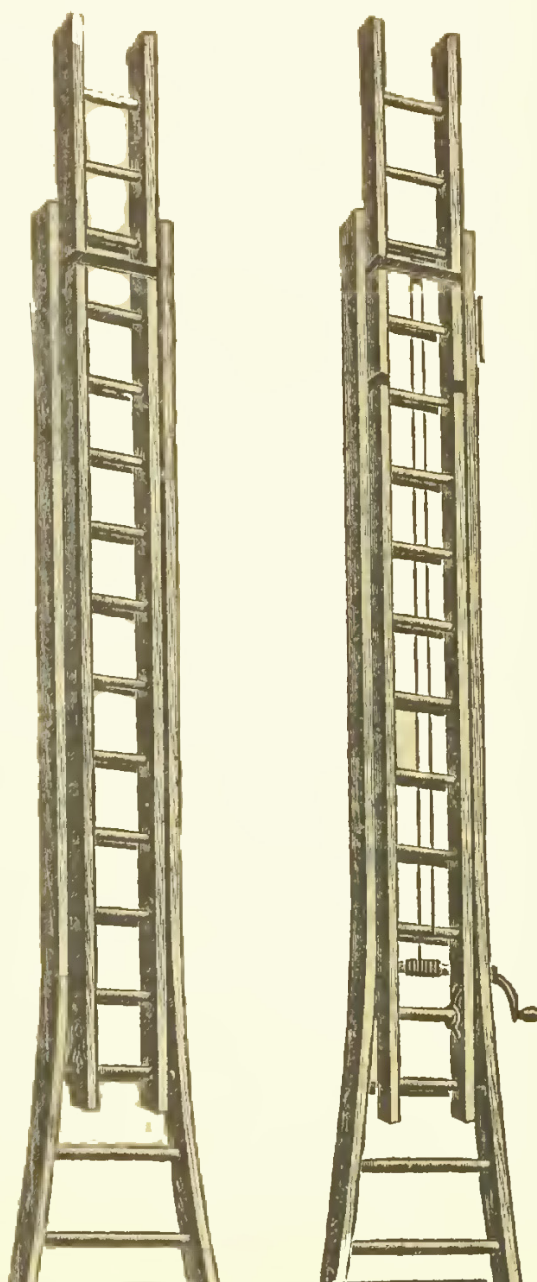
Aura faint transmutation; **CL** 5th
Slot none; **Price** 5,000 gp; **Weight** 1 lb.

DESCRIPTION

When not in use, the *extendo-ladder* is the width of a normal ladder, but only one foot long. When the command word is uttered, the ladder grows up to 50 feet in length. The ladder weighs 1 pound for every foot of length it is extended, weighing a total of 50 pounds when stretched to its full 50 feet. It is otherwise a solid, normal ladder. Uttering a second command word returns the ladder to the smaller size.

CONSTRUCTION

Requirements Craft Wondrous Item, *shrink item*;
Cost 2,500 gp



HANDY-WAGON

If your arms ache from pushing a wheelbarrow or pulling a heavy wagon around, we've got the answer for you. The *handy-wagon* is the ideal solution for anyone who needs to transport logs of wood, move a bale of hay, or just keep those kids amused in the yard. Simply fill the handy-wagon with the goods you need transported, then lead it where you want it to go. This well-crafted, self-propelling wooden wagon does the heavy lifting for you, saving you strain on arms and sweat on your brow. Built with sturdy wheels, the handy-wagon can traverse itself easily through all but the most difficult of terrain.

Handy-Wagon (Wondrous Item)

CN14333

Aura faint evocation; **CL** 2nd

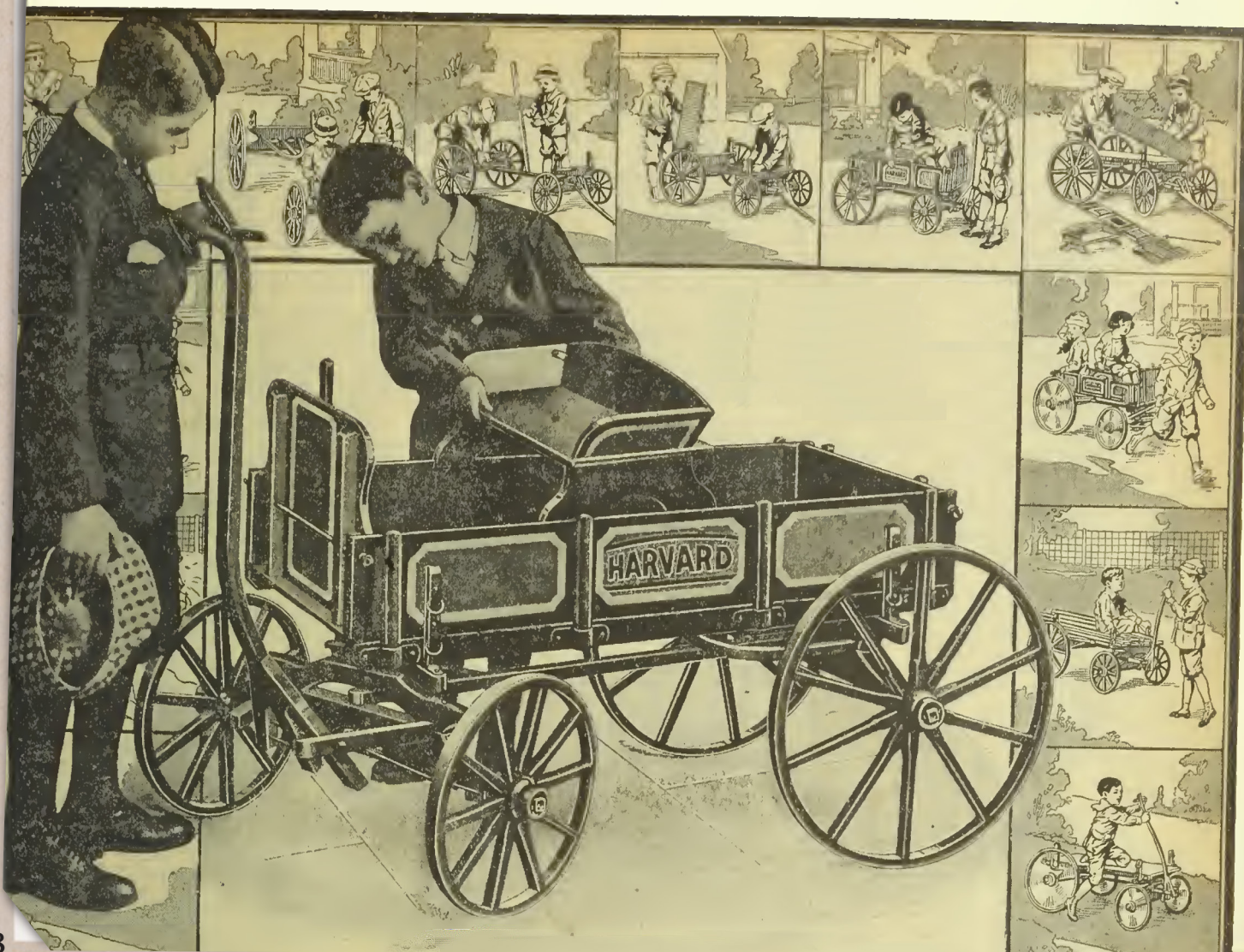
Slot none; **Price** 2,000 gp; **Weight** 20 lbs.

DESCRIPTION

This wooden wagon, which measures 24 by 40 inches, can hold up to 200 pounds of weight, or 2 gallons of liquid. Once loaded, the *handy-wagon* follows the user to its destination, at a rate of up to 15 feet per round. Despite its name as a wagon rather than wheelbarrow, the *handy-wagon* is easy to unload, assisting the user by tipping itself when a command word is spoken. The *handy-wagon* is slowed to 5 feet per round in difficult terrain. If it encounters an object or creature that impedes its path, the *handy-wagon* attempts to redirect its course around the impediment. A second obstruction encountered within one round of the first renders the *handy-wagon* inert until reactivated. The *handy-wagon* cannot be ordered to attack and becomes inert if damaged and cannot be reactivated until repaired. A *handy-wagon* has AC 7; Hardness 3 and hp 30 (14).

CONSTRUCTION

Requirements Craft Wondrous Item, *floating disc*; **Cost** 1,000 gp



OTHER SIDE LAWN CARE

The grass is always greener on the other side, until now. Get the lawn your neighbors will be jealous of with Other Side Lawn Care. This special formula instantly brightens your lawn into an ideal shade of green. Depending on the current color of your grass, additional doses may be necessary in order to achieve the perfect color. Even distribution is important, and we recommend using our *self-completing mower* to apply this concoction.

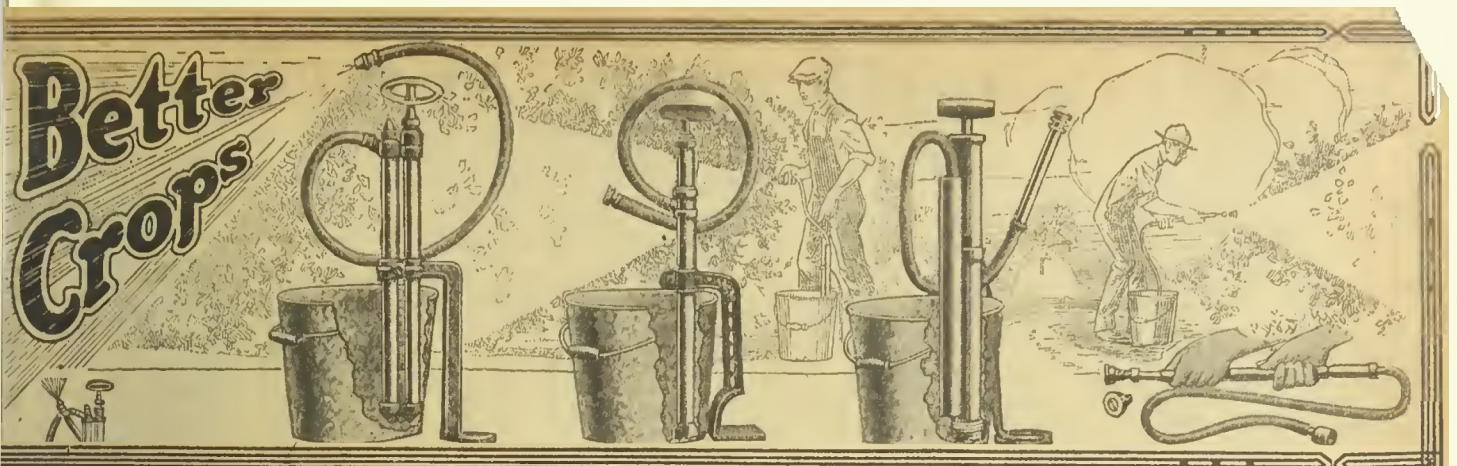
CN14337

Other Side Lawn Care (Alchemical Remedy)

Cost 50 gp; **Weight** —

Each bottle of Other Side Lawn Care contains five applications. When this bright green fluid is mixed with equal parts water and applied to plants, the foliage instantly becomes a more vibrant green. Yellow or brown foliage begins to turn green, though additional applications are required for maximum effect. Healthy, well maintained plants typically need only two applications per year. In addition to altering the plant's color, this concoction revitalizes the makeup of the plant, ensuring a longer more luscious life. When applied undiluted there is a 50% chance the affected greenery is covered in uneven green splotches, creating an unattractive appearance. If Other Side Lawn Care is consumed by a creature with the plant type, the undiluted formula heals the creature of 1d4 hit points of damage; a creature can only benefit from this formula once per day.

Create Craft (alchemy) DC 20



PLANT FOOD EXTRAORDINAIRE

Spruce up your garden overnight with Plant Food Extraordinaire. This incredible product speeds up the growing process, helping plants reach maturity in a fraction of the time. Turn seeds into plants in time to cut flowers for your dining room table; grow bushes over night to hide your neighbor's unsightly yard; plant a seedling and in no time you can have a tree sturdy enough for your child's treehouse. The possibilities are endless, so don't delay, get planting today!

CN14345

Plant Food Extraordinaire (Alchemical Remedy)

Cost 50 gp; **Weight** —

Each bottle of Plant Food Extraordinaire contains five applications. When applied to ground around the base of a plant, this murky brown fluid increases the rate of growth of the affected plant. In one hour, plants under the effect of Plant Food Extraordinaire grow as much as they would typically grow in one day. A single dose treats a plant for twelve hours, maturing it the equivalent of twelve days. A plant can benefit from this multiple times, but if the additional doses are applied to the ground around a plant currently being treated, there is a cumulative 25% chance the plant withers and dies. Plant Food Extraordinaire cannot affect the growth rate of creatures with the plant type, though they may find themselves more hungry than usual. Plant Food Extraordinaire must be absorbed through the roots of a plant for it to take effect.

Create Craft (alchemy) DC 20

SELF-COMPLETING MOWER

Take the pain out of lawn care with the *self-completing mower*. This incredible grass cutter finishes the job for you, because sometimes completing the task is the toughest part. Simply push this grass cutter around the perimeter of your lawn, then marvel at how the rest of the job is done. No matter how overgrown your lawn has become, the *self-completing mower* is up for the challenge. All models come with a complimentary attachment that allows the user to apply Other Side Lawn Care while cutting their lawn, for perfect, short, green grass every time.

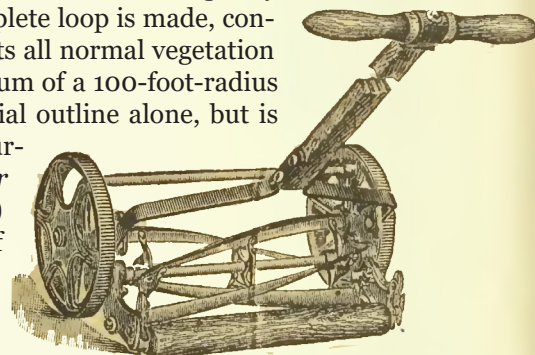
CN14351

Self-Completing Mower (Wondrous Item)

Aura faint transmutation; **CL** 5th
Slot none; **Price** 15,000 gp; **Weight** 30 lbs.

DESCRIPTION

As the user pushes this enchanted grass cutter over vegetation no more than 1 foot in height, the plant instantly shrinks in size, becoming perfectly trimmed to an ideal length. The mower magically removes any weeds, leaving only perfectly cut grass in its wake. Once a complete loop is made, connecting the end point to the point of origin, the *self-completing mower* affects all normal vegetation inside the target area with the same effect. Each use can only affect a maximum of a 100-foot-radius circle (or equivalent). The *self-completing mower* cannot complete the initial outline alone, but is able to carve out the interior of the loop at a rate of 20 feet per round, manicuring the lawn to perfection. When self-propelled, the *self-completing mower* is treated as a small animate object (as defined by the spell *animate objects*) except it will attempt to move around obstructions rather than attack them. If damaged, the self-completing mower becomes inert until reactivated. A self-completing mower has AC 9; Hardness 5 and hp 30 (14). The *self-completing mower* will not work on creatures of the plant type.



CONSTRUCTION

Requirements Craft Wondrous Item, *animate objects*, *diminish plants*; **Cost** 7,500 gp

SELF-SWEEPING BROOM

Cobblestones and front stoops littered with plant debris and dirt make a home look unkempt, but finding the time to sweep up the unending mess is a relentless task. Keep the exterior of your home looking tidy without doing more than lifting a finger; simply set the *self-sweeping broom* to work and busy yourself with other tasks.

CN14352

Self-Sweeping Broom (Wondrous Item)

Aura faint transmutation; **CL** 1st
Slot none; **Price** 300 gp; **Weight** 1 lb.

DESCRIPTION

This broom is magically enchanted to assist with the cleaning of hard surfaces by sweeping dirt, dust, and debris into a tidy pile when the command word is spoken. It sweeps for ten minutes per activation. If the handle of the *self-sweeping broom* is grasped, or if it is otherwise interfered with while it is active, the broom instantly becomes inert, dropping to the floor if it is not held, and becomes a regular broom until the command word is spoken again. The *self-sweeping broom* is treated as a tiny animate object (as defined by the spell *animate objects*) except it will attempt to move around obstructions rather than attack them. If damaged, the *self-sweeping broom* becomes inert until reactivated. A *self-sweeping broom* has AC 9; Hardness 3 and hp 5 (3).

CONSTRUCTION

Requirements Craft Wondrous Item, *prestidigitation*; **Cost** 150 gp

In Your Kitchen

Even in times of strife, the kitchen remains the center of any home. Even so, the modern family doesn't have the time for long, involved meals! By buying magical kitchen aids from Ladies' Paradise and Company, you know you'll spend less time making your meals and more time enjoying them.

BOARD OF CUTTING

Prep work is easily the most draining and time-consuming part of cooking, and can distract you from exercising your true creativity in the kitchen. With this magnificent hands-free tool you can effortlessly process your ingredients into ready-to-cook condition. Constructed of elegant hardwood; cleans up easily after use. The *board of cutting* goes perfectly with our elite kitchen and stoveware assortment!

Board of Cutting (Wondrous Item)

CN143166

Aura faint evocation; CL 3rd
Slot none; Price 6,000 gp; Weight 3 lbs.

DESCRIPTION

This slab of beautiful hardwood measures two feet by three feet, and has a quarter-inch raised lip all around the edge to catch any liquids released by the board's operation. Upon command, any non-living object placed on the *board of cutting* will be cut by blades of force in the manner described by the user, including slicing, dicing, chopping or julienning, into pieces of any size directed. An object with DR or hardness will only be affected if it has the broken condition.

CONSTRUCTION

Requirements Craft Wondrous Item, *spiritual weapon*; Cost 3,000 gp

\$16³⁵ For No. 7 Stove.

A complete assortment of good quality merchandise; includes practically every necessary article used in the kitchen or laundry.

Three different sizes of Elite assortments, for No. 7, No. 8 or No. 9 stove, each assortment containing the following articles:

<ul style="list-style-type: none"> 1 Tin Copper Bottom Wash Boiler 1 Wrought Steel Maslin Kettle 1 Tin Cover to fit 1 Nickel Plated Copper Tea-kettle 1 Nickel Plated Copper 4 1/2-Pint Coffee-pot 1 Nickel Plated Copper 3 1/2-Pint Teapot 1 Steel Skillet 1 Fry Pan, 10-inch 1 Basting Spoon 1 Steel Stove Shovel 1 Preserving Kettle 1 Cover to fit 1 Retinned Saucepan 1 Cover to fit 1 Muffin Pan, 12 Cups 6 9-inch Pie Plates 1 Retinned Dish Pan, 14 qts. 1 Pieced Tin C.P. 1-pint Retinned Dipper 1 Flat Handled Skimmer 1 Vegetable Fork 3 Tin Bread Pans 	<ul style="list-style-type: none"> 2 Tin Cake Pans 2 Drip Pans, 10x12 and 10x14 inches 12 Assorted Patty Pans 1 Rolling Pin 1 Cake Turner 1 Pieced Colander 1 Cookie Cutter 1 Biscuit Cutter 1 Doughnut Cutter 1 Nutmeg Grater 1 Oval Sheet Grater 1 Flour Sifter 1 Dover Egg Beater 1 Japanned Dust Pan 1 Butcher Knife 1 Paring Knife 1 Mining Knife 1 Bread Board 1 Wood Potato Masher 1 Oval Hardwood Chopping Bowl 1 Steamer 1 Set Mrs. Potts Pattern Sadirons, consisting of Three Irons, Handle and Stand.
---	---

Elite Kitchen and Stoveware Assortment

One of the most complete outfits we ever offered; ideal assortment for the woman who is starting housekeeping.

For \$1 No. 8 Stove.

No. 99N2317
Elite Assortment for No. 7 stove.
Shpg. wt., about 100 lbs.
Price... **\$16.35**

No. 99N2318
Elite Assortment for No. 8 stove.
Shpg. wt., about 100 lbs.
Price... **\$16.95**

No. 99N2319
Elite Assortment for No. 9 stove.
Shpg. wt., about 100 lbs.
Price... **\$17.85**

CHEF MARGHERITA'S SECRET SCENTED CANDLES

True chefs know the oft-missing ingredient to an incomparable meal is preparing their guests' palates for the sumptuous feast ahead. An ingredient which can be supplied by our new Chef Margherita's Secret Scented Candles! Just light one of these stylish candles as preparations begin, and your kitchen and dining area will fill with an aroma guaranteed to tantalize your diners, increasing their enjoyment of your perfect meal. Chef Margherita's Secret Scented Candles come in three colors and scents — bright yellow for roasted garlic, sophisticated red for sizzling bacon, or deep brown for baking cookies. Stock up on your favorite, or buy a dozen in our handy assortment.

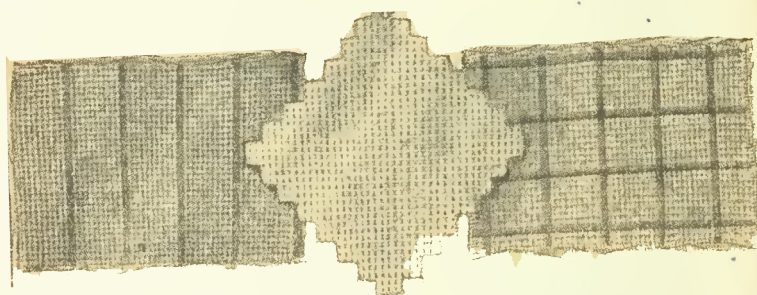
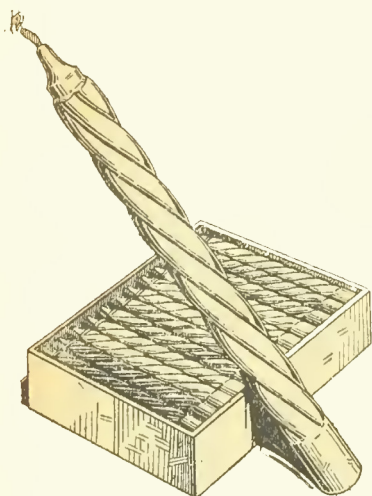
CN14367

Chef's Secret Scented Candles (Alchemical Tool)

Cost 10 gp; **Weight** 1 lb.

Upon lighting, this candle will fill a 60 ft. radius with the chosen scent. While burning, this scent will cover all other scents in the area. A creature with the Scent ability finds the candle's scent pleasant, and automatically identifies its source, but takes a -20 penalty to Perception to notice any other odors in the area. The candle burns for 10 minutes, which may be used in 1 minute increments.

Create Craft (alchemy) DC 20



DEEP CLEAN CLOTHS

Prestidigitation can give your kitchen the appearance of cleanliness, but how thorough is it really? Experience more satisfying sanitation with our exclusive Deep Clean Cloths. One swipe with a Deep Clean Cloth purifies everything it touches, locking dirt and grime deep within its fibers. One Deep Clean Cloth will have the most challenging kitchen sparkling in no time. Available in a convenient package of thirty, for an entire month of unparalleled clean.

CN14369

Deep Clean Cloths (Alchemical Tool)

Cost 5 gp; **Weight** —

This cloth can clean and disinfect a thin layer of surface grime on an area up to 200 square feet, including removing and neutralizing any and all dirt, allergens, disease, and poisons in that layer. Any filth absorbed into a creature or material is unaffected. The Deep Clean Cloth will be expended after one use, even if used to clean a smaller area.

Create Craft (alchemy) DC 15

FLAVOR NEUTRALIZER

It's happened to us all. A moment of inattention, and suddenly there is too much salt in the dish you are cooking — or worse, cayenne. Don't be stuck trying to mask the flavor, or throwing the meal away, because now you can remove unwanted spices quickly and easily! Just prime one of these clever stirrers with a bit of the spice to dispose of, then pass it through your food and -- voila — all of that spice is gone. Now you are free to re-season your meal perfectly, just as you had intended in the first place.

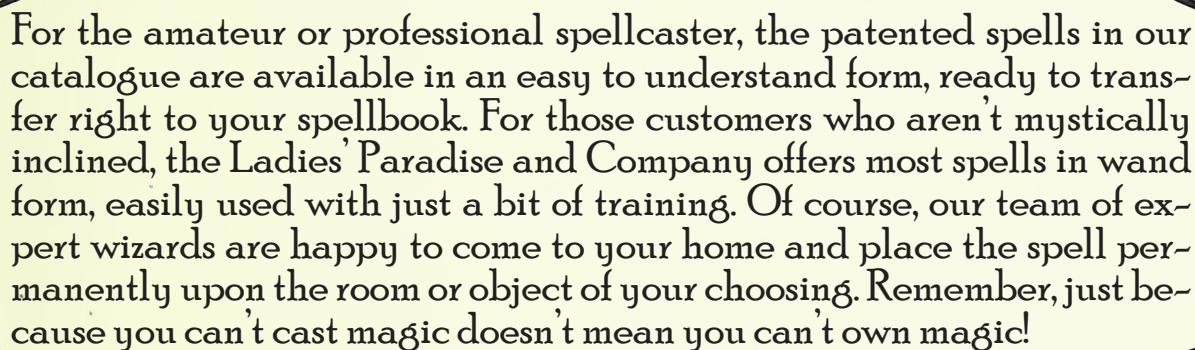
CN14379

Flavor Neutralizer (Alchemical Tool)

Cost 10 gp; **Weight** —

When this slender stick is primed with a substance, for the next minute up to a pound of that substance that it comes into contact with will adhere to the stick, even drawing the material out of solution if necessary. Magical items are unaffected, but a user with the proper ingredients can neutralize an alchemical item by making a Craft (alchemy) check equal to the item's crafting DC. Each stick is good for a single use, and once adhered, only *universal solvent* can remove the material from the stick.

Create Craft (alchemy) DC 17



For the amateur or professional spellcaster, the patented spells in our catalogue are available in an easy to understand form, ready to transfer right to your spellbook. For those customers who aren't mystically inclined, the Ladies' Paradise and Company offers most spells in wand form, easily used with just a bit of training. Of course, our team of expert wizards are happy to come to your home and place the spell permanently upon the room or object of your choosing. Remember, just because you can't cast magic doesn't mean you can't own magic!

FRESHEN

Any acolyte can *purify food*, but only those with special training can restore leftovers past their prime to full flavor and freshness. Our talented staff of researchers has uncovered this lost technique, and now we can share it with you! Available in handy scroll form — but recommended as a wand for a year of weekly freshenings.

CN14401

Freshen (Spell)

School transmutation; **Level** bard 1, cleric/oracle 1, druid 1, spiritualist 1, witch 1

Casting Time 1 standard action

Components V, S

Range close (25 ft. + 5 ft./2 levels)

Effect 1 cu. ft./level of food and drink

Duration instantaneous

Saving Throw Will negates (object); **Spell Resistance** yes (object)

This spell restores food to a freshly prepared state, reversing all wilt, rot, fermentation, curdling, staleness or other spoilage it may have undergone in the previous six months. It will not replace food that has been consumed, but it will otherwise be returned to the state when it was first served, with perfectly restored flavor, mouthfeel, and nutrition. *Freshen* does not prevent subsequent spoilage.

SCALE OF RECIPES

Never again be stymied in your joy of cooking by your lack of recipes. Armed with only our *scale of recipes* and a sample of the dish you wish to create, you too can become the chef of your dreams. Great for beginners, but also a perfect tool for any cook diligently pursuing his craft. We've been told by the alchemists and spellcasters in our enchantment department that the scale of recipes also comes in handy for analyzing the contents of extracts and potions.

CN143402

Scale of Recipes (Wondrous Item)

Aura faint divination; **CL** 5th

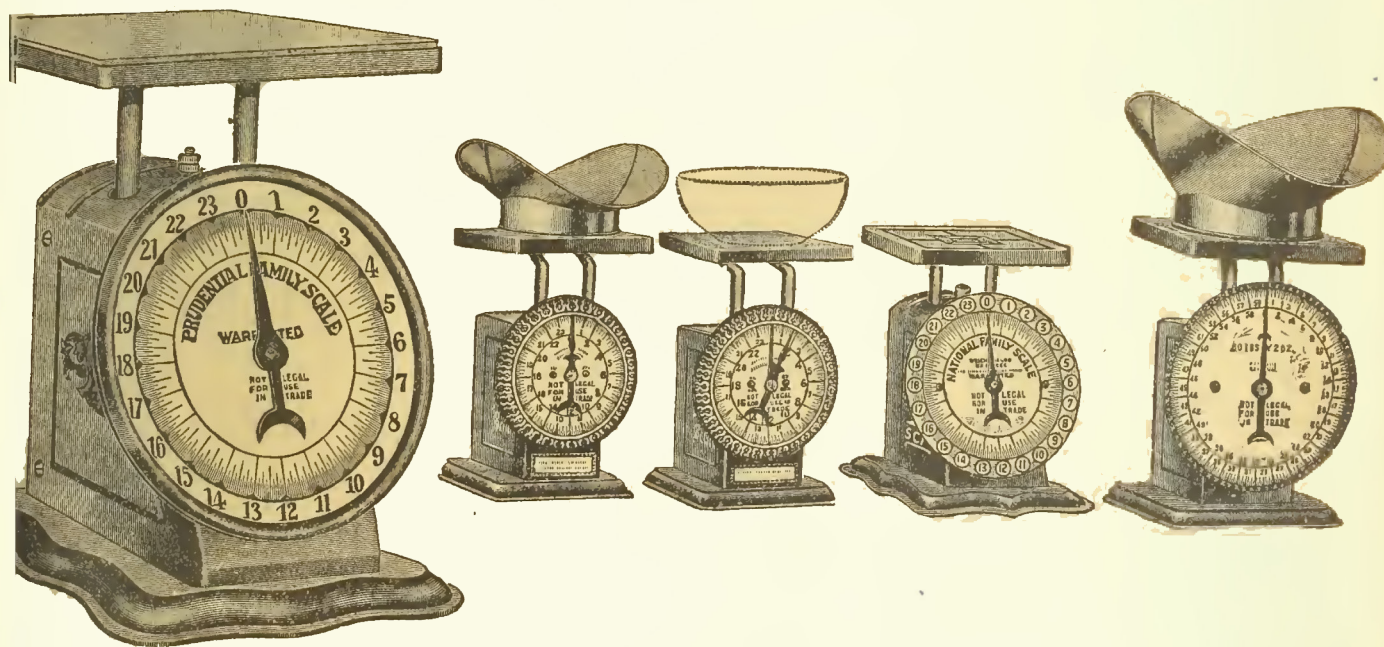
Slot none; **Price** 5,000 gp; **Weight** 2 lbs.

DESCRIPTION

This deluxe balance can measure weight in increments down to the grain. In addition, after placing a full serving or dose of an ingestible substance on the metal plate, the user can command the *scale of recipes* to analyze the substance. This analysis destroys the substance, but a minute later produces a neatly written list of ingredients as well as step-by-step instructions for preparing that substance. These permanent documents provide a +5 circumstance bonus to any checks made by a reader to reproduce the substance, but will not allow the reader the untrained use of a trained-only skill or allow the creation of something (such as an extract) which requires a feat or class ability the reader lacks.

CONSTRUCTION

Requirements Craft Wondrous Item, *hypercognition*; Cost 2,500 gp



In Your Living Space

Whether you have a parlor, a salon, or simply a room for living, you want your living space to be comfortable, entertaining, and always in the latest style. Let the fine products from Ladies' Paradise and Company help ensure your living area remains the talk of the town throughout the season.

DUST REPELLENT

Much more helpful than cleaning is preventing your belongings from getting dirty in the first place. Now with this simple treatment, you can live that dream. A single application of our newly reformulated dust repellent can protect your treasures for a full week. Buy it by the caseload — once you use it, you'll never want to be without.

CN143409

Dust Repellent (Alchemical Tool)

Cost 10 gp; **Weight** —

This liquid can be sprayed as a light mist on an object, preventing dust, sand, dirt, or other fine particles from marking or adhering to the object for a week. These particles can be forced into contact with the protected object, but the particles fall away as soon as that force is removed. The contents of a bottle can cover 50 square feet of surface.

Create Craft (alchemy) DC 17

READ THIS ABOUT OTHER SPECIAL CATALOGS

Ladies' Paradise and Company of New York offers a wide variety of special catalogs which showcase a variety of remarkable goods and services offered by our company. Remember, we guarantee everything we sell to give you the service you expect.

Lines of Merchandise for Which We Issue Special Catalogs

Agricultural Implements.
Alchemical Supplies.
Archery Supplies.
Barns.
Billiards and Pool Tables and Supplies.
Blacksmiths' Tools and Supplies.
Books and Stationary.
Buildings, Already Cut and Fitted.
Building Material and Mill Work.
Building Plans.
Clothing — Children's Made to Measure.

Clothing — Men's Made to Measure.
Clothing — Women's Made to Measure.
Dairy Barn Equipment.
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Lightning Rods.
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Sterling Silverware.
Summer Underwear.
Tile Flooring and Wall Tile.
Tombstones and Monuments.
Water Supply Systems.
Wigs and Toupees.

LAZING LOUNGER

Few pleasures are as satisfying as relaxing in your sanctuary at the end of a long day. The *lazing lounge* is perfectly suited to be that sanctuary. Upholstered in your choice of fabric or leather, this stylish recliner will soon become your favorite place in the house.

CN143413

Lazing Lounger (Wondrous Item)

Aura moderate conjuration; **CL** 7th
Slot none; **Price** 12,000 gp; **Weight** 25 lbs.

DESCRIPTION

This sturdy and comfortable overstuffed chair comes in a variety of colors, styles, and materials, all of which can be reclined with foot support. Anyone sitting in the chair feels an immediate sense of relaxation and well-being. The feeling persists for as long as the user sits in the chair, although they are still able to react normally to any distressing situations which may develop around them. This gives the user a +3 circumstance bonus to resist fear effects and spells with the [pain] or [emotion] descriptor.

Twice per day, a user may recline in the chair and take a five-minute nap. Upon awakening, all temporary ability damage is removed, as is any fatigue or exhaustion suffered by the user. Only one person can use this chair at a time.

CONSTRUCTION

Requirements Craft Wondrous Item, *restoration*, *polypurpose panacea*; Cost 6,000 gp



MANTLE OF PRIDE

The truest joy of the successful life is sharing that success with others. Designed to fit most mantles, this deluxe gold and crystal trophy case can help preserve and recreate your moments of triumph. This fabulous piece stores five treasured mementoes and vital information on each. You will never feel as proud as when your honored guests are enraptured at the sight of your good fortune.

CN143421

Mantle of Pride (Wondrous Item)

Aura faint enchantment and illusion; **CL** 5th
Slot none; **Price** 15,000 gp; **Weight** 10 lbs.

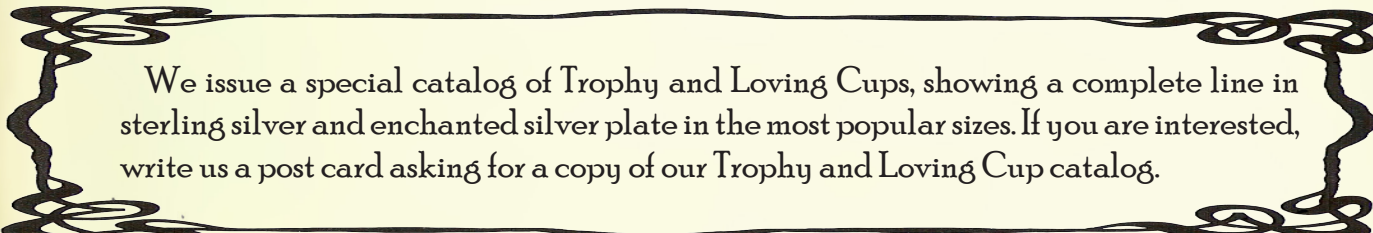
DESCRIPTION

This gold and crystal trophy case can hold up to five small items of significance. When an item is first placed inside the case the user may engage a permanent *magic mouth* which will trigger whenever that item is named, giving a description of up to 25 words; once this description is set it cannot be changed. Items placed inside the case may be freely removed, but do not lose their link to the case upon removal. A *mantle of pride* can only ever have five items linked to it, and these links cannot be changed.

Twice per day upon command, the user of the case can cause all others viewing it to be subject to *enthrall* (DC 15). While this power is active, the user is under the effects of *delusional pride*. The user may end these effects whenever desired.

CONSTRUCTION

Requirements Craft Wondrous Item, *delusional pride*, *enthrall*, *magic mouth*; **Cost** 7,500 gp



We issue a special catalog of Trophy and Loving Cups, showing a complete line in sterling silver and enchanted silver plate in the most popular sizes. If you are interested, write us a post card asking for a copy of our Trophy and Loving Cup catalog.

SPIRIT MINSTREL

Whether to enhance a gathering or for personal relaxation, music is the perfect accompaniment to your life. Now you can enjoy music in the privacy of your home without needing to hire a troubadour. The *spirit minstrel* comes knowing a dozen popular standards, but you can teach it your favorite songs in minutes, for a lifetime of unlimited music.

CN143422

Spirit Minstrel (Wondrous Item)

Aura faint divination; **CL** 3rd
Slot none; **Price** 5,000 gp; **Weight** 2 lbs.

DESCRIPTION

This festive cloth is available in a variety of colors and often embroidered with favorite instruments. Upon command, the cloth will rise into the air, as though draped over a ghostly musician who begins playing whatever musical instrument the cloth is in contact with. The *spirit minstrel* can only play songs that it has previously been taught, but the particular song played can be random or specified by the user. For purposes of Perform checks, the *spirit minstrel* has 1 rank in any necessary Perform skill, possesses no other bonuses, and always takes 10.

The user may teach the *spirit minstrel* a new song by playing the song on any instrument while the cloth is draped over her. The user must succeed at the appropriate DC 15 Perform check in order to successfully teach the song. There is no limit to the number of songs a *spirit minstrel* can learn, and the song titles learned can be displayed in embroidery on the cloth upon command.

CONSTRUCTION

Requirements Craft Wondrous Item, *play instrument*, *unseen servant*; **Cost** 2,500 gp

THROWING PILLOW

These cunning pillows are designed to serve triple duty. First, their delightful colors serve as the perfect accent to any stylish living room set. Second, they function as a secret line of defense against intruders. And third, they can provide a respite against insomnia, on those nights when sleep is hard to find. Best purchased in pairs — but you'll likely want a housefull! For an additional cost, our *throwing pillows* can be shipped with your choice of an slip or embroidered cover.

CN143427

Throwing Pillow (Wondrous Item)

Aura faint enchantment; **CL** 3rd
Slot none; **Price** 2,000 gp; **Weight** 3 lbs.

DESCRIPTION

This small decorative pillow is found in a variety of colors and patterns, and is the perfect size to grace a couch or chair. It can be wielded as an improvised light melee weapon or an improvised thrown weapon with a range increment of 20 feet. A creature struck by a *throwing pillow* takes no damage, but must make a successful DC 12 Will save or fall asleep for 1 minute. A given *throwing pillow* can only induce sleep three times per day.

CONSTRUCTION

Requirements Craft Wondrous Item, *sleep*; **Cost** 1,000 gp



UPDATE DECOR

These days, nothing changes faster than fashion. In the time it takes to put the finishing touches on your showpiece home, your once cutting-edge decor can end up two trends behind. Never fear! Our newly-developed spell *update decor* is the next best thing to having a gnome decorator on retainer. Available as a scroll or wand.

CN143430

Update Decor (Spell)

School transmutation; **Level** bard 1, shaman 1, sorcerer/wizard 1, witch 1

Casting Time 10 minutes

Components V, S, M (color wheel and fabric swatch)

Range touch

Effect all objects in a 5 ft./level radius

Duration permanent

Saving Throw Fortitude negates (object); **Spell Resistance** yes (object)

This spell changes the cosmetic appearance of all objects in the area of effect, without changing their value or function in any way. While the shape of an object can change, it must maintain its original function and volume. This spell cannot be used to disguise one object as another — a chair is always instantly recognizable as a chair — only to change its cosmetic details. All changes must be described in detail during the casting of the spell.

In Your Nursery

Your children are your pride and joy, so why shouldn't they have the very best? Magical goods and furnishings from Ladies' Paradise and Company will help keep them healthy, entertained, and well-behaved.

BLEMISH-BE-GONE

Constantly find yourself with food spattered clothing, mysterious stains on the rugs, or nappies that just won't come clean? Children can wreak all sort of havoc, but that doesn't mean you should spend hours trying to erase the evidence. Save yourself hours of scrubbing with Blemish-Be-Gone! This incredible concoction can remove even the most stubborn of stains, saving you time and money. Keep your clothes and other fabrics blemish free!

Blemish-Be-Gone (Alchemical Tool)

CN143434

Cost 35 gp; Weight —

Each tin of Blemish-Be-Gone contains five applications. One dose of this clear gel removes non-magical stains from fabric. Simply apply a dallop of the solution to the affected area, allow it to soak for one minute, and then blot the area to leave it as good as new. For excessive, stubborn stains, an additional treatment may be required. When a diluted solution is applied to fabric, it acts as a stain-guard, preventing most blemishes or splotches from even forming.

Create Craft (alchemy) DC 15



DOC'S SWEETENER

Have your little ones ever needed their medicine but didn't like the taste? Tired of every doctor visit being a struggle? Then you should get some tasty Doc's Sweetener! A few drops of this tonic will make any medicine go down easier for your children. No longer will you have to fear the illness or the cure!

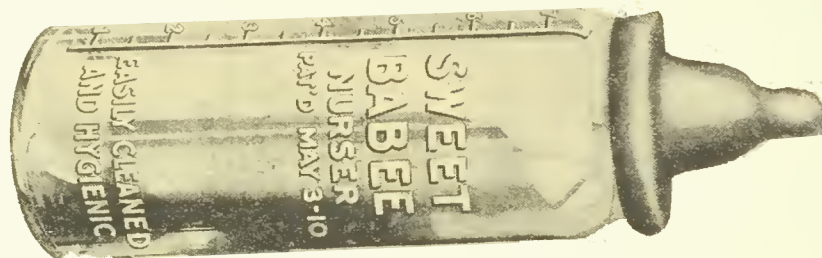
CN143435

Doc's Sweetener (Alchemical Remedy)

Cost 50 gp, **Weight** —

When this is applied to any other consumable item, it suppresses the user's gag reflex and adds a sweet honey taste. It can be applied to alcohol, food, or other alchemical items to allow the user to imbibe liquids or consume food with more ease. One bottle of Doc's Sweetener has four uses, but can only be applied once per item. If the imbiber is afflicted by the nauseated condition, Doc's Sweetener allows the player to make a new save against the condition with a +3 alchemical bonus.

Create Craft (alchemy) DC 20



EVER-WARM BOTTLE

Nothing puts a baby to sleep like a bottle of warm milk; even older children who having trouble winding down in the evening can benefit from the soothing effective of this comforting drink. Our handy *ever-warm bottles* ensure that milk is always the perfect temperature at bedtime and naps, making bedtime a breeze. For even more ease, try our self-cleaning version; once empty these handy bottles wash themselves to a sparkling finish.

CN143436

Ever-Warm Bottle (Wondrous Item)

Aura faint transmutation; **CL** 1st
Slot none; **Price** 80 gp; **Weight** 1 lb.

DESCRIPTION

This simple glass bottle feels warm to the touch, even when empty. When liquid is poured into the vessel, it quickly warms to a soothing, comforting temperature.

CONSTRUCTION

Requirements Craft Wondrous Item, *prestidigitation*; **Cost** 40 gp

Ever-Warm Bottle, Greater (Wondrous Item)

Aura faint transmutation; **CL** 1st
Slot none; **Price** 120 gp; **Weight** 1 lb.

DESCRIPTION

This simple glass bottle feels warm to the touch, even when empty. When liquid is poured into the vessel, it quickly warms to a soothing, comforting temperature. Once empty, this vessel cleans and sanitizes itself for its next use.

CONSTRUCTION

Requirements Craft Wondrous Item, *prestidigitation*; **Cost** 60 gp

MASTER HORATIO'S SLEEP TONIC FOR CHILDREN

Getting a good night's sleep is nearly impossible when your children won't settle down for the night. Help your little one wind down with Master Horatio's Sleep Tonic for Children!

This safe, healthy formula is practically guaranteed to knock your little one out for the night. Master Horatio's Sleep Tonic for Children is available in white (treacle), pink (strawberry), blue (blueberry), and brown (chocolate), and tastes even better when served warm in our *ever-warm bottle*. The Master Horatio's special formula isn't available anywhere else; accept no substitutes!

CN143438

Master Horatio's Sleep Tonic for Children (Alchemical Remedy)

Cost 25 gp; **Weight** —

Each bottle of Master Horatio's sleep tonic for children contains five doses. One dose of this soothing sleep tonic assists energetic children in winding down for bed. A creature who consumes this creamy beverage must succeed at a DC 12 Fortitude save or be overcome with drowsiness, falling asleep 1d12 minutes after consumption. While normal noises won't disturb them, a creature who consumes this sleep tonic can still be awoken by regular means, and otherwise awakens the next morning feeling well rested. Adults who consume Master Horatio's Sleep Tonic for Children must ingest two doses, or need only succeed on a DC 8 Fortitude saving throw to avoid sleep.

Create Craft (alchemy) DC 20



MR. PUNCH'S PUPPET THEATRE OF WONDER

Are your children cooped with the rainy day blues or otherwise feeling under the weather? Give yourself a break and let *Mr. Punch's puppet theatre of wonder* entertain them! With a colourful array of puppets, numerous stories, and even some songs, this puppet theatre provides countless hours of amusement for children and adults alike. Additional plays and songs will soon be available for this enchanting puppet theatre.

CN143439

Mr. Punch's Puppet Theatre of Wonder (Wondrous Item)

Aura faint illusion and transmutation; **CL** 1st

Slot none; **Price** 3,000 gp; **Weight** 20 lbs.

DESCRIPTION

When the appropriate command word is spoken, the colorful assortment of puppets seemingly come to life as they perform magical and entertaining stories and songs. After each performance the striking red curtains pull themselves closed and the puppets sort themselves neatly into the bins behind the unit, keeping the surrounding area clean and tidy. The theatre is made of fine wood and plush velvety curtains, making it a striking piece in just about any room.

Mr. Punch's puppet theatre of wonder comes preset with five favorite fairytales (varying in length from five to fifteen minutes) and a dozen songs. Additional plays and songs can be purchased in the form of enchanted wooden discs which can be placed on a dowel on the back of the theatre. This magical piece of entertainment is keyed to a particular individual, but once activated, it can be set to allow others to begin performances.

CONSTRUCTION

Requirements Craft Wondrous Item, *ghost sound*, *mage hand*; **Cost** 1,500 gp

NANNY LATCH

Does your child keep sneaking out of his room at night? Are you tired of shooin' your youngster back to bed? Get ready to relax the night away instead of reminding your daughter where she needs to be with this simple solution. The *nanny latch* gently reminds your youngster he shouldn't open the door, and instead should stay safely tucked up in his room. When activated, this incredible door knob is enchanted to speak when touched. Our team can help you personalize it with your own voice and message, or you can use the standard message ("Uh, uh! Back to bed. Uh, uh."). They are also a great addition for the pantry cupboard someone keeps sneaking sweets out of! The *nanny latch* can be turned on and off by parent simply by speaking the command word.

Please note the *nanny latch* does not secure your child in his room, it merely enforces good habits by reminding them where they need to be.

CN143443

Nanny Latch (Wondrous Item)

Aura faint illusion; **CL** 2nd

Slot none; **Price** 300 gp; **Weight** 1 lb.

DESCRIPTION

The *nanny latch* is a door handle and latch set enchanted to make bedtime easier for parents. Available with a standard message, and customizable to include a parent or nanny's voice, this latch reminds children they should be in bed, rather than sneaking out of their room. Handles and latches are available in a variety of metals and styles, making it easy to match with your current décor.

CONSTRUCTION

Requirements Craft Wondrous Item, *magic mouth*; **Cost** 150 gp



TIMMY'S TIDY TOY CHEST

Toy chests: the perfect place for all of your child's beloved play things. But who has time to put all of those balls, jacks, dolls, and building blocks away? And who can find that small missing toy buried at the bottom? Say goodbye to toys scattered across the floor and tears over buried toys with *Timmy's tidy toy chest*. Your child merely has to open the lid and say the word, and this stunningly beautiful wooden chest will neatly store all of her toys inside it. To retrieve a toy, she simply reaches in, thinking of what she is looking for and viola! It appears in her hand.

CN143491

Timmy's Tidy Toy Chest (Wondrous Item)

Aura moderate conjuration; **CL** 9th

Slot none; **Price** 4,000 gp; **Weight** 30 lbs.

DESCRIPTION

This solidly-crafted wooden chest can be found in a variety of motifs, from fanciful flowers and butterflies to ships sailing on the ocean. When a command word is spoken, the box instantly collects any nearby items that are meant to be stored inside. The items slide slowly along the floor and then up the edges of the box. It takes one minute for the items to enter the toy chest and any toys that encounter an obstacle attempt to slide around it. Reaching into the box while thinking of an object stored inside this extradimensional space allows the user to retrieve the item instantly. *Timmy's tidy toy chest* instantly expels any living creature, ensuring household pets and younger siblings remain right where they should be. This chest can hold up to 150 pounds and no more than 20 cubic feet of toys.

CONSTRUCTION

Requirements Craft Wondrous Item, *prestidigitation*, *secret chest*; **Cost** 2,000 gp

In Your Play Space

These are troubling times and the stress of it can simply drive a person mad with anxiety. Don't fall victim! Play and work away your worries with a variety of revolutionary equipment and supplies from Ladies' Paradise and Company.

COMMANDER SPIELMAN'S FIELD OF BATTLE

Have you ever wanted to command your own armies? Have you ever wanted to feel the thrill of commanding soldiers into battle? Then you would enjoy *Commander Spielman's Field of Battle*! Watch as these small tin soldiers come to life and fight for your honor on this, small, battlefield! They listen to your orders, work together, and cheer when you bring them to victory! Fight preset battles to test your abilities or challenge your friends to see who is the better tactician!

CN143500

Commander Spielman's Field of Battle (Wondrous Item)

Aura strong transmutation, **CL** 12th

Slot none, **Price** 2,000 gp, **Weight** 45 lbs.

DESCRIPTION

Players set up the battlefield with tiny tin soldiers who will fight for them. Each player can place up to 22 soldiers to command for a total of 44 soldiers. Once the battlefield has been set, a preset command word is said, and all tin soldiers animate to life and await orders. If there is no challenger, the opposing military force follows preset tactics. The tin soldiers can only attack opposing tin soldiers, and any tin soldier that is removed from the battlefield ceases to be animated. All tin soldiers fight until only one army remains. However, a player may state the command word to resign from battle, where the winning army cheers in unison. The soldiers and battlefield are then mended and the board reset.

If a user plays against the preset tactics of Commander Spileman, they must make a successful DC 20 Knowledge (history) or Profession (soldier) check to be victorious. If there are two players, they must make opposing Knowledge (history) or Profession (soldier) checks.

CONSTRUCTION

Requirements Craft Wondrous Item, *animate objects*, *mending*, *ghost sound*; **Cost** 1,000 gp



ICE THAT'S HOT

You don't play to sweat. You play to win. When you're pushing yourself to the limits, know that Ice That's Hot is there for when you push yourself too hard. "When the ice is applied, the pain has died."

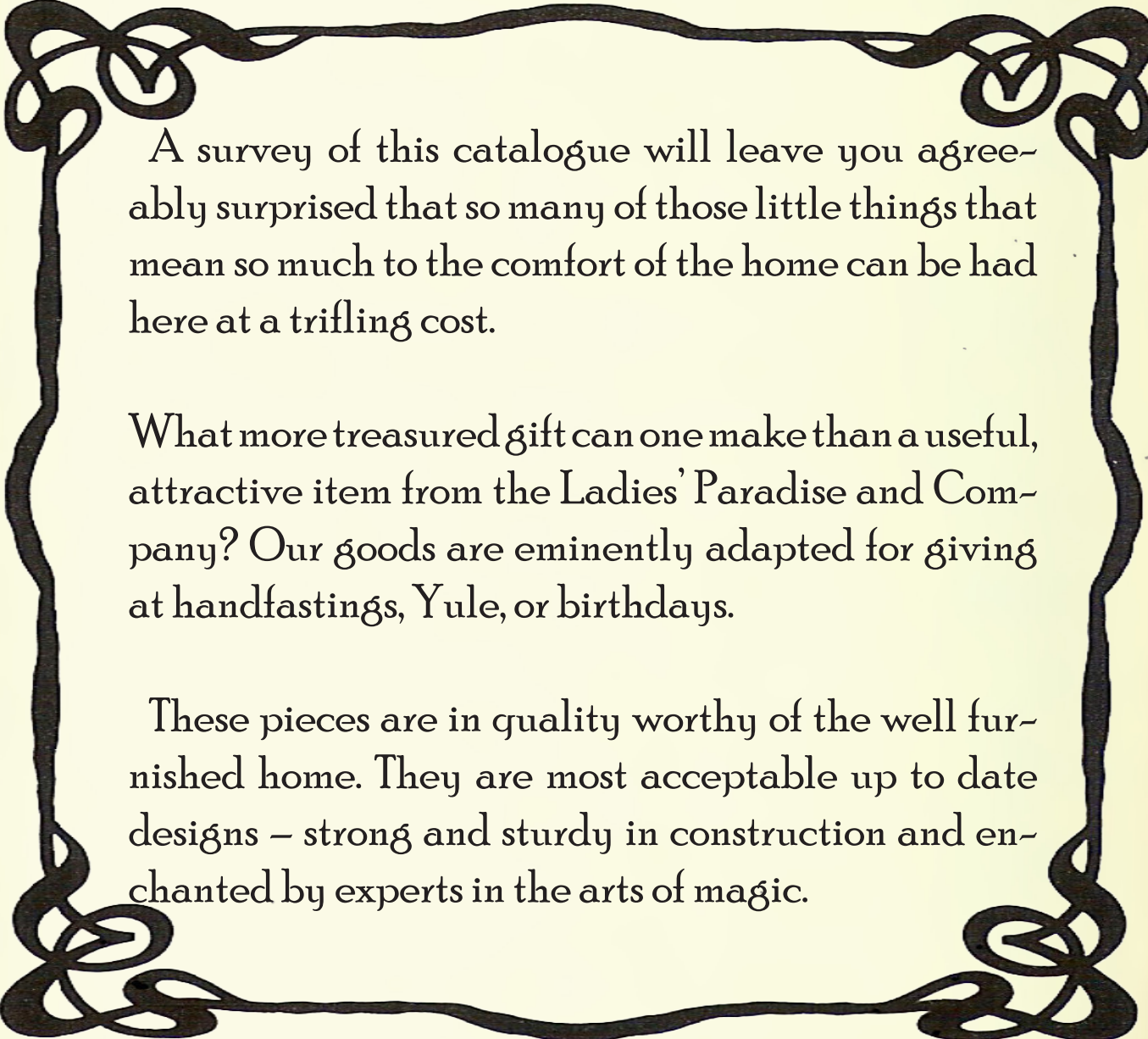
CN143503

Ice That's Hot (Alchemical Remedy)

Price 10 gp; **Weight** —

This white topical cream smells of peppermint. The vial it's contained in is cool to the touch. However, this cool cream warms up 1 minute after being applied to bare skin. Ice that's hot reduces discomfort from arthritis, muscle aches and strains, and backaches. Spreading a dose on your body takes a full-round actions. For 2 hours, you gain a +4 alchemical bonus on saving throws made against pain effects.

Create Craft (alchemy) DC 15



A survey of this catalogue will leave you agreeably surprised that so many of those little things that mean so much to the comfort of the home can be had here at a trifling cost.

What more treasured gift can one make than a useful, attractive item from the Ladies' Paradise and Company? Our goods are eminently adapted for giving at handfastings, Yule, or birthdays.

These pieces are in quality worthy of the well furnished home. They are most acceptable up to date designs — strong and sturdy in construction and enchanted by experts in the arts of magic.

PACE-IN-PLACE

Creaky floorboards make pacing inside an annoyance to everyone around you. And cold weather makes pacing outside nearly impossible. What to do when places to pace become a rare commodity? How about grabbing yourself a *Pace-in-Place*! All you need is a six by six foot spot in your manor to pace anywhere from 2 minutes to 2 hours at a time.

CN143504

Pace-in-Place (Wondrous Item)


Aura faint conjuration; **CL** 1st
Slot none; **Price** 1,000 gp; **Weight** 25 lbs.

DESCRIPTION

This 6 feet by 6 feet black tile is generally found in the corner of a room. The user stands in the middle of the tile to allow the device to collaborate her weight. On command, the pace-in-place turns on with a beep. After being activated, the tile senses the user's movements and moves the belt in any direction to allow the user to walk in place. The belt can move up to 5 miles per hour. A successful DC 10 Acrobatics check is required to exit the *pace-in-place* while it's activated. On command, the *pace-in-place* turns off a beep, allowing the user to step off.

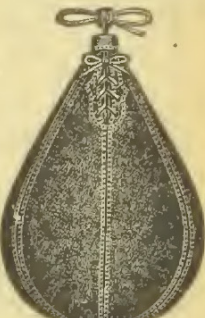
CONSTRUCTION

Requirements Craft Wondrous Item, *grease*, creator must have 5 ranks in Knowledge (engineering); **Cost** 1,000 gp



STRIKING BAGS

<p>Boys' Olive Color Khaki Bag. full lined. Leather reinforced bottom and top. leather loops at both ends. Shipping weight, 12 ounces. No. 6N6823 Price.....\$1.35</p> <p>Youths' Size Bag. 5 ft napa tanned leather, full lined, 30 inches in circumference. Shpg. wt., 1½ lbs. Complete with rope, elastic and bladder. No. 6N6826 Price.....\$2.25</p> <p>Full Size, Wine Color, Soft Tanned Leather Bag, full lined. Complete with rope, elastic and bladder. Shipping weight, 1½ pounds. No. 6N6829 Price.....\$3.15</p> <p>Expert bag, made of specially selected tanned horsehide, very strong and tough. Drill lined, triple seams, welted, strong loop, first class in every respect; 32 inches in circumference when inflated. Complete with rope, elastic and bladder. Shipping weight, 1½ pounds to 1 lb. 9 oz. No. 6N6836 Price.....\$4.55</p>	<p>Full Size, First Quality Khaki Bag; full lined, triple seams, taped on inside. Imitation leather reinforced bottom and facing at the top, strong leather loop top. Shipping weight, 1½ pounds. No. 6N6837 Price, with bladder.....\$1.75</p> <p>First Quality Olive Green Color napa tanned leather, welted and triple seams, stitched with strong thread, full lined, sole leather top; 31 inches in circumference when inflated. Weight, complete, 11 ounces. Shipping weight, 1½ pounds. No. 6N6839 Price, with bladder.....\$3.15</p> <p>Professional Bag. First quality tanned horsehide, tan color. Hand sewed sole leather top, welted seams, full lined, 32 inches in circumference when inflated. Weight, complete, 12 ounces. Shipping weight, 1½ pounds. No. 6N6840 Price, with bladder.....\$4.30</p>
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JOG-IN-PLACE

It didn't take long after the release of the *Pace-in-Place* for our fans to request a machine suitable for fitness junkies. The sporty cousin of the *Pace-in-Place* is here! Fight off your Yule tummy, and get your beach body ready before Spring. 2 out of 3 experts recommend it! "Doctor" Sir Jim Liftsalot calls it "A genius design that nearly rivals my own genius." For additional exercise, we recommend hanging one of our fine striking bags above your *job-in-place*!

CN143505

Jog-in-Place (Wondrous Item)

Aura faint conjuration; **CL** 1st
Slot none; **Price** 2,000 gp; **Weight** 25 lbs.

DESCRIPTION

This 2 feet by 6 feet black tile is generally found in the corner of a room. The user stands in the middle of the tile to allow the device to collaborate her weight. On command, the jog-in-place turns on with a beep. After being activated, the tile senses the user's movements and moves the belt to allow the user to walk in place. Unlike the *pace-in-place*, the *jog-in-place*'s belt is unidirectional and can move up to 10 miles per hour. A successful DC 12 Acrobatics check is required to exit the *jog-in-place* while it's activated. On command, the *jog-in-place* turns off a beep, allowing the user to step off.

CONSTRUCTION

Requirements Craft Wondrous Item, *grease*, creator must have 5 ranks in Knowledge (engineering); **Cost** 1,000 gp

In Your Work Space

Our realm was founded on the concepts of liberty, equality, and perhaps most importantly, industry. Work spaces serve as a sacred temple to that very concept in homes across the land and Ladies' Paradise and Company carries just the items to ensure time spent working is well spent indeed!

DESK CHAIR OF DILIGENCE

We've all been there: in the middle of writing an important letter, or trying to craft the perfect paragraph in our memoirs...when suddenly, a servant comes in to clean or your dearest spouse or child decides now would be a good time for a heart-to-heart. Fear interruptions no more with our specially crafted *desk chair of diligence*! When the chair is occupied, everyone else who comes too close to the chair suddenly has an aversion to coming any closer. Perhaps they remember they've left the water running in the bathtub, or think now would be a good time to practice the flute, or simply realize that the person in the chair is busy and should not be disturbed. The end result is the same: the interloper goes away and leaves you in peace to finish your work. But that's not all the desk chair of diligence can do for you! It also sharpens your mind and senses, helping bring forth that spark of genius that hides inside all people of good taste such as yourself. The *desk chair of diligence* is the perfect fit for anyone with important work to do!

CN143511

Desk Chair of Diligence (Wondrous Item)

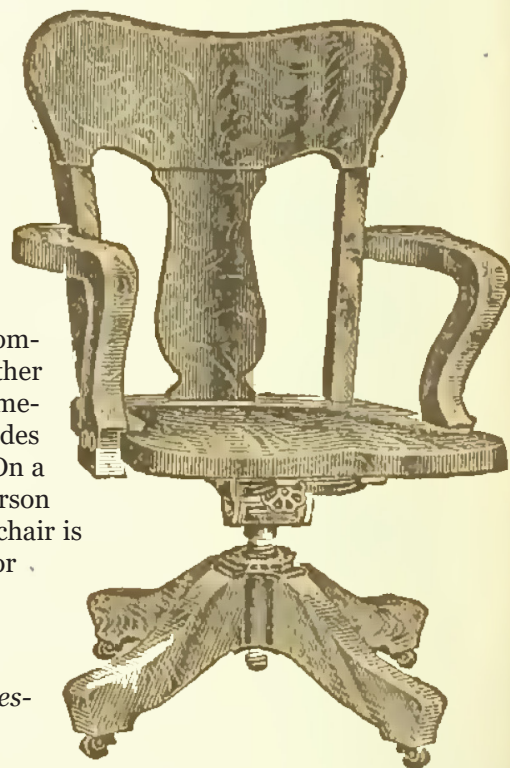
Aura moderate enchantment; **CL** 7th
Slot none; **Price** 30,000 gp; **Weight** 45 lbs.

DESCRIPTION

This chair, constructed out of the finest wood and leather, contains some handy magical effects in addition to being a comfortable desk chair. Anyone sitting in the chair gains a +2 competence bonus on all Intelligence checks and Intelligence-based skill checks. Additionally, the enchantments around the chair protect the occupant from interruptions. Any creature coming within 15 feet of the desk chair of diligence while it is occupied by another creature must make a DC 15 Will save. On a failure, the one approaching immediately remembers something important they have to do elsewhere, or decides that their business is not urgent enough to bother the person in the chair. On a success, they can approach the chair as normal, though they realize the person using it does not want to be disturbed. This effect does not function if the chair is not occupied and will not work on creatures with an Intelligence score of 3 or less or those immune to mind-affecting effects.

CONSTRUCTION

Requirements Craft Wondrous Item, *aversion*, *investigative mind*, *suggestion*; **Cost** 15,000 gp



EVER-FULL INKWELL

Never run out of ink in the middle of a letter again with our newly developed ever-full inkwell! Carved out of lovely black-and-white marble, this inkwell continually produces a high-quality black ink, never running below three-quarters full for ease of dipping. But ordinary ink isn't the only thing the *ever-full inkwell* can produce! By a simple command word, you can change the ink within to one of several specialized types. Write words that can be read in the dark with alchemical glowing ink, or protect your more secret missives with invisible ink or light fire ink, which will destroy the page shortly after reading. When you're ready to write an ordinary letter again, one command word and the inkwell is back to producing regular black ink. Upgrade your correspondence today!

CN143512

Ever-Full Inkwell (Wondrous Item)

Aura faint enchantment and transmutation; **CL** 5th
Slot none; **Price** 2,000 gp; **Weight** 1 lb.

DESCRIPTION

This finely carved stone inkwell appears to be an ordinary inkwell, but it remains perpetually full and will never run dry. The default ink within is a normal black ink, but upon speaking the command word, it can be changed to any of the following, as the owner decides: glowing ink, invisible ink (average), light fire ink, or stink ink. It will remain in this state until changed again with the command word. Any ink poured out of the inkwell into another container becomes ordinary black ink, even if the inkwell was set to produce a different type of ink at the time.

CONSTRUCTION

Requirements Craft Wondrous Item, *create water*, *tears to wine*, creator must have 5 ranks in the Craft (alchemy) skill;
Cost 1,000 gp



MASTERFUL ORGANIZATION

Tired of re-organizing your bookshelves every time you purchase a new tome? Want to spend more time reading your books and less time moving them around? Hopelessly disorganized? *Masterful organization* is the solution for the modern bibliophile! A one-time casting will keep your library organized permanently, according to whatever principles you set, and you can change the sorting system whenever you please. Now conveniently available in a scroll form, with starting prices at just 150 gp for 30 square feet worth of shelving. For an extra fee, one of our trained magical specialists can even cast it for you! Free yourself from the drudgery of household library organization and spend more time relaxing with a novel and a cup of tea.

CN143529

Masterful Organization (Spell)

School conjuration (creation); **Level** bard 2, sorcerer/wizard 2
Casting Time 10 minutes
Components V, S, M (a blank book)
Range close (25 ft. + 5 ft./2 levels)
Effect enchanted bookshelves whose area is up to one 10-ft. square/level
Duration permanent (D)
Saving Throw none; **Spell Resistance** no

Masterful organization enchants an area of bookshelves to organize themselves upon command. Upon casting of the spell, one individual is designated as the library's owner, and all books on the shelves will organize themselves based on a principle decided at the time of casting (genre, title, by color, etc.). The spell can also add an additional sub-principle (for example, sorting the books by genre and then by the author's last name) to the organizational system. Once the spell is in place, each new book placed upon the affected shelves will automatically be transported (as the *fly* spell) to the correct location on the shelf according to the determined sorting principles. The sorting principles can be altered by the library's owner in half the initial casting time (5 minutes), which will automatically re-organize all books on the shelves.

RETRIEVING DESK

For the well-learned individual, correspondence and matters of business are an inescapable part of one's home life. The *retrieving desk* makes it easy to complete paperwork, write letters, scribble notes on your studies, or whatever else comes to mind. Magically keyed to you and you alone—with the option of granting up to two additional individuals access—this desk is essential for the busy lady or gentleman, producing anything you wish to retrieve at a moment's notice. And, with the *retrieving desk's* security precautions, the only people reading your papers and letters will be the ones you want to do so. Also available in a more powerful version, containing a spell to entrap those who attempt to snoop. Choose whichever model suits your needs, and trust the retrieving desk to take care of business!

CN143536

Retrieving Desk, Lesser (Wondrous Item)

Aura moderate conjuration; **CL** 9th
Slot none; **Price** 10,000 gp; **Weight** 250 lbs.

DESCRIPTION

This mahogany desk contains an extradimensional space within its roll-top interior and drawers. The *retrieving desk* can be magically keyed to up to three owners. When the top is open, it is an ordinary writing desk, but when the top is closed, the desk functions as a *handy haversack* for the purposes of retrieving papers, pens, and other supplies for the office (no larger than 6 inches by 6 inches square) stored within, automatically producing whatever the owner of the desk wishes to find. Additionally, if anyone who is not the owner of the desk attempts to retrieve something from within, the desk will produce only papers covered in gibberish writing.

CONSTRUCTION

Requirements Craft Wondrous Item, *secret chest*, *secret page*; **Cost** 5,000 gp

Retrieving Desk, Greater (Wondrous Item)

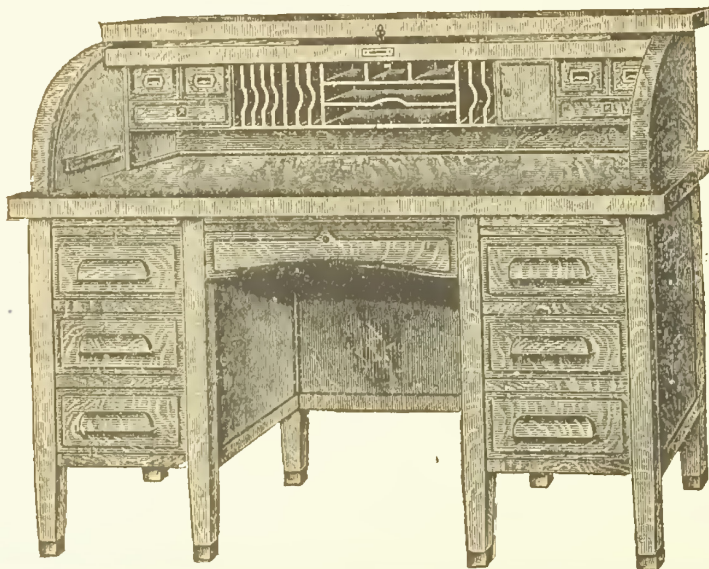
Aura moderate conjuration; **CL** 9th
Slot none; **Price** 25,000 gp; **Weight** 250 lbs.

DESCRIPTION

The *greater retrieving desk* functions as the *lesser retrieving desk*, except that any pages or documents retrieved by someone who is not an owner of the desk contain a *sepia snake sigil*. The *sepia snake sigil* functions at the caster level of the retrieving desk.

CONSTRUCTION

Requirements Craft Wondrous Item, *secret chest*, *secret page*, *sepia snake sigil*; **Cost** 12,400 gp



In Your Whole House

Some items are simply too amazing and marvelous to limit to a single room! The following goods can brighten up your entire house so be sure to buy them as soon as possible. Supplies, after all, are limited!

CLEANSING FEATHER TOKEN

Tired of that rancid smell in the lavatory lingering for a little too long? Tired of your servants wasting their time cleaning up after you when their time can be spent better elsewhere in the home? Try using our new *Cleansing Token*! No longer will your business be the business of others in the home. You can also enjoy the fresh scent of blossoms once your business is done!

CN143541

Cleansing Token (Wondrous Item: Feather Token)

Aura faint universal, **CL** 3rd

Slot none, **Price** 50 gp, **Weight** —

DESCRIPTION

This stone, carved into the likeness of a small water lily, casts a form of cleaning *prestidigitation* within a small area once it detects it has been soiled and then releases the smell of fresh blossoms. This effect stays in place for 1 week before expiring.

CONSTRUCTION

Requirements Craft Wondrous Item, *prestidigitation*; **Cost** 25 gp

All articles sold in this catalog can be engraved or embroidered with two letters without extra charge. Be sure to mention the letters wanted! Each additional character engraved or embroidered costs 3 cents extra. Be sure to allow one extra week for delivery when ordering engraving or embroidering.

FLAIR FRESHENER

Spring is all-season and indoors with the *Flair Freshener*. The scent of lilies, lavender, lilacs, and more will liven up your manor like no bouquet has before. Nothing says flair like demiplanes, specifically the Flower Demiplane. Thanks to the Forever Fresh Flowers Corporation (FFFC), you don't have to pay the pricey premium for permanency.

CN143548

Flair Freshener (Wondrous Item)

Aura faint conjuration; **CL** 3rd

Slot none; **Price** 1,000 gp (original); 3,000 gp (common); 5,000 gp (rare); **Weight** 0 lbs.

DESCRIPTION

This colorful fist sized ceramic ball is decorated with flower motifs. Several slits each wrap halfway around the sphere. They're often found floating a foot or two off the ground beside a wall. Minimal force is required to move the ball. The *flair freshener* is perfectly weightless and suspends wherever it is placed or nudged. A command word closes or opens the slits. When opened the slits gently blow aromatic air which slowly rotates the sphere in place. The ball fills a 20 ft. radius with the scent. Creatures with the scent ability can detect the presence of this smell at twice the normal distance. Increase the DC of a Perception skill check to detect underlying odors within the *flair freshener's* area of effect by +10.

Most balls contains an open portal to the Flower Demiplane, an acre of land maintained by the FFFC. Every two weeks, the FFFC plants a fresh crop of flowers, selling the harvested flowers at their interdimensional Flower Shoppe. Specialized *flair fresheners* exist that have the same smell perennially. Such fresheners have a marked up price to cover the cost of additional demiplanes. Common flowers such as geraniums, jasmine, lilacs, roses, and verbenas are marked up 50%. Rare flowers such as aloysia, gardenia, verbena, and wisteria are marked up 100%.

CONSTRUCTION

Requirements Craft Wondrous Item, *euphoric cloud*; **Cost** 500 gp (original); 1,500 gp (common); 2,500 gp (rare)



PARADISE FETCH

We've all been there, haven't we? Stuck with hands full of knitting or dough and needing to fetch an item located clear across the room? With the help of this patented spell you never have to worry about putting down your work and losing valuable time again. Just cast and the object you need will fly to you on spectral wings. Now available in wand form!

CN143552

Paradise Fetch (Spell)

School transmutation; **Level** bard 1, shaman 1, sorcerer/wizard 1, spiritualist 1, summoner/unchained summoner 1

Casting Time 1 standard action

Components V, S

Range close (25 ft. + 5 ft./2 levels)

Target one unattended object weighing up to 5 lbs./level

Duration 1 round/level

Saving Throw none; **Spell Resistance** no

You say, "Fetch me ____ (an object within range of the spell)." A spectral bird appears next to the object and retrieves the item for you. The object is propelled 60 feet per round. If your hand is open, the bird places it in your hand. If not, it places it on the ground adjacent to you.

Paradise fetch can be made permanent with a permanency spell by a caster of 9th level or higher for the cost of 10,000 gold. The spectral bird remains next to a specific object at all times. Commanding the bird to bring the object to you is a standard action.

SEASONAL PAINTINGS

Too often we frame pictures in our households with an aesthetic that's only logical a season or two out of the year. A painting of the beach can be met with a groan after a morning of shoveling snow. And snow skiing pictures seem out of place in a house when the bugs are buzzing outside. But not everyone feels this way! Perhaps a rousing summer beach scene is comforting to household filled with shivers. Either way, *seasonal paintings* make your house adapt with time, whether you want to match the season or to battle it.

CN143556

Seasonal Paintings (Wondrous Item)

Aura faint illusion; **CL** 1st

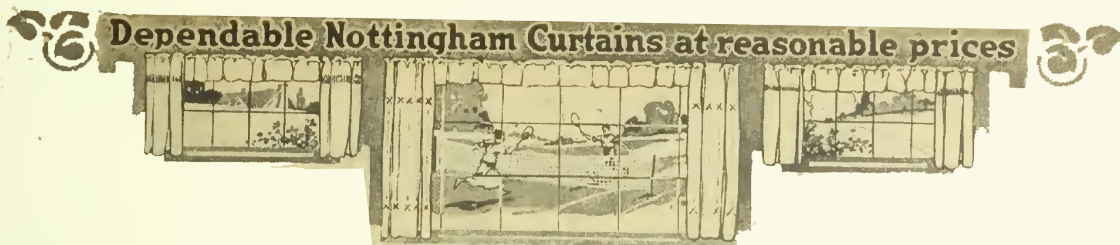
Slot none; **Price** 50 gp/ sq. ft. (seasonal); 100 gp/ sq. ft. (monthly); 200 gp/ sq. ft. (weekly); 500 gp/ sq. ft. (daily); 1x (cycle same year); 10x (change year to year); **Weight** 1 lb.

DESCRIPTION

A variety of subject matter can be explored with seasonal pictures. One example could be a deciduous forest from the ground level. During the summer, the painting would show a forest at its greenest, covered with thick vines. In the autumn, the painting would be decorated with fungi and fallen leaves. In the winter, the painting would be filled with snow and bare trees. In the spring, flowers would proudly stand where snow once fell. One painting may show the forest change from day to day, another month to month, and yet another season to season. The painting can cycle through the same year indefinitely, or it can change year to year. The cost of the *seasonal painting* goes up based on how many phases it goes through. Paintings which cycle through the year backwards (showing summer scenes in winter, for example) are also available.

CONSTRUCTION

Requirements Craft Wondrous Item, *silent image*, creator must have 5 ranks in Artistry (painting) or Craft (painting); **Cost** 25 gp/ sq. ft. (seasonal); 50 gp/ sq. ft. (monthly); 100 gp/ sq. ft. (weekly); 250 gp/ sq. ft. (daily); 1x (cycle same year); 10x (change year to year)



SUN SENSITIVE CURTAINS

Between eating, bathing, dressing, and more, there's plenty going on in both your morning and evening routine. The last thing you want to do when rushing to work or plopping on the couch is open or close the curtains. Fret no more! The *sun sensitive curtains* make mornings and evenings a breeze. They save you a few minutes of time each day, and couldn't we all use a little more time?

CN143560

Sun Sensitive Curtains (Wondrous Item)

Aura faint transmutation; **CL** 1st

Slot none; **Price** 20 gp/ sq. ft.; **Weight** 0.01–0.1 lb./ sq. ft.

DESCRIPTION

These drapes can be found in any number of styles: translucent sheers, thick blackouts, and everything in between. *Sun sensitive curtains* roll up in the presence of sunlight and unroll in its absence. To prevent the curtains from suddenly rolling up when stray wizards haphazardly casting *sunbeam* nearby, the curtains must be exposed to sunlight for 10 consecutive minutes before opening. Sunlight filtered through all clouds except the darkest of rain clouds is strong enough to open the curtains. Moonlight is not strong enough. *Sun sensitive curtains* take 1 round to open.

After 30 consecutive minutes without sunlight, the curtains close. *Sun sensitive curtains* take 1 round to close.

CONSTRUCTION

Requirements Craft Wondrous Item, *protective penumbra*; **Cost** 10 gp/ sq. ft.

WHAMMY RUG

Troubling times are upon us. With so many of our young men and women overseas fighting in the war, police forces are understaffed and unable to protect us with the efficiency one might hope for. Worse, who knows where foreign agents might be lurking, ready to prey upon patriotic citizens, steal their secrets, and make off with their valuables! To secure your home, you need the patented *whammy rug* from the Ladies Paradise and Company! Just shuffle your feet across the rug and would-be burglars will yelp in pain and drop their stolen goods with but a wave of your hand! *Whammy rugs* are available in a variety of textures, colors, and shapes! Order one for every room in your home and ensure the security of your family today!

Whammy Rug (Wondrous Item)

Aura faint evocation; **CL** 3rd

Slot none; **Price** 6,000 gp; **Weight** 10 lbs.

DESCRIPTION

Available in a variety of styles, most *whammy rugs* are no more than 10 feet long by 10 feet wide in size. Creatures standing on the rug can rub their feet across its fibers as a swift action to become charged with static electricity. Once charged, a creature can take a standard action to deliver a small jolt with a ranged touch attack that deals 1d6 points of electricity damage to a single target within 10 feet. This attack does not provoke an attack of opportunity. If the jolt hits and does damage, the target must also make a DC 13 Fortitude save or drop any items being held in their hands (or other appropriate gripping mechanism). If the target fails their Fortitude save by 5 or more, they also fall prone.

To prevent mischievous children from playing cruel tricks on their siblings and friends, a creature must be Medium sized or larger to use a *whammy rug*. A static charge created by a *whammy rug* lasts 3 rounds. If the charge isn't used during that time it dissipates harmlessly. Once a *whammy rug* has been used to charge a creature it cannot be used to create another charge for 2 rounds.

CONSTRUCTION

Requirements Craft Wondrous Item, *defensive shock*; **Cost** 3,000 gp



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styles to
perfectly match
any room in
your home!



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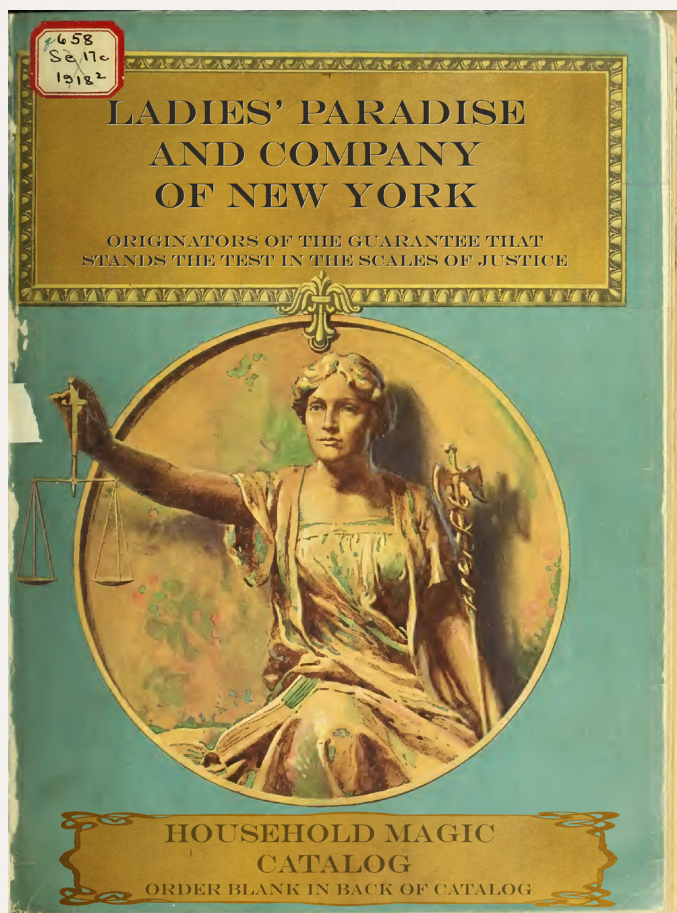
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The Spells of the Household Magic Catalog

SPELL	SCHOOL	LEVEL
<i>Freshen</i>	transmutation	bard 1, cleric/oracle 1, druid 1, spiritualist 1, witch 1
<i>Masterful Organization</i>	conjuraction (creation)	bard 2, sorcerer/wizard 2
<i>Paradise Fetch</i>	transmutation	bard 1, shaman 1, sorcerer/wizard 1, spiritualist 1, summoner/unchained summoner 1
<i>Update Décor</i>	transmutation	bard 1, shaman 1, sorcerer/wizard 1, witch 1



The Alchemical Items of the Household Magic Catalog

ITEM	CRAFT DC	PRICE	WEIGHT
Blemish-Be-Gone	15	35 gp	-
Chef Margherita's Scented Candles	20	10 gp	1 lb.
Deep Clean Cloths	15	5 gp	-
Doc's Sweetener	20	50 gp	-
Dust Repellent	17	10 gp	-
Flavor Neutralizer	17	10 gp	-
Ice That's Hot	15	10 gp	-
Master Horatio's Marvelous Sleep Tonic	20	150 gp	-
Master Horatio's Sleep Tonic for Children	20	25 gp	-
Other Side Lawn Care	20	50 gp	-
Plant Food Extraordinaire	20	50 gp	-

The Wondrous Magic Items of the Household Magic Catalog

ITEM	PRICE	AURA
<i>Armoire of Elegance</i>	2,000 gp	faint transmutation
<i>Board of Cutting</i>	6,000 gp	faint evocation
<i>Breadboard of Instant Breakfast</i>	7,500 gp	moderate conjuration
<i>Cleaning Feather Token</i>	50 gp	faint universal
<i>Commander Spielman's Field of Battle</i>	2,000 gp	strong transmutation
<i>Desk Chair of Diligence</i>	30,000 gp	moderate enchantment
<i>Extendo-ladder</i>	5,000 gp	faint transmutation
<i>Ever-full Inkwell</i>	2,000 gp	faint enchantment and transmutation
<i>Ever-warm Bottle</i>	80 gp	faint transmutation
<i>Ever-warm Bottle, Greater</i>	120 gp	faint transmutation
<i>Flair Freshener</i>	varies	faint conjuration
<i>Handy-wagon</i>	2,000 gp	faint evocation
<i>Jog-in-place</i>	2,000 gp	faint conjuration
<i>Lazing Lounger</i>	12,000 gp	moderate conjuration
<i>Mantle of Pride</i>	15,000 gp	faint enchantment and illusion
<i>Mr. Punch's Puppet Theatre of Wonder</i>	3,000 gp	faint illusion and transmutation
<i>Nanny Latch</i>	300 gp	faint illusion
<i>Pace-in-place</i>	1,000 gp	faint conjuration
<i>Retrieving Desk, Lesser</i>	10,000 gp	moderate conjuration
<i>Retrieving Desk, Greater</i>	25,000 gp	moderate conjuration
<i>Scale of Recipes</i>	5,000 gp	faint divination
<i>Seasonal Paintings</i>	varies	faint illusion
<i>Self-completing Mower</i>	15,000 gp	faint transmutation
<i>Self-sweeping Broom</i>	300 gp	faint transmutation
<i>Spirit Minstrel</i>	5,000 gp	faint divination
<i>Sun Sensitive Curtains</i>	20 gp/sq ft.	faint transmutation
<i>Throwing Pillow</i>	2,000 gp	faint enchantment
<i>Timmy's Toy Chest</i>	4,000 gp	moderate conjuration
<i>Wakeful Timepiece</i>	500 gp	faint illusion
<i>Whammy Rug</i>	6,000 gp	faint evocation



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