

The Genius Guide to: Loot 4 Less



FEZZES ARE COOL!

PATHFINDER
ROLEPLAYING GAME COMPATIBLE

Welcome to the tenth book in the *Loot 4 Less* line, in which we deal exclusively with items that have a cost to consumer of 2,500 gp or less. And to increase the level of difficulty in terms of providing you with low-cost items, we also don't deal in one-shot (or even two- or three-shot) magic items.

Here in *Volume X: Fezzes Are Cool*, we're looking at a narrow range of wondrous items that you wear on your head, including crowns, hats, helmets, masks, caps, and turbans.

Many of these items are useful for spellcasters (in keeping with the origin of such items in myth and legend), but at least a few in each group can be useful to any character. Everything in these pages has no charges and can be used in adventure after adventure. Additionally, these items are all of real use. No spot-on-the-wall spells stored in a wand with a switch. We deal only in things that are of at least some practical use. No one is going to kill a teammate to make sure they get the *fez of escape* from the loot pile, but is that such a bad thing? These items can flesh out the equipment lists of low-level characters, can be found in treasure troves of mid-range monsters, or can be passed out as party favors at the celebrations of 20th-level wizards.

INVESTMENT ITEMS

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

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

Not really, no.

The problem with using one-shot items to flesh out the treasure piles of lower-level characters is that once used, they're gone. This makes it difficult for low-level characters to accumulate wealth. Since the *Pathfinder Roleplaying Game Core Rulebook* assumes characters build to specific amounts of wealth as they gain class levels, a GM is forced to either boost treasure given at lower levels, or have a group of PCs who are slightly underpowered.

By giving PCs minor but permanent magic items, a GM gives them the ability to save some wealth value. Since these items can be resold for half their full value, a low-level character can take a few minor items early on in his career and sell them to pay for (or at least offset the full cost of) a more major item at higher levels.

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

Finally, having more low-cost items allows both players and GMs to customize characters more. With only a few items in their price range, the treasures of low CR NPCs often look very similar. By the same token, when all anyone can afford is a +1 weapon and +1 armor, characters don't seem that different. Compare that to a rogue with a *domino mask*. He might not have as high an AC or hit as often, but since he'll work with what he has, he's more likely to look for situations where the items he does have can distract foes, or convince them that actions he takes are actually those of some other shadowy foe. That leads to more interesting games, and more memorable moments for everyone.

CROWNS, HATS, HELMS, AND MASKS

All the magic items in this book are designed to be worn on or around the head (such as crowns, hats, and helms), or on the face (in the case of masks). All these are wondrous items, although the helms take the appearance of a piece of armor (in keeping with the head-slot items available in the *Pathfinder Roleplaying Game Core Rulebook*). Head slot items tend to focus on mental abilities, thought, and divination (such as the *helm of comprehend languages and read magic* or *helm of telepathy*), or militant capabilities (such as the *helm of blasting*). Of course there are many iconic oddities (such as the *hat of disguise*), and entire sub-categories of head items that seem to have few unifying themes (such as crowns and

masks). With so many existing items that fall outside of a tight categorization of what head slot items should do, we tried to draw inspiration on magic hats of myth and legend, and obvious links between form and function.

One of the advantages of this approach is that many head slot items are useful to a broad range of characters. While the emphasis on mental abilities places some firmly in the realm of spellcaster items, many have functions that could augment the abilities of any character. In many cases the head slot items have themes that may seem to lend themselves to one class (the *domino mask* would obviously appeal to a rogue who wished to commit crimes without revealing his identity), but could prove useful to anyone (a paladin dealing justice in an evil city might find the *domino mask* a useful was to create a recurring, recognizable vigilante identity with which to fight the corruption of the city guard). This makes such items a good choice to round out loot when a GM isn't sure who is going to want what items.

The fact that both obviously armor-related helms and many of the traditionally shamanistic masks can only be created by characters with the Craft Wondrous Item feat (and once characters take that feat they can create a much broader range of items) can create odd results for some character concepts. If a player wishes to play a master armorer with Craft Magic Arms and Armor, she may be disappointed to discover she can't make a *helm of brilliance* even though she can make *armor of ethereality*. For GMs

who wish to allow item creation feats to be a bit more flexible, we present two optional item creation rules, to tie helms and masks to characters more thematically attuned to them.

Optional Item Creation Rule: Characters with ranks in Craft (armorer) can create wondrous items that are helms or helmets if they have the Craft Magic Arms and Armor feat, without having the Craft Wondrous Item feat. In this case, the Craft Magic Arms and Armor feat counts as Craft Wondrous Item for purposes of meeting an item's prerequisites. Additionally, such characters can use their Craft (armorer) bonus rather than their Spellcraft bonus to make any skill check required to successfully craft such items.

Optional Item Creation Rule: Characters that have levels in a spellcasting class that grants both Knowledge (nature) and Survival as class skills can create wondrous items that are masks if they have any magic item crafting feat, even if they lack the Craft Wondrous Item feat. The DC for characters to create a wondrous item mask increases by 5 when the characters do not have the Craft Wondrous Item feat (using the normal rules for increasing the DC by 5 for every prerequisite the creator does not have).

BASCINET OF TURNED BLOWS

Aura: faint abjuration; **CL:** 5th
Slot: head; **Price:** 2,500 gp; **Weight:** 3 lbs.

DESCRIPTION

This steel, pointed-top helm fits closely to the head, and offers good protection for the crown and sides of the head. It may be open-faced, have a great visor, or be laced to a chain hauberk. The wearer of the helm gains a +4 bonus to AC against attacks of opportunity provoked as a result of making a combat maneuver. If an attack misses the wearer by this margin, the wearer suffers a -4 penalty to all sound-based Perception checks for 1 round, as the attack rings off his helm.

CONSTRUCTION

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



BUCCAL OF FEROCITY

Aura: faint necromancy; **CL:** 5th
Slot: head; **Price:** 2,250 gp; **Weight:** —

DESCRIPTION

This carved ivory mask covers the nose, lower cheeks, mouth and chin of the wearer. It is carved to represent a jawed mouth, open as if in a bestial yell. The *buccal of ferocity* contorts into a snarling grimace and growls when its wearer makes an Intimidate check to demoralize a foe, granting a +3 enhancement bonus to such checks. The buccal also occasionally growls when the wearer is focused or under stress, causing a -1 penalty to Stealth checks.

The mask also fills the wearer with a special fury when attacking a foe he has successfully demoralized with the Intimidate skill, granting +1d6 damage to the first successful melee attack the wearer makes against such foes each round.

CONSTRUCTION

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

BULLHORN HELM

Aura: faint evocation; **CL:** 1st
Slot: head; **Price:** 1,000 gp; **Weight:** 3 lbs.

DESCRIPTION

This iron, open-faced helmet has two impressive bull horns rising up from either side of it. Once per day when the wearer makes a Bull Rush, as a swift action he may also make an unarmed melee attack roll. (This is considered a charge, and does not provoke an attack of opportunity, though the wearer still provokes attacks of opportunity normally for

the bull rush unless he has Improved Bull Rush or a similar ability.) If the wearer's attack roll succeeds, he deals melee damage as if he had struck the target of the bull rush with a one-handed piercing melee weapon (1d4 Small/1d6 Medium).

CONSTRUCTION

Requirements: Craft Wondrous Items, Improved Bull Rush; **Cost:** 500 gp.

CAPUCHON OF ASTROLOGY

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

Slot: head; **Price:** 2,700 gp; **Weight:** —

DESCRIPTION

This stereotypical pointed wizard's cap is made of stiff felt, with a silk or linen lining along the bottom. It is generally a dark color, often deep blue or black, and decorated with depictions of stars, comets, and constellations. The wearer of the capuchon can easily visualize these symbols and their current positions, and at will can cause them to form any constellations and stellar conjunctions he wishes.

Additionally, when the wearer casts a divination spell, these symbols form astrological conjunctions of particular importance to the wearer's current situation, and his visualization of those conjunctions grants him additional bonuses above the spell's normal effects. When the wearer casts a divination spell, he gains a temporary defensive insight bonus equal to the level of the spell cast (maximum +3). The bonus applies to the wearer's AC against the next attack made against him, or to his next saving throw made (whichever comes first). If the bonus is not used with 1 minute per level of spell cast, it fades. The wearer can only have

a single insight bonus active at a time — if a second bonus is earned, any earlier unused bonuses are immediately lost.

CONSTRUCTION

Requirements: Craft Wondrous Items, *augury*; **Cost:** 1,350 gp.



CROWN OF FORCEFUL STRIKES

Aura: faint evocation; **CL:** 5th

Slot: head; **Price:** 2,400 gp; **Weight:** —

DESCRIPTION

This sturdy iron crown is decorated with small points that take the form of miniature swords, pointing up. Three times per day as a swift action, the wearer can cause one weapon attack he makes to count as a force effect (like magic missile or spiritual weapon), except the damage done still counts as weapon damage (rather than spell damage). The crown's power may be used three times per day.

CONSTRUCTION

Requirements: Craft Wondrous Items, *spiritual weapon*; **Cost:** 1,200 gp.

DOMINO MASK

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

Slot: head; **Price:** 900 gp; **Weight:** —

DESCRIPTION

This small, black mask covers the wearer's nose, cheeks, and the area around his eyes, though it is invisible when worn but not in use. It allows its wearer to alter his appearance as with a *disguise self* spell, but only to take a single disguise (selected when the mask is first used), which must incorporate the appearance of a mysterious masked adventurer, vigilante, or highwayman. The mask is always visible when its power of disguise is in use.

CONSTRUCTION

Requirements: Craft Wondrous Items, *disguise self*; **Cost:** 450 gp.

ETHEREAL GAUZE

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

Slot: head; **Price:** 2,000 gp; **Weight:** —

DESCRIPTION

This strip of gauzy material is woven from the silk of phase spiders, and sheer enough that when wrapped around the wearer's eyes it does not impede vision. It does, however, allow you to see into the ethereal plane, as the *see invisibility* spell, but applies only to creatures that are invisible as a result of being on the ethereal plane. The appearance of ethereal creatures and objects is hazy, and such targets are considered to have concealment from the wearer of the gauze. Perception rolls to pick out details of ethereal objects suffer a -4 penalty. Note that this item does not give the wearer any special ability to affect ethereal creatures, only to perceive them.

CONSTRUCTION

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

FEZ OF ESCAPE

Aura: faint illusion; **CL:** 3rd

Slot: head; **Price:** 1,500 gp; **Weight:** 0.5 lbs.

DESCRIPTION

This bright red felt hat is a flat-topped, slightly conical cap with a golden tassel attached to the center of its round top. Around the brim of the fez the item's name, "fez of escape," is written in a dozen common languages (always including common, draconic, giant, goblin, gnoll, and orcish, with other languages selected

based on common regional threats). The name is, in fact, a misnomer as the fez has very little power to help its wearer escape. Once per day, when the wearer is knocked unconscious, paralyzed, or helpless, he immediately becomes invisible (as the *invisibility* spell) for 3 rounds. The hat's original designer hoped that by calling this emergency camouflage item an item "of escape," his foes would be less likely to look around for his unconscious, invisible body.

CONSTRUCTION

Requirements: Craft Wondrous Items, *vanish**; **Cost:** 750 gp. *Indicates a spell found in the *Advanced Player's Guide*.



FEZ OF STORING

Aura: faint conjuration; **CL:** 5th

Slot: head; **Price:** 750 gp; **Weight:** —

DESCRIPTION

This brimless, truncated-cone-shaped cap is made of kilim cloth (a woven tapestry material also used to make ornate carpets and rugs), and has a thin black tassel knotted to the center of the round top. The wearer of a *fez of storing* can use it to store up to 1 cubic foot of material with a total weight of no more than 50 lbs. This material may be stored in the fez without affecting its weight or making it in any way difficult to wear. Items stored within the fez suffer the passage of time normally, but are not affected by the movement of the wearer or the fez of storing. A mug of ale filled to the brim could be placed within the magic hat, and when removed not a single drop would have spilled regardless of what acrobatics the wearer performed.

Items to be placed in or removed from the fez of storing can actually be placed in or taken out of any pocket, bag, or pouch on the wearer's body (allowing the wearer to appear to keep items in an obvious bag, when in fact they are stored within the fez). A DC 15 Sleight of Hand check also allows the wearer to appear to move things into or take them out of "thin air" when they are actually stored within the fez (a fact which often leads to wearers doing simple tricks such as pulling coins from children's ears or dramatically making cups of wine disappear between their hands). The wearer must have the *fez of storing* on his head to add or remove items to it.

CONSTRUCTION

Requirements: Craft Wondrous Items, *create pit**; **Cost:** 375 gp. *Indicates a spell found in the *Advanced Player's Guide*.

FUNERARY MASK

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

Slot: head; **Price:** 1,800 gp; **Weight:** 1 lb.

DESCRIPTION

This ornate wooden mask is beautifully painted to show a peaceful humanoid face as rest. If placed on a corpse, its features change to be those of the corpse (if they are still recognizable) or a skull (if no features remain on the body). A corpse wearing the funerary mask at sundown is under the effects of a gentle repose for the next 24 hours, as long as the mask continues to be worn. Only bodies intact enough to have a recognizable head can benefit from this item.

CONSTRUCTION

Requirements: Craft Wondrous Items, *gentle repose*; **Cost:** 900 gp.



BEHIND THE COUNTER: FUNERARY MASK

The funerary mask appears to be a permanent gentle repose. As that's a 2nd level spell, the expected cost would be 12,000 gp (2nd level spell x caster level 3 x 2,000 gp). However since the mask only works on a corpse if it is worn at sundown, that cost is actually divided by 5 for 1 use/day. The additional limitation that the mask only works for mostly intact bodies (as opposed to gentle repose, which can be cast on a severed hand, for example) further reduces the cost to 1800 gp.

GREENLEAF CAP

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

Slot: head; **Price:** 1,000 gp; **Weight:** —

DESCRIPTION

This simple pointed archer's cap is made of bright green leaves, neatly folded to fit together as a cap without need of any sewing or buttons. The wearer of the cap finds his vision slides easily around and through thin or leafy vegetation such as tall grass, thick leaves, or bushes. The wearer does not suffer any penalties to Perception checks or ranged attacks as a result of a target having concealment from natural vegetation. The cap does not allow the wearer to ignore cover, as the ability to see through and around plants does not allow arrows to shoot through the trunk of a tree.

CONSTRUCTION

Requirements: Craft Wondrous Items, *see invisibility*; **Cost:** 500 gp.

GROTESQUE

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

Slot: head; **Price:** 400 gp; **Weight:** 2 lbs.

DESCRIPTION

This large, shaggy mask fully covers the entire head of the wearer. It usually takes the form of a buffalo, stag, bear, or ram head, with the horns, teeth and facial features exaggerated to an ugly extreme, and a mane of thick hair covering the top, sides, and back. Less often a grotesque may take the shape of a monster's head, such as a demon, dragon, ogre, or troll. The jaw of the grotesque is hinged with a counterweight, so that as the wearer moves, the jaw opens and shut of its own accord.

Once per day, the wearer of the grotesque may, as a standard action, do a short dance to activate its power. This causes him to no longer be treated as being of his normal type for purposes of spells, spell-like abilities and supernatural abilities (but not extraordinary abilities). Instead, the wearer may choose to be treated as being of the magical beast or monstrous humanoid type, for purposes of how (and if) magic abilities affect him. This effect lasts for 1 minute.

CONSTRUCTION

Requirements: Craft Wondrous Items, *magic fang*; **Cost:** 200 gp.



BEHIND THE COUNTER: PRICING THE GROTESQUE

There's an odd dichotomy in magic item design vs. magic item pricing. Most professional game designers agree that an interesting item is most often one that stays away from flat numeric bonuses or duplication of spell effects, but the pricing guidelines for magic items are based on exactly those kinds of effects. So when you do manage to create an item that does something nothing else in the game does, how do you price it?

In the case of the *grotesque*, the item changes the wearer's type (something that can't be expressed as a flat numeric bonus), which nothing else in the game can do under a strict

HANNYA OF HARD WON WISDOM

Aura: moderate divination; **CL:** 9th
Slot: head; **Price:** 1,500 gp; **Weight:** 1 lb.

DESCRIPTION

This mask depicts a demon face, or sometimes a horned serpent, and covers the wearer from chin to crown. When the wearer of the hannya fails a saving throw against a spell or effect, he may choose to attune the hannya to that effect as an immediate action. The wearer then gains a +1 competence bonus to future saves made against that specific effect. If the wearer fails a second save against an effect the hannya is attuned to, his bonus to future saves increases to +2, and if he fails a third time it increases to +3. A *hannya of hard won wisdom* may be attuned to only one specific spell or effect at a time, and if it is attuned to a new effect, all its benefit against older effects is lost.

interpretation of the rules-as-written (though certainly some groups may decide polymorph spells *do* actually change a creature's type as a houserule). However, the actual benefits of having your type change (when divorced from other effects such as immunities or special senses, which the *grotesque* does not provide) are fairly mild -- while a warrior could use this to be immune to a *charm person* spell, he'd also no longer be eligible for an *enlarge person* to aid him. In this case we priced the item as a 1st level spell effect at caster level 1st, with 1 use/day. Since some common 1st level spells (such as the aforementioned *enlarge person*) have durations of 1 minute/level, we gave the *grotesque* a 1 minute duration.

CONSTRUCTION

Requirements: Craft Wondrous Items, *guidance*;
Cost: 750 gp.

HAT OF MANY USES

Aura: faint transmutation; **CL:** 1st
Slot: head; **Price:** 2,000 gp; **Weight:** 1 lb.

DESCRIPTION

This wide-brimmed floppy hat has a tall peak on its crown (which is normally fallen to one side), and numerous small straps which can be used to strap it to the wearer's head or be stuffed inside the hat for extra padding. Although the hat appears extremely battered and worn, it is actually quite sturdy. If the wearer has had the hat on his head for 8 out of the past 24 hours, he can change its shape, size, and stiffness simply by pulling at it, even punching holes in the felt with his fingers to form holes or net patterns. This process takes 1 full round, and through a combination of stretching, stiffening, and altering the hat it is possible to use it as a basket, bedroll, blanket*, brass knuckles*, bucket, buckler, buoy*, butterfly net*, case (map or scroll), chakram*, fishing net, jug, net, pitcher, pot, pouch, sack, sap, spade, tent, or winter blanket. The hat returns to its normal shape if given a firm shake as a swift action.

*Rules for this equipment found in the *Advanced Player's Guide*.

CONSTRUCTION

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

HELM OF THE IRON BOAR

Aura: faint transmutation; **CL:** 4th
Slot: head; **Price:** 2,500 gp; **Weight:** 4 lbs.

DESCRIPTION

This steel great helm fully encloses the wearer's head, fitting tightly to the skull and neck. The faceplate of the helm is hammered into the likeness of a boar, complete with tusks. Whenever the wearer takes a charge action, the helm lets out a clearly audible snarl similar to that made by an angry boar.

Despite being made of metal, wearing this piece of armor does not interfere with a druid's ability to cast spells or use any of her supernatural or spell-like class abilities. Indeed, while wearing a *helm of the iron boar*, a druid can safely wear metal armor and use a metal shield without losing her magical powers for 24 hours (as normally occurs when a druid wear prohibited armor). This does not grant the druid any additional proficiency, just suspends the class's normal prohibition against metal armor and shields.

Any character wearing a helm of the iron boar can take the option to make a charge as a standard action, even when not restricted to taking only a single action on his turn, once per day (allowing characters to take a move action, even if it involves turns or moving through difficult terrain, and then take a charge once they have lined up a target).

CONSTRUCTION

Requirements: Craft Wondrous Items, *stone fist*; **Cost:** 1,250 gp.

HELMET OF SHADOWED GAZE

Aura: faint evocation; **CL:** 5th
Slot: head; **Price:** 2,500 gp; **Weight:** 3 lbs.

DESCRIPTION

This great helm fits tightly to the wearer's head, and matches the style of armor typical to banded mail or full plate. However, rather than a metal visor that can be lowered to completely cover the wearer's face, the helm has a visor made of dense shadow. As a standard action, the wearer of the helm can flip down its shadowy visor which then blocks its view of the head (and only the head) of a single creature. This prevents the wearer from having to make a saving

throw on the beginning of the wearer's turn against any gaze attack that creature has, and gives him a 50% chance to not need to make a saving throw against the gaze attack if the creature targets the wearer with a gaze on the creature's turn. The visor can block the view of only a single creature's head at a time, and it is a standard action to change which creature's head is blocked.

CONSTRUCTION

Requirements: Craft Wondrous Items, *protective penumbra**; **Cost:** 1,250 gp.

*Indicates a spell found in *Ultimate Magic*.

BEHIND THE COUNTER:

PRICING THE HELM OF THE IRON BOAR

Oddly, the easy part of pricing the *Helm of the Iron Boar* is the ability to charge as a standard action. That's clearly about as useful as an Improved feat, which we always price at 5,000 gp. Since it only works once per day, it's a 1,000 gp cost. The tricky part is how to price the ability to allow a druid to wear metal armor.

It would be possible to claim it's also about as powerful as a feat, but that doesn't really hold up to a closer examination. Feats don't normally remove class restrictions (there are no feats to allow barbarians to be lawful or paladins be chaotic, for example), so there's nothing to use as a basis of comparison. Furthermore, by itself the helm only lets druids wear metal medium armor without penalty (as they don't gain heavy armor proficiency automatically). If we look at the best medium armor a druid can wear without this item (hide) and compare it to the

best armor they can wear with it (breastplate), we see the main differences are +2 AC, -1 max Dex, -1 armor check penalty. Of course a druid could get magic or mithral metal armor, but so could any character and there's an additional cost for that.

While it's not a perfect solution, we decided +2 AC with 1 worse max Dex and armor check was about as good as +1 AC without those penalties, and +1 AC normally runs about 2,000 gp as a magic item. Since only druids get that bonus (and only if they buy heavier, more expensive armor), we discounted that back down to +1,500gp. While the helm is clearly crucial to a character wishing to create a druid in metal armor, that's an unusual character build that's going to have to spend more money and resources to be effective, so the price seems reasonable. GMs who don't like the idea can just remove that function of the item, and price it at a straight 1,000 gp.

SEER'S DIADEM

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

Slot: head; **Price:** 2,500 gp; **Weight:** 1 lb.

DESCRIPTION

This simple silver crown has a series of smooth gems set around its outer circumference. Any creature that makes an effort to look at the diadem sees its own eyes reflected back in each of these jewels, giving the appearance of the wearer's head being encircled with a ring of eyes. The wearer can perceive things through the diadem's gems as through seeing them out of the corner of his eyes, giving some sense of movement or color, but no details. The wearer gains a +5 bonus to Perception checks made to act in the surprise round of a combat. This also increases the effective level of a wearer who has uncanny dodge by +4 for purposes of how high level a creature with sneak attack must be in order to flank and sneak attack the wearer.

CONSTRUCTION

Requirements: Craft Wondrous Items, *anticipate peril**; **Cost:** 1,250 gp.

*Indicates a spell found in *Ultimate Magic*.

SNOOD OF OBFUSCATION

Aura: faint enchantment; **CL:** 5th

Slot: head; **Price:** 2,400 gp; **Weight:** —

DESCRIPTION

This tightly-fitting hood is a knit headpiece designed to hold the wearer's hair in a bun close to the head. It has several sections of net, a few straps, and a small pouch that wrap, tie, overlap, and tuck into one another to hold the hair (usually in a bun). The exact way the snood manages to contain the wearer's hair and stay snugly fit is impossible for an observer to determine. Despite this appearance, the snood is easily put in place by any wearer, and can be adjusted to meet a variety of hairstyles.

Twice a day, the wearer of the *snood of obfuscation* can use his Bluff check to so baffle and fluster a creature so as to cause it to become confused. The target must be within 90 feet, able to see and hear the wearer, and capable of paying attention to him. The wearer must also be able to see the creature affected. The distraction of a nearby combat or other dangers prevents the ability from working.

After conversing with a creature for at least one minute, the wearer makes a Bluff check, opposed by either the target's Sense Motive or its Will save (whichever is higher). If a creature's check succeeds, the wearer cannot attempt to confuse that creature again for 24 hours. If its check fails, the creature is confused (as the condition)



for as long as the wearer continues to talk to it. Any potential new threat to the target that arises allows the target to make a new saving throw against the effect, although it receives only one saving throw each round no matter how often it perceives a new threat.

This ability is a language-dependent, enchantment (compulsion), mind-affecting ability and relies on audible and visual components in order to function.

CONSTRUCTION

Requirements: Craft Wondrous Items, *lesser confusion**; **Cost:** 1,200 gp.

SUMMONER'S HAT

Aura: faint conjuration; **CL:** 5th

Slot: head; **Price:** 2,000 gp; **Weight:** —

DESCRIPTION

These finely made cloth hats are normally crafted from the finest linen or silk, and are cunningly embroidered with delicate patterns of thread and glass beads. They are of a quality and style consistent with a courtier's or noble's outfit, colorful enough to match an entertainer's outfit, but practical and sturdy enough to not look out of place with an explorer's outfit.

Twice a day a character able to summon creatures (with the use of spells, class abilities, or innate abilities, but not using other magic items) can summon the creature in such a way that it appears by bursting out of the hat. While many wearers opt to hold the hat when using this ability, the summoned creatures can burst from the hat while it is on the wearer's head, with the hat leaping up to allow creatures to rush forth from its brim, then settling back down firmly on the wearer's head.

Creatures summoned from the hat have a +1 enhancement bonus to AC and saving throws for 5 rounds after they are summoned.

CONSTRUCTION

Requirements: Craft Wondrous Items, *cat's grace*; **Cost:** 1,000 gp.

BEHIND THE COUNTER: PRICING FEATS

Many of the items in this book (such as the *summoner's hat*) are priced based on being as effective as a feat, and thus priced as a fraction of what the feat itself would cost. The assumption made is that a magic item that grants a feat costs 5,000 gp. This supposition can be supported with the price of the *gloves of arrow snatching*. These gloves, which cost 4,000 gp, allow the wearer to act as if he had the Snatch Arrows feat twice per day. Since the Snatch Arrows feat is only useful in conjunction

with Deflect Arrows, the gloves really grant two feats twice a day. Since 2 charges per day means dividing the base cost by 2.5 (5 divided by charges per day) the base cost of 2 feats is determined to be (2.5 × 4,000 gp) 10,000 gp, which means one feat is worth 5,000 gp. Of course items that just duplicate feats are often fairly boring, but the price can still be useful when looking at items that are about as useful as a feat. The *summoner's hat* gives summoned creatures a modest but noteworthy bonus, and in that regard is very similar to the Augment Summoning feat, and is thus priced as if it was based directly on a feat.

TARBOOSH OF SUBJECTIVE GRAVITY

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

Slot: head; **Price:** 1,000 gp; **Weight:** —

DESCRIPTION

This short, bright red felt cap has a silken tassel that always points towards the wearer's feet. In a plane with no gravity or normal gravity, the only function of the *tarboosh of subjective gravity* is that it always sits firmly on the wearer's head as if held there by the force of normal gravity – even if the wearer hangs upside-down, the tarboosh is held “down” onto his head.

However, in a realm with subjective directional gravity (such as the astral plane, negative and positive energy planes, the elemental plans of air and water, and much of Limbo) the hat is significantly more useful. First, it allows the wearer to decide at what speed to fall, up to 150 feet/round on the first round of falling, and up to 300 feet/round on the second and subsequent rounds. Second, the wear gains a +4 circumstance

bonus to Wisdom checks made to set a new direction of gravity as a free action in areas of subjective directional gravity.

CONSTRUCTION

Requirements: Craft Wondrous Items, *feather fall*; **Cost:** 500 gp.



TOTEM MASKS

Aura: faint abjuration (lion) conjuration (ancestors), necromancy (dread); **CL:** 5th
Slot: head; **Price:** 2,500 (dread, lion), 2,000 (ancestors) gp; **Weight:** 3 lbs.

DESCRIPTION

Totem masks are common among shamanistic and barbaric people, and are thus often looked down upon by more civilized cultures. Such disdain is unwarranted, however, as totem masks are powerful tools that grant additional power and flexibility to spellcasters who learn to utilize them. Empowering a totem mask takes a full-round action, during which time the wearer must loudly chant and make ritualistic gestures. At the end of this time the wearer must sacrifice a prepared spell or spell slot of 1st level or higher to empower the mask. Deciphering the exact ritual needed to empower a specific totem mask requires a Knowledge (nature), Knowledge (religion), or UMD skill check with a DC equal to 15 + the item's caster level. The creator of a totem mask always knows how to empower it.

There are dozens of different kinds of totem masks. A few of the most common are presented below.

Ancestors: This mask takes the form of a stylized humanoid face, and no two have exactly the same appearance. Most are quite large, often covering the wearer from mid-chest to well above his head, and are made from bone, leather, wood, or wicker. The mask's face may be shown in a grimace, laughing, crying, shouting, or it may be completely expressionless.



Once empowered, a *totem mask of the ancestors* allows an oracle (or other character with access to revelations) to temporarily change one revelation he has access to through his mystery. The wearer loses access to one revelation of his choice, and replaces it with another revelation from the same mystery he meets the prerequisites for. The revelation lost cannot be one that itself is used as a prerequisite for any feat or ability the bearer has. The new revelation cannot be one that grants the wearer access to spells known, skill points, or feats. The wearer retains the new revelation for 10 minutes per level of spell sacrificed to empower the mask.

Dread: This totem mask combines many elements of animals believed to be fearful by the shamans that craft them, resulting in a fearful appearance with antelope horns jutting upwards, a warthog face and tusks, and a ring of crocodile teeth ringing the edge of the mask. Once empowered, the *totem mask of dread* augments the sounds and visual display made by any illusion (figment) spell the wearer casts. As a standard action, the wearer may cause one active illusion (figment) spell to make a Bluff or Intimidate check, using the wearer's skill bonus. Being the target of such a skill check automatically gives a creature an opportunity to save to disbelieve the illusion. This also counts as concentrating on the spell for illusions with a duration of concentration. The mask retains this power for one minute per level of spell that empowers it.

Lion: This mask is most often of leather or wood, and has a stylized feline face with a thick mane of straw or fur ringing the outside. When the mask is empowered, whenever allies gain bonuses to attack rolls, armor class, or saving throws from a spell the wearer casts, they also gain a morale bonus to saves against fear, curses, disease, and poison for 1 round/caster level. The bonuses are equal to half the level of the spell used to empower the mask (minimum +1), and the mask retains this power for one minute per level of spell that empowers it.

CONSTRUCTION

Requirements: Craft Wondrous Items, *cause fear* (dread), *guidance* (ancestors), resistance (lion); **Cost:** 1,250 gp (dread, lion), 1,000 gp (ancestors).

TURBAN SPIKE OF JADE

Aura: faint transmutation; **CL:** 5th

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

DESCRIPTION

This simple iron cap has a central spike of green jade, and metal clips built into the cap to allow a cloth to be wrapped around it to form a turban. If a magic cloak is wrapped around the cap, the wearer gains the magic function of the cloak, even though it's located in the head magic item slot, rather than the cloak's normal shoulders magic item slot. Up to three cloaks may be wrapped around a single turban spike of jade, but the wearer gains the benefit of only one at a time. To change which cloak the wearer gains magic benefits from takes a standard action, during which time the wearer must lick 1 thumb and drag it past part of the cloak to be activated.

CONSTRUCTION

Requirements: Craft Wondrous Items, *animate rope*; **Cost:** 1,250 gp.

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