

The Genius Guide to: Loot 4 Less



PATHFINDER
ROLEPLAYING GAME COMPATIBLE

Welcome to the eighth book in the *Loot 4 Less* line, where we deal exclusively in items with a cost-to-consumer of 2,500 gp or less. That's right, no epic equipment, *girdles of titan strength*, or even moderate magic items here. This is a forum for the cheapest of the cheap, and that's it. And just to up the level of difficulty, we also don't deal in one-shot (or even two- or three-shot) magic items. No scrolls, potions, talismans, or fire-and-forget tattoo magic here. Everything in these pages is a legitimate permanent magic item, free of consumable charges and able to be used in adventure after adventure.

Here in *Loot 4 Less, vol. 8: Belt One On*, we're looking at just bargain bin magic belts, sashes, and cinches—pants-holders any character can use. Not only do we provide each item with a full description and cost, we've scattered sidebars throughout the book to explain those costs. Each "Behind the Counter" sidebar details how a price was arrived at, allowing GMs to apply the logic to other abilities (and be better able to change the pricing to match the needs of their campaign, with a firm knowledge of where the numbers come from).

WHY?!

Okay, so let's say that all sounds great, but you're not sure why you should care. Do campaigns really need a few more inexpensive magic item options? We answer that question in more detail in *Loot 4 Less, vol. 1: Arms and Armor*, so we won't belabor the point here. Essentially, cheap magic items make it easier to:

1. Make the gear carried by low-level foes, and thus the treasure low-level characters pick up, more varied and interesting.
2. Allow low-level PCs to build wealth, since their early treasure items aren't all scrolls, potions, and partially-used wands that lose value if they get used.
3. Give mid-level characters who craft magic items a broader range of cheap items that don't take more than

a couple of days to create, increasing the chance they'll get to use their various Craft feats.

BELTS

Belts includes anything you wrap around your middle, such as sashes, straps, weapon belts, girdles, and (if you use it to support your britches) rope. We've expanded that category to include things such as pouches that are built into belts and buckles that must be attached to mundane belts. Every item detailed here takes up the belt body slot regardless of the item's name or description (and thus can't be stacked with other items for this slot—no attaching the *reversible holy buckle* to the *comfort sash* in an effort to get two items in one slot).

BELT OF MANY USES

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

DESCRIPTION

This leather belt is decorated with thick, colored beads forming numerous simple pictograms of stick-figure laborers using dozens of different tools. By an act of will, the belt can be made longer or shorter, round and blunt or edged, and remain flexible or become hard as iron. The combination of these changes allows the belt to function as any of a number of tools or weapons. Changing the belt from one item to another takes a move action, as it may include wrapping the belt around a hand, or folding or stretching it into a specific shape.

A *belt of many uses* can change length, rigidity and sharpness to act as a basket, chain (10 ft.), crowbar, grappling hook (and up to 30 ft. or rope), manacles (masterwork), piton

(just one), pole (10 ft.), portable ram, rope (50 ft., silk), blowgun, bolas, club, dagger, gauntlet, spiked chain, punching dagger, spiked gauntlet, javelin, light hammer, light flail, light mace, light pick, nunchaku, spear, short sword, whip, or buckler.

CONSTRUCTION

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

BELT OF SECRET MAGERY

Aura: faint illusion; **CL:** 1st
Slot: belt; **Price:** 2,500 gp; **Weight:** 1 lb.

DESCRIPTION

This is a simple, thin belt of soft cotton with two wooden rings set in one end and simple scrollwork decoration running its length. Along the inside of the belt are many small leather thongs, woven through the cloth as if to be used to tighten the fit of the belt, or perhaps attach small pouches.

This belt functions as a material component pouch, but all the pockets are hidden. Finding the material components hidden within the pouch requires a DC 33 Perception check (unless you are aware of their presence and exact location—such as if you had placed them there—in which case no check is required). A creature unaware of the pockets cannot slip anything from them (such as with a Sleight of Hand check). Nothing other than material components can be stored in the hidden pouches of the belt—its magic does not allow it.

CONSTRUCTION

Requirements: Craft Wondrous Item, *disguise self*; **Cost:** 1,250 gp

BEHIND THE COUNTER:

DC 33?!

The DC 33 Perception check required to find material components in the *belt of secret magery* may seem high, but it's based on a simple idea. A character could be expected to take 20 when making a Sleight of Hand check to conceal an item. Further, material components are generally very small (granting a +4 bonus to hide them), and even a mundane belt designed to conceal them must give as much of a bonus as baggy clothes do (another +2). That gives a base +26 to conceal an item. Thus the belt only gives a +7 bonus over a Sleight of Hand skill check used to hide an item in a *belt of secret magery*. A +7 skill bonus normally costs 4,900 gp, but since it applies to only one limited use we reduced the price by 50%. The remaining cost goes to the mundane value of a hidden material component pouch.

COIN BELT

Aura: faint conjuration; **CL:** 1st
Slot: belt; **Price:** 200 gp; **Weight:** 1 lb.

DESCRIPTION

A silver buckle in the shape of a coin holds this simple leather belt firmly fastened. Once per day, you can pry a single silver piece from the buckle of this belt. You must wear the belt for 8 hours before you can get a silver piece from it, and you can never remove more than one silver piece in a single 24 hour period. Only living, thinking creatures under their own will can use this item. It does not function for constructs, undead, spell effects, summoned creatures, creatures with an Intelligence of less than 8, or those under enchantment spells.

One in ten *coin belts* produce one copper piece instead, and are worth only 20 gp.

CONSTRUCTION

Requirements: Craft Wondrous Item, *mending*; **Cost:** 100 gp

COMFORT SASH

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

Slot: belt; **Price:** 2,000 gp; **Weight:** 1 lb.

DESCRIPTION

This silk sash is reversible, with one side bright red and the other deep blue. Gold trim runs along the edges, and four gold coins are sewn to each end, causing them to hang well even when the sash's wearer moves vigorously.

When you wear the *comfort sash*, you are continuously affected by an *endure elements* spell.

CONSTRUCTION

Requirements: Craft Wondrous Item, *endure elements*; **Cost:** 1,000 gp

CRAWLING CUMMERBUND

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

Slot: belt; **Price:** 2,000 gp; **Weight:** 1 lb.

DESCRIPTION

This belt is a finely crafted piece of cloth that would not be out of place in a noble's outfit. Made of linen, its color scheme matches whatever other clothes you wear. Its ornamentation remains unchanged, however—snakeskin patterns running along its length, and hundreds of tiny tassels.

Once per day, as a standard action, you can whip off the cummerbund and have it turn into a viper or a giant centipede. The creature obeys your commands to the best

of its ability, and remains in its animate form for ten rounds or until killed. If slain, it returns to its cloth state and can be used again the next day.

CONSTRUCTION

Requirements: Craft Wondrous Item, *summon monster I*; **Cost:** 1,000 gp

FIGHTER'S GIRD

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

Slot: belt; **Price:** 1,700 gp; **Weight:** 1 lb.

DESCRIPTION

This is a thick, studded belt of boiled leather and steel rivets. A steel plate is mounted to the front, depicting a lion's head roaring. Three buckles are found on each side of the belt. While wearing this armored belt, you can ignore the first 4 points of Strength drain or damage you suffer each day. After you have ignored a total of 4 points of combined Strength drain or damage in a given day, you suffer all further Strength drains and damage normally.

This item is stiff and thick enough to cause you to take a –1 armor check penalty when unarmored (though it does not count as armor for purposes of abilities that can only be used when unarmored, nor does it have any arcane spell failure). However, if you are wearing any other armor with at least a –1 armor check penalty, the penalty from the *fighter's gird* does not stack (it covers many of the same areas, thus creating no further hindrance when combined with other armor).

CONSTRUCTION

Requirements: Craft Wondrous Item, *restoration*; **Cost:** 850 gp



GIRDLE OF GREENLAND WHISPERS

Aura: faint transmutation; **CL:** 1st
Slot: belt; **Price:** 2,500 gp; **Weight:** 1 lb.

DESCRIPTION

This belt is constructed from two broad, curved pieces of treebark, hinged with a vine cord. The two sections fold around the waist of a wearer, and are then bound shut with another length of vine. While wearing the *girdle of greenland whispers*, you can hear soft voices coming from plantlife around you. The voices do not respond to questions you may ask, but do endlessly murmur about what can be seen and heard near them. Only you can hear these whispers, and they do not distract you from hearing other noises. If there is enough plantlife in the area, these whispers can aid you in concealing yourself, and finding other things nearby. This grants you a +5 bonus to Perception and Stealth checks in forest, jungle, and swamp terrains.

CONSTRUCTION

Requirements: Craft Wondrous Item, *detect animals or plants*; **Cost:** 1,250 gp

GIRDLE OF MULE STRENGTH

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

DESCRIPTION

This is a thick, grey leather belt covered in fine grey hair. It is tapered—broader at the sides and rear—giving your back firm support and increased comfort. It has a thick buckle with an iron horseshoe worked into it.

When wearing this item you ignore the first 100 lbs. of weight you are carrying when calculating your encumbrance. Thus, a character

wearing this belt and carrying 200 lbs. of gear and weapons calculates encumbrance as if carrying only 100 lbs. of weight.

CONSTRUCTION

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

FORCE CINCH

Aura: faint abjuration; **CL:** 1st
Slot: belt; **Price:** 2,500 gp; **Weight:** 1 lb.

DESCRIPTION

This armored belt is made of fine silver chain links that glitter in the light. Numerous small hooks and loops allow for the easy and convenient placement of weapons and small bags. A large silver buckle in the shape of a shield closes the belt. When worn by someone with personal heraldry, that image is displayed on the shield.

The magic of this belt is obvious only when it is strapped on over a suit of armor. It augments up to 8 points of armor bonus so they act as a force effect, similar to the *mage armor* spell. As a force effect, the armor works against incorporeal attacks.

CONSTRUCTION

Requirements: Craft Wondrous Item, *mage armor*; **Cost:** 1,250 gp

HERALDIC OVERBUCKLE

Aura: faint evocation; **CL:** 1st
Slot: belt; **Price:** 2,500 gp; **Weight:** 1 lb.

DESCRIPTION

This metal decoration is shaped as a small shield and is designed to be clipped on over the buckle of a thick belt (such as those used to carry sword scabbards). When

so worn on a nonmagic belt, the front of the overbuckle displays your heraldry. (If you have no heraldry, it displays a white sword on a gold background). The overbuckle must be worn for 24 hours before being of use to you, and then stops being of use to you if it is worn by someone else for 24 hours.

If you have the lay on hands ability, while wearing the overbuckle you may use the ability one additional time per day.

CONSTRUCTION

Requirements: Craft Wondrous Item, *cure light wounds*; **Cost:** 1,250 gp

REVERSIBLE HOLY BUCKLE

Aura: faint abjuration; **CL:** 1st
Slot: belt; **Price:** 2,500 gp; **Weight:** 1 lb.

DESCRIPTION

At first appearing to be a simple buckle in the shape of a small, round, silver shield, closer inspection reveals that is reversible. One side is plain and unadorned. The other is emblazoned with a glowing holy symbol of the patron deity of whoever wears it. This buckle must be attached to a mundane belt and worn to be effective. The buckle must be worn for 24 hours before being of use to you, and then stops being of use to you if it is worn by someone else for 24 hours.

If you have the channel energy class feature, this buckle increases the number of times per day you may use that ability by one. The face with holy-symbol-side must be showing in order for the belt's power to be used, though the belt can reverse itself once per round as a free action at your

BEHIND THE COUNTER:

FRACTIONAL FEAT FUNCTIONS

A number of items in *Loot 4 Less*, vol. 8: *Belt One On* have their pricing based on being a fraction as useful as a feat. All of these use the basic assumption that an item that duplicates a feat has a value of 5,000 gp. Thus items that give you half as many extra uses of an ability as a feat (e.g. a *reversible holy buckle*) cost half as much as a feat: 2,500 gp.

mental command (allowing you to conceal the holy symbol in areas where your god is not welcome).

CONSTRUCTION

Requirements: Craft Wondrous Item, *protection from evil*; **Cost:** 1,250 gp

RIBBON OF LIES

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

DESCRIPTION

When observed casually, this seems to be a fine wool belt with pewter medallions placed evenly along its length and a black iron buckle. Close examination, or seeing the inside of the belt, shows it is actually a thick black ribbon of silk, with all the medallions actually being nothing more than cunningly applied dye and embroidery. The buckle is real, but the edges are surprisingly sharp and uncomfortable to handle.

While wearing this belt, no divination reveals any aspect of your alignment. Thus, for example, a paladin using his *detect evil* ability cannot sense the evil of a blackguard wearing a *ribbon of lies*.

CONSTRUCTION

Requirements: Craft Wondrous Item, *undetectable alignment*; **Cost:** 1,000 gp

ROPE OF FANGS

Aura: faint transmutation; **CL:** 4th
Slot: belt; **Price:** 1,700 gp; **Weight:** 1 lb.

DESCRIPTION

This crude belt is made of many passes of thick rope, from which hang the canine teeth and tusks of numerous animals. The belt must be wrapped around the wearer several times, so it takes a full-round action to put it on or remove it. The belt must be worn for 24 hours before being of use to you, and then stops being of use to you if it is worn by someone else for 24 hours.

If you have the rage ability, while wearing the belt you may rage an additional 2 rounds per day.

CONSTRUCTION

Requirements: Craft Wondrous Item, *rage*; **Cost:** 850 gp

SCREAMING PURSEHOLDER

Aura: faint abjuration; **CL:** 1st
Slot: belt; **Price:** 1,000 gp; **Weight:** 1 lb.

DESCRIPTION

This typical-looking brown leather belt contains many brass rings and hooks, making it ideal for attaching small sacks, bags, and scabbards or other weapon holders. Its buckle is a brass head with the head's teeth gripping the leather of the buckle.

The magic of this belt functions only when you are wearing it and a purse, sheath,

bag, or sack is attached to it. Whenever any such container attached to the belt closure is opened or an item is removed by anyone other than you, the belt produces the sound of a person yelling "thief, thief!" and anyone within 60 feet of the belt can hear it clearly. The yelling lasts for 1 round.

The belt is not set off by creatures touching containers on the belt, or opening containers elsewhere on your body (such as a haversack).

CONSTRUCTION

Requirements: Craft Wondrous Item, *alarm*; **Cost:** 500 gp



SILVER LYRE

Aura: faint evocation; **CL:** 4th
Slot: belt; **Price:** 2,500 gp; **Weight:** 1 lb.

DESCRIPTION

This fine silk and leather belt is decorated with embroidery of musical instruments, and has a delicately wrought silver buckle shaped like a lyre. When you sing or perform music, the lyre softly picks out a harmony to complement you. The belt must be worn for 24 hours before being of use to you, and then stops being of use to you if it is worn by someone else for 24 hours.

You gain a +1 bonus to any Perform check you make. Additionally, if you have the bardic performance ability then you may, while wearing the belt, perform for an additional 2 rounds per day.

CONSTRUCTION

Requirements: Craft Wondrous Item, *magic mouth*; **Cost:** 1,250 gp

SWIM BELT

Aura: faint transmutation; **CL:** 3rd
Slot: belt; **Price:** 2,400 gp; **Weight:** 1 lb.

DESCRIPTION

This wide belt is made of a smooth, bluish-silver material that seems covered in tiny scales. Its surface catches light in a rainbow of colors, much as a pearl does. The belt lays skin-tight over any clothing worn under it. It has a pearlescent clamshell buckle.

Once per day you may activate this belt as a standard action. For thirty minutes, you gain the ability to breath water and air interchangeably, a base 30-foot swim movement rate, and the +8 bonus to Swim checks that comes from having a base swim movement rate.

CONSTRUCTION

Requirements: Craft Wondrous Item, *alter self*; **Cost:** 1,200 gp

BEHIND THE COUNTER: ALTER SELF ITEMS

The very useful *swim belt* is priced by taking a look at *alter self*. That 2nd level spell can transform a character into a mermaid, granting everything the magic belt does. Since you can do lots and lots of other things with *alter self*, we slapped a 50% price reduction on the base cost right off the bat. That gives us a 2nd level spell at 3rd caster level for base 12,000, divided by 2 for 6,000.

While the duration of the belt's powers is significantly longer than *alter self*, it's still just a single use of the ability. We decided that was about as useful as two charges of 3 minutes each (much longer duration vs. multiple uses per day), so we applied the cost for 2 uses/day, resulting in the final price of 2,400.

The same logic was applied to the *wolf's head belt* (*alter self* to gain a bugbear's scent ability).

THIEVES' STRAP

Aura: faint abjuration; **CL:** 3rd
Slot: belt; **Price:** 2,000 gp; **Weight:** 1 lb.

DESCRIPTION

This worn-looking leather belt has no buckle or ornamentation. Though it seems ready to fall apart, in truth it is sturdy and strong. Lacking any fastener, it must be tied around your waist, but the knot automatically tightens for a snug fit.

Any one item attached to or tucked into the *thieves' strap* while you wear it is invisible to divination spells, as if an *obscure object* spell had been cast on it. While an item is under this effect, the belt itself is similarly invisible to divination spells. The effect remains in place only as long as the item is firmly attached to or tucked into the strap, and only one item at a time can be affected.

CONSTRUCTION

Requirements: Craft Wondrous Item, *obscure object*; **Cost:** 1,000 gp

WOLF'S HEAD BELT

Aura: faint transmutation; **CL:** 1st
Slot: belt; **Price:** 2,400 gp; **Weight:** 1 lb.

DESCRIPTION

This wide belt is made of a broad strap of cured gray fur and has an iron wolf's head buckle.

Once per day you may activate this belt as a standard action. For thirty minutes, you gain the scent ability.

CONSTRUCTION

Requirements: Craft Wondrous Item, *alter self*; **Cost:** 1,200 gp

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