

CONSTRUCTION REQUIREMENTS	COST 24,000 GP
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Craft Wondrous Item, *control weather*, *endure elements*, *storm of vengeance*

ORB OF UTTER CHAOS		PRICE 36,000 GP
AURA moderate abjuration	CL 10th	WEIGHT 1 lb.

This globe of varicolored material constantly shifts hue and texture, from steel-hard to spongy or even gelatinous. The bearer of the orb is constantly protected by *entropic shield*. Three times per day, when the bearer holds the orb and casts a spell with the polymorph subtype, chaotic descriptor, or one that gives creatures the confused condition, she may modify her caster level for that spell by 1d6-2.

Once per day the bearer may hold the orb and command it to *dispel magic*. If the dispel check succeeds, the wielder absorbs the unraveled magical energy through the orb and gains the benefit of an *aid* spell.

The orb bestows one permanent negative level on any lawful creature holding or carrying it. The negative level remains as long as the creature has the orb and disappears immediately when the orb is no longer held or carried. This negative level cannot be overcome in any way (including by *restoration* spells) while the bearer has the orb.

CONSTRUCTION REQUIREMENTS	COST 18,000 GP
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Craft Wondrous Item, *aid*, *dispel magic*, *entropic shield*

ORIGAMI SWARM		PRICE 300 GP
AURA faint transmutation	CL 3rd	WEIGHT —



This stiff folded paper vaguely resembles a hand-sized pest such as a beetle, spider, or cockroach. Completing two key folds in the paper causes it to multiply into hundreds of similar-sized duplicates of itself.

These duplicates fill a 10-foot space and act as a rat swarm, except they have fire vulnerability, the construct type, and do not have the disease special ability. The paper beetles do not attack their creator, but are otherwise uncontrolled and attack anything nearby. After 5 rounds, the beetles crumple and fall inert. Once activated, an *origami swarm* loses all magic.

CONSTRUCTION REQUIREMENTS	COST 150 GP
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Craft Wondrous Item, *animate objects*

ORNAMENT OF HEALING LIGHT		PRICE 10,000 GP
AURA faint conjuration	CL 5th	WEIGHT 1 lb.

This palm-sized holy symbol is composed of tiny pieces of stained glass held in a gold frame. The exact symbol is determined upon the item's creation. As a free action, the creature holding the ornament can project the image of the holy symbol upon any creature or surface within 15 feet, similar to using a shadow puppet and lamp. This light is not bright enough to illuminate an area. If the bearer is a paladin, she may use her lay on hands

ability on a creature touched by the symbol's light (effectively increasing her lay on hands range from touch to 15 feet).

CONSTRUCTION REQUIREMENTS	COST 5,000 GP
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Craft Wondrous Item, *sacred bond* (*Advanced Player's Guide*)

PAGE OF SPELL KNOWLEDGE		PRICE VARIES
1st-level		1,000 GP
2nd-level		4,000 GP
3rd-level		9,000 GP
4th-level		16,000 GP
5th-level		25,000 GP
6th-level		36,000 GP
7th-level		49,000 GP
8th-level		64,000 GP
9th-level		81,000 GP
AURA strong transmutation	CL 17th	WEIGHT —

This page is covered in densely-worded arcane or divine magical runes. It contains the knowledge of a single arcane or divine spell (chosen by the creator when the item is crafted). If the bearer is a spontaneous spellcaster and has that spell on her class spell list, she may use her spell slots to cast that spell as if it were one of her spells known. A *page of spell knowledge* is priced based on the spell's cleric or sorcerer/wizard spell level, unless the spell doesn't appear on either of those spell lists, in which case it is based on the highest spell level as it appears on any other spell list. For example, a spell that is on the 4th-level inquisitor list and the 2nd-level paladin list is priced as a 4th-level spell.

CONSTRUCTION REQUIREMENTS	COST varies
1st-level	500 GP
2nd-level	2,000 GP
3rd-level	4,500 GP
4th-level	8,000 GP
5th-level	12,500 GP
6th-level	18,000 GP
7th-level	24,500 GP
8th-level	32,000 GP
9th-level	40,500 GP

Craft Wondrous Item, creator must be able to cast the spell contained in the page

PEARL OF POWER		PRICE VARIES
1st-level		1,000 GP
2nd-level		4,000 GP
3rd-level		9,000 GP
4th-level		16,000 GP
5th-level		25,000 GP
6th-level		36,000 GP
7th-level		49,000 GP
8th-level		64,000 GP
9th-level		81,000 GP
Two spells		70,000 GP
AURA strong transmutation	CL 17th	WEIGHT —