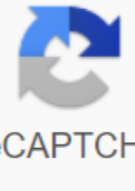


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Headband of inspired wisdom

2014-03-19, 03:06 AM (ISO 8601) Hello guys, so as the title suggests, I'm looking for an amazing item for the main slot that lends impetus to wisdom. I know the rules on MIC that allow you to add wisdom bonus for its base price (+2 - 4,000, +4 - 16,000, +36,000), but the city my symbol at the moment charges an additional 20% fee for items that do not exist somewhere else. If I get, say, a bandage of wisdom and then any other bandage/circlet/helmet/etc., I can fuse them together without paying more, so I just need to find this base item. Any book 3.5 is good. I've seen a bandage of perfect perfection, but it's too priced for me to buy it now. I'll probably have about 10,000 GP spending on it all. Any ideas? Thanks in a short time 2014-03-19, 03:10 AM (ISO 8601) I am somewhat confused. What prevents you from just using an existing +wisdom element? There is little benefit from changing your slot, thanks to the fact that you have entered the MIC rule. Are you just completely unable to wear throat items for some reason? Last edited by egggnack; editing by Egggnack 2014-03-19 03:10 AM. 2014-03-19, 03:31 AM (ISO 8601) Originally posted by egggnack I am somewhat confused. What prevents you from just using an existing +wisdom element? There is little benefit from changing your slot, thanks to the fact that you have entered the MIC rule. Are you just completely unable to wear throat items for some reason? Thanks for the reply. I'm currently playing druid and I'm planning to combine Circlet magicians with wis raising the item. Having both things on just one point I'll only need one wild clasp to keep the Wis bonus when I wildshape - and bonus spells that come with it. I plan to get a natural weapon necklace later (a natural weapon necklace + 1 for bite and claw attacks will cost about 4,600), but I don't need that item now, the Great Magic Fang covers it well enough and I haven't used wildshape to fight that often. So, do you know about any mugs of wisdom or related headgeons in any published 3.5 books? Thank you Last edited Morphie; 2014-03-19 03:33 AM. 2014-03-19, 03:40 AM (ISO 8601) Not to my knowledge, no. It's basically just a mention of MIC, I think. There are not many neat throaty slit items of druids either, although the chronocharma of the unlearned archage is good enough. I would have thought that the wild amulet shape would be obtained even later than a necklace made of natural weapons. 2014-03-19, 03:45 AM (ISO 8601) Originally posted by Morphie So, do you know about any circles of wisdom or related headdress in any published 3.5 books? No, but... A bandage of inspired wisdom.... Pathfinder has. It uses the same prices as 3.5, so you can convince your DM with it. Worth trying? 2014-03-19, 03:59 AM (ISO 8601) Originally Posted by Janis No, but ... A bandage of inspired wisdom.... contours has. It uses the same prices as 3.5, so you can your DM with him. Worth trying? That would be ideal, but unfortunately I'm sure DM won't allow it, it's harsh on this, and the whole group has some problem dealing with books outside the main 3.5 range, let alone Pathfinder. But thanks for your understanding, I'll keep that in mind when we start our first Pathfinder adventure after we finish it, I think I'll just stick to buying Circle of Magicians and Periapt Wisdom as two separate items at the moment. If I get a natural weapon necklace later on I'll fuse both items then name it for the day. The gap on the head consists of stripes, bandages on the head, falacteria and other non-head objects that can be worn on the head. Anyone can use the main slot of an amazing item unless otherwise stated in its description. These amazing elements are usually activated or initiated by a command word, but the details depend on the element to the item. Strip stalwart Warrior Price 14000 gp; Aura strong retention; CL 16th; Weight 1 pound. This ordinary iron strip protects its carrier from the influence of fear. Whenever a medium suffers the effect of fear, it is simply shaken (even if the effect usually makes the target scared or panicked). In addition, the topic receives a bonus of +2 competencies for everything Will saves from fear. If the medium has a bravery class function, it is considered four levels higher when determining the effect of this class function. Building requirements Cost 7,000 GP Craft Amazing item, remove fear dead man's headband Price 3600 GP; Aura faints of enchantment and abjuncture; CL 1st; Weight 1 pound. This toned black stripe, clipped with a black metal skull, can be attached to the outside of a hat or other head socket object or can be worn as a regular bandage on the head. The owner receives a bonus of +2 competencies for intimidating checks and increases the DC of any fear effect it creates by +1. In addition, if this bandage is attached to the outside of the hat, the hat or nose headdress cannot be torn off or removed by wind, water or environmental effects, and the wearer receives a bonus under the circumstances of +5 to his CMD against theft and attempting to reinforce his headgear. Construction requirements Cost 1800 GP Craft Amazing item, doom, shrink element Air agility bandage Price varies; Aura moderate transmutation; CL 8th; Weight — +2 intelligence, wisdom or charisma 4500 g; +4 intelligence, wisdom or charisma 42 000 g; +6 intellect, Wisdom or Charisma 81,000 gp This bandage is decorated with feathers from a number of colourful birds. It gives boons flying magic, and more powerful versions give flight power. Air agility bandage carrier +2 treats its rister level as if it were one level higher when pouring spells or creating extracts that provide flight. Air agility bandage gets the same benefits and, on command, gives the wearer the opportunity to fly (like a fly fly three times a day. Air agility bandage +6 functions as a version +4, but the bandage on the head makes it possible to use fly at the house. All versions also give the owner a bonus to increase one indicator of mental capacity (intelligence, wisdom or charisma) +2, +4 or +6. Treat this as a temporary bonus for the first 24 hours of wearing a bandage on your head. This bonus is selected when creating a head bandage and cannot be changed. If the bandage provides an intelligence bonus, it also provides skills as a great intelligence bandage, usually providing rows in Fly, Acrobatics or Knowledge (aircraft). The cost of construction requirements ranges from +2 intelligence, wisdom or charisma 2250 g; +4 Intelligence, wisdom or charisma 21,000 g; +6 Intelligence, wisdom or charisma 40,500 GP Craft Amazing Item, Continue spellbinding, fly bandage alluring Charisma Price varies; Aura moderate transmutation; CL 8th; Weight 4000 g; +4 Charisma 16 000 g.p.; +6 Charisma 36000 G This eye-catching silver headband is decorated with a number of small red and orange gems. The headband gives the owner a bonus for raising Charisma +2, +4 or +6. Treat this as a temporary bonus for the first 24 hours of wearing a bandage on your head. The cost of construction requirements varies in the amount of +2 Charisma 2000 g. +4 Charisma 8000 g.p.; +6 Charisma 18,000 gp Craft Wondrous Item, lush bandage eagle arcane energy Price 20,000 gp; Aura is a strong evolution; CL 13th; Weight 1 pound. This bandage has three swirling patterns of red, green and blue crystals lining its entire length. Three times a day, his medium can sacrifice a secret spell to create an offensive blast or defensive shield. The explosion is a varying sensor attack with a range of 30 feet, which deals with 1d6 energy damage points (cold, electricity, or fire) to the level the spell has donated. The shield creates a swirling band of energy that lasts round 1 and gives the owner a deflection bonus to AC equal to 2+ level spells sacrificed. Construction requirements Cost 10,000 GP Arcane Blast, Secret Shield, Craft amazing item, prismatic spray bandage counters Price 20,000 GP; Aura strong retention; CL13th; Weight1 pound. This metal bandage provides a +5 insight bonus on Spellcraft checks made to identify spells as it is thrown. In addition, a once-a-day medium can try to counteract spells by casting a suitable spell as an immediate action rather than doing so with readiness action. The carrier must first identify the spell being thrown before resisting spells with this bandage. Building requirements Cost 10,000 GP Craft Wondrous Item, spell turning the bandage devotedly deation Price 6,400 GP; Aura faints enchantment; CL 5th; Weight 1 pound. This white bandage on the head, often painted or embroidered with calligraphy or a stylized icon, is sunburn, helps to concentrate the determination of wearing determination to survive and succeed. The owner receives a bonus of +2 morale for stabilization checks and on keeping throws against current consequences with repetitive seams such as disease, poison or coercion, such as dominating a person or holding a person. If a carrier of samurai, he treats his determination to ability as if he were two levels of class above. Construction requirements cost 3200 GP Craft Wondrous Item, heroism, stabilise the bandage fortune Favor Price 7,700 gp; Aura faints in enchantment and evolution; CL 5th; Weight 1 pound. These are multi-colored bandages with beaded tassels good luck advice in favor of whoever is wearing it. The owner receives a bonus of +1 luck on saving throws. Any effect that gives the wearer a good luck bonus (such as divine affection or prayer spell) or clearly increases the luck of the username (e.g., hex's wml's fortune, Luck domain a little bit of domain power luck, and so on) lasts for 1 round longer than usual on the wearer. Abilities without a time duration (e.g., wearing a good luck stone) do not change the bandage on the head. Construction requirements cost 3850 g Craft amazing object, sick omen or prayer bandage Havoc Price 8000 g.p.; Aura faints enchantment; CL 5th; Weight 1 pound. This strip of ragged-sewn skins of animals and teeth focuses the bloodshed of a barbaric wearer. When a medium enters a rage, it chooses one of its forces of rage. Throughout the fury that power functions as if the barbaric carrier level was four levels higher. Once a day, when on someone who wears an attack or has to make a life-saving throw against a hostile effect, she can spend 2 rounds of rage to start a rage as an immediate action. This rage becomes active to address the attack that caused it and continues until its next turn (at which time it can continue to rage as if it has begun rage in normal mode). Building requirements Cost 4000 GP Craft Amazing Item, Fury Bandage inspired wisdom Price varies; Aura moderate transmutation; CL 8th; Weight 1 pound. +4 Wisdom 16,000 hp; +6 Wisdom 36,000 gp This simple bronze headband is decorated with an intricate pattern of fine green etchings. The headband gives the owner a bonus for increasing wisdom +2, +4 or +6. Treat this as a temporary bonus for the first 24 hours of wearing a bandage on your head. The cost of construction requirements ranges from +2 wisdom 2000 g.p.; +4 Wisdom 8000 hp; +6 Wisdom 18,000 GP Craft Amazing item, wisdom owl Bandage Intuition Price 7000 gp; Aura faints in divination; CL 3rd; Weight 1 pound. This bandage gives its wearable gift of foresight, effectively allowing it to determine whether a particular course of action will provide woe and/or grief. Three times a day, the carrier of this bandage can, as a standard action, obtain information about the specified course of action as if using an ad spell, except that the media is always meaningful answer. Construction requirements cost 3500 GP Craft Wondrous Item, augury bandage with Ki Focus Price 5,400 GP; Aura faints with abjunct; CL 1st; Weight 1 pound. This tethered bandage helps the wearer focus its ki more effectively. Whenever an owner spends ki points to do an extra attack that attack roll gets +1 understanding bonus (+2 if the owner uses ki focus weapon with y attack). In addition, the ki focus bandage medium is immune to the ki ninja block trick or similar effects that block the use of ki-points by the medium. Building requirements Cost 2700 GP Craft Amazing item, creator must have ki pool Bandage Knucklebones Price 27500 gp; Aura of medium necromancy; CL 9th; Weight 1 pound. This bandage is made of intertwined finger bones woven together with leather tendons and grit. The medium can use a command of the undone up to three times a day, but only affecting zombies. Once a day, the medium can use a bandage to animate one average zombie as if to use animations of the dead. Construction requirements Cost 13,750 GP Craft Amazing item, animus the dead, team undistinge bandage mental prowess Price varies; Aura strong transmutation; CL 12th; Weight 1 pound. From +4 to two mental abilities scores of 40,000 g. +6 to two mental abilities estimates 90,000 GP This simple copper bandage has a small yellow set of gems, so when it rests on the forehead of the carrier, the yellow gem sits on the carrier's eyebrows as if it were the third eye in the middle of the forehead. It is not unclosely that the bandage contains additional designs for further accentuated appearance of the third crystal eye. The headband gives the owner a bonus for raising two points of mental capacity (Intelligence, Wisdom or Charisma) +2, +4 or +6. Treat this as a temporary bonus for the first 24 hours of wearing a bandage on your head. These bonuses are selected when creating head bandages and cannot be changed. If the bandage gives a bonus to intelligence, it also provides skills as a bandage of great intelligence. The cost of construction requirements ranges from +2 to two points of mental capacity of 5000 hp; +4 to two points of mental capacity 20 000 g.g.; +6 to two mental abilities estimates 45,000 GP Craft Wondrous Item, splendor eagle, fox guile, owl wisdom (any two) Mental Resilience Bandage Price 64,000 GP; Aura strong abiura and transmutation; CL 16th; Weight 1 pound. Five faceted sapphires will decorate this darkened bandage on your head. The bandage on his head protects the person wearing it from the consequences that will damage his mental abilities. After wearing the bandage for 24 hours, the carrier gains five temporary abilities points. These points do not add to the scores the ability of the person who wears, and do not give a bonus to any roll. Any damage or drain to mental capacity assessment wisdom or charisma), adopted by the nose, subtracting from these points first. Damage or or exceeding the temporary scores of the ability of what the medium applies to its current score abilities as usual. The media immediately loses all temporary points of ability when removing the bandage. In addition, the bandage on the head gives the owner a bonus for raising +2 mind, wisdom and charisma. Treat this as a temporary bonus for the first 24 hours of wearing a bandage on your head. It also provides skills as a great intelligence bandage +2. Temporary ability points that have lost the ability to damage returns after 24 hours. The ability of points lost to the ability to drain is lost forever. Building requirements Cost 32,000 GP Craft Wondrous Item, splendor of an eagle, fox guile, smaller restoration, wisdom owl Armband mental advantage Price varies +2 Intelligence, Wisdom and Charisma 16,000 GP; +4 Intelligence, wisdom and charisma 64 000 g. +6 Mind, wisdom and charisma 144 000 g.g.; Aura strong transmutation; CL 16th; Weight 1 pound. This darkened bandage is decorated with numerous clusters of small gems. A headband gives the owner a bonus for boosting all mental abilities scores (Intelligence, Wisdom and Charisma) +2, +4 or +6. Treat this as a temporary bonus for the first 24 hours of wearing a bandage on your head. The bandage also provides skills as a bandage of great intelligence. The cost of building requirements ranges from +2 intelligence, wisdom and charisma to 8,000 GP; +4 Intelligence, wisdom and charisma 32,000 g.p.; +6 Intelligence, wisdom and charisma 77,000 GP Craft Wondrous Item, splendor of an eagle, fox guile, wisdom owl Armband Ninjitsu Price 15,000 gp; Aura faints with abjunct; CL 1st; Weight 1 pound. This simple black fabric stripe focuses the ki-nose, helping it use subtle misdeeds against opponents in combat. The carrier receives a bonus of +2 competencies on bluff checks made to test feint and combat maneuver made for change, and once a day it can try a feint maneuver or change location as a quick action. The owner also gets a bonus +2 understanding on attack rolls on sneak attacks and can penetrate attack creatures with concealment or complete concealment, although the chances of a blunder apply normally. Construction requirements Cost 7500 GP Craft Wondrous Item, the splendor of the eagle, see Aura of moderate divination and transmutation; CL 8th; Weight 1 pound. This black leather headband has two small amber gems so they rest on the forehead of someone who wears. The headband gives the owner a bonus for raising +2 for exploration. Treat this as a temporary bonus for the first 24 hours of wearing a bandage on your head. It also provides skills as a bandage of great intelligence, but always provides ranks in knowledge skills. As a quick action three times a day, the medium can call on the bandage to detect the creature's abilities and weakness within the line of sight. Headband mind user with information as if the owner did a knowledge check with a natural roll 5, adding her bonuses to the check as usual. At the start of her next turn, the owner gets more information as if she's done a check with a natural roll of 10. At the beginning of its turn afterwards, the medium receives the final piece of information, interpreting its natural roll as 15. Construction requirements Cost 2550 g Craft Amazing item, know the enemy (Ultimate Magic) Settled bandage Price 40000 GP; Aura faints enchantment and transmutation; CL 5th; Weight 1 pound. This ordinary white stripe makes the medium seem more attractive. The owner receives a bonus of +2 competencies on checks based on Charisma with other members of his type of creature. If a human-like carrier, it gets +5 a bonus of competence on the creatures of its subtype instead. Once a day, the medium can try to affect the creature as a spell of unnatural lust, but with a duration of 10 minutes. Construction requirements Cost 20,000 GP Craft Wondrous Item, unnatural lust bandage with non-binding solve Price 5600 GP; Aura moderate abiura and transmutation; CL 8th; Weight 1 pound. This simple white cotton bandage is decorated with a stylized imperial dragon wrapped over the forehead of the one wearing it. The bandage on the head gives the owner +2 a bonus to increase its assessment of wisdom. Treat this as a temporary bonus for the first 24 hours of wearing a bandage on your head. Whenever a medium suffers the effect of fear, it can take immediate action to reduce the severity of the fear effect by one step. If the medium panicked, it would be scared instead. If she was scared, she would be shaken instead. If the media s shudders, the effect is completely denied. The medium can use this ability up to three times a day. Construction requirements Cost 2800 GP Craft Amazing item, owl wisdom, remove fear The bandage of the huge price of exploration varies; Aura moderate transmutation; CL 8th; Weight 1 pound. +4 reconnaissance 16 000 hp; +6 Intelligence 36,000 gp This intricate gold headband is decorated with several small blue and deep purple gems. The headband gives the owner a bonus for raising for intelligence +2, +4 or +6. Treat this as a temporary bonus for the first 24 hours of wearing a bandage on your head. The bandage on the head of great intelligence has one liking associated with it for the +2 bonuses it provides. After wearing for 24 hours, the bandage on the head provides a number of skills in these skills equal to the overall hit dice. These rows do not consist of the ranks the creature already owns. These skills are chosen when creating a bandage. If there are no skills, the bandage is supposed to provide rank skills in randomly defined knowledge skills. The cost of construction requirements varies in the amount of +2 exploration 2000 GP; +4 Reconnaissance 8000 +6 Exploration 18,000 GP Craft Amazing Item, Insidious Fox Hollywreath Band Price 5700 gp; Aura weak transmutation; CL 3rd; Weight 1 pound. This bandage is woven from the charmingly preserved holly, its deep green leaves and bright red berries perpetually voluptuous. The carrier can create a good spruce once a day as a spell, and any effect it creates affecting plants, including the domain powers of the Plant domain, take effect at +1 castrater level and receive a +1 bonus before DC is retained. Construction requirements Cost 2580 g Craft Amazing item, goodness, plant growth Hunter's Band Price 11000 GP; Aura weak transmutation; CL 4th; Weight 1 pound. This simple bandage of wicker hide gives +5 a competency bonus for survival checks and staus the bearer of the strain of the long journey as the tireless pursuit spells. If the medium is a ranger, the hunter group increases their favorite enemy bonus on shock rolls by +1 for all their favorite enemies. If a ranger has a hunter (satellite) communication class function, this increase also refers to the bonus of attack that its allies receive from that ability. Building requirements Cost 5500 GP Craft Wondrous Item, instant enemy, tireless pursuit, creator must have 5 ranks in survival falace fidelity Price 1000 g; Aura faints in divination; CL1st; Weight — This item is a tiny box containing religious writings. The box is attached to a leather cord and tied around the forehead, worn so that the box reacts for the eyebrow of the one wearing it. There is no everyday way to determine what function this religious subject performs until it is worn out. The carrier of fidelity filacteria realizes any actions or objects that may adversely affect its alignment and its standing with its madness, including magical effects. It acquires this information prior to such an action or becomes associated with such an item if it needs a moment to contemplate the act. Construction requirements Cost 500 g Craft Wondrous Item, detect chaos, reveal evil, reveal good, reveal falacteria law negative elm Price 11000 g; Aura of medium necromancy; CL10th; Weight — This item is a boon for any character capable of targeting negative energy, increasing the amount of damage done to living creatures by +2d6. It also increases the amount of damage exacerbated by undies by the creatures. Construction requirements Cost 5500 GP Craft Wondrous Item, the creator must be a 10th level filacteria cleric of a positive channel price of 11,000 GP; Aura of medium necromancy; CL 10th; Weight — This option allows positive energy channels to increase the amount of damage caused to undies to the creatures by +2d6. It also increases the amount of damage exacerbated by living creatures. Building requirements Cost 5500 GP Craft Amazing item, creator must be a 10th level cleric of Filacteria Shepherd Price 7000 GP; Aura faints CL 3rd; Weight 1 pound. Three times Three Times day by command, the carrier of falacteria can determine the current health and overall well-being of any ally within 10 feet. This effect acts as a spell of status. If the medium has the ability to impose energy or lie on its hands, it can as a quick action choose to apply the effects of this class function to an ally, which it currently estimates as long as that ally is within 100 feet of it, but it ends with the effect of the status of the filacteria. Construction requirements Cost 3500 GP Craft Wondrous Item, 2mium Strip status Price 9,000 GP; Aura moderate conjuncture and fascination; CL 10th; Weight 1 pound. The medium of this circle receives a bonus of +2 understanding on saving throws against effects with an emotion decollator, including the effects of fear. The owner recruits freely in draconian and can talk to insensitive (Int 1 or 2) reptile animals and magical beasts, as if using talking to animal spells, and receives a +4 bonus of competence on animal pen and wild empathy checks made when interacting with such creatures. Construction requirements Cost 4500 g Craft Wondrous Item, animal trance, hypnotism, talking to animals, summon nature ally V Shifter's Headband Price varies; Aura moderate transmutation; CL 8th; Weight — +2 intelligence, wisdom or charisma 4500 g; +4 Mind, wisdom, or charisma 17500 g; +6 Intelligence, Wisdom or Charisma 39 000 g This strip of reddish fox fur is marked at the front by a distinctive symbol that constantly goes into a different character. The bandage on the head gives the owner a bonus for increasing one indicator of mental capacity (intelligence, wisdom or charisma) +2, +4 or +6. Treat this as a temporary bonus for the first 24 hours of wearing a bandage on your head. This bonus is selected when creating a head bandage and cannot be changed. If the bandage gives a bonus to intelligence, it also provides skills as a bandage of great intelligence. If the carrier is a creature that uses magic to change shape, it gets the following additional benefits. Bandage on the head Shifter +2: The carrier treats its level of the rister as if it were one level higher when pouring spells or creating polymorphic petal extracts. Headband Shifter +4: Once a day, being under the influence of a polymorphic spell or extract, the carrier may assume a different shape allowed by this effect. This is a standard action. Headband Shifter +6: Whenever the medium changes shape with polymorph effect, it gets DR 5/silver within 1 minute (this ends if it returns to its natural shape). These additional shapeshifter abilities are cumulative. For example, a creature wearing a bandage on the head shifter +4 gains additional capacity for transformation and treats its castrater level as 1 higher than usual for polymorphic spells and extracts. The cost of construction requirements fluctuates +2 intelligence, or charisma 2250 g; +4 Mind, wisdom, or charisma 8750 g; +6 +6 Wisdom, or Charisma 19,500 GP Craft Amazing Item, polymorph self Soulbound Eye Price 30,000 GP; Aura strong necromancy; CL 16th; Weight — Appears first as a road, masochistic decoration, this almond star ruby is set in a gold clasp, one side of which is wrapped with several long spikes. The soulful eye is not a subject that most creatures voluntarily wear—yis is instead created by powerful creatures who want to use another creature as a kind of remote-viewing slave. The soulful eye must be attached to a willing or helpless creature by pushing a spiked surface to the eyebrow of a gemstone creature quickly and painfully embedded in the victim's forehead, immediately activated to create a common bond between the nose and the creature that put the object on its head (master). Once implanted, the soulful eye allows the master to observe the world around as a medium because of the sense of who is wearing it. It also allows for a telepathic connection between the wearer and the master. None of these features function because of planar boundaries. The bearer of the soulful eye is not forced to obey the telepathic commands of his master, but the master can use the soulful eye as a courier to hold the monster, change memory, beat pain and spells, treating the medium as a spell target regardless of the distance between the master and the wearer. The victim is allowed any normal life-saving flings or resistance spells against spells thrown through the heartfelt eye. The implanted soulful eye functions as a cursed object once it is in place - it can only be removed if the curse is first removed using an effect such as removing a curse or tearing up enchantment. Once removed, the soulful eye crumbles into fragments. Construction requirements cost 15,000 GP Craft Amazing item, screed Curtain Eye price 12,000 GP; Aura weak conjuncture; CL5th; Weight — This stripe is attached to the forehead of its carrier, and then, flashing and focusing, begins to act as an additional eye. When wearing, the captured eye has the same vision as the wearer (e.g., low vision, a 60-foot dark vision, or a curse of the clouding of the oracle). It gives the wearer no particular benefits as long as its original eyes continue to function normally. However, if his original eyes stop working, whether it's because the medium becomes blinded or even his own decision to close them, he can see through the veiled eyes instead. When the medium uses the curtain of the eye as its only source of vision, it takes a -2 penalty on long-range attack rolls, but gets a bonus + 2 understanding on the seams from eye attacks. Construction requirements Cost 6000 g Craft Amazing item, remove blindness / deafness Winter Wolf Bandage Price 32000 gp; Aura moderate transmutation; CL 7th; Weight 1 pound. Created from pale bone or silver, this bandage has the wolf's head positioned in the centre The carrier gains cold resistance 10. Once a day, the carrier can turn into the Great White-Furry Wolf within 11 minutes. In addition, a once-daily carrier can breathe a 30-foot cone of cold that causes 7d6 cold damage points (Reflex DC 16 for half). The carrier can use this breathing weapon even when converted. Construction Requirements Cost 16,000 GP Craft Amazing Element, Beast Shape II, Dragon Breathing, Resist Energy