for affixing the mask to the wearer's face.

Crystal masks confer special abilities or improved skills on their wearers.

Crystal Mask of Duplicity: When worn, this crystal mask flows into a shape that resembles the wearer's features but with an expression that strikes anyone who knows them as being disturbingly unlike them. The wearer continually benefits from the effect of the *schism* power. However, each hour that the mask is worn, it deals 1 point of temporary Charisma damage to the wearer. If this damage would reduce the wearer's Charisma below 13 (or if the wearer's Charisma is already less than 13), the wearer must instead make a Will save (DC 14) or suffer a complete reversal of alignment. If the wearer's natural Charisma is less than 13, this change ends immediately when the mask is removed, but the wearer will not be inclined to remove the mask. Otherwise, whenever the former wearer regains lost Charisma points, she may make a Charisma check (DC 14) to restore her normal personality, but cannot attempt this while still wearing the mask.

Whenever determining how long a character has worn the mask, include all time that they have worn the mask during the last twenty-four hours.

6th-level psionic universal item. **Prerequisites:** Craft Universal Item, *schism*. **Market Price:** 25,200 gp. **Cost to Create:** 12,600 gp + 1,008 xp.

Exploding Ectoplasm: This is a glob of unidentifible "stuff" which constantly changes its appearance and sensation. It quivers and wobbles constantly and emits faint, easily muffled hiccups, hums and other noises. If thrown or exposed to a violent shock (such as its possessor taking more than 15 points of falling damage), it bursts into an *ectoplasm storm*, oriented in whichever way fits most neatly into its surroundings. The resulting storm diminishes by 1d6 damage every 15 rounds.

15th-level psionic univeral item. **Prerequisites:** Craft Universal Item, *ectoplasm storm*. **Market Price:** 4,500 gp. **Cost to Create:** 2,250 gp + 180 xp.

Gale Hairpin: This enameled hairpin takes the same place as a magical hat or helmet, and gives the wearer a +4 bonus to initiative. Additionally, the wearer may make a Reflex save whenever rolling initiative (DC equals 10 + the encounter's EL) to act during the surprise round, even if she was surprised or unaware when the situation began, or both parties were fully aware of each other.

Gale Hairpin

5th-level arcane wondrous item. **Prerequisites:** Craft Wondrous Item, *haste*. **Market Price:** 10,000 gp. **Cost to Create:** 5,000 gp + 400 xp.

Ioun Stones: These stones always float in the air and must be within 3 feet of their owner to be of any use. When a character first acquires a stone, the character must hold it and release it, whereupon it takes up a circling orbit 1d3 feet from the character's head. Thereafter, a stone must be grasped or netted to separate it from its owner. The owner may seize and stow a stone to keep it safe, but the character loses the benefits of the stone during that time. *Ioun stones* have an AC of 24, 10 hit points, and a hardness of 5.

Cloudy Prism: This *ioun stone* bends and twists light around the user, making her difficult to see. The user gains one-half concealment (20% miss chance).

12th-level arcane wondrous item. **Prerequisites:** Craft Wondrous Item, *blur*. **Market Price:** 48,000 gp. **Cost to Create:** 24,000 gp + 1,920 xp.

Shining White Rhomboid: This *ioun stone* reacts to surges of negative energy by unleashing an equal amount of positive energy, protecting the creature that it orbits as a *positive energy infusion* spell.

12th-level divine wondrous item. **Prerequisites:** Craft Wondrous Item, *positive energy infusion*. **Market Price:** 48,000 gp. **Cost to Create:** 24,000 gp + 1,920 xp.

Mantle of Awesome Might: This boldly styled garment embroidered with bizarre symbols of arcane meaning is meant to be worn over clothing or armor. It grants the wearer a +4 circumstance bonus to Intimidate checks. Twice per day, the wearer can frighten those who attack him as the spell *otherwordly awe* (duration 5 rounds, DC 13, note that the Intimidate bonuses do not stack).

4th-level arcane wondrous item. **Prerequisites:** Craft Wondrous Item, *otherworldly awe*. **Market Price:** 6,112 gp. **Cost to Create:** 3,056 gp + 244 xp.

Psychoactive Skins: Psychoactive skins are fist-sized globs of psionically charged ectoplasm. As a standard action, a skin spreads over and covers a Medium-size or smaller creature who projects the proper command thought; the same command thought causes the skin to shrink back down to its former size. Each of the various psychoactive skins is charged with one of a wide array of powers that constantly affect the wearer.

A deployed skin completely covers the wearer (but not bulky equipment such as armor, backpacks, and other large items) like a second skin, allowing the wearer to see, hear, and breathe normally. It rolls away from various parts of the body as needed. Up to three skins can be worn simultaneously, although only the outermost is active in any given round (hidden skins cannot manifest their powers). Skin layers can be changed with a command thought as a standard action, which causes the current skin to "boil away" and reveal a lower-layer skin.

Skin of Poison: This muddy green skin continually "protects" the wearer with the effects of a *bloodbane* power (DC 16).

8th-level psionic universal item. **Prerequisites:** Craft Universal Item, *bloodbane*. **Market Price:** 64,000 gp. **Cost to Create:** 32,000 gp + 2,560 xp.

Skin of the Eel: This shiny, dark brown skin grants the wearer a +10 circumstance bonus on Escape Artist checks, allows the wearer to deal 1d6 electrical damage as a touch attack up to five times per day, and deals 1d4 electrical damage to anyone grappling the wearer.

6th-level psionic universal item. **Prerequisites:** Craft Universal Item, *electrogrip*. **Market Price:** 26,200 gp. **Cost to Create:** 13,100 gp + 1,048 xp.

Skin of the Gargoyle: This hard gray skin grants the wearer DR 5/psionic (+1) and a +5 circumstance bonus to Hide checks against a stone background.