

Ms. Mizomei's Marvelous Mercantile of Misuse

This collection of items from far and wide has found its home within the Vardo of the mysterious Ms. Mizomei. She will sell you just about anything, though some things cost more than mere gold.

The collection herein has been inspired by Mizomei with her artworks serving as the focal point and using her own intended functions as a starting point. Please consider following her and supporting her future artworks.

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Wondrous items

Ms. Fortune's Coin Purse: Aura moderate conjuration; CL 9th; Slot - slotless; Price 1000 GP; Weight 1.5 lbs

This fine purple pouch always seems to be full of gold, anyone attempting to open it or otherwise retrieve its contents have a 40% of getting 4 gold coins from a demiplane of commerce and a 60% chance of being bitten by a venomous snake (viper). However, if the bag is opened with the paired Ms. Fortune's glove, it acts as an extra-dimensional pocket, able to store items within it as though it had an internal space of 2 cubic feet to a maximum of 20 pounds. A Ms. Fortune's Coin Purse weighs 1.5 lbs at all times and comes with a single Ms. Fortune's glove.



Crafting requirements

Craft Wondrous Item, *secret chest, summon nature's ally I, open/close*; **Cost 500 GP**

"It's great, I use one myself. Never had anyone die from the bite, yet."
~Mizomei, to an unfortunate elven noble.

Ms. Fortune's Glove: Aura faint transmutation; CL 1st; Slot - slotless; Price 200 GP; Weight -

This silken three fingered glove (index middle and thumb) is adorned with a fine pattern that matches the exact pattern of the Ms. Fortune's Coin Purse to which it is attuned. This glove allows one to open said coin purse with no issue to access its extra-dimensional space. A new glove may be made for a coin purse if the original is lost or destroyed using the costs here. The crafting mage must have access to the Ms. Fortune's Coin Purse that the glove is to be attuned to. This glove may be worn beneath other glove/ hand slot items.

Crafting requirements

Craft Wondrous Item, *open/close*; **Cost 100 GP**

"You lost another one? This is the third one! ... Sure, sure, I'll give you a repeat customer discount." ~Mizomei, to a particularly unfortunate elven noble.

Broom of hysteria (cursed): Aura moderate necromancy and transmutation; CL 9th; Slot - slotless; Price 16,000 GP; Weight 3 lbs.

In the hands of a witch or female creature, this item acts as a broom of flying and grants an additional +4 bonus on saves versus magical fear effects, Intimidate checks cannot cause a person riding a broom of hysteria to become shaken or otherwise frightened. However in the hands of a male who is not a witch they must immediately make a will save DC 13 or attempt to ride the broom, when a male tries to ride the broom they are shaken violently during the flight dealing 1d6 bludgeoning damage as the broom flies away (moving 40 feet away and up to 20 feet higher). Each

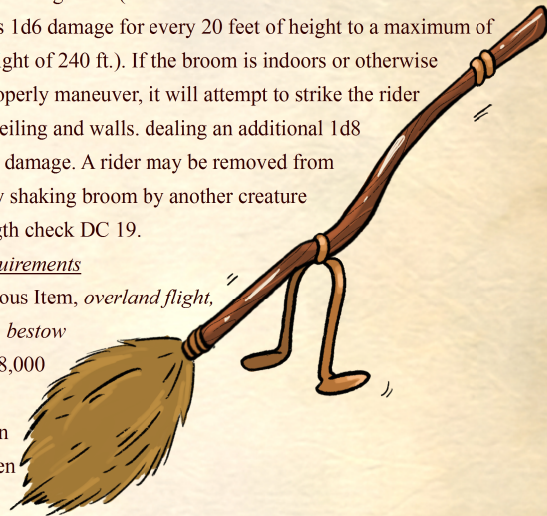
round the afflicted may make another will saving throw to dismount the broom. If they succeed the broom immediately begins to plummet but pans out just before the ground (this softens the fall some if the creature holds on, and deals 1d6 damage for every 20 feet of height to a maximum of 12d6 at a height of 240 ft.). If the broom is indoors or otherwise unable to properly maneuver, it will attempt to strike the rider against the ceiling and walls. dealing an additional 1d8 bludgeoning damage. A rider may be removed from this violently shaking broom by another creature with a strength check DC 19.

Crafting requirements

Craft Wondrous Item, *overland flight, permanency, bestow curse*; **Cost 8,000 GP**

This item can be made when failing an attempt to produce a broom of flying or flying carpet.

"Sir, I don't think that's a good idea to touch that." ~Mizomei, moments before a drunken man insisted on testing out the flying broom.



Bobbit Gizpopper's portable Maize: Aura faint varies; CL 5th; Slot - slotless; Price 1,000 GP; Weight ½ lb.



this small glass or metal cylinder makes sloshing noises when shaken. If tossed on the ground a large number of corn kernels erupt from it and grow into Corn Stalks of great size within 1 round of being tossed down. A maze springs up in a 15 ft. radius around the item after this round. the stalks of Maize are ripe and fine to eat and the walls of this maze are dense enough to be difficult terrain.

Creatures of huge size or larger do not treat the walls as difficult terrain. These cornstalks remain so long as they are in an environment that can support them, if not they will wilt and die as normal. using this item in a place where seeds could not take root, such as a stone cave causes the corn to grow to ripeness but do not create a maze. The corn provided can feed up to 15 people for a day or 45 for a single meal. This item is destroyed upon its use.

Crafting requirements

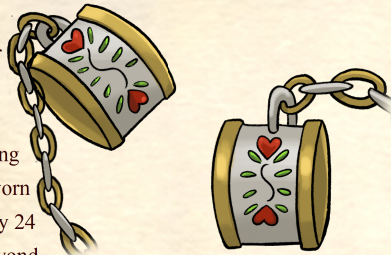
Craft Wondrous Item, *plant growth, create food and water*; **Cost 500 GP**
"Twenty more!? How many are you selling? I didn't know they were so popular." ~Bobbit Gizpopper, to Mizomei.

Shackles of Delight (Cursed); Aura faint varies; CL 3rd; Slot - Wrists;
Price 20,000 GP; **Weight** 3 lbs.

Shackles of delight, cursed item. These shackles appear to grant the wearer 15 temporary hit points at the beginning of each day so long as the shackles have been worn for 24 hours. However every 24 hours that they are worn beyond the first a creature wearing them must make a fortitude save DC 14 or take 1d4 wisdom damage. If the creature takes wisdom damage from this affect they are affected by a sense of ecstasy for the following 24 hours and gain a bonus on saves against mind affecting and fear effects equal to double the amount of damage they have taken from this item. damage that has been healed or restored does not count toward this total. This is a poison effect and stacks with itself. They appear most often to be adorned with symbols of merriment .

Crafting requirements

Craft Wondrous Item, *false life, touch of idiocy, remove fear*; **Cost** 10,000GP
This item can be created when failing the production of any wrist slot item.
“*Know your limit, stay within it*” ~Mizomei, addressing a patron who purchases a pair of shackles.



Immovable spoon; Aura faint conjuration; CL 1st; Slot - slotless; **Price** 500 GP; **Weight** -

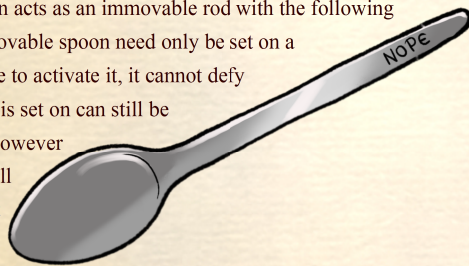
An immovable spoon acts as an immovable rod with the following exceptions; An immovable spoon need only be set on a relatively flat surface to activate it, it cannot defy gravity, the object it is set on can still be moved as normal, (however the spoon will not fall from the surface if it is tilted or even flipped upside down.) a

DC 15 strength check can remove it from the table. If this is done the last person to release the spoon is considered its new owner. only the owner may pick up the spoon without issue. If placed in such a way as to stop a door or similar object it increases the Strength DC to move or open it by 2. This DC increase does not stack.

Crafting requirements

Craft Wondrous Item, *glue seal*; **Cost** 250 GP

“*It isn't my fault you left it in your pot and someone took the whole thing, no refunds.*” ~Mizomei, to an angry dwarven cook.



Shusher (cursed); Aura faint illusion; CL 5th; Slot - slotless;
Price 18,000 GP

3 Times per day you may target a creature with the Shusher within your line of sight, it must make a DC 13 will save or be silenced as if with the spell of the same name. (though only they are affected and not the surrounding area) for 1 Hour, the affected creature gets another will save every minute that the effect persists. While the creature itself cannot generate noise the materials it interacts with can, any footsteps they would make are still audible, though their armor is silenced and reduces the ACP to stealth by 2 (minimum 0). silenced creatures cannot cast spells that require verbal components. if the creature saving against the Shusher rolls a natural 20, the user of the item must make the save or be silenced as per the effect.

Crafting requirements

Craft Wondrous Item, Extend spell, *silence*; **Cost** 9,000 GP

This item can be accidentally crafted when making a similar item with silence as a requirement

“*Ever just have someone you really wish would shut up? You know, or a mage you really wish would stop pelting you with fireballs? This is good for that.*” ~Mizomei

Amulet of the feline (cursed); Aura faint varies; CL 5th; Slot - Neck;
Price 15,000 GP

This amulet grants a +5 bonus to acrobatics, stealth, and escape artist. The wearer always lands on their feet and reduces fall damage by 1d6. However, this item also enchants the wearer as if by charm person with any feline within sight gaining the benefits of this effect. when the wearer comes within 30 feet of a feline creature they must make a will save DC 14 or approach and pet the feline as though under the command spell. If the creature attacks the wearer this effect is suspended until the threat is gone. The wearer may only attempt to safely stop the creature using non-lethal methods of escape from the creature. This effect also grants the wearer a +4 bonus on handle animal and diplomacy checks vs feline creatures.

Crafting requirements

Craft Wondrous Item, *cat's grace, charm person, eagle's splendor, feather fall, beast shape II*; **Cost** 7,500 GP

This item can be accidentally crafted when making any skill boosting neck item.

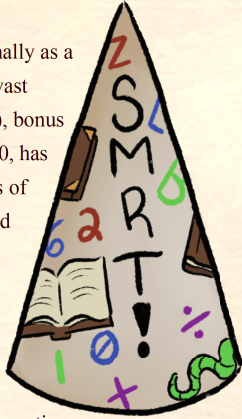
“*Catlike reflexes, fall on your feet, creep through the night! Feline friends for all!*” ~Mizomei, seconds before being rushed by cat loving rogues



Hat of knowledge; Aura moderate varies; CL 9th; Slot - head; Price 110,000 GP

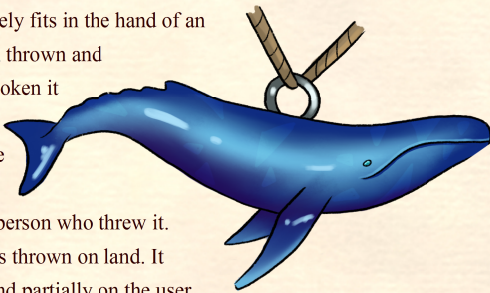
Hatdash the hat of knowledge functions normally as a conical steepled hat version of a headband of vast intelligence +2 (attuned to knowledge (arcana), bonus language: Draconic) and has an ego score of 20, has an INT of 20 and Wisdom and charisma scores of 14. It can cast guidance at will if it sees fit. And has a special purpose to gather all knowledge possible. If its purpose is followed to its satisfaction or a game is played where 3 questions (DC 25 knowledge checks determined by GM) which must be completed within an hour of being asked. Upon all three questions being answered or the hats satisfaction it may cast contact other plane. It gains a -20 adjustment on the d100 roll to determine the answer provided to the question posed the creature wearing the hat. The question game may be played once per week only. If the question game is failed, Hatdash will show condescension to the wearer for the rest of the week and makes fun of any failed intelligence based rolls. Hatdash the Hat of Knowledge is a unique item. It has telepathy with its wearer and can read text and magical writings as well as having standard senses within 60 ft. And weighs 1 lb.

"This one? Oh it is a very helpful hat, if you're smart enough to use it. It's a favorite of mine, so it won't come cheap." ~Mizomei, to a Ginge Indersom the sorcerer.



Azurite Whale Figurine of Wondrous Power; Aura strong conjuration; CL 32; Price 44,000 GP; Weight 4 lbs

An Azurite Whale barely fits in the hand of an average person. When thrown and its command word spoken it grows to the size and specifications of a true Blue whale that obeys the commands of the person who threw it. However if this item is thrown on land. It has a 5% chance to land partially on the user dealing 8d6 damage and pinning the creature to the ground. A DC 28 escape artist check or DC 30 strength check is needed to escape. A creature trapped under the whale cannot breathe and must hold its breath or suffocate. The whale may be used for a total of 24 hours per week in 4 hour sections once per day. Despite being a stone the figurine floats on water.



Crafting requirements

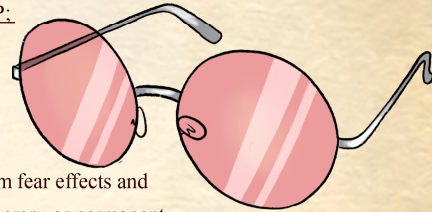
Craft Wondrous Item, *animate objects*, *water walk*, Caster Level 32; or Craft Wondrous Item, Craft Construct, *animate objects*, *water walk*; Cost 22,000 GP

"You want a whale? It just so happens I have one. I bet you'll have a tale or two after using it." ~Mizomei, to a marine preservationist.

Rose tinted glasses (cursed); Aura faint enchantment and illusion; CL 1st; Slot - Eyes; Price 18,000 GP;

Weight -

These rose colored lenses protect the wearer from disturbing images. Granting them effective immunity from fear effects and effects that could cause temporary or permanent madness. The lens's make any disturbing thing invisible to the wearer granting all such things the benefits of greater invisibility against the wearer. Any effect that does not rely on a visual component still effects the wearer of rose tinted glasses normally. If a creature wearing rose tinted lenses is affected by the panicked condition or the frightened condition is effectively blinded while wearing the lenses. Both lenses must be worn to be effective.



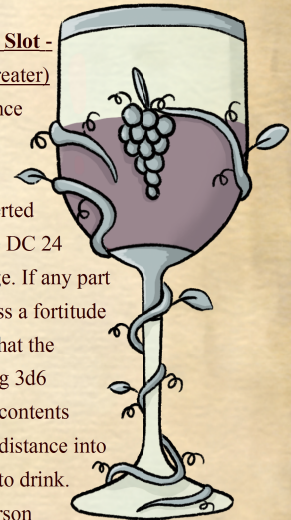
Crafting Requirements

Craft wondrous items, *remove fear*, *minor image*; **Cost 9,000 GP**

"These will protect you from anything you don't want to see. In fact, you wont see those things at all while wearing them, just lift them now and again." ~Mizomei, to a paranoid occultist.

Chalice of Enrichment (cursed); Aura strong transmutation (and enchantment, greater); CL 17th; Slot - slotless; Price 136,000 GP (lesser), 200,000 GP (Greater)

This appears to be a fine crystal wine glass of enhance water that turns any fluid inserted into wine, any mundane object or fluid placed within is destroyed and turned into wine. If the object is held when inserted the person inserting the item can make a reflex save DC 24 to have the item be spared and take only 1d6 damage. If any part of a body or a magical item is placed within the glass a fortitude DC 24 saving throw must be made. Failure means that the inserted object or body part is turned to wine dealing 3d6 damage that ignores hardness. the cup can have its contents consumed safely by pouring the wine from a short distance into one's mouth or by pouring it into another container to drink. A greater version of this item exists, whenever a person drinks from the Greater Chalice of Enrichment, they must make a Will save DC 18 or be compelled to continue drinking and inserting body parts for one round, after which they must make the save again each round until they succeed. If the chalice have been left alone for some time they will have some wine from dust that fell into the chalice. the wine within is always fresh and the type of wine is determined upon creation.



Creation requirements

Craft Wondrous Item, *polymorph any object*, *dominate person* (greater only); Cost 68,000 GP (lesser), 100,000 GP (greater)

This item can be accidentally made when attempting to make bottomless fluid items

"Keep digits out of opening, not a tip jar." ~Sign in front of chalice

Belt of the spider (cursed): *Aura* moderate transmutation and conjuration: **CL 7th; Price 175,000 GP; Weight 1.5 lb**

The wearer of this masterwork black belt with silver inlays gains the effects of a constant spider climb spell. Once per day you may produce up to 30



ft. of silk rope that lasts for 7 hours. Curse: after wearing the belt for 24 hrs the creature must make a will save DC 14) if they fail they gain the ability to create a web one size larger than themselves to rest in comfortably and must seek a place to do so upon their next rest. If the creature wearing the belt of spiders does this 5 times they grow an additional set of eyes. Gaining a +2 bonus on perception checks and taking a -2 penalty to diplomacy checks. After 10 times they will grow another two set of eyes doubling the previous perception bonus. They will also begin to grow fangs that deliver a poisonous bite attack (1d4 for medium creatures. Poison as a giant spider, DC is constitution based) and gain an additional -4 penalty on diplomacy checks. After resting in the web 20 times the belt is rendered useless to current wearer and they permanently gain a climb speed equal to their land speed. They grotesquely morph into something resembling a drider with 8 legs and take an additional -4 on diplomacy checks. These changes then become permanent. Powerful magic such as limited wish, wish, or miracle are needed to break this curse.

Crafting requirements

Craft Wondrous Item, *spider climb*, *monstrous physique II*, *minor creation*, *greater bestow curse*; **Cost 82,500 GP**

“This one is nice, just take it off before you sleep...” ~Mizomei, to a Drow customer

Gloves of Degloving: Major cursed artifact: *Aura* Overpowering varies: **Slot - hands; CL 21st; Weight 1 lb.**



These comfortable gloves of fine and perfectly fitted leather only function as a magic item when both are fully donned. When a creature tries to place both gloves on they violently remove themselves. Normally, this causes little more than slight discomfort. However, if the creature attempts to force them to stay on via

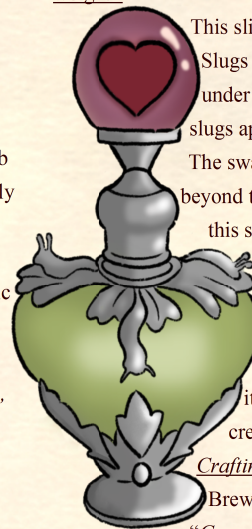
a STR check DC 28, magic, adhesive, or any other method of sufficient strength, The gloves will remove the skin from the hands within them Dealing 3d10 damage and 2d4 bleed damage, this damage can be healed normally. The curse can only be removed with a wish or miracle spell, or the intervention of Nethys himself. Unless Nethys intervenes the gloves can only be used for 24 hours if the curse is dispelled before it returns. if the magic within the gloves can be utilized due to any of these reason it has access to the following abilities: The ability to create materials as with

Minor creation though the duration is permanent and the materials can be used as materials. Fabricate at will, Lesser wish 1/day, skinsend at will, lightning bolt at will, cure moderate wounds at will. The gloves can also mold any material as though it were clay.

“I’ve seen them in working fashion once before, they have more power than you can comprehend. So, let’s discuss terms...” ~Mizome, dealing with a covenant of mages

Potions and oils

Banana Slug Aphrodisiac: *Aura* faint conjuration; **CL 3rd; Price 500 GP; weight -**



This slimy oil attracts slugs of all kinds, however, Banana Slugs specifically are filled with vigor and are treated as if under the effects of Haste. within 1d4 minutes enough slugs appear and swarm the creature donned with this oil. The swarm of slugs attaches to the person and extends beyond them for 5 feet as the slugs fling themselves about. this swarm has 35 HP and deals no damage but creatures that are within it must make DC 18 fortitude save or be sickened. this oil may be applied as a standard action. After 3 uses the oil is used up, it can also be thrown as a splash weapon with a radius of 5 feet. If it has less than 3 uses remaining it only affects the creature hit. the swarm lasts for 1 minute once it arrives.

Crafting requirements

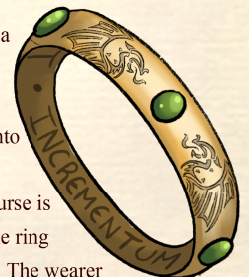
Brew Potion, *summon swarm*; **Cost 250 GP**

“Gross, sure. Effective, undoubtedly.” ~Mizomei, practicing her sales pitch for this item.

Rings

Ring of Engorgement (cursed): *Aura* faint transmutation; **Slot - Ring; CL 3rd; Price 1,200 GP**

This delicate golden band appears to be a ring of enlarge person (1/day) when inspected with the optional benefit of enlarging only the appendage inserted into it (maximum of 2-inch unenlarged diameter) for 2 hours. However, if the curse is not identified the user is unaware that the ring will not grow along with the appendage. The wearer of the Ring of Engorgement that uses it in such a way must make a fortitude save DC 13 each hour that they wear it or the appendage will die from lack of blood flow, turning black and falling off once the two hours are up, before that time if the save is failed the wearer is nauseated until the ring is



removed. Creatures without blood or with the shapechanger subtype are not significantly affected by a Ring of Engorgement and are immune to the negative side effects of this item. A grease spell can counter the effects with a Caster level check of 15.

Crafting requirements

Forge ring, Enlarge person; Cost 600 GP

“Yes, it can. No, you shouldn’t” ~Mizomei, to an amorous young man.

Magical Arms and Armor

Weapons

Boomerang of Pain (Cursed) ; Aura strong evocation; CL 15th; Price 162,000 GP

A Boomerang of Pain acts as a +1 Vicious boomerang, except that the vicious quality deals an additional 4d6 damage to both the target and the user. this damage is caused upon a successful attack. Any creature damaged by the boomerang's Vicious quality must make a fortitude save DC 18 or be stunned for one round. The boomerang returns to its wielder if thrown whether it strikes or misses.

this can be caught without effort normally, however if the creature that threw it is stunned it instead makes an attack roll against the stunned creature at the same bonus that the throwing creature had. if it hits successfully then the thrower takes all the damage from the weapon, and both damage pools from vicious. they must then make another fortitude save, if they fail they are stunned for an additional round. The boomerang continues to fly away and return toward the thrower until it either misses and falls to the ground, or kills the original thrower. Each successive attack against the thrower takes a -5 penalty.

Crafting requirements

Craft Magic Arms And Armor, *greater bestow curse, enervation, telekinesis*, Caster Level 9; **Cost 81,000**

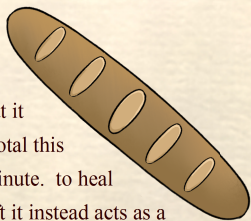
This cursed weapon can be made when failing to enchant a boomerang, chakram, or similar weapon with the returning quality

“That thing? Sure it hits hard, but you want to be careful with it. It has come back so many times I’m willing to give you a rather sizable discount.”

~Mizomei, to a prospective buyer.

Sword of the gourmand; Aura faint varies; CL 3rd; Price 120 GP; Weight special (see text)

This loaf of hardened magical sourdough is shaped vaguely like a sword. A sword of the gourmand functions as a longsword except that it deals bludgeoning damage only. Three times total this loaf may be eaten from over the course of a minute. to heal 1d8+1 damage. When the sword has 2 uses left it instead acts as a



club. When it has only 1 use left it is treated as a dagger except that it deals bludgeoning damage. A sword of the gourmand does not overcome DR /magic. A sword of the gourmand only crits on a roll of 20.

Crafting requirements

Craft magic Arms And Armor, Craft Wondrous Item, *cure light wounds, create food and water, magic weapon*; **Cost 60 GP**

“Delicious, nutritious, and deadly to your enemies. What’s not to love?”

~Mizomei, to a group of young adventurers.

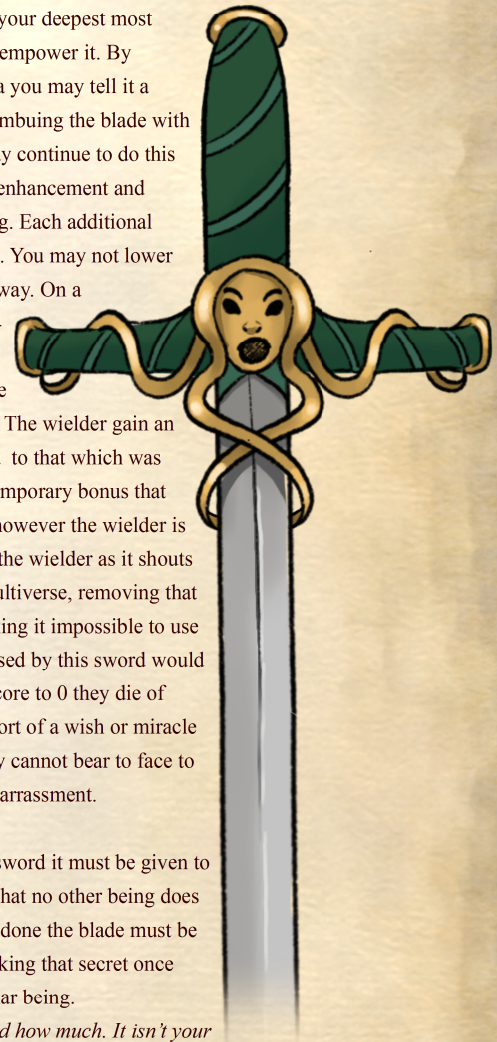
The Embarrassing Sword: Minor Artifact; Aura Strong Evocation; CL 20th; Weight 2 lbs.

By telling this +1 short sword your deepest most embarrassing secrets you may empower it. By expending 2 points of charisma you may tell it a terrible secret about yourself, imbuing the blade with an additional +1 bonus you may continue to do this and divide the bonus between enhancement and special abilities such as flaming. Each additional point cost 2 points of charisma. You may not lower your charisma below 5 in this way. On a critical hit the blade drains 1d4 charisma from the target as it steals a secret from the creature and shouts it to the multiverse. The wielder gain an equivalent amount of charisma to that which was drained from the enemy as a temporary bonus that lasts 24 hours. On a natural 1 however the wielder is dealt 1d4 charisma damage to the wielder as it shouts one of it’s secrets out to the multiverse, removing that secret from the sword and making it impossible to use again. If charisma damage caused by this sword would reduce a creature’s charisma score to 0 they die of embarrassment and nothing short of a wish or miracle spell can resurrect them as they cannot bear to face to mortal world again due to embarrassment.

Destruction

To destroy The Embarrassing sword it must be given to a creature that knows a secret that no other being does and tell the blade. Once this is done the blade must be sundered and melted down making that secret once again known only to the singular being.

“Be careful what you tell it, and how much. It isn’t your friend unless you’re lucky. Now, let’s discuss what I want for this sword...” ~Mizomei, to Agrophorn the bard.



Armor

Armadillo armor; Aura moderate abjuration and transmutation; CL 9th;

Price 22,000 GP, Weight 25 lbs.

This suit of +2 Hide armor is covered in overlapping plates of thick leather. As a full defense action the wearer may roll into a ball granting double the normal bonuses from armor and the full defense action. This will cause the rolled up creature to roll if on an incline and take a -8 to CMD against bull rush attempts and travel 50% further after the bull rush. on slopes between 15-30 degrees the creature rolls at a speed of 20 ft a round. On inclines of 30-45 degrees this increases by 20 feet each round to a maximum of 60. At 45-60+ degrees it moves at 40 ft. a round and increases speed by 40 ft. per round to a maximum of 200 ft. If the rolling ball collides with a solid surface or creature of at least the same size as the wearer of this armor the creature and object or creature hit takes 1d6 points of damage for every 10 ft. beyond 10 that the armor is moving. Although the wearer takes 1 less damage per die (minimum 0). If the creature hit is smaller they take the damage and a overrun attempt must be made with a +1 bonus for every 20 feet of speed during the roll. If they fail the ball is slowed by 20 ft and the wearer takes 1d6-1 damage, otherwise the armor stops and damages as normal.

Crafting requirements

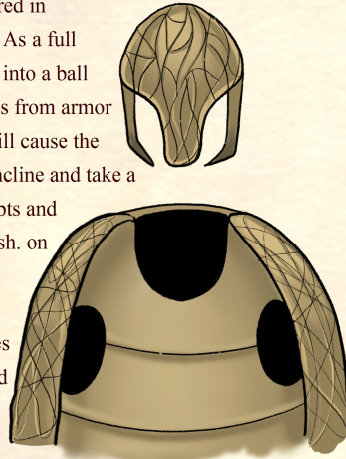
Craft Magic Arms And Armor, Beast Shape I; Cost 11,000 GP

"Fancy yourself some high defense, eh? Oh, you want to roll down a hall and break open doors. Who am I to judge?" ~Mizomei, speaking to Vurack the barbarian.

Standard Trench armor; Minor artifact; Aura strong varies; Slot – armor; CL 20th; Weight dependent on type

This armor acts as a +3 version of any appropriate armor and appears to be a standard set of the type. However this armor is quite strange, gaining every penalty and bonus to AC ever granted to anyone ever to wear it into itself. Such penalties and bonuses are the greatest numerical variance of each type ever to be applied while the armor was worn in both the negative and positive fashion.

For example if it were to have been worn by a creature with a 20 dexterity it grants a +5 dexterity bonus to AC, but if it was ever worn by a creature that had it's dexterity effectively rendered to 0 (via whatever



means, unconsciousness being common) it would also apply a -5 dexterity penalty thus negating any dexterity modification beyond that of the wearer. All of these penalties and bonuses are calculated against each other when donned to determine the AC, Flat footed, and Touch AC of the creature wearing the armor. all bonuses (including temporary ones) ever placed on the wearer of this armor are permanently bound to it. this can be terrible or amazing depending on the particular suit of armor's past. there exist several suits of Standard Trench Armor, though no-one knows where they come from, suddenly appearing amid others of its kind without warning and often overlooked until they begin to be viewed as either good or bad luck. the armor acts as though under the effects of magic aura (no aura) at all times. *"These two over here? One is for your benefit, the other you give to someone you really want to die in battle. Once you think on what you want, we'll talk about what I want..." ~Mizomei, to Maxius Dolke the slayer of Dartakk.*

Staves

Staff of 1,000 Stings; Aura moderate varies; CL 8th; Price 24,000 GP;

Weight 2 lbs

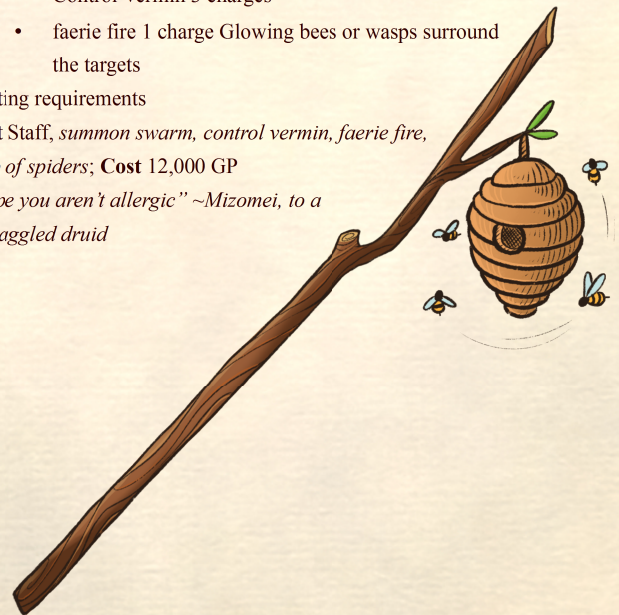
A Staff of 1,000 Stings acts as a Quarterstaff with a +2 bonus, this bonus is only on one head of the staff which is adorned by a nest of bees or wasps. In the hands of a druid, ranger, or someone with the ability to use handle animal or diplomacy on vermin this staff may be treated as a +2 keen spear. The staff has the following spells.

- Summon swarm (bees and wasps only) 2 charges
- Whip of spiders (the whip is made from bees or wasps) 2 charges
- Control Vermin 3 charges
- faerie fire 1 charge Glowing bees or wasps surround the targets

Crafting requirements

Craft Staff, *summon swarm, control vermin, faerie fire, whip of spiders*; Cost 12,000 GP

"Hope you aren't allergic" ~Mizomei, to a bedraggled druid



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