

Tree of Lights

This golden disc, which is about six inches in diameter, is unusually heavy for its size and thickness. On its surface a spiral is engraved, visible on both sides of the disk. One side of the disk has a tiny clear crystal in the center.

PROPERTIES:

Once a day, when placed on the ground with the crystal up and the command word is said, the disk increases in size to a five-foot diameter. The crystal begins to glow with a bright white light before rising ten feet into the air, unwinding the disc into a spiraling ribbon of gold. As the ribbon unfurls, additional twinkling lights appear at intervals along its length. When it uncoils to its full height, it has a tree-like shape and glows brightly.



The *Tree of Lights* sheds bright light in a 50-foot radius, and raises the light level by one step in the 50 feet past that. In the area of bright light, it provides the protection of a *magic circle against evil* (as per the spell). Allies within 100 feet or the *Tree of Lights* with line of sight to the tree gain a +2 morale bonus to saving throws. (This is the only power that depends on sight.) The tree lasts for eight hours or until the command word is spoken again, returning it to its original shape and size as a golden disk.

If activated in an area too small for the disk to expand to its full width, or the *Tree of Lights* to reach its ten-foot height, the effective areas of the of the light, protection, and morale bonus are reduced proportionally. For example, if for some reason the *Tree* can rise only to six feet high, the radius of its bright light and other light level increase are reduced to 30 feet each and the morale bonus is available within 60 feet.

Faint abjuration, faint evocation; CL 5th; Slot: none; Price 31,800 gp

Craft Wondrous Item, *magic circle against evil*, *daylight* Cost 15,900 gp



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