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Universal solvent pathfinder

2008-02-05, 23:55 (ISO 8601) Universal Solvent is the cheapest wonderful article of the SRD, at 50gp (the anchor feather token is also 50gp). However, Universal Solvent requires a CL of 20 for creation. Perhaps Universal Solvent is a natural by-product of the enormous brain power of a high-level magician? Is it all made by 20th-level hydraulic wizards in Forgotten Realms? Is the magician in the next tower a ***** and loves to put sovereign glue in your gas tank? How do you explain that? Last published by zaei; 2008-02-05 at 23:56. 2008-02-05, 11:58pm (ISO 8601) Game mechanic: It's cheap so players have an easy way to counter Sovereign Glue, Tanglefoot bags and cruel DMs. Fluff-Wise: Illithids sneezing it and Underdark hippies pick it up and sell it above ground to stupid adventurers. Are you working on a campaign world or adventure and need feedback? Check out this site. Truth originally published by Talya Anyone casting a level one spell should not simply bend the fabric of reality, chew the fabric of reality and spit it out. It represents a raw magical force expense that should be epochal, and should have a shock value similar to that of events after You Could Shoot When You're Ready for Grand Moff Tarkin. 2008-02-06, 12:36 (ISO 8601) I guess this is yet another case where game designers have not communicated well with each other and confused the memories of the second edition. In the third edition, Universal Solvent is an article with a very limited application, which serves only to counteract some simple and economicl nuisances. Therefore, it has a low price. On the other hand, in the second edition, Universal Solvent was really universal, to the point that it was impossible to store the stuff without magic (it would eat through any container you put it in). Such a substance is clearly very powerful and should only be available to high-level characters. Then it gets a CL of 20. In other words, anyone who set the Universal Solvent CL was thinking of Version 2e, and never realized that the guy who wrote the text for it and set the price had changed it considerably from what it used to be. 2008-02-06, 01:27 (ISO 8601) Originally published by Chronos I imagine this is yet another case where game designers have not communicated well with each other and confused the memories of the second edition. In the third edition, Universal Solvent is an article with a very limited application, which serves only to counteract some simple and economicl nuisances. Therefore, it has a low price. On the other hand, in the second edition, Universal Solvent was really universal, to the point that it was impossible to store the stuff without magic (it would eat through any container you put it in). Such a substance is clearly very powerful and should only be available to high-level characters. Then it gets a CL of 20. In other words, anyone who set the Universal Solvent CL was thinking of Version 2e, and never realized that the guy who wrote the text for it and set the price had changed it considerably from what it used to be. And two revisions later they still lost it, figures. Avatar generously created by ukuleleninja 2008-02-06, 08:55 (ISO 8601) No, actually, it's a 3.0 remnent and earlier. In 3.0 and before, if you have distilled the solvent down, you have the potion disintegrated. It also costs much more, but significantly less than a disintegrated parchment. So, you could do all sorts of bad things. To remove this feature, this feature has been removed and the cost has been drastically reduced. However, the CL20 and Disintegrated spelling requirement has not been removed, probably an oversight. 2008-02-06, 09:04 AM (ISO 8601) Originally published by zaei Universal Solvent is the cheapest wonderful article in the SRD, at 50gp (the anchor feather token is also 50gp). However, Universal Solvent requires a CL of 20 for creation. This is a common mistake. The CL of an element has nothing to do with the prerequisites for achieving it. The fact that Universal Solvent is CL 20 means that it makes saves at CL 20 and strongly registers on Detect Magic - not that you need to be at the 20th level to launch it. Universal Solvent's main prerequisite is the disintegrated spell, so you must be at least level 11 to do so. As for why it's listed on CL 20, I think Ellisthion understood that. In 3.0 it was distillable to disintegrate bottling (and disintegrating was even worse in 3.0). - Saph I'm the author of the urban fantasy novel series Alex Verus. Fated is the first, and Book #10 in the series, Fallen, is out as of September 2019. For updates, check out my blog! 2008-02-06, 11:02 (ISO 8601) Originally published by zaei Is it all made by 20th level hydraulic wizards in Forgotten Realms? Yes. That particular magician is actually a Halfling. He makes enlarge person potions in the form of mushrooms, and enjoys throwing Fireball. It mainly uses universal solvent to travel quickly through pipes. 2008-02-06, 11:16 (ISO 8601) My question is: what happens with Sovereign Glue? The stuff costs 2,400 GPs an ounce and if you use less than the full amount you have to go spend another 1,000 GPs on Salve of Slipperiness in order to store the stuff. I mean, I keep sally an ounce or 2 on all my characters just because sometimes it can be useful, but it's not really worth it when the shit can be melted with a magical item that costs 50 GP. Now, if Sovereign Glue were 500 GP per ounce and a

container needed only 1 Salve of Slipperiness coating once to be able to keep Sovereign Glue forever, then the stuff could the penalty. People who think Tippy is the same win. Spoiler Show Originally published by Tyndmyr Clearly, this is because Tippy is equal to Win. Originally published as Sunken Valley Tippy= Win Originally published by Gavinfoxx Wow ... Tippy, win the same way. Originally published as Immabozo Tippy, I knew, in back in my mind, that you would have the answer. Because? Because you won. That's why. Originally published as Mithril Leaf Alright I'm finally giving up. Tippy, you actually have equal victory. You claimed the position of being my idol. Originally published as Someone who will remain anonymous This post contains 100% tippy thinking. It can contain dangerous amounts of ridicule and/or beauty. 2008-02-06, 15:53 (ISO 8601) Originally published by Saph This is a common mistake. The CL of an element has nothing to do with the prerequisites for achieving it. The fact that Universal Solvent is CL 20 means that it makes saves at CL 20 and strongly registers on Detect Magic - not that you need to be at the 20th level to launch it. Now I have to put my head around the CL 11 wheels creating objects with 20 levels of power caster. Another item to put in the Don't make sense for D&D =] Change the question slightly. Why Universal Solvent is so cheap, yet so powerful (wise level caster, unwise game effect). In addition, can I rub universal solvent everywhere to get extra protection against, for example, Disintegrate? 2008-02-06, 16:18 (ISO 8601) Originally published by zael Now I have to put my head around the CL 11 wheels creating objects with 20 levels caster of power. Another item to put in the Don't make sense for D&D =] Change the question slightly. Why Universal Solvent is so cheap, yet so powerful (wise level caster, unwise game effect). In addition, can I rub universal solvent everywhere to get extra protection against, for example, Disintegrate? No more than you can rub the gruel on yourself from the bowl of gruel that fills itself (that bowl in DMG) for protection. 2008-02-06, 16:25 (ISO 8601) Originally published by zael Change the question slightly. Why Universal Solvent is so cheap, yet so powerful (wise level caster, unwise game effect). It's not powerful, it's just magically resonant, if you will. Sometimes the product is more than the sum of its parts. 2008-02-06, 4:27 pm (ISO 8601) @Saph (or anyone else, really) - could you point me to the # page or link me to the place in the SRD that says this? I don't remember ever seeing the CL description for an item you're giving – after all, CL is listed in prereqs to make it a description section. - Fiery Diamond I'm writing a story, called Zenith: Another World Saga. It's a fantasy/adventure story. Here's the summary: When I opened my eyes, I was in a fantasy world. I quickly found out that it worked with rules similar to games (levels, XP, skills, and so on). Taking the name of Zenith, I decided to exploit better my new world and live as an adventurer aiming for the top together with my new best friend Rozenskye. And could I be functionally immortal? An Isekai-style story. 2008-02-06, 5:11 PM (ISO 8601) Originally published as by Fiery Diamond @Saph (or anyone else, really) - could you point me to the page # or link me to the place in the SRD that says this? I don't remember ever seeing the CL description for an item you're giving – after all, CL is listed in prereqs to make it a description section. - Fiery diamond fun! 2008-02-07, 12:58 (ISO 8601) Technicality is water... Edit: I mean... Chemical. Last by Fawsto; 2008-02-07 at 01:04. Paladin Review - A Class Balance by me Link Originally published by Dyllan Fawsto is definitely a lawyer. Nothing against what you said, Fawsto, but I never read anything that sounded like it came from a lawyer anymore. :-) Justice and Freedom/You Can't Buy/But You Don't Get It For Free - Bruce Dickinson, Born 58 2008-02-07, 01:16 (ISO 8601) My brain hurts. If the creator doesn't actually have to be the listed caster level for a magical object (presumably, except for objects they say differently specifically), then what happens in the following scenario: I hire a third-level magician with the feat of the craft magic object to make me a mirror of the entrapment of life. I will provide him with the necessary materials and some scrolls of Captivity. They complete the creation (and eventually one of the spells goes off properly). Do they go to negative XP? Does creating the item fail? Despair favours the status quo. It's a luxury we can't afford. – Andrew Nikiforuk 2008-02-07, 01:23 (ISO 8601) There is no rule somewhere that says you can't craft items below your xp level? So at level 2, with 1500 xp, you couldn't do more than 150 xp of objects. 2008-02-07, 01:24 AM (ISO 8601) Originally published by Cuddly So at level 2, with 1500 xp, you couldn't do more than 150 xp of elements. You mean no more than 500 xp methinks. Avatar generously created by ukuleleninja 2008-02-07, 02:37 AM (ISO 8601) A common misunderstanding. The IS caster level 20 object does not require caster level 20 to create. If that was the intention, he would say he must have a caster level of at least 20. The caster level is there for the purpose of dissipating targeted magic and the like. Not that you ever want to disable a universal solvent for 1d4 rounds, but it's really hard to do anyway. Edit: Yes, what Saph said a long time ago. Last published by deadseashoals; 2008-02-07 at 02:38. Am.

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