



Dials		
Axe Dial	Liquid Dial	Seed Dial
String Dial	Sound Dial	Shadow Dial
Ball Dial	Image Dial	Smoke Dial
Heat Dial	Flavor Dial	Vearth Dial (Earth Dial)
Light Dial	Jet Dial	Vacuum Dial
Cold Dial	Mist Dial	Modified
Flame Dial	Sonic Dial	Iron Cloud Dial
Cloud Dial	Toxic Dial	Sticky Dial
Breath Dial	Venom Dial	Surprise Dial
Freeze Dial	Arrow dial	Slick Dial
Impact Dial	Spark Dial	Video Dial
Reject Dial	Shock Dial	Geysler Dial
Water Dial	Sun Dial	

Dials have multiple uses based on how the creatures of Sky Mollusks that once called the shells home have adapted to their environments and their overall age which has increased the size of the dial. Dials can be engineered into machines, Weapons, Items, Vehicles Armor or used in their raw for to generate the use of their unique abilities. Finding / buying dials is based on it commonality, Common = highly likely to find, Uncommon = may not be it stock but may still be found easily, Rare = Item is not found that often and isn't available at many times, Super Rare = Item is not believed to exist and is a unheard of find.

Dial Type	Axe Dial	Dial overall Effect	Contains a blast of sharp wind that can cut objects	
Dial Size	Dial Uses Per day	Effect per size		
Tiny	2	1d4 damage in a 10ft arch, ranged touch		
Small	3	1d8 damage in a 30ft arch, ranged touch		
Medium	6	1d12 damage in 60 ft arch, ranged touch		
Large	6	2d10 damage in 60 ft arch, ranged touch		
Huge	8	3d10 damage in 60ft arch, ranged touch		
Colossal	8	4d10 damage in 60ft arch, ranged touch		
Dial Value	300 per, size category increase by x2 value	Dial Rarity	Common	
Special Note	Popular tool used by people on sky Islands			

A N E C H A R E P H P E R A E N T R C N R A N F E M P P R M M H T X N T H H X F T C N E S O M M I N E T P E R N C A E T M H F M A E R M H P E X E T T E I M B R I A A R T S I M B R I A A R T S

Dial Type	<b>String Dial</b>	Dial overall Effect	creates a strong clear thin string that takes a DC 30 to break on average	
Dial Size	Dial Uses Per day	Effect per size		
Tiny	2	Holds up to 100 ft String		
Small	3	Holds up to 200 ft String		
Medium	6	Holds up to 300ft String		
Large	6	Holds up to 600ft String		
Huge	8	Holds up to 800 ft String		
Colossal	8	Holds up to 1000ft string		
Dial Value	100 per, size category increase by x2 value	Dial Rarity	Common	
Special Note	These dials can be set up or combined to form nets or trip wire traps			

Dial Type	<b>Ball Dial</b>	Dial overall Effect	creates a 5x5x5 ball of cloud that can float items of great weights, or even be set up to be used as an explosive with the crafting of it in weapon form	
Dial Size	Dial Uses Per day	Effect per size		
Tiny	2	Holds 2 balls per use		
Small	3	Holds 4 balls per use		
Medium	6	Holds 6 balls per use		
Large	6	Holds 8 balls per use		
Huge	8	Holds 10 balls per use		
Colossal	8	Holds 12 balls per use		
Dial Value	100 per, size category increase by x2 value	Dial Rarity	Common	
Special Note	Ball Dial does not work outside of High altitude environments			

Dial Type	<b>Heat Dial</b>	Dial overall Effect	Used primarily to cook or heat things it can also be used to form a weapon that can do burning damage upon impact	
Dial Size	Dial Uses Per day	Effect per size		
Tiny	2	1d4 fire attack , or unleashes cooking heat for 1 hour per use		
Small	3	1d6 fire attack , or unleashes cooking heat for 2 hours per use		
Medium	6	1d8 fire attack , or unleashes cooking heat for 3 hours per use		
Large	6	1d12 fire attack , or unleashes cooking heat for 6 hours per use		
Huge	8	2d10 fire attack , or unleashes cooking heat for 12 hours per use		
Colossal	8	3d10 fire attack , or unleashes cooking heat for 24 hours per use		
Dial Value	200 per, size category increase by x2	Dial Rarity	Common	
Special Note	These dials are weaker than flame dials but their heat is perfect for cooking and warming homes with.			

Dial Type	<b>Light Dial</b>	Dial overall Effect	A dial often used to maintain a heatless light source	
Dial Size	Dial Uses Per day	Effect per size		
Tiny	2	Creates 30ft light source for 1 hour per use		
Small	3	Creates 30ft light source for 2 hours per use		
Medium	6	Creates 60ft light source for 4 hours per use		
Large	6	Creates 60ft light source for 8 hours per use		
Huge	8	Creates 90ft light source for 12 hours per use		
Colossal	8	Creates 120ft light source for 24 hours per use		
Dial Value	100 per, size category increase by x2 value	Dial Rarity	Common	
Special Note	The dial can be fixed to unleash its full use of light in one burst causing all within 30ft to make a Resistance Save DC 15+2 per size			



Dial Type	<b>Cold Dial</b>	Dial overall Effect	Used to chill items or cool things done in the form of refrigeration or AC but it can also be built into a weapon to do cold damage	
Dial Size	Dial Uses Per day	Effect per size		
Tiny	2	1d4 cold attack , or unleashes cold air for 1 hour per use		
Small	3	1d6 cold attack , or unleashes cold air for 2 hours per use		
Medium	6	1d8 cold attack , or unleashes cold air for 3 hours per use		
Large	6	1d12 cold attack , or unleashes cold air for 6 hours per use		
Huge	8	2d10 cold attack , or unleashes cold air for 12 hours per use		
Colossal	8	3d10 cold attack , or unleashes cold air for 24 hours per use		
Dial Value	100 per, size category increase by x2 value	Dial Rarity	Common	
Special Note	Not as strong as Freeze Dials, Cold Dials are used more often as long term source for cooling food or homes			

Dial Type	<b>Flame Dial</b>	Dial overall Effect	Used as a weapon or to light fires, this dial contains and releases a flame upon its activation	
Dial Size	Dial Uses Per day	Effect per size		
Tiny	3	1d6 fire attack , or an ongoing flame for 1 hour per use		
Small	3	1d12 fire attack , or an ongoing flame for 2 hours per use		
Medium	3	2d8 fire attack , or an ongoing flame for 4 hours per use		
Large	3	2d12 fire attack , or an ongoing flame for 8 hours per use		
Huge	3	3d12 fire attack , or an ongoing flame for 12 hours per use		
Colossal	3	4d12 fire attack , or an ongoing flame for 24 hours per use		
Dial Value	2000 per, size category increase by x2 value	Dial Rarity	Uncommon	
Special Note	Flame dials are too focused on heat to be a good source of heat for cooking			

Dial Type	<b>Milky Dial</b>	Dial overall Effect	Creates a collection of milky cloud which makes a cloud path one can walk on if thrown or launched by arrows	
Dial Size	Dial Uses Per day	Effect per size		
Tiny	2	Creates a 5ft wide path for 100ft		
Small	3	Creates a 5ft wide path for 200ft		
Medium	6	Creates a 10ft wide path for 400ft		
Large	6	Creates a 10ft wide path for 800ft		
Huge	8	Creates a 20ft wide path for 1200ft		
Colossal	8	Creates a 20ft wide path for 2400ft		
Dial Value	200 per, size category increase by x2 value	Dial Rarity	Common	
Special Note	This dial only works at higher altitudes			

Dial Type	<b>Breath Dial</b>	Dial overall Effect	Stores a smell, helpful if you store such things as gas or oxygen to aid in a vacuum or water area where air is needed	
Dial Size	Dial Uses Per day	Effect per size		
Tiny	2	Blows air at rate of 10ft per use, lasts 10 minutes		
Small	3	Blows air at rate of 20ft per use, lasts 20 minutes		
Medium	6	Blows air at rate of 40ft per use, lasts 30 minutes		
Large	6	Blows air at rate of 80ft per use, lasts 1 hour		
Huge	8	Blows air at rate of 120ft per use, lasts 2 hours		
Colossal	8	Blows air at rate of 240ft per use, lasts 4 hours		
Dial Value	500 per, size category increase by x2 value	Dial Rarity	Common	
Special Note	These dials are commonly used in transportation or wavers, and in items like cloud skates or cloud boards			

Dial Type	<b>Freeze Dial</b>	Dial overall Effect	Used to freeze items or as a weapon, the freeze blast comes out in a cone of 60ft doing 2d6 cold, Building it into weapons takes skill	
Dial Size	Dial Uses Per day	Effect per size		
Tiny	3	1d6 Ice attack , or an ongoing ice cold air for 1 hour per use		
Small	3	1d12 Ice attack , or an ongoing ice cold air for 2 hours per use		
Medium	3	2d8 Ice attack , or an ongoing ice cold air for 4 hours per use		
Large	3	2d12 Ice attack , or an ongoing ice cold air for 8 hours per use		
Huge	3	3d12 Ice attack , or an ongoing ice cold air for 12 hours per use		
Colossal	3	4d12 Ice attack , or an ongoing ice cold air for 24 hours per use		
Dial Value	2000 per, size category increase by x2 value		Dial Rarity	Uncommon
Special Note	Stronger then Cold dial making it unfitting for cooling homes, but it's still used in the creation of freezers on top of weapons.			

Dial Type	<b>Impact Dial</b>	Dial overall Effect	Used as a combination as a defense and offensive weapon, It takes major skill to place this item in a weapon but the dial itself can be used to absorb one attack (must be declared before they are attacked) and can keep on taking up damage to a limit per shell this damage can be release afterwards at one time upon a touch attack doing the damage absorbed	
Dial Size	Dial Uses Per day	Effect per size		
Tiny	2	Absorbs and releases up to 1d6 damage		
Small	3	Absorbs and releases up to 2d6 damage		
Medium	6	Absorbs and releases up to 3d6 damage		
Large	6	Absorbs and releases up to 4d6 damage		
Huge	8	Absorbs and releases up to 5d6 damage		
Colossal	8	Absorbs and releases up to 6d6 damage		
Dial Value	1000 per, size category increase by x2 value		Dial Rarity	Uncommon
Special Note	Impact Dials do 1/10 the damage back on users when used in gloves or bare handed			

Dial Type	<b>Reject Dial</b>	Dial overall Effect	Similar to the Impact dial only it multiplies the damage by 10 and the user gets half the damage back upon them, (THESE DIALS ARE REALLY RARE 1 in 1000 chance of being found)	
Dial Size	Dial Uses Per day	Effect per size		
Tiny	2	Absorbs and releases up to 1d12 damage		
Small	3	Absorbs and releases up to 2d12 damage		
Medium	6	Absorbs and releases up to 4d12 damage		
Large	6	Absorbs and releases up to 8d12 damage		
Huge	8	Absorbs and releases up to 12d12 damage		
Colossal	8	Absorbs and releases up to 24d12 damage		
Dial Value	9000 per, size category increase by x2 value		Dial Rarity	Super Rare
Special Note	Reject Dials do ¼ of the damage back on the users			



Dial Type	<b>Water Dial</b>	Dial overall Effect	Contains a small amount of water	
Dial Size	Dial Uses Per day	Effect per size		
Tiny	2	Holds 1 gallon of water , blast does no damage		
Small	3	Holds 5 gallons of water, blast does 1d4 damage		
Medium	6	Holds 10 gallons of water, blast does 1d8 damage		
Large	6	Holds 20 gallons of water, blast does 2d8 damage		
Huge	8	Holds 40 gallons of water, blast does 3d8 damage		
Colossal	8	Holds 80 gallons of water, blast does 4d8 damage		
Dial Value	200 per, size category increase by x2 value	Dial Rarity	Common	
Special Note	Often used to provide fresh water sources, but also can be used to extinguish small fires			

Dial Type	<b>Liquid Dial</b>	Dial overall Effect	Contains a collection of water (roll 1d100 to determine how many gallons it can contain) it can be added to a weapon to create an attack that slams the target with the contents at once damage	
Dial Size	Dial Uses Per day	Effect per size		
Tiny	2	Holds 10 gallons of water, blast does 1d8 damage		
Small	3	Holds 50 gallons of water, blast does 3d12 damage		
Medium	6	Holds 100 gallons of water, blast does 5d12 damage		
Large	6	Holds 200 gallons of water, blast does 10d12 damage		
Huge	8	Holds 400 gallons of water, blast does 20d12 damage		
Colossal	8	Holds 800 gallons of water, blast does 40d12 damage		
Dial Value	800 per, size category increase by x2 value	Dial Rarity	Rare	
Special Note	Users have to make a STR check for each dial equal to the dice in the blast of the water. To not be pushed back from the force of the blast.			

Dial Type	<b>Sound Dial</b>	Dial overall Effect	Records sound and voices, This while has little use in weapons can be used in devices to create a distraction	
Dial Size	Dial Uses Per day	Effect per size		
Tiny	2	Records 1 minute of sound per use		
Small	3	Records 5 minutes of Sound per use		
Medium	6	Records 10 minutes of sound per use		
Large	6	Records 20 minutes of sound per use		
Huge	8	Records 40 minutes of sound per use		
Colossal	8	Records 80 minutes of sound per use		
Dial Value	100 per, size category increase by x2 value	Dial Rarity	Common	
Special Note	Placing these dials up one can have the recorded message play back in a loop when the apex of the shell is press down.			

Dial Type	<b>Image Dial</b>	Dial overall Effect	Records images publishing it on paper, much like a camera	
Dial Size	Dial Uses Per day	Effect per size		
Tiny	2	Records 1 photos per use		
Small	3	Records 5 photos per use		
Medium	6	Records 10 photos per use		
Large	6	Records 20 photos per use		
Huge	8	Records 40 photos per use		
Colossal	8	Records 80 photos per use		
Dial Value	100 per, size category increase by x2 value	Dial Rarity	Common	
Special Note	More of a gimmicky device then the other dials the image dial is handy for getting information or take images of people for recognizance			

Dial Type	<b>Flavor Dial</b>	Dial overall Effect	Records a taste or flavor, almost no use outside the kitchen but its ability to copy flavors without the actual spices or ingredients makes this dial highly prized	
Dial Size	Dial Uses Per day	Effect per size		
Tiny	2	Dial unleashes a cloud of scent for 10ft, lasts 1d4+1 rounds		
Small	3	Dial unleashes a cloud of scent for 30ft, lasts 1d4+1 rounds		
Medium	6	Dial unleashes a cloud of scent for 30ft, lasts 1d6+1 rounds		
Large	6	Dial unleashes a cloud of scent for 60ft, lasts 1d6+1 rounds		
Huge	8	Dial unleashes a cloud of scent for 60ft, lasts 1d8+1 rounds		
Colossal	8	Dial unleashes a cloud of scent for 30ft, lasts 1d8+1 rounds		
Dial Value	100 per, size category increase by x2 value		Dial Rarity	Common
Special Note	Often used to store spices and flavors for food, this dial can also be used to unleash gases and other smells to distract or harm someone.			

Dial Type	<b>Jet Dial</b>	Dial overall Effect	Creates a blast of air, Often used in movement based devices it's not used in weapons often but can to create a greater damage by granting greater speed behind the weapon	
Dial Size	Dial Uses Per day	Effect per size		
Tiny	2	Moves object at a Speed of 10ft per 10 minutes, per use		
Small	3	Moves object at a Speed of 20ft per 20 minutes, per use		
Medium	6	Moves objects at a Speed of 40ft per 40 minutes, per use		
Large	6	Moves objects at a Speed of 80ft per 80 minutes, per use		
Huge	8	Moves objects at a Speed of 120ft per 120 minutes, per use		
Colossal	8	Moves objects at a Speed of 240ft per 240 minutes, per use		
Dial Value	7000 per, size category increase by x2 value		Dial Rarity	Super Rare
Special Note	Most often used to make fast moving vehicles, however it can be attached to weapons to increase the speed and damage of a weapon by +1 per every 10ft of movement the weapon provides in added damage.			

Dial Type	<b>Mist Dial</b>	Dial overall Effect	Creates a Mist or Fog that allows cover, over 60ft radius	
Dial Size	Dial Uses Per day	Effect per size		
Tiny	2	Creates a mist covering 20ft, granting a 20% miss chance		
Small	3	Creates a mist covering 40ft, granting a 20% miss chance		
Medium	6	Creates a mist covering 60ft, granting a 25% miss chance		
Large	6	Creates a mist covering 80ft, granting a 25% miss chance		
Huge	8	Creates a mist covering 100ft, granting a 30% miss chance		
Colossal	8	Creates a mist covering 120ft, granting a 30% miss chance		
Dial Value	300 per, size category increase by x2 value		Dial Rarity	Common
Special Note	Primarily a dial for use in war and Stealth.			



Dial Type	<b>Sonic Dial</b>		Dial overall Effect	Contains a blast of sound that burst out in a cone shaped cone
Dial Size	Dial Uses Per day	Effect per size		
Tiny	2	10ft cone 1d6 sonic damage, DC 10 Reflex for half		
Small	3	10ft cone 2d6 sonic damage, DC 12 Reflex for half		
Medium	6	30ft cone 3d6 sonic damage, DC 14 Reflex for half		
Large	6	30ft cone 4d6 sonic damage, DC 16 Reflex for half		
Huge	8	60ft cone 5d6 sonic damage, DC 18 Reflex for half		
Colossal	8	60ft cone 6d6 sonic damage, DC 20 Reflex for half		
Dial Value	1000 per, size category increase by x2 value		Dial Rarity	Rare
Special Note	Users need to make a Resistance save equal to the Reflex DC after each use or be deafened for 1d4+1 rounds			

Dial Type	<b>Toxic Dial</b>		Dial overall Effect	Contains a chemical inside that can used as a splash attack, or effect damage when built into a weapon
Dial Size	Dial Uses Per day	Effect per size		
Tiny	1	Unleashes Chemical Weapon or poison 10ft area		
Small	2	Unleashes Chemical Weapon or poison 10ft area		
Medium	3	Unleashes Chemical Weapon or poison 30ft area		
Large	4	Unleashes Chemical Weapon or poison 30ft area		
Huge	5	Unleashes Chemical Weapon or poison 60ft area		
Colossal	6	Unleashes Chemical Weapon or poison 60ft area		
Dial Value	800 per, size category increase by x2 value		Dial Rarity	Uncommon
Special Note	If the user uses this un protected / without a way to protect themselves from the poison or chemical they also must roll saves versus the attack			

Dial Type	<b>Venom Dial</b>		Dial overall Effect	Contains a chemical inside that can be sprayed in a 30ft cone, and its shares the effects of the chemical.
Dial Size	Dial Uses Per day	Effect per size		
Tiny	2	Unleashes Chemical Weapon or poison 10ft area, DC increased by 2		
Small	3	Unleashes Chemical Weapon or poison 10ft area, DC increased by 4		
Medium	4	Unleashes Chemical Weapon or poison 30ft area, DC increased by 6		
Large	5	Unleashes Chemical Weapon or poison 30ft area, DC increased by 8		
Huge	6	Unleashes Chemical Weapon or poison 60ft area, DC increased by 10		
Colossal	7	Unleashes Chemical Weapon or poison 60ft area, DC increased by 12		
Dial Value	5500 per, size category increase by x2 value		Dial Rarity	Super Rare
Special Note	If the user uses this un protected / without a way to protect themselves from the poison or chemical they also must roll saves versus the attack			

Dial Type	<b>Arrow Dial</b>		Dial overall Effect	Similar to axe dial only instead of a slash attack it's a line attack.
Dial Size	Dial Uses Per day	Effect per size		
Tiny	2	Does 1d8 ranged touch attack , 100ft , 1 arrows		
Small	3	Does 2d8 ranged touch attack, 150ft , 2arrows		
Medium	6	Does 3d8 ranged touch attack, 300ft, 3 arrows		
Large	6	Does 4d8 ranged touch attack, 600ft , 4 arrows		
Huge	8	Does 5d8 ranged touch attack, 1200ft, 5 arrows		
Colossal	8	Does 6d8 ranged touch attack, 2400ft, 6 arrows		
Dial Value	300 per, size category increase by x2 value		Dial Rarity	Uncommon
Special Note	The dial unleashes 1 arrow per size each arrow does, 1d8 damage, the larger shells unleash multiple arrows that can strike other targets or one chosen one.			

Dial Type	<b>Spark Dial</b>	Dial overall Effect	A small dial used to house a light steady charge of electricity, can be used in many things	
Dial Size	Dial Uses Per day	Effect per size		
Tiny	1	Holds 1 power use, electric shock does 1d4 damage		
Small	2	Holds 2 power use, electric shock does 1d8 damage		
Medium	3	Holds 4 power use, electric shock does 2d6 damage		
Large	4	Holds 8 power use, electric shock does 3d8 damage		
Huge	5	Holds 12 power use, electric shock does 4d8 damage		
Colossal	6	Holds 24 power use, electric shock does 5d8 damage		
Dial Value	400 per, size category increase by x2 value		Dial Rarity	Uncommon
Special Note	The dial does not have to be hooked up to machines to power things; a player can just touch the dial to the machine to power it.			

Dial Type	<b>Shock Dial</b>	Dial overall Effect	A dial that contains a large jolt of electricity that's not very useful outside of weaponry	
Dial Size	Dial Uses Per day	Effect per size		
Tiny	2	Holds 3 power use, electric shock does 2d8 damage		
Small	3	Holds 6 power use, electric shock does 4d8 damage		
Medium	6	Holds 9 power use, electric shock does 6d8 damage		
Large	6	Holds 12 power use, electric shock does 8d8 damage		
Huge	8	Holds 15 power use, electric shock does 10d8 damage		
Colossal	8	Holds 30 power use, electric shock does 12d8 damage		
Dial Value	7500 per, size category increase by x2 value		Dial Rarity	Super Rare
Special Note	Unlike Spark dial using the Shock dial on Machines / Robots and such will cause overcharged damage unless the dial is built into powering the device.			

Dial Type	<b>Sun Dial</b>	Dial overall Effect	A dial that has absorbed the rays of the sun and produces a light and warm equal to the time of year the dial absorbed, handy for those looking to make season based greenhouses.	
Dial Size	Dial Uses Per day	Effect per size		
Tiny	2	Unleash 1 hour of sunlight and warmth per use/ +5 cold resistance		
Small	2	Unleash 2 hours of sunlight and warmth per use/ +5 cold resistance		
Medium	2	Unleash 4 hours of sunlight and warmth per use/ +10 cold resistance		
Large	2	Unleash 6 hours of sunlight and warmth per use/ +10 cold resistance		
Huge	2	Unleash 8 hours of sunlight and warmth per use/ +15 cold resistance		
Colossal	2	Unleash 10 hours of sunlight and warmth per use/+15 cold resistance		
Dial Value	5000 per, size category increase by x2 value		Dial Rarity	Rare
Special Note	The dial has no real use in combat but is useful in agriculture / creating warmth in cold			

Dial Type	<b>Seed Dial</b>	Dial overall Effect	A Dial that holds a collection of sharp pointy seeds that can be shot at a target doing 1d2 damage	
Dial Size	Dial Uses Per day	Effect per size		
Tiny	2	Releases 2 seeds per use		
Small	3	Releases 4 seeds per use		
Medium	6	Releases 8 seeds per use		
Large	6	Releases 16 seeds per use		
Huge	8	Releases 32 seeds per use		
Colossal	8	Releases 64 seeds per use		
Dial Value	2500 per, size category increase by x2 value		Dial Rarity	Uncommon
Special Note	The dial is normally empty but placing a seed within it can replicate a seed it gets programed with. Craft Items DC 20 removes seed choice to empty it again.			



Dial Type	<b>Smoke Dial</b>	Dial overall Effect	A Dial that upon activation releases a smoky haze granting a area a mischance of hitting, Plus it can cause a target to make a resistance save vs choking. The area of this dials effect is 60ft	
Dial Size	Dial Uses Per day	Effect per size		
Tiny	2	10% Miss chance, DC10 Resist save vs losing a turn to choking		
Small	3	10% Miss chance, DC12 Resist save vs losing a turn to choking		
Medium	6	25% Miss chance, DC14 Resist save vs losing a turn to choking		
Large	6	25% Miss chance, DC16 Resist save vs losing a turn to choking		
Huge	8	50% Miss chance, DC18 Resist save vs losing a turn to choking		
Colossal	8	50% Miss chance, DC20 Resist save vs losing a turn to choking		
Dial Value	750 per, size category increase by x2 value		Dial Rarity	Uncommon
Special Note	Dial is often thrown or fired from weapons to set up a smoke screen.			

Dial Type	<b>Shadow Dial</b>	Dial overall Effect	A Dial bathed in pure darkness creates an area of 30ft of pure darkness of which no light can penetrate, offers all inside full cover bonus, plus increases resistance to heat. The area of this dials effect is 60ft.	
Dial Size	Dial Uses Per day	Effect per size		
Tiny	2	10% Miss chance, lasts 1 hour for and grants +5 Heat Resistance		
Small	3	10% Miss chance, lasts 2 hour for and grants +5 Heat Resistance		
Medium	6	20% Miss chance, lasts 4 hour for and grants +10 Heat Resistance		
Large	6	20% Miss chance, lasts 6 hour for and grants +10 Heat Resistance		
Huge	8	30% Miss chance, lasts 8 hour for and grants +15 Heat Resistance		
Colossal	8	30% Miss chance, lasts 10 hour for and grants +15 Heat Resistance		
Dial Value	2000 per, size category increase by x2 value		Dial Rarity	Rare
Special Note	The Dial can be set up to cool or shade an area or used to unleash a area of pure darkness, causing those within to struggle around to see things.			

Dial Type	<b>Veearth Dial</b>	Dial overall Effect	The Dial unleashes a collection of earth in chunks launching it and doing bashing damage as it goes.	
Dial Size	Dial Uses Per day	Effect per size		
Tiny	2	1d10, 60ft ranged touch		
Small	3	2d10, 120ft ranged touch		
Medium	6	3d10, 180ft ranged touch		
Large	6	4d10, 240ft ranged touch		
Huge	8	5d10, 300ft ranged touch		
Colossal	8	6d10, 360ft ranged touch		
Dial Value	4000 per, size category increase by x2 value		Dial Rarity	Rare
Special Note	Each die of damage counts as one chunk of earth, that can be launched at a different target doing 1d10 damage a chunk.			

Dial Type	<b>Vacuum Dial</b>	Dial overall Effect	This Dial is similar to a Breath dial but creates a vacuum based drawing in objects and dirt.	
Dial Size	Dial Uses Per day	Effect per size		
Tiny	2	Sucks air at rate of 10ft per use, lasts 10 minutes		
Small	3	Sucks air at rate of 20ft per use, lasts 20 minutes		
Medium	6	Sucks air at rate of 30ft per use, lasts 30 minutes		
Large	6	Sucks air at rate of 40ft per use, lasts 1 hour		
Huge	8	Sucks air at rate of 50ft per use, lasts 2 hours		
Colossal	8	Sucks air at rate of 60ft per use, lasts 4 hours		
Dial Value	100 per, size category increase by x2 value		Dial Rarity	Rare
Special Note	The dial can move objects equal to their distance in lbs.			

### Altered Dials

Dial Type	<b>Iron cloud</b>	Dial overall Effect	Stored in a milky dial iron cloud which acts similar to barbed wire, columns or iron spikes yet it can be set to shoot out as a trap	
Dial Size	Dial Uses Per day	Effect per size		
Tiny	2	Holds up to 100 ft, of barbed wire that does 1d4 damage		
Small	3	Holds up to 200 ft, of barbed wire that does 2d4 damage		
Medium	6	Holds up to 400 ft, of barbed wire that does 3d4 damage		
Large	6	Holds up to 600 ft, of barbed wire that does 4d4 damage		
Huge	8	Holds up to 800 ft, of barbed wire that does 5d4 damage		
Colossal	8	Holds up to 1000 ft, of barbed wire that does 6d4 damage		
Dial Value	2000 per, size category increase by x2 value		Dial Rarity	Rare
Special Note	Each damage die per counts as an extra wire meaning each dial can unleash 1 or more wires at a time depending on its size.			

Dial Type	<b>Sticky Dial</b>	Dial overall Effect	A liquid advanced dial that unleashes a Sticky substance along an area with the DC and area increasing each increment	
Dial Size	Dial Uses Per day	Effect per size		
Tiny	2	10ft area, Reflex DC 12 vs Can't Move		
Small	3	30ft area, Reflex DC 14 vs Can't Move		
Medium	6	60ft area, Reflex DC 16 vs Can't Move		
Large	6	90ft area, Reflex DC 18 vs Can't Move		
Huge	8	120ft area, Reflex DC 20 vs Can't Move		
Colossal	8	150ft area, Reflex DC 25 vs Can't Move		
Dial Value	2500 per, size category increase by x2 value		Dial Rarity	Rare
Special Note	A handy dial to equip on vehicle to deter others following them.			

Dial Type	<b>Surprise Ball</b>	Dial overall Effect	An advanced version of Ball dial that unleashes a ball cloud that has a random item or effect.	
Dial Size	Dial Uses Per day	Effect per size		
Tiny	2	Holds 2 balls per use		
Small	3	Holds 4 balls per use		
Medium	6	Holds 6 balls per use		
Large	6	Holds 8 balls per use		
Huge	8	Holds 10 balls per use		
Colossal	8	Holds 12 balls per use		
Dial Value	4500 per, size category increase by x2 value		Dial Rarity	Rare
Special Note	Like the Ball dial this dial does not work outside of High altitude environments			



Dial Type	<b>Video Dial</b>	Dial overall Effect	A unique image and audio recording dial that is primarily used for info gathering, and recording info.	
Dial Size	Dial Uses Per day	Effect per size		
Tiny	2	Records up to 1 hour per use		
Small	3	Records up to 2 hours per use		
Medium	6	Records up to 4 hours per use		
Large	6	Records up to 6 hours per use		
Huge	8	Records up to 8 hours per use		
Colossal	8	Records up to 10 hours per use		
Dial Value	5000 per, size category increase by x2 value		Dial Rarity	Super Rare
Special Note	Records both visual and audio info that can be replayed using up on of its uses.			

Dial Type	<b>Slick Dial</b>	Dial overall Effect	A liquid advanced dial that unleashes a slick along an area with the DC and area increasing each increment	
Dial Size	Dial Uses Per day	Effect per size		
Tiny	2	10ft area, Reflex DC 12 vs trip		
Small	3	30ft area, Reflex DC 14 vs trip		
Medium	6	60ft area, Reflex DC 16 vs trip		
Large	6	90ft area, Reflex DC 18 vs trip		
Huge	8	120ft area, Reflex DC 20 vs trip		
Colossal	8	150ft area, Reflex DC 25 vs trip		
Dial Value	2500 per, size category increase by x2 value		Dial Rarity	Rare
Special Note	A handy dial to equip on vehicle to deter others following them.			

Dial Type	<b>Geyser Dial</b>	Dial overall Effect	The combination of a heat and liquid dial unleashes a spray of scolding water.	
Dial Size	Dial Uses Per day	Effect per size		
Tiny	2	Holds 1 gallon of water , blast does no damage, 1d4 heat damage		
Small	3	Holds 5 gallons of water , blast does 1d4 damage, 2d4 heat damage		
Medium	6	Holds 10 gallons of water , blast does 1d8 damage, 3d4 heat damage		
Large	6	Holds 20 gallons of water , blast does 2d8 damage, 4d4 heat damage		
Huge	8	Holds 40 gallons of water , blast does 3d8 damage, 5d4 heat damage		
Colossal	8	Holds 80 gallons of water , blast does 4d8 damage, 6d4 heat damage		
Dial Value	7500 per, size category increase by x2 value		Dial Rarity	Super Rare
Special Note	This dial is used both for attacks, but also can be used for hot water and creating hot springs			



Usopp uses Impact Dial vs. Luffy

#### Adding abilities:

When one wants to add ability to an item the player needs both the tier level to add the ability and must roll a craft check +10 the DC of the item made. These alterations take only 3 hours at the most. But grant the abilities of the item/weapon/armor. If the roll fails the item can become cursed.