

DEADLY SPARK

MINOR GIFT



AIR

ELECTRICITY

EVOCATION

Aspect air

Activate ♦♦ command, Interact; **Effect** A spark flashes out from the relic toward a creature within 20 feet. This spark deals 1d12 electricity damage (basic Reflex save). The damage increases by 1d12 at 6th level and by another 1d12 every 4 levels thereafter.

FEATHER STEPS MINOR GIFT



AIR | **TRANSMUTATION**

Aspect air; **Prerequisites** The relic is a worn item.

While wearing the relic, you do not trigger traps that use weight or pressure plates as a trigger. Also, whenever you fall, you reduce the falling damage by the level of the relic. If this would reduce the falling damage to 0, you land on your feet and are not prone. The relic grants a +1 item bonus to Athletics checks made to Jump, increasing to +2 at 9th level and +3 at 17th level.

WIND BARRIER

MINOR GIFT



ABJURATION **AIR**

Aspect air

Activate ♦ command; **Effect** An invisible barrier of air deflects ranged attacks, granting you a +2 circumstance bonus to AC against ranged attacks until the beginning of your next turn. At 13th level, this increases to a +3 circumstance bonus to AC against ranged attacks.



LIGHTNING STORM MAJOR GIFT

AIR | **ELECTRICITY** | **EVOCATION**

Aspect air

Activate ➡➡ command; **Effect** The relic surrounds you with a storm of wind, rain, and lightning in a 30-foot emanation. This storm is difficult terrain for creatures other than you. Any creature other than you that enters or starts its turn in the storm takes 1d12 electricity damage, with a basic Reflex save (2d12 damage at 15th level). You can Sustain this Activation up to 1 minute.

PROPELLING WINDS MAJOR GIFT



AIR | **TRANSMUTATION**

Aspect air

Activate ➡➡ command, Interact;
Frequency once per hour; **Effect** The relic casts *fly*, targeting you.

LIVING STORM

GRAND GIFT



AIR

ELECTRICITY

EVOCATION

Aspect air

The relic grants you a fly Speed equal to your Speed or 60 feet, whichever is greater. In addition, a creature that Strikes you with a melee attack takes 5 electricity damage, and you can cast 5th-level *lightning bolt* as an innate spell.

BEAST SENSES

MINOR GIFT



TRANSMUTATION

Aspect beast; **Prerequisites** The relic is a worn item.


The relic grants you an animal's acute senses as long as you wear it. You gain low-light vision. If you already have low-light vision, you instead gain darkvision. At 10th level, the relic grants you imprecise scent with a range of 10 feet.



CALL OF THE WILD MINOR GIFT

TRANSMUTATION

Aspect beast

Activate  command, Interact;

Frequency once per day; **Effect** Your relic summons a creature to fight at your side, casting *summon animal* with a level of half the item's level rounded up. You can Sustain this Activation as you would the spell.



FERAL CLAWS

MINOR GIFT

MORPH **TRANSMUTATION**

Aspect beast; **Prerequisites** The relic is a worn item.

Activate ♦ command; **Effect** Your hands transform into a pair of claws. These grant you a claw unarmed attack that deals 1d6 slashing damage and has the agile and finesse traits. This lasts until you Dismiss the effect.



FORM OF FURY

MAJOR GIFT

TRANSMUTATION

Aspect beast; **Prerequisites** The relic is a worn item.

Activate ➡➡ command, envision;
Frequency twice per day; **Effect**
Calling upon the bestial nature within, you change shape into that of an animal. The relic casts *animal form* on you, transforming you into the same type of animal every time, chosen when the gift is gained; the spell level is half the item's level, rounded down.

At 11th level, the spell is 5th level, and the spell level goes up by 1 for every 2 levels beyond that.



TRACK OF THE BEAST MAJOR GIFT

TRANSMUTATION

Aspect beast

The spirit of an animal fills you. The relic gives one of the following benefits, chosen by the GM when the relic gains this gift.

- A +10-foot status bonus to your land Speed.
- A climb Speed equal to your land Speed.
- A swim Speed equal to your land Speed.



FORM OF VENGEANCE GRAND GIFT

TRANSMUTATION

Aspect beast; **Prerequisites** Form of Fury gift

Whenever you use the relic's Form of Fury activation, it can cast *aerial form* or *dinosaur form* instead of *animal form*. Like Form of Fury, these spells also turn you into the same type of animal each time (so you have three forms you can assume in total, one from each spell). The spell level is the same as defined in Form of Fury.

While transformed, you can switch from one of the three forms to another by Sustaining the Activation. This doesn't change the duration.

DIVINE RETRIBUTION MINOR GIFT



EVOCATION

Aspect celestial; **Prerequisites** The relic is a weapon.

Activate ♦♦ command; **Effect** Drawing upon divine fury, you single out a target that damaged you or an ally within the past round and fill your relic with divine vengeance against them. Make a Strike against that foe, dealing an additional damage die on a hit. If the target is evil, it's also enfeebled 1 until the start of your next turn on a hit (or enfeebled 2 on a critical hit).

HEAVEN'S GRACE MINOR GIFT



ABJURATION

Aspect celestial; **Prerequisites** The relic is a worn item.

The heavens protect you from harm. While wearing the relic, you gain a +1 status bonus to AC against attacks by fiends and resistance to an energy type corresponding to the relic's celestial origin (such as sonic resistance from a choral angel). The resistance is equal to half the relic's level (minimum 1).

WORD OF FAITH MINOR GIFT



HEALING NECROMANCY POSITIVE

Aspect celestial

Activate ➡➡ command, Interact;

Frequency once per hour; **Effect**

Placing your hand on yourself or an ally, you heal wounds and bolster the spirit. The target regains 1d8 HP per item level and reduces their frightened value by 1.

HOLY LIGHT

MAJOR GIFT



EVOCATION

GOOD

Aspect celestial

Activate ♦♦ command, Interact; **Effect**
Your relic shines with holy light. This creates bright light in a 30-foot emanation around the item. Evil creatures in the area are frightened 1 and can't lower their frightened value below 1 as long as they remain in the light. Fiends in the area increase any weakness to good damage they have by 5. You can Sustain this Activation for up to 1 minute.

RIGHTEOUS CALL MAJOR GIFT



EVOCATION | **GOOD**

Aspect celestial

Activate ➡➡ command, Interact;

Frequency once per day; **Effect** Holy magic fills your armaments, making them true weapons against evil. For 1 minute, your weapons and unarmed attacks gain the *holy* weapon rune while you hold them. If a weapon is at its limit on property runes, you can choose one property rune on the weapon to go dormant while the *holy* rune takes effect. In addition, any successful Strikes your allies make while they're within 30 feet of you deal 1 additional good damage.

ANGELIC VESSEL GRAND GIFT



CONJURATION GOOD

Aspect celestial

Activate ➡➡ command, Interact;

Frequency once per day; **Effect** At your invitation, a celestial imbues your body with the divine. You gain 50 additional Hit Points, increasing both your maximum and current Hit Points, as well as weakness 10 to evil damage. If the relic has the Righteous Call gift, this activation grants the effects of that gift as well, without expending its daily use.

You can Dismiss the effect. If you do, you can unleash a wave of holy power, causing the relic to cast an 8th-level *divine decree*, choosing good for the alignment.

DEATH GAZE

MINOR GIFT



NECROMANCY

NEGATIVE

Aspect death

Activate ♦♦ envision, Interact; **Effect**

Your stare causes a creature's flesh to rot and wither away. Target a creature you can see within 30 feet. Your stare deals 1d6 negative damage to the creature for every 2 levels the relic has (minimum 1d6; basic Fortitude save). An undead creature or other creature with negative healing targeted this way is instead healed 1d6 HP per level of the relic and is temporarily immune to this effect for 10 minutes.

LIVING DEATH

MINOR GIFT



NECROMANCY

Aspect death


You stand on the threshold between the living and the dead. If you attempt a saving throw against an effect that would deal negative damage to you, such as *harm*, your outcome is one degree of success better than what you rolled. If you roll a critical success and the effect is capable of healing undead, you regain HP equal to half the spell's full damage. Any positive spell or effect that would heal you has only half the normal effect. All these effects apply only if you are a living creature.



SHROUD OF THE AFTERLIFE MINOR GIFT

NECROMANCY | **NEGATIVE**

Aspect death

Activate  command, Interact;

Frequency once per day; **Effect** You shroud yourself with powers from beyond the living realm for 1 minute. While this shroud is active, you take on a pallid appearance and gain poison resistance equal to half the relic's level and a +1 status bonus to saving throws against death effects, diseases, effects that would make you paralyzed, poison, and sleep effects. In addition, the DC for your recovery checks is 9 + your dying value instead of 10 + your dying value.

PIERCE THE VEIL MAJOR GIFT



NECROMANCY

Aspect death; **Prerequisites** living death gift

The relic allows you to pierce the veil between life and death. While you are holding or wearing the relic, you have the negative healing ability (as though you were undead; positive energy harms you and negative energy heals you). In addition, whenever you are healed by a negative spell or effect, you gain resistance 5 to all damage (except force, ghost touch, and positive) until the start of your next turn. Finally, you gain a +2 item bonus to all saves against death effects while you are the bearer of the relic; this increases to a +3 item bonus at 13th level.

TIDE OF DEATH

MAJOR GIFT



NECROMANCY

NEGATIVE

Aspect death; **Prerequisites** Death Gaze
gift

You can Activate Death Gaze with 3 actions instead of 2. If you do, it targets all living creatures within 30 feet except for you. If you have the negative healing ability, you can include yourself to be healed.

GRIM SPECTER

GRAND GIFT



NECROMANCY

Aspect death

Activate ➡➡ command, envision;
Frequency once per day; **Effect** You can call upon the terrifying powers that fuel your relic to transform yourself into a specter of death. You become incorporeal. You are immune to effects that require a body (such as precision damage, diseases, and poisons). You gain resistance to all damage equal to half the relic's level; force damage, *ghost touch* attacks, negative damage, and positive damage ignore this (double it non-magical damage). You can move through solid objects. Corporeal creatures can pass through your space. You can't attempt Strength-based checks against corporeal creatures or objects, and they can't attempt Strength-based checks against you. You can Sustain the Activation up to 1 minute. (See *Gamemastery Guide* 99 for full text.)



EASE BURDEN

MINOR GIFT

EARTH | **TRANSMUTATION**

Aspect earth

Your relic draws strength from the earth underfoot to lighten your load. As long as your relic is on your person and you are standing on the ground, you can carry 1 more Bulk than normal before becoming encumbered, and you increase your maximum Bulk by 2. At 6th level and every 4 levels thereafter, increase the Bulk you can carry before becoming encumbered by 1 and your maximum Bulk by 2.

ROLLING GEODE MINOR GIFT



CONJURATION EARTH

Aspect earth

Activate ➡➡ command, envision;

Frequency once per hour; **Effect** Stone and crystal form a sphere that chases your foes. You create a geode in an unoccupied square within 30 feet. You can spend a single action, which has the concentrate trait, to move the geode up to 30 feet along the ground. If the geode enters a creature's space, the creature must succeed at a basic Reflex save or take 2d6 bludgeoning damage; a creature can take damage this way only once per turn, even if you roll the geode through its space multiple times. The geode persists for up to 1 minute or until destroyed or Dismissed; it has AC 5, Hardness 10, and 40 Hit Points, and is immune to critical hits and precision damage.



SHATTERED EARTH MINOR GIFT

EARTH | **EVOCATION**

Aspect earth

Activate ➡➡ command, Interact;

Frequency once per hour; **Effect**

Seismic pulses from your relic ripple through the nearby ground, shaking sharp fragments to the surface. A 10-foot-radius patch of stone or earth within 60 feet is transformed into difficult terrain. A creature that enters an affected square during a move action must succeed at an Acrobatics check or Reflex save or take 1d6 piercing damage; it needs to roll only once per move action even if it moves through several squares. At 6th level and every 4 levels thereafter, increase the damage by 1d6.



RAISE RAMPARTS MAJOR GIFT

CONJURATION EARTH

Aspect earth

Activate ◆◆◆ command, Interact;
Frequency once per day; **Effect** Your relic reshapes the earth around you. You cast 5th-level *wall of stone*.



UNDERGROUND BOUNTY MAJOR GIFT

CONJURATION | **EARTH**

Aspect earth

Your relic produces metals and stones to empower your weapons. During your daily preparations, your relic conjures a magical shard of silver, cold iron, or another non-precious stone or metal material of your choice. If your relic is a weapon, it absorbs the shard, causing it to gain a magical sheen of that material until your next daily preparations. If your relic is not a weapon, the shard is not immediately used, and you can touch it to a stone or metal weapon using an Interact action to give it a magical sheen of that material for 10 minutes. While coated, the weapon interacts with weaknesses, resistances, and the like as if it were made of the shard's material rather than its own. If you don't use the shard, it disappears at your next daily preparations. At 17th level, add adamantine and mithral to the available options.

LIVING STATUE

GRAND GIFT

**EARTH****TRANSMUTATION**

Aspect earth

Your relic's energies have given you control over the boundary between flesh and stone. You can cast 6th-level *flesh to stone* and *stone to flesh* as innate spells, each once per day. As long as you are standing on the earth, your body reflexively petrifies at the moment you are struck, granting you resistance 5 to physical damage (except adamantine). This increases to 8 in caves or subterranean environments.

CURSE WOUND

MINOR GIFT



CURSE | **EVIL** | **NECROMANCY**

Aspect fiend; **Prerequisites** The relic is a weapon.

Activate ↻ command; **Trigger** Your Strike with your relic deals damage to a creature within 60 feet; **Effect** The evil within your relic curses an enemy's wound to ensure they won't heal. The triggering creature must attempt a Will save or be unable to restore the Hit Points lost by damage from the triggering Strike until its next daily preparations. If you use Curse Wound on a creature already affected by your Curse Wound, your previous application expires.

FIENDISH DEFIANCE MINOR GIFT



ABJURATION

Aspect fiend; **Prerequisites** The relic is a worn item.

The fiendish power of your relic offers you more protection against celestials and allows you to ignore harm. While wearing the relic, you gain a +1 status bonus to AC against attacks by celestials and resistance to an energy type corresponding to the relic's fiendish origin (such as fire resistance from a devil). The resistance is equal to half the relic's level (minimum 1).

LITTLE HELPER

MINOR GIFT



DIVINATION

EVIL

Aspect fiend

Your relic awakens to sapience, developing a personality (usually one that clashes with your own). Your relic has an alignment corresponding to the type of fiend associated with the item; precise vision and imprecise hearing each out to 30 feet; the ability to understand and speak one language you know; and Intelligence, Wisdom, and Charisma modifiers of +0. Your item's total Perception and Will modifiers are equal to your proficiency modifiers in Perception and Will, respectively. It is trained in the Lore associated with its fiend type (such as Demon Lore) for a total modifier of 2 + the relic's level. Unlike most intelligent items, the relic has no actions or reactions and can't use any of its own activations.

FIENDISH BARGAIN MAJOR GIFT



DIVINATION **EVIL**

Aspect fiend

Activate \blacklozenge command; **Frequency** once per hour; **Effect** You bargain with the evil force empowering your relic for a boon, though you must trade something in return. Select one of the following benefits to gain.

- Your relic attempts to counteract a harmful condition affecting you.
- You regain 3d8+16 Hit Points. This is a healing effect.
- You gain a +2 status bonus to attack rolls for 1 minute.

One of the following randomly determined effects occurs to you in payment, after applying the benefit.

- You are stupefied 1 for 1 minute.
- You are clumsy 1 for 1 minute.
- You lose 1d8 Hit Points.
- You take a -1 penalty to damage rolls for 1 minute.

PROFANE FERVOR MAJOR GIFT



EVIL **EVOCAATION**

Aspect fiend

Activate ➡➡ command, Interact;

Frequency once per day; **Effect**

Profane energies twist your weapons, filling them with rage toward everything good. For 1 minute, your weapons and unarmed attacks gain the *unholy* weapon rune while you hold them. If a weapon is at its limit on property runes, you can choose one property rune on the weapon to go dormant while the *unholy* rune takes effect. In addition, successful Strikes your allies make while they're within 30 feet of you deal 1 additional evil damage.

COMMAND LEGION GRAND GIFT



CONJURATION

Aspect fiend

Activate ◆◆◆ command, envision; **Frequency** once per day; **Effect** Your relic opens a gate within itself, overwhelming your enemies with fiends. You cast 6th-level *summon fiend*, but summon two fiends instead of one, and you can command them both with 1 action to Sustain a Spell. If the relic has the Profane Fervor gift, this activation grants the effects of that gift as well, without expending its daily use. For the next minute, you can use the following activation.

Activate ◆ envision; **Trigger** One of the fiends summoned by Command Legion is banished; **Effect** You summon that same fiend again in an adjacent space. The fiend returns at full Hit Points and all conditions, spells, and other effects on it end before you summon it again. It does not recover any limited-use abilities it used before.

FLARE BOLT

MINOR GIFT



EVOCATION **FIRE**

Aspect fire

Activate **◆◆** command, Interact; **Effect**

A bolt of flames scorches out from the relic. Make a spell attack roll with your relic against a target within 30 feet. The bolt deals 1d6 fire damage for every 2 levels the relic has (minimum 1d6).

Critical Success The bolt deals double damage, as well as persistent fire damage equal to the level of the relic.

Success The bolt deals full damage.

HEAT HAZE


MINOR GIFT



ABJURATION | **FIRE**

Aspect fire

Your relic's heat keeps the air around you pleasantly warm. While you are holding or wearing the relic, it protects you from severe environmental cold. At 9th level, it also protects you from extreme cold, and at 17th level, it protects you from incredible cold. At 4th level, the relic also gains the following activation.

Activate  command, envision;

Frequency once per day; **Effect** Your relic erratically elevates the air temperature around you, creating heat shimmers that distort your appearance and grant you the concealed condition for 1 minute. As the nature of this effect still leaves your location obvious, you can't use this concealment to Hide or Sneak.



INCANDESCENT SIGHT MINOR GIFT

DIVINATION | **FIRE**

Aspect fire

Activate ➡➡ command, envision;

Frequency once per day; **Effect**

Your eyes become attuned to heat signatures as your vision extends into the infrared, granting you a heatsight precise sense for 1 minute. Your heatsight can see temperature gradients out to a range of 30 feet, allowing you to detect living creatures and warm objects even in the dark. Warm objects block your heatsight even if they are transparent, such as hot water.



JET PROPULSION MAJOR GIFT

EVOCATION FIRE

Aspect fire

Activate ♦ envision; **Frequency** once per hour; **Effect** Flames from your relic channel through your body, erupting from your feet, hands, or other limbs with enough force to blast you across the ground and propel you through the air. For 1 minute, you gain a +10-foot status bonus to your Speed and gain a fly Speed equal to your new Speed or 20 feet, whichever is greater. You must end your turn on solid ground, or you fall.

SEARING WAVE

MAJOR GIFT



EVOCATION

FIRE

Aspect fire

Activate **◆◆** command, Interact; **Effect**

You allow a portion of the fire magic housed in your relic to escape in a direction of your choice. You deal 1d10 fire damage for every 2 levels of the relic to all creatures in a 30-foot cone (basic Reflex). You can't use Searing Wave again for 1d4 rounds.

BLAZING SOUL

GRAND GIFT




EVOCATION

FIRE

Aspect fire

Fire magic suffuses your body and soul. You gain fire resistance 10. The first time each hour you are targeted by a fire effect that would deal damage, you regain 1d8 HP for every counteract level of the effect, in addition to taking the damage.

Activate  envison; **Trigger** A creature within 60 feet is critically hit by or critically fails a save against a fire effect and is not reduced to 0 Hit Points; **Effect** Flames roar forth from the triggering creature, dealing 6d6 fire damage to all creatures in a 15-foot burst centered on it, including that creature (basic Reflex). You aren't affected by the activation, though your allies are. If this damage reduces the triggering creature to 0 Hit Points, it is reduced to a fine ash, though its gear remains. You can't use this activation again for 1d4 rounds.

BESTOW LIFE

MINOR GIFT



POSITIVE

TRANSMUTATION

Aspect life

Activate ➡➡ command, envision;

Frequency once per day; **Effect** An infusion of positive energy from your relic can temporarily animate an unliving object. You transform an adjacent inanimate object into an animated object with a level equal to one-half the relic's level and appropriate to the object (so a broom would become an animated broom). The object pursues a single simple noncombat task you state when you use Bestow Life, ignoring any subsequent commands. The object is mindless and pursues the task single-mindedly and uncreatively. The object remains animated for 1 hour.

HEALING WAVE

MINOR GIFT



HEALING

NECROMANCY

POSITIVE

Aspect life

Activate ➡➡ **envision**; **Frequency** once per hour; **Effect** You release a wave of positive energy in a 15-foot cone. You and each living target in the area regain 1d4 HP per level of the relic.

OVERFLOWING LIFE MINOR GIFT



HEALING

NECROMANCY

POSITIVE

Aspect life

Life force flows through you, and positive energy causes your vital essence to burst through your skin like beads of liquid light. You gain an item bonus equal to half the relic's level (minimum 1) to the Hit Points you recover from positive healing spells; this bonus applies only the first time per casting that a particular spell heals you.

INEXTINGUISHABLE MAJOR GIFT



NECROMANCY

POSITIVE

Aspect life

Your connection to life force makes you more difficult to snuff out than others. You die from the dying condition at dying 5, rather than dying 4. If you roll a success on a save against a death or negative effect, you get a critical success instead.

VITALITY SIPHON MAJOR GIFT



HEALING

NECROMANCY

POSITIVE

Aspect life

Activate ➤ envision; **Trigger** An ally within 60 feet regains more Hit Points than it is currently down via a targeted positive healing effect without a duration; **Effect** Your relic acts as a relay for vitality. You or an adjacent willing creature regain a number of Hit Points equal to the amount in excess of the triggering creature's maximum Hit Points. For instance, if the triggering creature was missing 5 Hit Points and was targeted by a *heal* spell that restored 12 Hit Points, you or an adjacent willing creature would regain the remaining 7 Hit Points.

LIFE EVERLASTING GRAND GIFT



HEALING

NECROMANCY

POSITIVE

Aspect life

Activate ⇨⇨ envision; **Frequency** once per day; **Effect** Massive amounts of positive energy surge forth. For 1 minute, you emit positive energy in a 10-foot emanation centered on you. At the end of your turn, you (if you are living) and allied living creatures in the emanation regain 10 Hit Points. If you or an allied creature would die due to an increased dying value, you can Dismiss the activation as a free action to prevent the death; if you do, their dying value doesn't increase.



LINGUISTIC NEXUS MINOR GIFT

DIVINATION | **MENTAL**

Aspect mind

Your relic grants you a powerful neural plasticity, and as a result, you can learn languages more easily. You learn an additional language of your choice for every 2 levels of the relic (minimum 1). You can retrain one of the languages from the relic with only a single week of downtime.

RECALCULATE

MINOR GIFT



DIVINATION

MENTAL

Aspect mind

Activate ↻ envision; **Trigger** You fail an attack roll; **Effect** Analysis of angles, probabilities, and myriad other factors flows from your relic into your mind after you miss an attack, preparing you for the next one. You gain a +1 circumstance bonus to your next attack roll against the target you missed, as long as it is made before the beginning of your next turn.



REPOSITORY OF KNOWLEDGE MINOR GIFT

DIVINATION

MENTAL

Aspect mind

Your relic is imbued with the psychic impressions of ages past. While the relic is on your person, you are trained in 3 additional Lore skills of the GM's choice that fit the relic's history, decided at the time of gaining this gift. If the relic is 9th level, you instead have expert proficiency in these Lore skills, and if the relic is 17th level, you have master proficiency in these Lore skills.



PERCEPTION FILTER MAJOR GIFT

DIVINATION | **MENTAL**

Aspect mind

Activate ⇨ envision; **Frequency** once per day; **Effect** You erase your presence from the perceptions of others. For 10 minutes, creatures that enter a 120-foot-radius emanation must attempt a secret Will save.

Critical Success The creature is unaffected.

Success The creature takes a -2 status penalty to checks to Seek or detect you.

Failure It's hard for the creature to notice you. When you are hidden, the creature doesn't observe you as soon as you do anything other than Hide, Sneak, or Step. If it rolls a Perception check to detect you, its outcome is one degree worse. Your checks to Hide or Sneak are one degree better.

Critical Failure The effect doesn't end after hostile actions. (See GMG 102 for full text.)

PSYCHIC SCREAM MAJOR GIFT



DIVINATION | **MENTAL**

Aspect mind

Activate ➤➤ envision; **Effect** Your thoughts build before spilling forth in a powerful telepathic scream. Enemies within a 20-foot-radius burst centered on you must attempt a basic Will save or take 1d10 mental damage for every 2 levels of the relic. On a critical failure, they are also stupefied 1 for 1 minute.

MENTAL BASTION GRAND GIFT



MENTAL

Aspect mind

Your relic takes over some of your mental processes and enhances others. You gain telepathy; if you already have telepathy, you instead increase its range by 30 feet. Whenever you would become stupefied, reduce the value by 1. You are permanently quickened and can use the additional action to Recall Knowledge.

APOTHECARY'S GARDEN MINOR GIFT



HEALING

NECROMANCY

PLANT

Aspect plant

Your relic grows potent natural medicines. Each night, two medicinal herbs (or other plants) grow from your relic and can be harvested harmlessly during your next daily preparations. A living creature that consumes an herb with an Interact action regains 1d8 Hit Points for every 2 relic levels (minimum 1d8). At 9th level, the relic grows three herbs each night, and at 17th level, the relic grows four herbs each night. Herbs wither away 1 day after being harvested.

POLLEN SPRAY

MINOR GIFT



EVOCATION

PLANT

Aspect plant

Activate ♦♦ command, Interact; **Effect**

Pollen and poison spores spray from your relic, dealing 1d6 poison damage for every 2 relic levels (minimum 1d6) to all creatures in a 15-foot cone (basic Fortitude save). On a critical failure, targets are also dazzled for 1 round. You can't use Pollen Spray again for 1d4 rounds.


SPROUT ALLY

MINOR GIFT



PLANT

Aspect plant

Activate  command, Interact;

Frequency once per day; **Effect** Your relic rapidly matures and animates nearby plant matter into an ally to fight for you, casting *summon plant or fungus*, with a level of half the item's level rounded up. You can Sustain this Activation as you would the spell.

GRAPPLING VINE MAJOR GIFT



PLANT **TRANSMUTATION**

Aspect plant

Activate **◆** Interact; **Effect** Your relic launches a sticky, multi-stranded vine at a target within 50 feet. Make an attack roll as you would when using a grappling hook, but if you roll a critical failure on the check to secure the vine, you get a failure instead. Once the vine is anchored, creatures receive a +1 status bonus to Athletics checks to Climb the vine, and they gain a +5-foot status bonus to the distance they move with a successful check while Climbing using the vine.

The vine lasts for 1 day or until you use Grappling Vine again, at which point your older vine withers.

PETAL DANCE

MAJOR GIFT



PLANT TRANSMUTATION

Aspect plant

Activate ➡➡ envision; **Frequency** once per hour; **Effect** You disincorporate into a cloud of petals and leaves. This grants you the swarm trait, immunity to falling damage, resistance 5 to bludgeoning and slashing damage, and weakness 5 to area and splash damage. You can fit into spaces only a few inches wide, moving your constituent petals through the gap. You don't gain the swarm mind ability, so you are still affected normally by mental effects. As a swarm, you can't speak, cast spells, use manipulate actions requiring your hands, activate your magic items, or make any of your Strikes with your normal body. You remain in this form for 1 minute or until you Dismiss the activation. At 13th level, the relic gains a reaction that triggers when you fall or take damage, applying this gift's resistances, weaknesses, and immunity to falling damage to the triggering effect.

MEGAFLORA

GRAND GIFT



CONJURATION | PLANT

Aspect plant

Activate ➡➡ command, Interact; **Frequency** once per day; **Effect** Your relic grows massive plants in an instant. A megaflora appears in an unoccupied 10-foot space within 30 feet and has 50 Hit Points, weakness to fire 5, 37 AC, +20 Reflex, and +30 Fortitude. It persists for 1 minute or until reduced to 0 Hit Points.

- **Corpseflower** At the end of your turn, all creatures in a 20-foot burst must succeed at a Fortitude save or be sickened 2 (also stunned 2 on a critical failure).
- **Thorns** At the end of your turn, sharp stakes erupt in a 20-foot burst, dealing 6d8 piercing damage (basic Reflex).
- **Tree of Life** Creatures can use an Interact 1/round to eat fruit, regaining 2d8+5 Hit Points. (See GMG 104 for full text.)



ENCOMPASSING DARKNESS MINOR GIFT

CONJURATION

SHADOW

Aspect shadow

The shadows at your feet can hold objects. You can Interact with your shadow to store or remove objects, just like you would a mundane container. Your shadow can contain 3 Bulk of objects, which doesn't count toward the Bulk you are carrying. At 6th level, and every 4 levels thereafter, you can store 1 additional Bulk of objects in your shadow. While the items are in your shadow and can be detected normally, you gain a +4 circumstance bonus to Stealth checks to Conceal the Objects unless someone knows to check your shadow for items.

OBSCURE

MINOR GIFT



ILLUSION

SHADOW

Aspect shadow

Your relic absorbs light and wraps shadow around you, hiding you in darkness. As long as you are in dim light in an area of shadows, you can attempt a Stealth check to Hide, even if you aren't concealed against the creature, such as with a creature with darkvision.

SHADOW SMITH MINOR GIFT



CONJURATION **SHADOW**

Aspect shadow

Activate **◆** Interact; **Effect** Your relic pulls at nearby shadows, twisting them into the shape of a simple weapon or a simple tool or item, such as a rope or crowbar. It lasts until it is used for a single activity, until you use shadow smith again, or for 1 minute, whichever comes first, after which it dissipates.

DANCING SHADOW MAJOR GIFT



EVOCATION | **SHADOW**

Aspect shadow; **Prerequisites** The relic is a weapon.

Activate ➡➡ command, Interact; **Frequency** once per hour; **Effect** Your relic's shadow dances through the air to attack. The relic's shadow flies up to 60 feet until it is adjacent to a target and then makes a Strike, dealing 5d8 damage on a success or double that on a critical success. The shadow uses your attack bonus with the relic, and it uses and contributes to your multiple attack penalty. You can use a single action to direct the shadow to make another Strike against the target. The shadow lasts until that target is reduced to 0 Hit Points, that target moves more than 400 feet from you, or that target moves to an area where no shadow could be cast, whichever comes first. (See GMG 104 for full text.)

DARK ROADS

MAJOR GIFT



CONJURATION

SHADOW

TELEPORTATION

Aspect shadow

Activate ♦♦ command, envision; **Effect**

Your relic creates a path from your shadow to a nearby one, teleporting you and any items you're wearing or holding from your current space to an unoccupied one within 30 feet that you can see. You can't use the Dark Roads gift again for 1d4 rounds.

If the destination is not within an area of bright light, the range is instead 60 feet. If this would bring another creature with you—even if you're carrying it in an extradimensional container—the gift fails.

UMBRAL BODY

GRAND GIFT



SHADOW

TRANSMUTATION

Aspect shadow

Activate **◆◆** command, Interact; **Effect**
Shadowy essence infuses your body, and you can reshape wisps of yourself into a variety of damaging shadows. This has the effect of a 6th-level *shadow blast*, choosing from only bludgeoning, slashing, or piercing damage. You can't use this activation again for 1d4 rounds.



LASHING CURRENTS MINOR GIFT

EVOCATION | **WATER**

Aspect water; **Prerequisites** The relic is a weapon.

Water collects at the tip of your relic. You can adjust your grip on your relic with an Interact action to allow you to make lashing current weapon Strikes with your relic, which deal 1d4 bludgeoning damage; have the disarm, finesse, reach 10, trip, and versatile S traits; and are in the flail group. Your lashing current Strikes gain the benefit of your relic's fundamental and property runes, though any property runes that would not be applicable to the lashing currents are not applied. You can use another Interact action to return to your normal grip and make Strikes with the relic.



MONSOON CURTAIN MINOR GIFT

AIR | **CONJURATION** | **WATER**

Aspect water

Activate ◆◆◆ command, envision; **Frequency** once per day; **Effect** You call down a curtain of violent rain in a location within 120 feet. The wall is 5 feet thick, 30 feet long, up to 30 feet high, and lasts for 1 minute. The wall stands vertically, but you can shape its path. The wall has the following effects.

- If a fire effect crosses through the wall, it either uses the outcome one degree of success worse than the result of its attack roll or its targets use the outcome one degree of success better than the result of their saving throw, as appropriate.
- Creatures with a weakness to water that cross the wall or start their turn in the wall take damage equal to their weakness.
- The wall imposes a -2 status penalty to Perception checks to sense creatures or objects on the other side.

TIDAL CRASH

MINOR GIFT



EVOCATION **WATER**

Aspect water

Activate ➡➡ command, envision;

Frequency once per day; **Effect** Your relic spews forth a dense sphere of water. Make a spell attack roll against a target within 30 feet. On a success, you deal 2d10 bludgeoning damage plus 2 bludgeoning splash damage. At 3rd level and every 2 levels thereafter, increase the initial damage by 1d10 and the splash damage by 1.




BOTTOMLESS RESERVOIR MAJOR GIFT


CONJURATION

EXTRADIMENSIONAL

WATER

Aspect water

Activate  Interact; **Effect** Your relic can absorb and release water, storing it in an endless reservoir. You either touch your relic to an adjacent body of water and absorb 1 gallon of it into the reservoir, or you release 1 gallon of a liquid from the reservoir. You can add another action to the activation to absorb water from a touched creature made entirely of water, like a water elemental. If you do, it takes 1d6 damage per relic level (basic Fortitude save).

Activate  Interact; **Trigger** You are targeted by an acid or water effect; **Effect** Your relic attempts to counteract the effect, expending 1 gallon of stored liquid. At the GM's discretion, you can use this ability on effects made of other liquids, such as blood.



FLOWING FOOTSTEPS MAJOR GIFT

TRANSMUTATION | WATER

Aspect water

Your relic ensures no water impedes your movement. You gain the effects of the *water walk* spell and the ability to breathe water. You also gain a swim Speed equal to your Speed or 15 feet, whichever is higher.



RIPPLES AND WAVES GRAND GIFT

WATER

Aspect water

You become attuned to the ebb and flow of all things. You gain wavesense 60 feet as a precise sense and can cast 5th-level *hydraulic push* at will as an innate spell.

Activate ➡➡ command, envision; **Frequency** once per day; **Effect** Ankle-deep water floods outward from you, filling a 60-foot emanation centered on you for 1 minute. Enemies within the area without a swim Speed treat the area as difficult terrain for movement on land. While the effect persists, you can have any water effects you generate originate from any point within the emanation, in addition to their normal range and area.

BREATH OF DRAGONS MINOR GIFT



EVOCATION

Aspect dragon

Activate ➡➡ command, envision;

Frequency once per day; **Effect** You breathe out a cone or line of energy. You deal 2d6 damage for every 2 levels of the relic to all creatures in either a 30-foot cone or an 80-foot line, with a basic Reflex save. The shape is whichever is appropriate for the relic's draconic origin, as is the damage type. This ability has the trait matching the damage type.



DRACONIC RESISTANCE MINOR GIFT

ABJURATION

Aspect dragon

You grow scales that guard against draconic attacks. You gain a +1 status bonus to AC against attacks from dragons and resistance to an energy type corresponding to the relic's draconic origin (such as fire resistance from a red dragon) equal to half the relic's level (minimum resistance 1).

DRAGON STRIKE MINOR GIFT



EVOCATION

Aspect dragon

Activate ✦ command; **Frequency** once per hour; **Effect** Ghostly images of draconic claws form around your hands and linger in the air when you attack. For 1 minute, when you make a successful unarmed melee Strike, you deal an additional 1d6 slashing damage.

At 11th level, you can use the ability once per 10 minutes instead of once per hour.



DRACONIC ARROGANCE MAJOR GIFT

ENCHANTMENT

FORTUNE

Aspect dragon

Activate ↻ command; **Trigger** You're about to roll a saving throw; **Frequency** once per day; **Effect** You laugh at fate and revel in your draconic arrogance. If you roll a critical success on the saving throw, you can attempt to Demoralize the creature that created the effect that forced you to roll the saving throw (if any). If you roll a success, you critically succeed instead. If you roll a failure (but not a critical failure), you succeed instead. If you roll a critical failure, however, you're forced to face your own hubris and become frightened 2.

WYRM'S FLIGHT MAJOR GIFT



TRANSMUTATION

Aspect dragon

Activate ➡➡ command, envision;

Frequency once per day; **Effect**

Ghostly draconic wings grant you a fly Speed equal to your Speed or 20 feet, whichever is greater. This lasts for 10 minutes or until you Dismiss the effect.

At 17th level, you can Activate and Dismiss the ability as often as you want, and it has unlimited duration.

DRACONIC ASCENDANCE GRAND GIFT



TRANSMUTATION

Aspect dragon

Activate ➡➡ command, envision;

Frequency once per hour; **Effect** The relic casts 8th-level *dragon form* targeting you; you must take the dragon form corresponding to the relic's draconic origin.

ABSORB INJURY

MINOR GIFT



NECROMANCY

Aspect soul

Activation ↻ envision; **Trigger** an ally within 30 feet takes damage; **Frequency** once per day; **Effect** You forge a conduit to your ally's soul and absorb the injury to protect them. You receive the damage instead of your ally; you also take any additional effects associated with the transferred damage, such as poison on the blade, conditions, or persistent fire damage from a critical hit with a *flaming* rune.

FORCE BLAST

MINOR GIFT



EVOCATION

Aspect soul

Activation ♦♦ command, envision; **Effect**

A blast of force envelops a creature of your choosing within 30 feet. This blast deals 1d6 force damage, with a basic Fortitude save.

The damage increases by 1d6 at 3rd level and every 2 levels thereafter.


SOUL PUPPET

MINOR GIFT



NECROMANCY

Aspect soul

Activation:  command, envision;

Frequency once per day; **Effect** You bind loose souls, briefly animating an undead creature. The relic casts *animate dead* at a level equal to half the relic's level rounded up. You can Sustain this Activation as you would the spell.

CLEANSE SOUL

MAJOR GIFT



NECROMANCY

Aspect soul

Activation 1 minute (command, envision)

Frequency once per day; **Effect** You cleanse a soul of curses. The relic attempts to counteract all curses on you or another creature you touch throughout the activation. The target's soul is bolstered against further curses, and they gain a +2 status bonus to saving throws against curses for 1 hour.

SPIRIT BLINK


MAJOR GIFT



CONJURATION

TELEPORTATION

Aspect soul

Activation  command, envision;

Frequency once per day; **Effect** You blink between the realm of mortals and the Ethereal Plane. This grants you the effects of *blink*, except the resistance is equal to the relic's level instead of 5.

SOUL MAGIC

GRAND GIFT



ENCHANTMENT

MENTAL

Aspect soul

Activation ◆ envision; **Frequency** once per day; **Effect** You infuse yourself or a willing creature that you touch with spiritual energy. This has the effect of *divine inspiration*.



MIST MANTLE

The hem of this billowy blue cloak fades into a cloud of fog whenever the cloak's powers are being used.

Likely Gifts

air, mind, shadow, water

Mist Mantel

wind barrier (minor air gift),
monsoon curtain (minor water gift),
lightning storm (major air gift),
flowing footsteps (major water gift),
living storm (grand air gift)



NECKLACE OF FANGS

Made with the claws and fangs of numerous creatures, the centerpiece of this necklace is the sculpted head of a fearsome bear.

Likely Gifts

beast, life

Necklace of Fangs

beast senses (minor beast gift), call of the wild (minor beast gift), form of fury (major beast gift), inextinguishable (major life gift), form of vengeance (grand beast gift)



HEAVENLY HARP

Carved from a single piece of light, heavenly wood, the notes that emanate from this harp are soothing and clear.

Likely Gifts

celestial, earth, life, mind

Heavenly Harp

word of faith (minor celestial gift),
ease burden (minor earth gift), holy
light (major celestial gift), righteous
call (major celestial gift), angelic
vessel (grand celestial gift)



GRAVE ROD

The skull atop this obsidian rod glows with an eerie green light and wisps of shadowy smoke emanate from its eye sockets.

Likely Gifts

death, fiend, shadow

Grave Rod

death gaze (minor death gift),
obscure (minor shadow gift), tide of
death (major death gift), dark roads
(major shadow gift), grim specter
(grand death gift)



STONE'S GIFT

Bars of precious metal adorn this necklace. The center features a massive red garnet that is framed like an eye in burnished steel.

Likely Gifts

earth, fiend, fire

Stone's Gift

shattered earth (minor earth gift),
incandescent sight (minor fire gift),
raise ramparts (major earth gift),
underground bounty (major earth gift),
living statue (grand earth gift)



SIN'S REWARD

Spectral chains surround this spiked glaive, forged from infernal steel that's forever warm to the touch.

Likely Gifts

death, fiend, fire, mind

Sin's Reward

curse wound (minor fiend gift), little helper (minor fiend gift), profane fervor (major fiend gift), psychic scream (major mind gift), command legion (grand fiend gift)



FIREWALKING BOOTS

These simple leather boots are emblazoned with a fire motif and leave behind small wafts of smoke with every step.

Likely Gifts

air, beast, fire

Firewalking Boots

feather steps (minor air gift), heat haze (minor fire gift), jet propulsion (major fire gift), searing wave (major fire gift), blazing soul (grand fire gift)



LIFE VIAL

The water in this blue vial is pure and clean, capable of soothing aches and pains as well as quenching thirst.

Likely Gifts

life, water

Life Vial

healing wave (minor life gift),
tidal crash (minor water gift),
inextinguishable (major life gift),
vitality siphon (major life gift), life
everlasting (grand life gift)



MIND SHIELD

This lead skullcap crackles with mental energy that swirls from strange glyphs and formulas etched along its surface.

Likely Gifts

earth, mind, shadow

Mind Shield

recalculate (minor mind gift), obscure (minor shadow gift), perception filter (major mind gift), dark roads (major shadow gift), mental bastion (grand mind gift)



VERDANT SHIELD

Leafy plants and thorny vines grow from the surface of this hardy wooden shield.

Likely Gifts

earth, life, plant

Verdant Shield

pollen spray (minor plant gift),
sprout ally (minor plant gift),
inextinguishable (major life gift),
grappling vine (major plant gift),
megaflora (grand plant gift)



UMBRAL BLADE

Curling shadows twist around the silver blade of this deadly weapon, focusing around a large glowing amethyst set into the guard.

Likely Gifts

air, mind, shadow

Umbral Blade

recalculate (minor mind gift),
obscure (minor shadow gift),
dancing shadow (major shadow
gift), dark roads (major shadow
gift), umbral body (grand shadow
gift)



GLOVE OF THE DEEP

Scaled blue leather emerges from the golden cuff of this slick glove. Thin webs stretch between the fingers.

Likely Gifts

beast, celestial, water

Glove of the Deep

feral claws (minor beast gift), tidal crash (minor water gift), bottomless reservoir (major water gift), flowing footsteps (major water gift), ripples and waves (grand water gift)



PIPE OF CINDERS

The exterior of this ornate brass smoking pipe casts a continual reflection of smoldering flames. A faint wisp rises from the bowl, even when unlit.

Likely Gifts

air, fire

Pipe of Cinders

wind barrier (minor air gift),
incandescent sight (minor fire gift),
propelling winds (major air gift),
searing wave (major fire gift), blazing
soul (grand fire gift)



AZURE GOGGLES

The leather of these sea-green crystal goggles is stitched with an intricate pattern of waves.

Likely Gifts
earth, water

Azure Goggles

ease burden (minor earth gift),
monsoon curtain (minor water gift),
raise ramparts (major earth gift),
flowing footsteps (major water gift),
ripples and waves (grand water gift)



MAGMA HAMMER

With a handle of carved obsidian, the head of this massive warhammer appears to be almost molten, glowing with heat.

Likely Gifts

earth, fire

Magma Hammer

rolling geode (minor earth gift), flare bolt (minor fire gift), underground bounty (major earth gift), searing wave (major fire gift), blazing soul (grand fire gift)



STORM BOTTLE

This crystal bottle is filled with a roiling, storm-tossed sea at the bottom and a thundering rain cloud near the top.

Likely Gifts

air, water

Storm Bottle

wind barrier (minor air gift), tidal crash (minor water gift), lightning storm (major air gift), bottomless reservoir (major water gift), living storm (grand air gift)



NATURE'S FURY

Made from entwined thorny branches, this crown has fangs instead of thorns and some of the leaves drip blood.

Likely Gifts

beast, plant

Nature's Fury

call of the wild (minor beast gift),
apothecary's garden (minor plant
gift), track of the beast (major beast
gift), petal dance (major plant gift),
megaflora (grand plant gift)



DARK EMBRACE

Smoky darkness swirls around the bone handle of this deadly scythe, whispering the promise of oblivion.

Likely Gifts

death, shadow

Dark Embrace

shroud of the afterlife (minor death gift), obscure (minor shadow gift), dancing shadow (major shadow gift), dark roads (major shadow gift), grim specter (grand death gift)



LIFE WARDEN

A winged golden heart is emblazoned in the center of this shining silver shield.

Likely Gifts
celestial, life

Life Warden

word of faith (minor celestial gift),
healing wave (minor life gift),
holy light (major celestial gift),
inextinguishable (major life gift), life
everlasting (grand life gift)



TOME OF THE PIT

This terrifying book has a spiked cover and spine over which scraps of human skin have been stretched.

Likely Gifts

fiend, mind

Tome of the Pit

little helper (minor fiend gift),
linguistic nexus (minor mind gift),
fiendish bargain (major fiend gift),
psychic scream (major mind gift),
command legion (grand fiend gift)



MIND QUILL

Emerging from an ornate silver nip, the feather of this quill features a pattern that looks unmistakably like an eye.

Likely Gifts

air, mind

Mind Quill

feather steps (minor air gift), repository of knowledge (minor mind gift), propelling winds (major air gift), perception filter (major mind gift), mental bastion (grand mind gift)



BOUNTIFUL BRACER

Crafted from earth and stone, coiling vines sprout from the fertile soil of these bracers.

Likely Gifts
earth, plant

Bountiful Bracer

shattered earth (minor earth gift), sprout ally (minor plant gift), raise ramparts (major earth gift), grappling vine (major plant gift), living statue (grand earth gift)



RING OF SIN

Fire dances inside the ruby of this delicate golden ring adorned with thorns that look sharp enough to prick the wearer.

Likely Gifts

fiend, fire

Ring of Sin

fiendish defiance (minor fiend gift),
incandescent sight (minor fire gift),
fiendish bargain (major fiend gift),
profane fervor (major fiend gift),
blazing soul (grand fire gift)



COLD HEART

A frozen heart lies at the center of this orb of ice, surrounded by a chilled mist that never fades away.

Likely Gifts

life, water

Cold Heart

healing wave (minor life gift), tidal crash (minor water gift), vitality siphon (major life gift), bottomless reservoir (major water gift), ripples and waves (grand water gift)

RULES OF THE RELICS DECK

Relics are powerful magic items that grow in power along with their owner, developing new abilities over time. Called gifts, these powers are tied to the wielder, and if the relic is passed to a new user, the process of gaining powers and abilities must begin anew. Each relic starts with a seed, an item that forms the basis of the relic. Seeds might be from a character's backstory, or they might be tied to the story of the campaign itself. Relics of the latter type typically have simple magical abilities when found, but could reveal themselves as much more as their power grows.

Sometimes the seed is instead attached to your soul. These soul seeds grow in power just like other relics, but they are attached to the character and can't be transferred or stolen. See page 230 of *Secrets of Magic* for more information.

Each relic is typically tied to two aspects, speaking to its concept and purpose. The gifts gained by a relic over time are determined by these aspects.

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