
Second Edition
Remaster
Pathfinder®
Treasure Vault
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Treasure Vault

PATHFINDER

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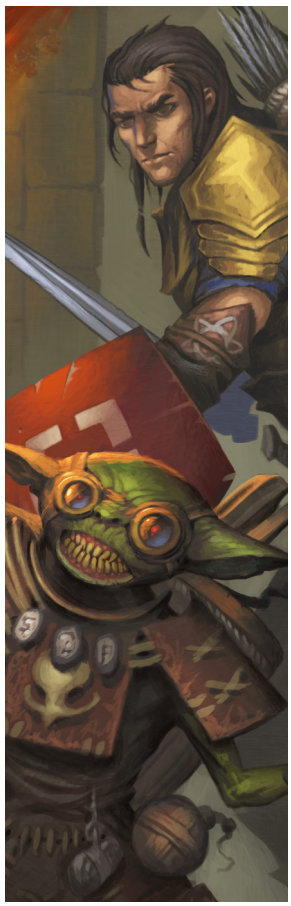
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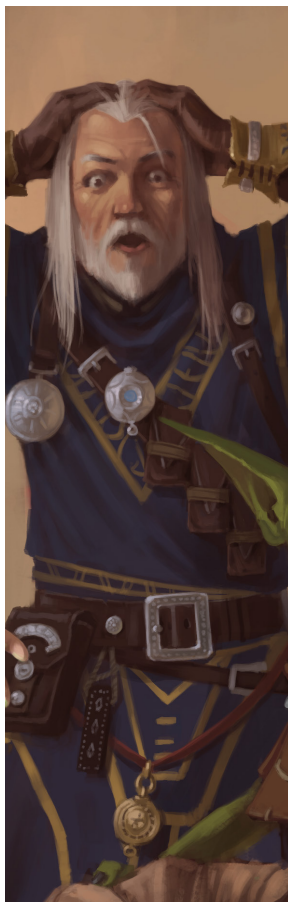
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This book refers to several other Pathfinder products; however, these additional supplements aren't required to make use of this book. Readers interested in references to Pathfinder hardcovers can find the complete rules of these books available for free at **paizo.com/prd**.

GMC	***GM Core***
PC	***Player Core***
PC2	***Player Core 2***
SoM	***Secrets of Magic***
G&G	***Guns & Gears***
LODM	***Lost Omens Divine Mysteries***







INTO THE VAULT

Golarion is a world of magic, mystery, and ancient treasures. Perhaps no mortal or immortal creature collects these three elements together quite as often or magnificently as Golarion's mighty dragons. Incredibly long-lived, physically and magically powerful, and inherently compelled to compile great treasure hoards, dragons are often seen as the pinnacle of challenges an adventurer can face. Many an adventurer retires from their life of danger after slaying a dragon and claiming their treasures for themselves, while others use the wealth and magic they claim to progress to extraplanar challenges beyond the mortal realms.

Of Golarion's many different types of dragons, underworld dragons are particularly likely to accumulate hoards that would-be dragonslayers find nearly irresistible. Living close to volcanic vents and the planet's molten heart, underworld dragons have ready access to gems and minerals that are all but impossible to find on the surface. They also have a natural penchant for the science of alchemy and an understanding of magical transmutation that makes them the envy of many an archmage. Journey with us into the vaults of one such dragon, the mighty Mistress of the Vault, Valashinaz.

Welcome to the *Treasure Vault*! Within the pages of this mighty tome you'll receive a guided tour through the vaults of the mighty underworld dragon Valashinaz, Mistress of the Vault. Deep beneath the surface of the eastern continent of Tian Xia, Valashinaz curates a thousand-chambered series of vaults packed with treasures collected from across the length and breadth of Golarion, as well as planes beyond.



THE DRAGON

Valashinaz is an ancient underworld dragon whose collection of treasures spans miles and miles of underground vaults. Much less malevolent than the bulk of her bellicose kin, Valashinaz has adventured and studied with humans, elves, and other ancestries at numerous times throughout her long life. A popular drinking song in Goka even tells the story of a time that Valashinaz and an elven companion saved the city from a rampaging kraken, while a darker tale in Minkai warns against ever dealing in bad faith with "the serpentine mistress of the endless vaults."

Her collection is nearly unrivaled outside of obvious exceptions such as Abadar's First Vault, which is rumored to hold every treasure ever created. The mighty dragon even possesses an array of formulas and replicas for singular weapons and items typically beyond mortal acquisition. While it's somewhat doubtful that certain artifacts rumored to be stored in Valashinaz's vaults, like Shelyn's mighty glaive the *Whisperer of Souls* or Cayden Cailean's personal blessed tankard, are truly the same items belonging to the deities, it isn't entirely impossible. Dragons can live for a very, very long time, and Valashinaz is even more ancient than most of her long-lived kin.

In addition to being an avid collector of inventions and treasures, Valashinaz is one of the most accomplished and knowledgeable alchemists on the planet. From Thuvian alchemy to Arcadian weapon smithing, she's known to have mastered many alchemical techniques and acquired detailed manuals on even more alchemical practices that she has little personal interest in, including recipes for alchemical food gifted by friends in the Inner Sea and a wide array of bomb formulas gathered from across the whole of Golarion.

Despite her well-deserved reputation as a keen scientific mind, Valashinaz is still a dragon. As such, her views on the value of mortal lives, especially those of creatures with

life spans measured in decades, rather than centuries, can occasionally slip into patterns more similar to the way a human might regard a raccoon than the way a sapient creature would typically regard another sapient creature. While some might interpret this demeanor as "evil," the Mistress of the Vault would argue it's no more "evil" than the actions of a shark when it devours a tuna. She is old, she is powerful, and she has watched the rise and fall of mortal nations over her many years of life, preserving the very greatest of their discoveries and scientific advancements whenever she can, including, perhaps especially, when she plays a role in that nation's downfall.

THE KOBOLD

Valashinaz's vaults are curated and cared for by tribes of kobolds who have served the dragon for countless generations. The current steward of Valashinaz's vaults is the precocious kobold, Purepurin. One of the youngest kobolds ever to attain her station, Purepurin is clever, scientifically-minded with a penchant for alchemy, but perhaps a bit overeager and clumsy. Purepurin earned her station defending several of the alchemical vaults from an incursion by an adventuring party working for the distant college of mages known as the Magaambya, and doing so in a quite unanticipated way. After leading the invaders through a series of cunning traps and peppering them with various alchemical weapons, Purepurin realized she was completely outmatched and approached them waving a white flag. Surprised by the kobold's request for peace and then even more surprised by her exceedingly loquacious nature, the party followed the kobold to an unexpected parlay.

Though the Mistress of the Vaults was perturbed by the interruption, the Magaambyan party treated the dragon with respect. Once an accord was reached, Valashinaz established diplomatic ties with the Magaambya and even sent Purepurin to the distant continent of Garund, where the Magaambya is located, to negotiate the exchange of various texts and relics. When the kobold returned with all that Valashinaz had expected and more, Purepurin was awarded with the position of steward, officially recognized across all the dragon's territory as Valashinaz's right hand.

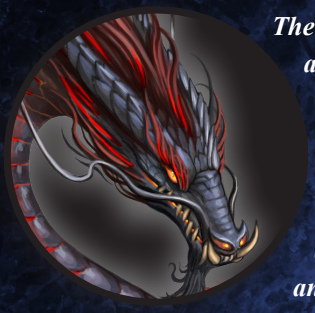
While Valashinaz has stern boundaries with the Magaambya and anyone else who intrudes on her domain, Purepurin has arranged many mutually beneficial exchanges in the time since her promotion, trading guided tours of select subsections of her mistress's vaults in exchange for new magical texts, scientific innovations, and the like. Purepurin even negotiated an arrangement with the Magaambya to ensure that records of their history and their discoveries in the field of magic would be preserved in Valashinaz's vaults as insurance against another catastrophic event like Earthfall, with the kobolds serving Valashinaz committed to the responsibility of ensuring the knowledge would be dispensed to the people of Garund should the worst ever happen.



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Armor & Armaments



The weapons and armor of the various humanoid species are a testament to their cunning and ingenuity, yes, but also a testament to their frailty. Small and weak, with flesh that tears and hearts that burst from exertion, yet they push ever forward. The greatest of their smiths and engineers forge weapons capable of piercing dragon scales. Their wizards and sorcerers enchant these weapons with spells that can lay low giants. For every warrior and champion who fails and falls, ten more arise to take up their arms, armor, and cause. Now they rule the world that once belonged to their betters, and those like myself, who guard the secrets of ages, must avoid their notice lest they besiege us with relentless incursions until even we dragons, who are as far above them as they themselves are above insects and house pets, must inevitably fall.

That reality is, in part, why I collect the equipment of those mortal, would-be dragon slayers who uncover the existence of my vault. Of course, this makes me a target for anyone capable of tracing the journeys of the items in my collection—but with each adventurer who fails to take what is mine, my collection becomes ever more valuable to whoever follows after them. Such is the way of things. One day, some party of mortals whose skills actually match their aspirations will face me in the vaults, and I will fall. Until that day comes, I shall safeguard the treasures that act as testament to both their victories and my own.

—Valashinaz, Mistress of the Vault

Weapons and armor are the essentials of almost every adventurer. Even magic-hurling wizards and monks with fists as lethal as swords have need of a sturdy blade or thrown shuriken from time to time. While the weapons presented in *Pathfinder Player Core* present a notable cross-section of some of the most common weapons found across the world of Golarion, those weapons are far from a complete picture of the countless armaments forged by smiths across the planet, many of whom are the inheritors of traditions, lifestyles, and fighting techniques unique to their home regions.

This chapter introduces an array of new base weapons, armor, and shields drawn from a variety of inspirations, as well as new runes and specific magical variations of the same. From real-world cultural armaments to wild and fantastic combination weapons that never made it beyond experimental prototyping in our world, or which never existed anywhere outside of wild imaginings, these armaments will enable you to dial in the flavor and options for your character more accurately and completely than ever before! In addition to these new non-magical pieces of equipment, this chapter also features new runes for both weapons and armor and specific types of magical weapons, armor, and shields. These armaments' new abilities and functionality will aid adventurers who seek to delve into the darkest and most dangerous vaults—or reward them for having done so.

Some of the options in this section draw directly on real-world sources and acknowledge those inspirations by bearing the names used by the real-world people or culture who invented, perfected, or exemplified their use or crafting. Whether a piece of equipment has a broader number of real-world inspirations or is a unique piece of equipment found only on Golarion, we use the names by which they're most likely to be known by the fantasy people or cultures who use them most frequently. All of these options are intended to respectfully broaden both the cultures represented in the world of our game and the opportunities for players to see styles of fantasy inclusive of, but not limited to, the often-Eurocentric inspirations traditionally depicted by western fantasy.

Chapter Map

The following new options appear in this chapter.

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Specific Magic Weapons	Page 34

Personal Style

The armor, shields, and weapons presented in this section greatly expand the possibilities for characters looking to find a loadout that best matches their preferred play style, so don't be afraid to try out any combinations of equipment that strike your fancy! In the world of Golarion, a dwarven berserker swinging a wrecker while wearing heavy bastion plate can easily fight alongside a more traditional fighter with longsword, heavy shield, and full plate, so find the options that spark your imagination and go wild!

ARMOR



It's always fun when the boss sends me down to the armor vaults. Most of these big metal suits aren't very well-suited for kobolds, but I do get to take out the stepladder so I can polish the breastplates. And sometimes there's really cool stuff that even fits me! I don't spend too much time thinking about how the boss got those armors, what with her usually adding to her collection after eating whoever was wearing it before. Sometimes though, I try on my favorites. One day, when I'm a mighty vaultkeeper in my own right, I'm going to get a set of magical lamellar before I set out to start acquiring the beginnings of my own collection!

—Purepurin

Leather armor, chain mail, and full plate are mainstays among soldiers and adventurers, but some armor is more specialized. Traditions born of necessity, ethical preferences, or artistic sensibilities result in unique defensive attire. This section explores a wide variety of these types of armors.

Armor Statistics

Several tables on page 9 include new base options for defense. The Unarmored Defense table provides statistics for new forms of unarmored protection. The Armor and Uncommon Armor tables offer statistics for new armor suits. See pages 271–272 of *Player Core* for the definitions of most armor statistics and traits.

New Armor Traits

The armor in this section uses the following new traits.

Adjusted: The equipment comes with an adjustment described in its entry. This adjustment is built into the equipment permanently, meaning the equipment can't have another adjustment added, nor can it be swapped out for a different adjustment. If the adjustment alters the item's base statistics, such as adding the noisy trait, that's reflected in the equipment's table entry. Armor adjustments can be found starting on page 11.

Aquadynamic: This armor is designed for use underwater, with streamlined design and buoyant materials used in strategic places. You don't apply the armor's check penalty to Acrobatics or Athletics checks in water or similar liquids.

Entrench: You can position yourself in the armor or reposition its articulated pieces to better protect against some attacks. If you're trained in this armor, while wearing it you can spend a single action to gain a +1 circumstance bonus to AC against a certain type of attack until the start of your next turn. The entrench trait lists the type of attack this bonus applies against, typically entrench melee or entrench ranged.

Hindering: This armor is so heavy and bulky it slows you down no matter what. You take a –5 penalty to all your Speeds (to a minimum of a 5-foot Speed). This is separate from and in addition to the armor's Speed penalty, and affects you even if your Strength or an ability lets you reduce or ignore the armor's Speed penalty.

Inscribed: The item has been treated so it can be inscribed with magical symbols using the same method as Crafting a scroll. An inscribed item can hold one scroll inscribed on it. You need a free hand to Activate the scroll, but you don't need to Interact to draw it. You can also Activate the magic to erase the scroll the armor currently contains. You can't inscribe a new scroll onto the item if a scroll is currently inscribed on it or if the item is broken.

Laminar: The armor is made up of layered sections, so when it breaks, it isn't as much of a problem. The status penalty to AC if this armor is broken is –1 for broken medium armor, –2 for broken heavy armor, or no penalty for broken light armor.

Ponderous: The armor has moving parts or other complications that lengthen the wearer's initial reaction time. While wearing the armor, you take a –1 penalty to initiative checks. If you don't meet the armor's required Strength modifier, this penalty increases to be equal to the armor's check penalty if it's worse.

New Armor Specialization Effects

Certain class features can grant you additional benefits with certain armors. This is called an armor specialization effect. The following armor specializations are new to this book, adding to the ones appearing on page 272 of *Player Core*. Only medium and heavy armors have armor specialization effects.

Skeletal: Armor made from the bone or exoskeleton of creatures as diverse as bears, insects, and coral, skeletal armor protects vital points from precision damage. You gain resistance to precision damage equal to 3 + the value of the armor's potency rune for medium armor, or 5 + the value of the armor's potency rune for heavy armor.

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UNARMORED DEFENSE

Unarmored	Price	AC Bonus	Dex Cap	Check Penalty	Speed Penalty	Strength	Bulk	Group	Armor Traits
Gi	2 sp	+0	+5	–	–	–	L	Cloth	Comfort
Scroll robes	15 sp	+0	+5	–	–	–	L	Cloth	Inscribed

ARMOR

Light Armor	Price	AC Bonus	Dex Cap	Check Penalty	Speed Penalty	Strength	Bulk	Group	Armor Traits
Buckle armor	4 gp	+2	+3	–1	–	+1	1	Leather	Adjusted storage, noisy
Leaf weave	4 gp	+1	+4	–1	–	+0	1	Wood	Laminar
Leather lamellar	3 gp	+1	+4	–1	–	+0	1	Composite	Laminar
Sankeit	5 gp	+2	+3	–1	–	+1	1	Wood	Laminar
Quilted armor	3 gp	+2	+2	–1	–	+1	1	Cloth	Comfort
Medium Armor	**Price**	**AC Bonus**	**Dex Cap**	**Check Penalty**	**Speed Penalty**	**Strength**	**Bulk**	**Group**	**Armor Traits**
Ceramic plate	6 gp	+3	+2	–2	–5 ft.	+2	2	Plate	Adjusted armor latches, noisy
Coral armor	5 gp	+3	+2	–2	–5 ft.	+2	2	Skeletal	Aquadynamic
Lamellar breastplate	7 gp	+4	+1	–2	–5 ft.	+3	2	Composite	Hindering, laminar
Lattice armor	6 gp	+4	+1	–2	–5 ft.	+3	2	Chain	–
Niyaháat	5 gp	+3	+2	–2	–5 ft.	+2	2	Skeletal	Laminar
Wooden breastplate	6 gp	+3	+2	–2	–5 ft.	+2	2	Wood	–
Heavy Armor	**Price**	**AC Bonus**	**Dex Cap**	**Check Penalty**	**Speed Penalty**	**Strength**	**Bulk**	**Group**	**Armor Traits**
Bastion plate (level 2)	33 gp	+6	+0	–3	–10 ft.	+4	5	Plate	Bulwark, entrench melee, hindering
Fortress plate (level 2)	32 gp	+6	+0	–3	–10 ft.	+4	5	Plate	Bulwark, entrench ranged, ponderous
O-yoroi (level 2)	35 gp	+6	+0	–3	–10 ft.	+4	5	Composite	Bulwark, laminar

UNCOMMON ARMOR

Light Armor	Price	AC Bonus	Dex Cap	Check Penalty	Speed Penalty	Strength	Bulk	Group	Armor Traits
Mantis shell (level 1)	10 gp	+2	+3	–1	–	+1	1	Skeletal	Adjusted weapon harness
Medium Armor	**Price**	**AC Bonus**	**Dex Cap**	**Check Penalty**	**Speed Penalty**	**Strength**	**Bulk**	**Group**	**Armor Traits**
Hellknight breastplate (level 1)	10 gp	+4	+1	–2	–5 ft.	+3	2	Plate	–
Heavy Armor	**Price**	**AC Bonus**	**Dex Cap**	**Check Penalty**	**Speed Penalty**	**Strength**	**Bulk**	**Group**	**Armor Traits**
Hellknight half plate (level 1)	20 gp	+5	+1	–3	–10 ft.	+3	3	Plate	–
Hellknight plate (level 2)	35 gp	+6	+0	–3	–10 ft.	+4	4	Plate	Bulwark

Wood: Wood armor is generally flexible and light, but it can splinter as it breaks, throwing off shards and fragments that damage foes who deal you critical blows. If a foe critically hits you with a melee unarmed attack or critically hits you with any melee attack while adjacent to you, it takes piercing damage equal to 3 + the armor's potency rune value for medium armor, or 5 + the armor's potency rune value for heavy armor.

Armor Descriptions

Each new armor is described in this section. Clothing isn't armor, but if it has a Dex cap it can accept fundamental and property runes. The most common apparel of this sort is explorer's clothing (*Player Core* 273), but this book adds new options.

Bastion Plate: This cumbersome and sturdy plate armor has fluting and additional protection built into



the cuirass, helm, pauldrons, and vambraces. Bastion plate was invented for protection in combat tournaments meant to be sporting rather than lethal.

Buckle Armor: Absalom style once led famous adventurers to wear clothing with an unusual number of buckles, pouches, and straps. This fashion birthed a trend that led to "buckle armor," a colloquial name for chic armor with spacious tool storage. Buckle armor comes with the storage armor adjustment (page 11).

Ceramic Plate: Traditional armor from Senghor, ceramic plate alleviates the need for metallurgy and smithing, instead relying on ceramic firing, glazing, and strong cord work with a backing of leather and thick canvas. Ceramic plate that follows Senghor's style is colorful and artistic, and is built with the armor latches armor adjustment (page 11).

Coral Armor: A good option for undersea explorers and aquatic peoples alike, coral armor consists of panels of carved coral. If worn underwater, some of this coral can even be alive.

Fortress Plate: Dwarves of Dongun Hold developed fortress plate, which is still popular in Alkenstar and Dongun Hold. A trained wearer can adjust the articulated armor's overlapping layers of plates and panels to provide protection from missiles.

Gi: Also called martial arts suits or practice clothes, gi are outfits of tough cloth built for comfort and unrestricted movement—ideal for practicing martial arts. They have reinforced stitching resistant to strenuous use.

Hellknight Armors: Hellknights wear a variety of armors decorated with designs specific to the order. Hellknight half plate is the armor of choice for Hellknight signifiers, and Hellknight breastplate serves those in the order who lack the training to wear heavy armor.

A character who is a member of the Hellknights has access to these uncommon armors.

Lamellar Breastplate: Slats of lacquered steel or other metal held together with cord, whether leather or silk, make up most lamellar breastplates. The lacquering prevents the metal from corroding.

Lattice Armor: Fine metal cables woven into latticework patterns form this armor. This armor disperses blows much like rings of chain mail, but is much tighter in construction, making it quieter.

Leaf Weave: Specialized crafters, often elves, create leaf weave out of sturdy leaves from ancient or magically enriched trees. Such leaves, when treated properly, have the strength of leather, and other tough plant materials hold the leaves together to form the armor. Such suits are popular among those who wish to avoid materials taken from slain beasts. As a material, leaf weave has the same statistics as thin wood.

Leather Lamellar: Leather lamellar is a composite armor made of small rectangular pieces of lacquered leather laced together with high-quality cord. It's typically worn with an undershirt.

Mantis Shell: Construction of mantis shell armor originates with the Red Mantis assassins. Authentic mantis shell can be found in some dark markets, but wearing such armor can attract deadly attention from the armor's originators. Mantis shell comes with the weapon harness adjustment (see below), though these special vambraces are meant to hold sawtooth sabers, and attaching anything else is an insult to the Red Mantis. A character who is a member of the Red Mantis assassins has access to this uncommon armor.

Niyaháat: Erutaki communities deep in the Crown of the World, where wood is hard to come by, fashion armor from slats and strips of bone or horn, along with whole bones or horns. Wealthier wearers sometimes pay for decorative embellishments made of more precious materials. Niyaháat is usually woven together with strong cord, forming a suit like a breastplate. This suit is worn over heavy clothing or a surcoat like padded armor. Some suits incorporate parts of powerful creatures, creating a storied history for the suit and its wearers.

O-Yoroi: Larger plates coupled with lamellar pieces to make up a suit of heavy lamellar. The custom-fitted and often highly decorative suit covers most of the body. Rounding out the suit are a tiered helmet and fearsome mask, often depicting a fiendish or monstrous creature.

Quilted Armor: Quilted armor is built in a long coat intended for defensive use without other armor. Quilted armor protects the upper body and legs, differentiating it further from the typical padded undercoat. This armor is frequently made in stylish colors or patterns to facilitate use as protective outerwear or a military uniform.

Sankeit: Sankeit is common armor among Varki in the northern Land of the Linnorm Kings, made of small wooden plates or longer slats, typically vertical, joined with sinew or cord and painted with decorations. Varki warriors traditionally wear sankeit with a fearsome wooden helm carved in the shape of a mighty creature.

Scroll Robes: Scroll robes are composed of paper alchemically treated for strength and flexibility. A layered structure prevents cutting and tearing, and for the purpose of calculating damage, the robes are considered to be cloth. The paper accepts all sorts of decoration, including magical writing, as detailed in the inscribed trait.

Wooden Breastplate: A suit of carved and tempered wood, a wooden breastplate resembles a metal breastplate in shape and function. Such suits can be carved from large pieces of wood, but they most often come from wood coaxed magically from special trees, whether by druids, elves, fey, or plant creatures such as arboreals or leshies.

Armor Adjustments

Adjustments modify armor beyond its normal functions. Each of the items below makes use of the adjustment trait and are used in one of the new armors presented here.

Adjustment: Items with this trait are intended to alter existing pieces of equipment: typically armor, shields, and weapons. The item's description notes which type of equipment it modifies. An adjustment that modifies armor can modify unarmored defense attire only if specified in its description. A piece of equipment can have one adjustment at a time unless noted otherwise. Adding or removing an adjustment normally requires using a 10-minute activity and a repair toolkit.

Armor Latches — Item 1

ADJUSTMENT

Price 4 gp

Usage applied to armor; **Bulk** –

This armor is easily doffed. A set of armor with armor latches gains the noisy trait; you can't add latches to armor that already possesses the noisy trait. You can remove a set of armor with armor latches with a 3-action activity, which has the manipulate trait. This doesn't affect the time it takes to don the armor.

Storage — Item 0

ADJUSTMENT

Price 1 gp

Usage applied to armor or unarmored defense clothing; **Bulk** L

The storage adjustment fits the armor or clothing with belts, buckles, pouches, and loops for holding and storing tools. Countless fasteners make the armor as jangly as chain mail. While wearing armor with this adjustment, you can wear up to 3 Bulk of toolkits instead of the usual 2. However, the armor acquires the noisy trait. If it already has the noisy trait, increase its penalty to Stealth checks by 1.

Weapon Harness — Item 1

UNCOMMON ADJUSTMENT

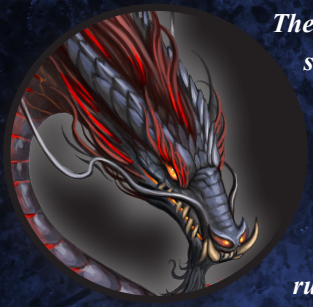
Price 6 gp

Usage applied to armor; **Bulk** L

A suit of armor with this adjustment incorporates short, flexible harnesses meant to connect weapons to each of its vambraces. These harnesses can each be connected to a melee weapon of light Bulk or less. Attaching or removing a weapon takes an Interact action. Someone else can attach or remove a weapon if you're willing to let them or you're unable to act. You must remove a weapon from its mount before you can completely Release or otherwise stow it.

You gain a +1 circumstance bonus to your Reflex DC against attempts to Disarm you of a weapon connected to the armor. If the weapon would be knocked from your grasp or you would drop it, the weapon dangles from the bracer by its harness rather than falling to the ground. You can regain control of the weapon in the normal time it takes you to draw it. Attaching a weapon to a weapon harness prevents you from throwing it or using other abilities that would require it to leave your person.

ARMOR PROPERTY RUNES



The magical runes the little bipeds etch into their armor intrigue me. The runes' strength seems somehow dependent upon the magic-bearing qualities of the materials into which they're etched. Given that these runes can be etched onto armor made from dragon scales, there are some interesting possibilities to consider. We dragons have a tendency to overestimate our natural gifts and neglect the magical enhancements that enable the lesser mortals to contend with us; how potent might, say, an underworld dragon become if each of her scales was etched with one of these armor runes? Or would such magic simply overwhelm even our mighty constitutions? Perhaps little Purepurin might allow me to etch some experimental runes upon her scales...

—Valashinaz, Mistress of the Vault

ADVANCING RUNE 9+

MAGICAL

Usage etched onto heavy armor

This rune charges up as you defeat your foes, driving you forward across the battlefield with every victory.

Activate ◆ (concentrate) **Requirements** Your last action or activity reduced an enemy to 0 Hit Points; **Effect** You Stride up to 15 feet. This movement doesn't trigger reactions. You can Burrow, Climb, Fly, or Swim instead of Striding if you have the corresponding movement type.

Type *advancing*; **Level** 9; **Price** 625 gp

Type *greater advancing*; **Level** 16; **Price** 8,000 gp

You can Stride up to your Speed instead of 15 feet.

AIM-AIDING RUNE 6

MAGICAL

Price 225 gp

Usage etched onto armor

Armor etched with this rune aids in routing ranged attacks aimed at an enemy around you. You don't provide enemies cover against your allies' ranged attacks.

ASSISTING RUNE 5

MAGICAL

Price 125 gp

Usage etched onto armor

Your armor provides support for your joints or advanced prostheses for missing limbs, holding your body in place and easing physical symptoms. This replicates the benefits of any number of splints, supports, and prostheses (*Player Core* 293). When you invest the armor, you determine how many such supports you want, and where on your body they assist you.

In addition, the extra support and structure provided by the armor allows you to transport more than you would otherwise normally be able to. You can carry Bulk equal to 6 + your Strength modifier before becoming encumbered, and you can hold and carry a total Bulk of up to 11 + your Strength modifier.

ENERGY ADAPTIVE RUNE 13

MAGICAL

Price 2,600 gp

Usage etched onto armor

A complex pattern of protective symbols gives protection against various forms of energy, but only part of the runic structure can be active at a given time.

Activate ↻ (concentrate) **Frequency** once per hour; **Trigger** You take acid, cold, electricity, or fire damage; **Effect** You gain resistance 5 to the triggering damage type. This doesn't apply to the triggering damage. This resistance lasts until you Activate this rune again or the armor is no longer invested by you.

GLIDING RUNE 8

MAGICAL

Price 450 gp

Usage etched onto armor

The armor allows you to make a controlled descent.

Activate ◆◆ (concentrate) **Effect** You glide slowly toward the ground, 5 feet down and up to 25 feet forward through the air. Provided you spend at least 1 action gliding on your turn and haven't yet reached the ground, you remain in the air at the end of your turn. Otherwise, you fall.

IMMOVABLE RUNE 12

UNCOMMON MAGICAL

Price 1,800 gp

Usage etched onto armor

This rune utilizes magical principles to manipulate gravity and turn you into an immovable object.

Activate ◆◆ (manipulate) **Frequency** once per day; **Effect** Your armor anchors you in place, even defying gravity, rendering you immobilized until you Dismiss the Activation. While you're immobilized in this way, you can be moved only if a creature succeeds at a DC 40 Athletics check to Force Open your armor. You can also be moved if 8,000 pounds of pressure are placed upon you, though this is likely fatal.

MAGNETIZING RUNE 10

MAGICAL

Price 900 gp

Usage etched onto metal armor

This rune alters the magnetic polarity of your armor, making other metal items drawn to it ever so slightly. You can amplify the magnetic power of the armor to keep another creature from getting away from you.

Activate ❖ (concentrate) **Frequency** once per hour; **Requirements** A creature adjacent to you is made of metal or wearing metal armor; **Effect** You magnetize your armor. If you or the target attempt to move away from one another, treat each square as difficult terrain. This doesn't affect movement that keeps you the same distance from one another, so you could still Step if you remained adjacent to the target. This effect ends once either of you is no longer adjacent to the other at the end of an action.

This Activation might work on some creatures partially made of metal, such as those with metal scales, as determined by the GM. Likewise, the GM might determine some metal creatures are non-magnetic, depending on the metal they're made of.

MISLEADING RUNE 16

ILLUSION MAGICAL

Price 8,000 gp

Usage etched onto light armor

This rune attempts to obfuscate your location through illusory trickery. When you're concealed, the DC of the flat check to target you with an effect is 6 instead of 5.

Activate ❖❖ (concentrate) **Frequency** once per day; **Effect** The armor casts *mislead*, affecting you. It lasts until the end of your next turn.

PORTABLE RUNE 9

MAGICAL

Price 660 gp

Usage etched onto armor

This enables armor to collapse into a disguised, portable form.

Activate ❖❖❖ (concentrate, manipulate) **Effect** You doff your armor, which folds into another wearable object, such as a bangle or amulet with light Bulk. This wearable object has features that hint at the armor it hides. You aren't wearing the armor while it's in this form, but at the GM's discretion, you can still activate properties that might feasibly come from the wearable item the armor has become. If the armor is in its portable form, you can use this activation to revert it to armor, which you can don in 1 minute.

QUENCHING RUNE 6+

MAGICAL

Usage etched onto armor

This rune counters burning and corrosive agents. Armor with this rune reduces the DC of the flat check to end persistent acid or fire damage affecting you from 15 to 12 (7 with particularly effective assistance).

Type *quenching*; **Level** 6; **Price** 250 gp

Type *greater quenching*; **Level** 10; **Price** 1,000 gp

The DC of the flat check is reduced from 15 to 10 (5 with particularly effective assistance).

Type *major quenching*; **Level** 14; **Price** 4,500 gp

The DC of the flat check is reduced from 15 to 8 (3 with particularly effective assistance).

Type *true quenching*; **Level** 18; **Price** 24,000 gp

The DC of the flat check is reduced from 15 to 5 (particularly effective assistance automatically removes the persistent acid or fire damage).

SPELLWATCH RUNE 13

MAGICAL

Price 3,000 gp

Usage etched onto armor

Counter-runes chip away at unwanted magic that impedes you. You can attempt a new saving throw against one hostile spell affecting you at the start of each of your turns. If you succeed, the spell ends, and if you fail it continues unchanged, with no additional ill effect. If you're affected by multiple hostile spells, choose only one each turn to attempt the additional save against.

SWALLOW-SPIKE RUNE 6+

MAGICAL

Usage etched onto armor

Your armor responds to your desire to break free of a creature grabbing you by growing spikes.

Activate ↷ (attack, concentrate) **Trigger** You become grabbed, restrained, or otherwise held immobilized in a creature's grasp, such as by being engulfed or swallowed; **Effect** Your armor suddenly grows spikes, attacking the triggering creature. The armor makes a melee attack with an attack modifier of +14 that deals 2d6 piercing damage. If the creature is swallowing or engulfing you, the attack deals an additional 1d6 damage, and damage from this attack can cut you free if it equals or exceeds the Rupture value of the immobilizing ability. This attack gets an item bonus to the attack roll equal to the armor's item bonus to your AC and an item bonus to damage equal to double that amount.

Activate ❖ (attack, concentrate) **Requirements** You're being held immobilized as described in the rune's other activation; **Effect** Your armor attacks the creature immobilizing you. The armor makes a melee attack against the creature, as described in the rune's other activation.

Type *swallow-spike*; **Level** 6; **Price** 200 gp

Type *greater swallow-spike*; **Level** 12; **Price** 1,750 gp

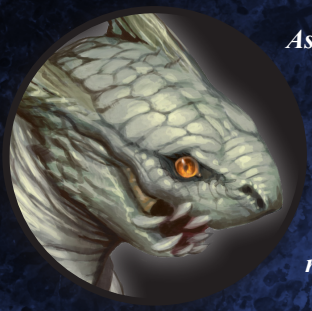
The attack modifier increases to +22, the damage increases to 3d6, and the extra damage to an engulfing or swallowing creature increases to 2d6.

Type *major swallow-spike*; **Level** 16; **Price** 19,250 gp

The attack modifier increases to +28, the damage increases to 5d6, and the extra damage to an engulfing or swallowing creature increases to 3d6.

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SPECIFIC MAGIC ARMOR



As much as I like working in the armor vaults, some of the armors are kind of... scary? The boss hung a set of leather armor near the entrance that always makes me think of devils and dark places. And then there is that other suit of armor that sucked in all the boss's magic arrows, which I still haven't figured out how to remove from it. Don't tell the boss about that yet, she doesn't know and I've been waiting until she's in a better mood—maybe after she's eaten a couple adventurers and added a few new treasures to her collection.

—Purepurin

ARACHNID HARNESS ITEM 7+

INVESTED MAGICAL

Usage worn armor; **Bulk** 1

This *+1 leather armor* has four knobbed ribs that wrap around the torso. The armor grants you resistance 2 to poison damage.

Activate ❖ (concentrate) **Frequency** once per day; **Effect** The ribs from the armor spread into functional spider limbs. For 1 minute, you gain a climb Speed equal to half your land Speed and have your limbs free as you climb. If you use all your free limbs to help you Climb, your climb Speed equals your land Speed.

Type *arachnid harness*; **Level** 7; **Price** 360 gp; **Craft Requirements** The initial raw materials must include four intact legs from a giant tarantula (*Monster Core* 321).

Type *greater arachnid harness*; **Level** 9; **Price** 700 gp; **Craft Requirements** The initial raw materials must include four intact legs from a goliath spider (*Monster Core* 321).

The armor is *+1 resilient leather armor*, the resistance is 5, and the harness can be activated once every 10 minutes.

AUTUMN'S EMBRACE ITEM 12

INVESTED MAGICAL

Price 2,000 gp

Usage worn armor; **Bulk** 1

Woven by fey seamstresses as rewards for servants of nature, countless leaves continually changing colors in autumnal hues comprise *autumn's embrace,* a suit of *+2 invisibility resilient leaf weave*. Leaves shed from the armor as they might fall in autumn. When activating the armor's *invisibility* property rune, you disappear in a swirl of colorful leaves.

Activate ❖❖ (aura, concentrate) **Frequency** once per day; **Effect** You call forth a storm of leaves from *autumn's embrace*. These leaves swirl in a 20-foot emanation for 1 minute. Creatures within the area are concealed, and creatures outside the area are concealed to creatures within the leaves. However, you can see through this concealment. You can Dismiss the activation.

BASTION OF THE INHERITOR ITEM 12

UNCOMMON INVESTED MAGICAL

Price 1,750 gp

Usage worn armor; **Bulk** 5

Worn by Iomedae's prestigious knights, this *+2 resilient bastion plate* is emblazoned with the Inheritor's religious symbol and sports a white cloak. While the cloak is white, this armor grants you a +2 item bonus to Diplomacy checks to Make an Impression, provided your target has no enmity toward Iomedae.

Activate ❖ (concentrate) **Effect** The armor's cloak becomes red for 1 minute. As long as the cloak is red, you gain the benefits of the armor's entrench melee trait without needing to spend an additional action to activate it during each turn.

Craft Requirements You worship Iomedae.

BLACK HOLE ARMOR ITEM 16

INVESTED MAGICAL

Price 8,500 gp

Usage worn armor; **Bulk** 5

The joints of this black *+2 greater resilient fortification fortress plate* look like swirling vortices of silver. Non-magical ammunition and thrown weapons aimed at you are destroyed after they hit you and deal damage or miss you. You also have resistance 10 to physical damage from ranged attacks.

When an enemy's ranged attack misses you or hits you and deals no damage, the armor absorbs the projectile. When it has absorbed six projectiles, the armor glows at the joints.

Activate ↷ (manipulate) **Frequency** once per minute; **Trigger** A ranged weapon Strike targets a creature within 20 feet of you and the attacker hasn't yet rolled its attack; **Effect** The triggering Strike targets you instead of its intended target.

Activate ❖ (manipulate) **Requirements** The *black hole armor* has absorbed six or more projectiles; **Effect** All the projectiles absorbed by the armor appear out of thin air, as though transported there, falling in a 10-foot burst within 120 feet of you. Each creature in the burst takes 10d8 piercing damage with a DC 35 Reflex save. The absorbed projectiles are all expended, and the armor's joints stop glowing.

BLADE BYRNIE ITEM 7+

INVESTED MAGICAL

Usage worn armor; **Bulk** 1

Instead of chain links, this *+1 chain shirt* is assembled from metal "leaves" that each resemble a small blade.

Activate ❖ (manipulate) **Effect** You pull a link from the armor, which transforms into a *+1 striking dagger*. The dagger disappears and reappears as a link in the armor after you Strike with it, or at the end of this turn if you don't make a Strike. You can Activate the *blade byrnie* in place of an Interact action to draw a weapon for abilities such as the Quick Draw feat.

Upgrading the runes on the *blade byrnie* makes the daggers pulled from it more powerful. The daggers have a *+2 weapon potency* rune if the armor has a *+2 armor potency* rune, or a *+3 weapon potency* rune if the armor has a *+3 armor potency* rune.

Type *blade byrnie*; **Level** 7; **Price** 360 gp

Type *greater blade byrnie*; **Level** 13; **Price** 3,000 gp

The armor is a *+2 resilient chain shirt*. The daggers are *+2 greater striking daggers*.

Type *major blade byrnie*; **Level** 19; **Price** 35,000 gp

The armor is a *+3 greater resilient chain shirt*. The daggers are *+3 greater striking daggers*.

DEVIL'S BARGAIN ITEM 6

UNCOMMON INVESTED MAGICAL UNHOLY

Price 250 gp

Usage worn armor; **Bulk** L

Those favored by Asmodeus can be found wearing this *+1 studded leather*, which is lacquered in red and black.

Activate ↷ (concentrate, fortune) **Frequency** once per day; **Trigger** You critically fail an attack roll, check, or saving throw; **Effect** You offer a prayer to Asmodeus, who accepts under a reciprocal condition. Reroll the triggering roll with a +2 circumstance bonus and use the higher result.

If this reroll improves your degree of success, the GM can later reroll one Strike against you, one saving throw against your abilities, or one secret check or saving throw you make. This is a fortune effect if used on a Strike or save against you, or a misfortune effect if used on your secret check or saving throw. The GM must use this reroll before the end of the last day you activated the armor.

DRAGON TURTLE PLATE ITEM 9

INVESTED MAGICAL

Price 700 gp

Usage worn armor; **Bulk** 3

This harness of *+1 resilient half plate* is made from the shell plates of a dragon turtle and has the aquadynamic trait (page 8). To those who can craft with them, the dense organic plates on the dragon turtle's body are as valuable as the creature's hoard of gold.

Activate ↷ (manipulate) **Trigger** A creature adjacent to you targets you with a melee attack; **Effect** You roll the hefty plates of the dragon turtle armor toward the attacker to gain a +1 circumstance bonus to AC against the triggering attack.

Craft Requirements The initial raw materials must include the shell of a dragon turtle (*Monster Core* 126).

ENERGIZING LATTICE ITEM 13

INVESTED LIGHT MAGICAL

Price 3,000 gp

Usage worn armor; **Bulk** 2

This suit of *+2 resilient fortification lattice armor* has latticework of fine golden wire. After negating a critical hit with its *fortification* rune, the latticework glows for 1 minute, shedding bright light in a 20-foot radius (and dim light for the next 20 feet). You can Dismiss this light.

Activate ❖❖ (concentrate, force) **Requirements** The *energizing lattice* is glowing because it negated an enemy's critical hit; **Effect** You release the lattice's energy and make a weapon or unarmed attack Strike that deals 6d6 additional force damage. If your Strike fails, but doesn't critically fail, the target still takes half the force damage. The latticework ceases glowing after the Strike.

IMMORTAL BASTION ITEM 20

INVESTED MAGICAL

Price 70,000 gp

Usage worn armor; **Bulk** 5

This impressive *+3 greater resilient greater fortification bastion plate* is built like an impregnable castle, with multiple layers of defense and no weak points. When you activate the armor's deflect melee trait, you gain a +2 circumstance bonus to AC against melee attacks instead of +1, and you gain 10 temporary Hit Points that last until the start of your next turn.

Activate ↷ (concentrate) **Frequency** once per day; **Trigger** You are reduced to 0 Hit Points or would die from a death effect; **Effect** You drop to 1 Hit Point instead of being reduced to 0 HP or dying, and you gain 100 temporary Hit Points that last until the start of your next turn.

Activate ↷ (concentrate) **Frequency** once per day; **Trigger** You would gain or increase the doomed or wounded condition; **Effect** You avoid gaining or increasing the condition. If the triggering effect imposes both doomed and wounded, choose only one to prevent. This doesn't remove either of the conditions if you already have them, nor does it prevent the same triggering effect from giving or increasing the prevented condition later.

LIBRARY ROBES ITEM 9+

INVESTED MAGICAL

Usage worn armor; **Bulk** L

These *+1 resilient scroll robes* magically store a spell for you. During your daily preparations, choose one spell you know of 5th level or lower. You inscribe that spell on the robes, as though you had done so using the robes' inscribed trait, but without needing to go through the normal scribing process. You must provide the minimum amount of materials to Craft


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one scroll of that spell (typically half the Price of a scroll of that level plus any extra cost required for the spell). You don't need to be trained in Crafting, nor do you need the Magical Crafting feat. Using this ability erases any scroll already inscribed on the robe.

Type *library robes*; **Level** 9; **Price** 700 gp

Type *greater library robes*; **Level** 12; **Price** 2,000 gp
The armor is *+2 resilient scroll robes*, and the spell can be 6th level or lower.

Type *major library robes*; **Level** 15; **Price** 6,000 gp
The armor is *+2 greater resilient scroll robes*, and the spell can be 8th level or lower.

Type *true library robes*; **Level** 19; **Price** 36,000 gp
The armor is *+3 greater resilient scroll robes*, and the spell can be 9th level or lower.

LINNORM'S SANKEIT — ITEM 18

UNCOMMON INVESTED MAGICAL

Price 22,750 gp

Usage worn armor; **Bulk** 2

The first suit of *+3 greater resilient antimagic sankeit* made in this fashion was crafted for the Varki linnorm king Nankou, after he claimed his title by slaying a taiga linnorm. By Varki tradition, the armor was crafted using some of the slain linnorm's body to decorate the breastplate and helm, which imbued the armor with several of the linnorm's natural abilities. Though the helm is shaped like the beast's head, a linnorm's actual head would be too large for a proper helmet.

Activate ◆◆ (manipulate) **Frequency** once per hour; **Effect** You breathe a 60-foot cone of electrified vapor, dealing 17d6 electricity damage to creatures in the area (DC 38 basic Reflex save). The electrified mist persists in the area for 2 rounds, dealing 5d6 electricity damage (DC 38 basic Reflex save) to each creature that ends its turn in the mist. If you slew the linnorm this armor is made from, you can use the higher of your class DC or spell DC instead of the listed DCs for this effect.

Activate ↷ (manipulate) **Trigger** A creature adjacent to you targets you with a melee attack; **Effect** The creature takes 4d6 piercing damage as previously invisible magical spines leap outwards from the armor to punish them for the attack.

Craft Requirements The initial raw materials must include the hide and skull of any type of linnorm.

OUROBOROS BUCKLES — ITEM 19

RARE INVESTED MAGICAL

Price 40,000 gp

Usage worn armor; **Bulk** 1

This ominous-looking *+3 greater resilient greater acid-resistant buckle armor* is deep red in color, favored by assassins who worship Norgorber or Asmodeus, and if unfastened, the many belts and buckles writhe like living snakes. Its form and abilities were inspired by ouroboros, embodiments of eternity that continually consume and regenerate their bodies and appear to be formed from masses of snakes. *Ouroboros buckles* have the comfort trait. However, while wearing *ouroboros buckles*, the unfathomable concept of infinity pulls at your mind, and each time you awaken, you'd swear the armor hissed into your ear while you were asleep. The hissing suggested secret wisdom to you in Aklo, though you only ever remember it vaguely, like a fading dream.

Activate ◆◆ (concentrate, manipulate) **Frequency** once per day; **Effect** You call forth the cursed regenerative blood of an ouroboros to recover from your wounds. You gain regeneration 15 (*Monster Core* 360) for 1 minute; fire damage deactivates this regeneration. Each time you regain Hit Points from this regeneration, if you're in your normal form, you collapse into a Large swarm of Tiny snakes. This is a polymorph effect that changes you into a battle form.

When you're a swarm of snakes, you gain low-light vision, imprecise scent (30 feet), a Speed of 20 feet, a climb Speed of 20 feet, and a swim Speed of 20 feet. You have an AC of 16 + your level and ignore your armor's check penalty and Speed reduction. Also, you gain resistance 5 to physical damage and weakness 5 to area damage and splash damage. You can use none of your normal Strikes. Instead, you can use Swarming Bites, a single action that deals 4d4 piercing damage plus 2d6 poison damage to creatures in your space with a DC 41 basic Reflex save.

If you're in this battle form and are already at full HP when your regeneration occurs, the snakes instantaneously slither together, and you transform into your original form.

Activate ↷ (concentrate) **Frequency** once per minute; **Trigger** A foe within 15 feet hits you with a Strike that deals slashing or piercing damage; **Effect** Your *ouroboros buckles* spray acidic blood in a 15-foot cone toward the foe, dealing 5d6 acid damage with a DC 41 basic Reflex save.

REEF HEART — ITEM 12+

INVESTED MAGICAL

Usage worn armor; **Bulk** 2

This *+2 resilient coral armor,* often favored by allies of merfolk and aquatic elves, is made of living coral carefully harvested from the ocean depths. Legends speak of a variety of similar coral armors with distinct powers, but surface-dwellers know of *reef heart* as a magic armor that makes it easier for them to travel under the sea. *Reef heart* enables you to breathe underwater and gives you a swim Speed equal to half your land Speed.

Activate ◆◆◆ (concentrate, manipulate) **Frequency** once per day; **Effect** You cast *coral eruption* (*Pathfinder Secrets of Magic* 96). If you conjure the coral underwater, it ceases dealing damage after 1 minute, but its duration is unlimited. If the magical coral remains in place for 1 year, it becomes non-magical coral from which a reef might grow.

Type *reef heart*; **Level** 12; **Price** 2,000 gp

Type *greater reef heart*; **Level** 15; **Price** 6,500
The *reef heart* is *+2 greater resilient coral armor*, the swim Speed is equal to your full land Speed, and the *coral eruption* is 7th level.

RUSTING CARAPACE ITEM 8

UNCOMMON INVESTED MAGICAL

Price 476 gp

Usage worn armor; **Bulk** 1

This *+1 leather lamellar armor* incorporates the plates of an ore louse's hide, woven together with the creature's own sinew into a functional set of armor. While wearing the *rusting carapace*, you gain a +1 circumstance bonus to AC and saving throws against any effect that would rust you or your items, such as the ore louse's Strikes that have the rust ability or the *rust cloud* spell (*Pathfinder Rage of Elements* 145).

Activate ◆◆ (manipulate) **Frequency** once per day; **Effect** Oxidizing liquid seeps from between the segments of the *rusting hide* onto a nearby metal creature, non-magical metal hazard, or non-magical metal item of up to 1 Bulk. A targeted creature or hazard gets a DC 24 basic Fortitude save; a targeted item automatically gets a critical failure if unattended, but a creature holding or wearing it can attempt a DC 24 basic Reflex save. The rust deals 8d6 damage to a creature or hazard, plus 2d6 persistent damage on a failed save; it deals 2d6 damage to an item, plus 1d6 persistent damage on a failed save.

Craft Requirements The initial raw materials must include the hide of an ore louse (*Rage of Elements* 185).

SMOLDERING ARMOR ITEM 10

UNCOMMON FIRE INVESTED MAGICAL

Price 975 gp

Usage worn armor; **Bulk** 2

This *+1 resilient fire-resistant niyahâat* is often created to mark the passage of an Erutaki warrior into adulthood, formed from plates salvaged from the exploded remains of a firewyrm elemental, with larger pieces protecting the chest, shoulders, and head. As you fight, the armor glows red hot.

Activate ◆◆ (concentrate) **Frequency** once per day; **Effect** The armor casts *fire shield* on you.

Activate ↷ (concentrate) **Frequency** once per day; **Trigger** An enemy or hazard deals 30 or more fire damage to you, before any reduction from your fire resistance; **Requirements** You've used the *fire shield* activation already today; **Effect** The *fire shield* activation recharges.

Craft Requirements The initial raw materials must include the carapace of a firewyrm (*Monster Core* 145).

TROLLHOUND VEST ITEM 6

UNCOMMON INVESTED MAGICAL

Price 230 gp

Usage worn armor; **Bulk** 2

This suit of *+1 hide armor* is sickly green and covered in thick warts and nodules, fashioned from the hide of a trollhound and imbued with some of the beast's vitality. Wearing this armor gives you a –1 circumstance penalty to all checks made using Diplomacy to interact with trolls and a +1 circumstance bonus to Diplomacy checks used to Make an Impression in communities traditionally plagued by troll attacks.

Activate ↷ (manipulate) **Trigger** You take damage from a melee attack while you have half or fewer of your normal maximum Hit Points; **Effect** Your body knits itself back together, healing you for 3d8 Hit Points.

Craft Requirements The initial raw materials must include the hides of at least two trollhounds (*Monster Core 2* 332).

WASP GUARD ITEM 8

INVESTED MAGICAL

Price 487 gp

Usage worn armor; **Bulk** 1

Druids and Calistria's faithful alike value this vindictive armor for its ability to turn away pests and exact revenge on foes in a manner that can easily turn coordinated enemies into a chaotic mass. *Wasp guard* is *+1 studded leather* studded with the carapaces of wasps, subtly diverting swarms away and granting a +1 status bonus to Reflex saving throws against Swarming Bites, Swarming Stings, and similar abilities from swarms.

Activate ↷ (concentrate) **Frequency** once per day; **Trigger** An enemy within 30 feet Strikes you with an attack; **Effects** You animate the exoskeletons of the *wasp guard* armor into a spectral swarm of wasps that seeks revenge for the slight. The swarm flies to the triggering enemy's space and swarms about them, dealing 1d8 persistent poison damage. If the affected enemy has any allies within 30 feet, the enemy can spend a single action, which has the manipulate trait, to shoo the swarm away. This ends the persistent damage on that enemy automatically, but the swarm instead moves to affect the enemy's ally.

Craft Requirements The initial raw materials must include 1 Bulk of wasp exoskeletons.

WOLFJAW ARMOR ITEM 7

INVESTED PRIMAL

Price 355 gp

Usage worn armor; **Bulk** 2

Barbarians, druids and other outlanders are often forced to spend the harsh winter months protecting their communities from one of the deadliest predators to stalk the forests and taiga of the northern reaches, the fearsome witchwarg. This *+1 hide armor* is assembled from the hide and fur of a trio of witchwargs, and it conveys on the wearer both an attack akin to the witchwargs' deadly jaws and the ability to channel the frigid cold of the winter wolf's Winter Breath.

Activate ◆◆ (cold, manipulate) **Frequency** once per day; **Effect** You breathe a cloud of frost in a 15-foot cone that deals 5d8 cold damage (DC 23 basic Reflex save).

Activate ◆ (manipulate) **Frequency** once per hour; **Effect** You gain a jaws unarmed attack that you make using your hands. This attack deals 1d8 piercing damage plus 1 cold damage, is in the brawling group, and has the trip and unarmed traits.

Craft Requirements The initial raw materials must include the hides of at least three witchwargs (*Monster Core* 341).

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SHIELDS



The previous steward of the boss's vaults always used to tell me stories to help me remember important facts about her collections. "This shield belonged to a champion of Iomedae who gave the boss terrible indigestion." "That shield had to be repaired after the boss's claw punched through it and pinned some old dwarf to the wall in the weapons vault." Stuff like that. I used to wonder what the point was if the shields never kept any of those folks alive, but it turns out they're really useful for getting through the hallway leading to the boss's grimoire collection if you accidentally set off the triple row of arrow traps.

—Purepurin

Shield Statistics

The Shields table offers statistics for new shields. See page 274 of *Player Core* for the basics on using shields and for statistics for the buckler, wooden shield, steel shield, and tower shield.

Shield Traits

Unlike those in *Player Core*, many of these new shields have traits.

Deflecting: This shield is designed to block or divert certain types of attacks or weapons. Increase the shield's Hardness against the listed type of attack by 2.

Foldaway: This shield can collapse into a smaller form, which is attached to a gauntlet for stability and easy travel. For the full rules on the foldaway trait, see page 218.

Harnessed: This shield features a special brace or opening designed to hold jousting weapons. For the full rules on the harnessed trait, see page 219.

Hefty: A hefty shield is so heavy that raising it takes more effort. Raising a Shield with the hefty trait is a 2-action activity unless your Strength modifier equals or exceeds the number with the trait.

Inscribed: The shield has been treated so it can be inscribed with magical symbols, using the same methods as Crafting a scroll. For the full rules on the inscribed trait, see page 219.

Integrated: This shield has been created to include a weapon in its construction, which works like an attached weapon but can't be removed from the shield. For the full rules on the integrated trait, see page 219.

Launching: A mechanism within this shield can shoot projectiles, functioning as a ranged weapon. For the full rules on the launching trait, see page 220.

Shield Throw: A shield with this trait is designed to be thrown as a ranged attack. For the full rules on the shield throw trait, see page 221.

Shield Descriptions

The following details the shields listed in the table.

Caster's Targe: This small shield is made from wood. It features a special panel of parchment along the inside surface that allows for writing.

Dart Shield: This wooden shield features a spring-loaded device on its surface that can fire darts with powerful force. A small mechanism within the shield allows you to fire a dart even while actively holding the shield or blocking with it.

Fortress Shield: Also known as portable walls, these thick and heavy shields are slightly larger than tower shields. Like tower shields, they're typically made from wood reinforced with metal, but many are made from larger amounts of metal or even stone.

Gauntlet Buckler: This buckler-sized shield is segmented, allowing it to collapse into a housing bound to a gauntlet for easy storage. A small catch enables you to expand the shield quickly in battle when you're in need of defense.

Harnessed Shield: This large steel shield features a specialized opening to hold lances and similar weapons. Harnessed shields are a common backup for those who fight with jousting weapons in case they're forced into combat without their mounts. Balancing the weapon within the shield's hold is somewhat awkward, and longer weapons, like lances, need to be held closer to the body than usual for proper support.

Heavy Rondache: Similar in size to a buckler, this steel shield is intended to absorb as many blows as possible instead of deflecting attacks. It features multiple layers of metal and is reinforced with additional wood.

Hide Shield: Hide shields come in a variety of shapes and sizes. Specialized tanning techniques combined with tough hides from creatures such as griffons result in these particularly tough shields. The hardened hide of the shield still has enough flexibility to diminish the impact of battering and pummeling attacks.

Klar: This traditional Shoanti armament combines a short metal blade with the skull of a large horned lizard, fashioned as a shield. The lightweight shield allows for quick attacks with its integrated blade.



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Meteor Shield: Meteor shields are specifically designed with throwing in mind. A meteor shield is made from thin steel and has quick-release straps, allowing for easy, long-distance throws.

Razor Disc: Several small blades line the outside edge of this steel shield. This specialized throwing shield is common among warriors in the Mwangi Expanse, where its blades can cut down foliage as it flies.

Salvo Shield: This specialized steel shield features an outer layer of angled wooden or steel plates, which help deflect or redirect incoming ranged projectiles but don't offer any additional protection against melee weapons.

Swordstealer Shield: This specialized steel shield features several wide metal hooks along its surface. These hooks help catch swords and other blades, reducing the impact of their incoming attacks.

SHIELDS

Shield	Price	AC Bonus[1]	Speed Penalty	Bulk	Hardness	HP (BT)	Shield Traits
Caster's targe	2 gp	+1	–	1	3	12 (6)	Inscribed
Dart shield	8 gp	+1	–	1	3	12 (6)	Launching dart
Fortress shield (level 1)	20 gp	+3/+4[2]	-10 ft.	5	6	24 (12)	Hefty +2
Gauntlet buckler	5 gp	+1	–	1	3	6 (3)	Foldaway
Harnessed shield	5 gp	+2	-5 ft.	2	5	20 (10)	Harnessed
Heavy rondache	4 gp	+1	–	1	5	24 (12)	–
Hide shield	2 gp	+2	–	1	4	20 (10)	Deflecting bludgeoning
Klar	3 gp	+1	–	1	3	10 (5)	Integrated 1d6 S (versatile P)
Meteor shield	4 gp	+2	–	1	4	16 (8)	Shield throw 30 ft.
Razor disc	5 gp	+1	–	1	4	16 (8)	Integrated 1d6 S, shield throw 20 ft.
Salvo shield	6 gp	+2	–	1	4	20 (10)	Deflecting physical ranged
Swordstealer shield	6 gp	+2	–	1	4	20 (10)	Deflecting slashing

[1] Gaining a shield's circumstance bonus to AC requires using the Raise a Shield action.

[2] Getting the higher bonus for this shield requires using the Take Cover action while the shield is raised.

SPECIFIC MAGIC SHIELDS



I think I like the boss's magical shield collection best. They're so pretty! And useful. One time I was carrying a whole stack of them to the overflow vaults when I tripped and they all went flying into the air! I landed face-first on one of them and skidded in front of the boss, startling her awake into a violent sneeze. I should have been burned to a crisp, but all the magic enchantments on the shields protected me and I didn't even get a scratch or singe. The boss was kind of mad about the state of some of the shields, though…

—Purepurin

CLOCKWORK SHIELD ITEM 11+

MAGICAL

Usage held in 1 hand; **Bulk** 1

This brass-coated, steel shield (Hardness 12, HP 90, BT 45) has *+2 striking shield spikes* made of bronze gears.

Activate ◆ (manipulate) **Frequency** once per day; **Effect** The shield's gears begin to spin, subtly adjusting the shield's position as you fight. You gain an extra reaction this turn and at the start of each of your turns for the next minute that you can use only to Shield Block.

Type *clockwork shield*; **Level** 11; **Price** 1,300 gp

Type *greater clockwork shield*; **Level** 18; **Price** 22,000 gp

A *greater clockwork shield*'s (Hardness 17, HP 130, and BT 65) gears are *+3 greater striking shield spikes*.

HELMSMAN'S RECOURSE ITEM 5+

MAGICAL

Usage held in 1 hand; **Bulk** 1

This standard-grade duskwood meteor shield (Hardness 7, HP 28, BT 14) is a wheel from a ship. While wielding the shield, you gain a +1 item bonus to Sailing Lore and to Athletics checks to Swim.

Activate ◆◆ (concentrate) **Frequency** once per day; **Requirements** You're in a body of water; **Effect** For 10 minutes, you don't sink if you haven't succeeded at a Swim action on a turn, and if you're submerged, you automatically ascend 10 feet at the end of your turn.

Type *helmsman's recourse*; **Level** 5; **Price** 150 gp

Type *greater helmsman's recourse*; **Level** 7; **Price** 625 gp

The shield has Hardness 8, HP 60, and BT 30, and when you Activate the shield, it casts *water walk* on you.

Type *major helmsman's recourse*; **Level** 11; **Price** 2,650 gp

The shield has Hardness 11, HP 80, and BT 40; the item bonus is +2; and when you Activate the shield, you can breathe underwater for 10 minutes.

SANGUINE KLAR ITEM 9+

MAGICAL

Usage held in 1 hand; **Bulk** 1

This *+1 striking wounding klar* (Hardness 8, HP 64, BT 32) is built with spikes made of beasts' fangs.

Activate ◆ (concentrate) **Frequency** once per round; **Trigger** You or a creature within 5 feet of you suffers bleed damage; **Effect** The *sanguine klar* regains a number of Hit Points equal to the bleed damage, up to an amount equal to its Hardness.

Type *sanguine klar*; **Level** 9; **Price** 650 gp

Type *greater sanguine klar*; **Level** 14; **Price** 3,700 gp

A *greater sanguine klar* (Hardness 13, HP 100, and BT 50) is a *+2 greater striking wounding klar*, and its activation can be triggered by bleed damage at a range of 30 feet.

SAPLING SHIELD ITEM 3+

MAGICAL

Usage held in 1 hand; **Bulk** 2

This surprisingly weighty, though well-balanced, wooden buckler is emblazoned with the image of a sapling. The sapling withers as the shield takes damage.

Activate ◆ (concentrate) **Effect** The buckler expands, with the sapling image growing into a mighty oak tree. The buckler becomes a tower shield, gaining the corresponding AC bonus, Speed penalty, and ability to Take Cover. It keeps the same Hit Points and Broken Threshold, but its Hardness and Bulk increase by 2 in this form. The shield remains in this form until you Activate it again to revert it to a buckler.

Type minor; **Level** 3; **Price** 57 gp

The buckler has Hardness 3, HP 24, and BT 12.

Type lesser; **Level** 6; **Price** 240 gp

The buckler has Hardness 6, HP 48, and BT 24.

Type moderate; **Level** 9; **Price** 680 gp

The buckler has Hardness 8, HP 64, and BT 32.

Type greater; **Level** 12; **Price** 1,820 gp

The buckler has Hardness 11, HP 88, and BT 44.

Type major; **Level** 15; **Price** 5,860 gp

The buckler has Hardness 13, HP 104, and BT 52.

Type true; **Level** 18; **Price** 20,220 gp

The buckler has Hardness 15, HP 120, and BT 60.

STARFALL SHIELD ITEM 19

UNCOMMON MAGICAL

Price 23,000 gp

Usage held in 1 hand; **Bulk** 1

This high-grade adamantine heavy rondache (Hardness 17, HP

100, BT 50) bears a *+3 greater striking shield boss* and has dents that resemble craters on its surface. While wielding the shield, you have fire resistance 15.

Activate ◆◆◆ (manipulate) **Frequency** once per day; **Effect** You Stride up to three times. This movement doesn't trigger reactions and ignores difficult terrain. At the end of your movement, you deal 6d10 bludgeoning damage in a 10-foot emanation and 14d6 fire damage in a 40-foot emanation (DC 40 basic Reflex save, with the results applying to both the bludgeoning and fire damage). The space where you end your movement and all adjacent spaces become difficult terrain for 1 minute, and the shield glows red-hot for 10 minutes, during which it gains the effect of the *greater flaming* property rune.

TURNABOUT SHIELD ITEM 9

MAGICAL

Price 600 gp

Usage held in 1 hand; **Bulk** 1

The face of this standard-grade silver salvo shield (Hardness 7, HP 28, BT 14) is polished to a mirror finish.

Activate ↷ (concentrate) **Frequency** once per 10 minutes; **Trigger** A ranged Strike using ammunition such as arrows, bolts, or bullets (but not siege rounds or larger projectiles) misses you; **Requirements** You have the *turnabout shield* raised; **Effect** The ammunition enters the shield and is redirected with the same force with which it was originally fired. Make a ranged Strike using the ammunition with an attack modifier of +19, targeting a creature within 60 feet.

WARDING ESCUTCHEON ITEM 9+

MAGICAL

Usage held in 1 hand; **Bulk** 4

An image of a keyhole adorns the coat of arms of this stone tower shield (Hardness 10, HP 40, BT 20).

Activate ◆◆ (manipulate) **Frequency** once per day; **Effect** The shield becomes a locked door in an empty, adjacent space no wider than 5 feet, becoming flush with the surrounding structure so it blocks all passage. The door has the same Hardness, HP, and Broken Threshold as the shield, with Athletics and Thievery DCs of 25 to open. The door remains in place for 1 hour, until it's opened or broken, or until you spend an action to end this effect, at which point the shield returns to your hand (or falls to the ground in your space if your hands are full).

Activate 1 minute (concentrate) **Frequency** once per day; **Effect** The shield floats lazily in the air as bricks quickly fly from it to form a squat stone tower around it. You cast *cozy cabin*, with the shield becoming the door.

Type *warding escutcheon*; **Level** 9; **Price** 625 gp

Type *greater warding escutcheon*; **Level** 20; **Price** 55,000 gp

The shield has Hardness 20, HP 80, and BT 40. The DCs are 43, and using the second activation casts *resplendent mansion*[PC2], forming a tall stone keep.



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WEAPONS

Swords... Check. Spears... Check. Wait a minute. Is a sansetsukon a club or a flail? The boss gets so mean when she disagrees with my organizational charts, but it's not like I can put one thing in two different places! Where'd I put those nunchaku that were tithed by that group of monks who worship the boss, maybe I can balance this...?
—Purepurin

The following rules introduce a variety of new weapons and weapon traits that expand on the weapons presented in *Player Core* and *Player Core 2*. Your character might grab a simple frying pan from the kitchen to thump an invader, pick up a tekko-kagi to parry an opponent's blows while fencing, or spend years training in martial arts to effectively wield a complex three-section naginata.

Weapon Traits

These weapons include the following traits, in addition to any described in *Player Core*.

Brace: A brace weapon is effective at damaging moving opponents. When you Ready to Strike an opponent that moves within your reach, until the start of your next turn Strikes with the brace weapon deal an additional 2 precision damage for each weapon damage die it has.

Capacity: Weapons that have the capacity trait typically have multiple barrels or chambers capable of containing a bolt or round of ammunition. Capacity is always accompanied by a number indicating the number of barrels or chambers. After firing a capacity weapon, you can select the next loaded barrel or chamber as an Interact action that doesn't require a free hand. You can use abilities that let or require you to Interact to reload to switch barrels or chambers of a capacity weapon instead. Each barrel or chamber can be individually reloaded after it's fired as a separate Interact action.

Combination: Combination weapons combine the functionality of melee weapons and ranged weapons in unique or unusual ways. A combination weapon has a ranged form or usage and a melee weapon form or usage. The combination weapons table lists the ranged weapon statistics first and the melee weapon statistics indented beneath, just above the ammunition. Switching between the melee weapon usage and the ranged weapon usage requires an Interact action. However, if your last action was a successful melee Strike against a foe using a combination weapon, you can make a ranged Strike with the combination weapon against that foe without fully switching to the ranged weapon usage, firing the ranged weapon just as you hit with the melee attack. In this case, the combination weapon returns to its melee usage after the ranged weapon Strike.

Since a combination weapon is one weapon with two usages, both usages share any fundamental runes. You can put a property rune on a combination weapon as long as it's appropriate for either of the two usages, but if only one of the usages meets the property rune's requirements, the effects of the property rune only apply for that usage. For instance, a *vorpal axe musket* only applies the *vorpal* property rune when you're using it as an axe. Due to their complexity, combination weapons can't have another weapon, such as a bayonet or reinforced stock, attached to them.

Concussive: These weapons smash as much as puncture. When determining a creature's resistance or immunity to damage from this weapon, use the weaker of the target's resistance or immunity to piercing or to bludgeoning. For instance, if the creature were immune to piercing and had no resistance or immunity to bludgeoning damage, it would take full damage from a concussive weapon. Resistance or immunity to all physical damage, or all damage, applies as normal.

Critical Fusion: Critical fusion is a trait for combination weapons. It grants you two additional options for the critical specialization effect when using the combination weapon's melee version to make a melee attack while the ranged weapon is loaded. If you choose to use one of them, it replaces the melee usage's normal critical specialization effect.

First, if the ranged weapon is a firearm, you can discharge it to create a loud bang and concussion, using the critical specialization effect for firearms instead of the melee weapon group's critical specialization effect. Second, you can choose to discharge the ranged weapon to increase the critical hit's momentum or shoot the foe as you attack in melee, dealing 2 additional damage per weapon damage die. Both of these options discharge the ranged weapon, which typically means you have to reload it before firing it again.

Fatal Aim: It's possible to hold the stock of this weapon under one arm so you can fire it with a single hand as long as the other hand isn't holding a weapon, shield, or anything else you would need to move and position, to ensure the weapon doesn't slip out from under your arm. However, if you use both hands, the weapon can make fatal attacks. When you wield the weapon in two hands, it gains the fatal trait with the listed damage die. Holding the weapon underarm stably enough to fire is significantly more complicated

MELEE WEAPONS

Simple Weapons	Price	Damage	Bulk	Hands	Group	Weapon Traits
Corset knife	3 sp	1d4 P	L	1	Knife	Agile, concealable, finesse, thrown 10 ft.
Frying pan	1 sp	1d4 B	L	1	Club	Fatal d8, halfling
Martial Weapons	**Price**	**Damage**	**Bulk**	**Hands**	**Group**	**Weapon Traits**
Battle saddle	6 gp	1d8 S	2	2	Axe	Parry, sweep, vehicular
Bec de corbin	4 gp	1d8 P	2	2	Polearm	Razing, reach, shove, versatile B
Dancer's spear	3 gp	1d6 P	1	2	Spear	Backswing, finesse, reach, sweep, versatile B
Earthbreaker	4 gp	1d6 B	2	1	Hammer	Razing, shove, two-hand d10, versatile P
Flyssa	1 gp	1d6 S	L	1	Knife	Agile, finesse, versatile P
Long hammer	5 gp	1d8 B	2	2	Hammer	Brace, dwarf, reach, trip, versatile P
Machete	7 sp	1d6 S	L	1	Sword	Deadly d8, sweep
Meteor hammer	3 gp	1d8 B	2	2	Flail	Backswing, disarm, reach, trip
Panabas	1 gp	1d6 S	1	1	Axe	Forceful, sweep, two-hand d10
Scizore	9 sp	1d6 S	L	1	Knife	Disarm, parry
War razor	3 sp	1d4 S	L	1	Knife	Agile, backstabber, deadly d8, finesse
Uncommon Martial Weapons	**Price**	**Damage**	**Bulk**	**Hands**	**Group**	**Weapon Traits**
Bladed scarf	3 gp	1d6 S	1	2	Flail	Disarm, finesse, reach, sweep, trip
Breaching pike	8 gp	1d6 P	1	1	Spear	Hobgoblin, razing, reach
Combat lure	2 gp	1d6 B	1	2	Flail	Finesse, tethered, thrown 20 feet, training
Fighting fan	11 sp	1d4 S	L	1	Knife	Agile, backstabber, deadly d6, finesse, monk
Jiu huan dao	9 sp	1d8 S	1	1	Sword	Sweep
Khopesh	2 gp	1d8 S	1	1	Sword	Trip
Kusarigama	2 gp	1d8 S	1	2	Knife	Disarm, monk, reach, trip, versatile B
Leiomano	2 gp	1d6 B	1	1	Club	Fatal d10, versatile S
Mambele	6 sp	1d6 S	1	1	Axe	Deadly d8, disarm, thrown 20 ft.
Naginata	3 gp	1d8 S	2	2	Polearm	Deadly d8, reach, versatile P
Polytool (level 1)	10 gp	1d6 modular	L	1	Sword	Agile, modular (B, P, or S)
Rope dart	1 gp	1d4 P	1	2	Dart	Disarm, finesse, sweep, tethered, thrown 20 feet, trip
Sansetsukon	2 gp	1d8 B	2	2	Flail	Backswing, disarm, monk, parry
Tekko-kagi	2 sp	1d4 S	L	1	Brawling	Agile, disarm, finesse, free-hand, monk, parry
Urumi	2 gp	1d6 S	2	1	Flail	Deadly d10, sweep
Whipstaff	3 gp	1d6 B	L	2	Club	Agile, finesse, monk, parry, sweep
Advanced Weapons	**Price**	**Damage**	**Bulk**	**Hands**	**Group**	**Weapon Traits**
Falcata	3 gp	1d8 S	1	1	Sword	Fatal d12
Nodachi	6 gp	1d8 S	2	2	Sword	Brace, deadly d12, reach
Uncommon Advanced Weapons	**Price**	**Damage**	**Bulk**	**Hands**	**Group**	**Weapon Traits**
Butterfly sword	2 gp	1d4 S	L	1	Sword	Agile, concealable, disarm, finesse, monk, parry, twin
Chain sword	6 gp	1d6 S	1	1	Sword	Finesse, reach, sweep
Dwarven dorn-dergar	8 gp	1d10 B	2	2	Flail	Dwarf, razing, reach
Feng huo lun	2 gp	1d4 S	L	1	Knife	Agile, disarm, finesse, monk, parry, twin, versatile P
Hook sword	3 gp	1d6 S	1	1	Sword	Disarm, monk, parry, trip, twin
Karambit	2 gp	1d4 P	L	1	Knife	Agile, fatal d8, finesse, versatile S
Three-section naginata	12 gp	1d8 S	2	2	Flail	Deadly d8, forceful, sweep, versatile B

than just releasing one hand from the weapon, so to switch between the two grips, you must do so with an Interact action rather than Releasing or as part of reloading.

Kickback: A kickback weapon is extra powerful and difficult to use. A kickback weapon deals 1 additional damage with all attacks. Firing a kickback weapon gives a –2 circumstance penalty to the attack roll, but characters with a +2 or greater Strength modifier ignore the penalty. Attaching a kickback weapon to stabilizers can lower or negate this penalty (*Guns & Gears* 182).

Modular: The weapon has multiple configurations that you can switch between using an Interact action. Typically, switching between configurations of a modular weapon enables it to deal different types of damage (listed in the trait, such as "modular B, P, or S"), though it's possible for a modular weapon's description to list more complicated configurations.

Ranged Trip: This weapon can be used to Trip with the Athletics skill at a distance up to the weapon's first range increment. The skill check takes a –2 circumstance penalty. You can add the weapon's item bonus to attack rolls as a bonus to the check. As with using a melee weapon to trip, a ranged trip doesn't deal any damage when used to Trip. This trait usually appears only on a thrown weapon.

Razing: Razing weapons are particularly good at damaging objects, structures, and vehicles. Whenever you deal damage to an object (including shields and animated objects), structure, or vehicle with a razing weapon, the object takes an amount of additional damage equal to double the number of weapon damage dice.

Recovery: Recovery weapons are thrown weapons designed to return to the thrower when they miss the target. When you make an unsuccessful thrown Strike with this weapon, it flies back to your hand after the Strike is complete, allowing you to try again. If your hands are full when the weapon returns, it falls to the ground in your space.

Repeating: A repeating weapon is a type of ranged weapon with a shorter reload time. These weapons can't be loaded with individual arrows, bolts, or rounds; instead, they require a magazine of specialized ammunition to be loaded into a special slot. Once that magazine is in place, the weapon automatically loads the ammunition each time it is cocked to fire, reducing its reload to the value in its reload entry (typically 0). When the ammunition runs out, a new magazine must be loaded, which requires a free hand and 3 Interact actions (to remove the old magazine, retrieve the new magazine, and slot the new magazine in place). These actions don't need to be consecutive and are the same as Interacting to reload.

Scatter: This weapon fires a cluster of pellets in a wide spray. Scatter always has an area listed with it, indicating the radius of the spray. On a hit, the primary target of attacks with a scatter weapon takes the listed damage, and the target and all other creatures within the listed radius around it take 1 point of splash damage per weapon damage die, of the same type as the initial attack.

Tethered: This weapon is attached to a length of rope or chain that allows you to retrieve it after it has left your hand. If you have a free hand while wielding this weapon (including just after you've thrown it), you can use an Interact action to pull the weapon back into your grasp after you have thrown it as a ranged attack or after it has been disarmed (unless it is being held by another creature).

Training: A training weapon is designed to be used when training an animal to participate in combat by identifying the target for the animal to attack. Striking a creature with a training weapon gives your animal companion or your bonded animal a +1 circumstance bonus to its next attack roll against that target.

Vehicular: A vehicular weapon is attached to a vehicle or worn by a mount and can typically only be wielded by the driver of the vehicle or the mount's primary rider. The driver or rider can control a vehicular weapon with the same hands they use to steer the vehicle or guide the mount. A vehicular weapon can be Disarmed by knocking the controls (typically reins for a mount or a steering device for a vehicle) out of the wielder's hands.

Melee Weapon Descriptions

Each of the weapons listed in the table is detailed below.

Battle Saddle: The battle saddle is a special saddle for a mount that has two large, winglike blades. These blades normally lie flat alongside the saddle, providing additional protection for the rider, but they can be deployed with a tug on the reins to slash at enemies adjacent to the mount. When using a battle saddle to parry, you can decide whether the circumstance bonus to AC applies to you or to your mount.

Bec de Corbin: A bec de corbin is a spiked polearm that uses a hammer head to help balance the spike. The hammer portion can be used as a secondary striking surface, while the spike or fluke is specially designed to punch through armor and shields.

Bladed Scarf: The thin metal plates interwoven throughout this long scarf turn a fashion accessory into a deadly weapon.

Breaching Pike: Forged with a heavy metal wedge as a spearhead, breaching pikes are often used by hobgoblin infantry alongside a tower shield. Breaching pikes are particularly effective at damaging enemy shields, leaving large, triangular puncture holes behind.

Butterfly Sword: This short, single-edged sword typically features a cross guard that helps catch oncoming attacks. It's the preferred weapon of Butterfly Blades—highly skilled Gokan assassins. These swords are typically crafted and sold in pairs.

Chain Sword: This weapon has a hilt like a longsword attached to several bladed segments connected by chain links. A highly technical weapon, the chain sword is valued by duelists and experienced soldiers alike in the nations of Nirmathas and Molthune.

Combat Lure: A combat lure is a weighted leather sack at the end of a length of toughened cord and can be used both to bludgeon opponents and signal directions to a trained avian or other animal.

Corset Knife: A favored self-defense weapon among bar and tavern workers, the corset knife has a weighted hilt and a cylindrical, needlelike blade designed to be easily hidden in clothing, but quickly retrieved in a pinch.

Dancer's Spear: Traditionally a favored weapon in Molthune for settling disputes between military leaders, the dancer's spear has seen a recent resurgence in popularity in the neighboring kingdom of Nirmathas, largely due to its effectiveness at striking down attacking skeletons and other undead from a relatively safe distance. A dancer's spear has a 7-foot-long wooden

haft capped with a triangular metal blade at one end, counterbalanced on the other end with a reinforced metal sleeve that, in a pinch, can be used as an effective striking surface.

Dwarven Dorn-Dergar: A heavy, weighted cube of metal at the end of a long chain, the dorn-dergar is used by dwarven berserkers and sappers who specialize in breaking through lines of shielded opponents or disabling enemy siege weapons.

Earthbreaker: This massive hammer's metal head is shaped or molded with heavy metal wedges along its primary striking surface, enabling it to tear through shields and armor with ease.

Falcata: The falcata is a heavy, one-handed sword with a single cutting edge, usually flaring to be wider toward the point of the weapon and narrower toward the hilt.

Feng Huo Lun: Also known as wind and fire wheels, these large, flat steel rings feature several protruding blades typically stylized to resemble flames.

Fighting Fan: This fan is useful for elegant dances as well as for slicing unsuspecting foes with the blades along its outer edge. If used in performances, it might be disguised as a frilly accessory, or it might be an obvious, though elegant, weapon.

Flyssa: This single-edged blade has a guardless hilt. Often decorated with elaborate etchings, a flyssa is longer than most daggers but shorter than average for most swords, making it useful in close and pitched combat.

Frying Pan: The cast-iron frying pan is an essential tool for adventuring halflings, gold panners, and remote tavern owners. Characters with the Halfling Weapon Familiarity ancestry feat are trained in the frying pan.

Hook Sword: This long sword has a hook near the tip, making it easy to snag an opponent or their weapons.

Jiu Huan Dao: This sword has a broad blade, along which are threaded nine heavy metal rings, leading some to call it the nine-ring sword. The rings add weight to the weapon for broad swings and clash together to make noise.

Karambit: This small, curved blade resembles a tiger's claw and is capable of delivering deep wounds.

Khopesh: This curved sickle sword has a pointed tip, allowing it to be swung in wide arcs or thrust vertically around enemy defenses. The tip of a khopesh is hooked and can be used to trip an opponent.

Kusarigama: This impressive but demanding weapon consists of a weight attached to a kama via a length of chain, which aids with disarming an opponent or attacking from a distance.

Leiomano: This thick club is inset with sharp teeth, typically from a shark, that easily tear flesh. It's the preferred weapon of many Minatan warriors.

Long Hammer: The long hammer features a pronged hammer head designed for damaging knees and ankles, counterbalanced by a stout spike and affixed to a reinforced shaft between 5 and 7 feet long.

Machete: This medium-length sword has a wide, gently curved blade and long grip. Though it's typically used to hack through heavy foliage, the machete can also be used as a deadly weapon.

Mambele: Also known as a hunga munga or danisco, this knife-axe hybrid consists of a hilt and a blade that curves backward toward the wielder. The curve of the blade is such that after a victim has been struck by a mambele, more damage is dealt as the weapon is extracted from the victim's body.

Meteor Hammer: This weapon consists of a long chain connected to a heavy weight at each end. When a wielder swings the weights by the chain, they build momentum and can serve as deadly bludgeons with incredible reach.

Naginata: This 6-foot staff has a 2-foot-long, slightly curved, swordlike blade attached at one end. The long pole helps keep the wielder out of reach of swords and shorter weapons.

Nodachi: Also known as a zhanmadao, the exceptionally long blade of the nodachi is designed to neutralize enemy mounts and counter the advantages of cavalry units. Its shape and size make it somewhat impractical for close combat but highly effective against charging opponents.

Panabas: This weapon has practical uses in both farming and butchering, thanks to the efficiency and brutality of its forward-curving blade. It can be wielded in one or two hands.

Polytool: The polytool is a small metal rod with a number of simple tools folded inside. The user can extend a long ceramic blade, as well as an awl, chisel, file, flint and steel, hook, inkpen, magnifying glass, pliers, scissors, and a small saw. The flint and steel can be used up to 10 times before needing to be replaced. Though inspired by advanced Numerian technology, the polytool is a simple enough feat of metalworking that any blacksmith could produce it—perfect for the goddess Casandalee to spread innovation farther than actual Numerian tech could reach.

Rope Dart: A deceptively simple weapon made from a length of cord attached to a weighted, conical metal spike. A rope dart can be whirled and manipulated at great speeds to attack in unexpected ways and from unexpected angles.

Sansetsukon: The sansetsukon, also known as a sanjiegun or three-section staff, is made up of three wooden staff segments, each about 14 inches in length. The staff sections are connected by short lengths of cord or chain, similar to nunchaku.

Scizore: A scizore is a gauntlet or protective leather tube worn over the forearm and featuring a half-moon blade mounted to the end of the cap on a short pole.

Tekko-Kagi: Four curved blades attached to a sturdy handlebar give the wielder of this close-combat weapon the illusion of having claws that extend from their fist. Adherents of Bastet favor the tekko-kagi for catching their foes off guard.

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RANGED WEAPONS

Simple Weapons	Price	Damage	Range	Reload	Bulk	Hands	Group	Weapon Traits
Atlatl	2 sp	1d6 P	60 ft.	1	1	1	Dart	Propulsive
Martial Weapons	**Price**	**Damage**	**Range**	**Reload**	**Bulk**	**Hands**	**Group**	**Weapon Traits**
Bola	5 sp	1d6 B	20 ft.	–	L	1	Sling	Nonlethal, ranged trip, thrown
Gakgung	6 gp	1d6 P	100 ft.	0	L	1+	Bow	Deadly d8, monk, propulsive
10 arrows	1 sp				L			
Gauntlet bow	9 gp	1d4 P	60 ft.	1	1	1	Bow	Capacity 4, free-hand, parry
10 bolts	1 sp				L			
Harpoon	1 gp	1d8 P	30 ft.	–	1	2	Dart	Tethered, thrown
Rotary Bow	8 gp	1d8 P	80 ft.	1	1	1	Bow	Capacity 4
10 bolts	1 sp				L			
Shield bow	5 gp	1d6 P	50 ft.	0	1	1+	Bow	Deadly d8, parry
10 arrows	1 sp				L			
Sukgung (level 1)	7 gp	1d8 P	200 ft.	1	1	1	Bow	Fatal aim d12
10 bolts	1 sp				L			
Uncommon Martial Weapons	**Price**	**Damage**	**Range**	**Reload**	**Bulk**	**Hands**	**Group**	**Weapon Traits**
Boomerang	2 sp	1d6 B	60 ft.	–	L	1	Club	Recovery, thrown
Chakri	2 sp	1d6 S	40 ft.	–	L	1	Dart	Recovery, thrown
Spraysling	1 gp	1d6 B	20 ft.	1	L	1	Sling	Halfling, propulsive, scatter 5 ft.
10 spray pellets	1 sp				L			
Thunder sling	5 gp	1d6 P	50 ft.	1	L	1	Sling	Agile, propulsive, tengu
Advanced Weapons	**Price**	**Damage**	**Range**	**Reload**	**Bulk**	**Hands**	**Group**	**Weapon Traits**
Phalanx piercer (level 1)	10 gp	1d10 P	80 ft.	1	2	1+	Bow	Concussive, hobgoblin, propulsive, razing, volley 30 ft.
5 bolts	1 sp				L			
Uncommon Advanced Weapons	**Price**	**Damage**	**Range**	**Reload**	**Bulk**	**Hands**	**Group**	**Weapon Traits**
Barricade buster (level 1)	9 gp	1d10 B	40 ft.	0	3	2	Firearm	Kickback, orc, razing, repeating, volley 20 ft.
8-round magazine	2 sp				L			
Taw launcher	10 gp	1d10 modular	100 ft.	1	1	2	Bow	Conrasu, deadly d10, modular (B, P, or S)
10 wooden taws	1 sp				L			

Three-Section Naginata: A fusion of a naginata and sansetsukon, this three-section weapon has a sweeping, curved blade along each of the outer sections. Though difficult for anyone but an expert weapon master to use effectively, the three-section naginata can be wielded at devastating speed to slice or smash apart a foe.

Urumi: A bouquet of whiplike blades extends from the hilt of this sword, enabling deadly, sweeping attacks.

War Razor: A war razor is an exaggerated version of the barbers' tool. It's a brittle but extremely sharp weapon that is very easy to slip into a pocket or sleeve.

Whipstaff: The whipstaff is a 5-foot-long staff carved from alchemically treated wood. Exceptionally light and well-balanced, whipstaffs are favored by travelers and martial artists who prioritize speed over power.

FIREARMS CRITICAL SPECIALIZATION

This book includes the firearm weapon group, which has the following critical specialization effect.

Firearm: The target must succeed at a Fortitude save against your class DC or be stunned 1.

RANGED WEAPON DESCRIPTIONS

Atlatl: Atlatls are long, narrow pieces of shaped wood or antler used as levers to hurl darts faster and farther than would otherwise be possible. An atlatl uses darts as ammunition.

Barricade Buster: Developed by a dromaar inventor from Alkenstar who brought the technology north to battle the Whispering Tyrant alongside the orc hordes of Belkzen, the barricade buster features eight barrels fixed around a central pivot attached to a handle and firing mechanism. A barricade buster fires spheres of metal with extreme velocity and very little accuracy.

Bola: This throwing weapon consists of weights tied to the end of long cords, which can be used to entangle foes.

Boomerang: The boomerang is a carved piece of wood designed to curve as it flies through the air, returning to the wielder after a successful throw.

Chakri: Similar to a chakram, chakri are too light to be wielded in melee but allow the user significantly more control over their throws. A chakri is small and light

COMBINATION WEAPONS

Uncommon Martial Weapons	Price	Damage	Range	Reload	Bulk	Hands	Group	Weapon Traits
Bow staff	8 gp	1d6 P	80 ft.	0	1	1+	Bow	Deadly d8, monk
Melee usage		1d6 B			1	2	Club	Finesse, monk, parry, sweep
10 arrows	1 sp				L			
Crescent cross	4 gp	1d6 P	30 ft.	1	L	1	Bow	Capacity 3, parry
Melee usage		1d4 S			L	1	Knife	Critical fusion, parry
10 rounds	1 sp				L			
Lancer	8 gp	1d8 P	60 ft.	2	2	2	Bow	Capacity 2
Melee usage		1d6 P			2	2	Spear	Critical fusion, reach
10 bolts	1 sp				L			
Mikazuki	8 gp	1d6 P	70 ft.	0	2	1+	Bow	Monk, propulsive
Melee usage		1d6 B			2	2	Flail	Backswing, disarm, monk, parry
10 arrows	1 sp				L			
Uncommon Advanced Weapons	**Price**	**Damage**	**Range**	**Reload**	**Bulk**	**Hands**	**Group**	**Weapon Traits**
Wrecker	8 gp	1d6 B	20 ft.	1	2	2	Sling	Dwarf, ranged trip, razing
Melee usage		1d8 B			2	2	Flail	Dwarf, razing, reach

enough that up to two can be worn on each wrist; a chakri worn on the wrist is reload 0 instead of reload —.

Gakgung: A gakgung is a type of composite reflex bow that combines speed and power in equal amounts for effective precision shooting.

Gauntlet Bow: The gauntlet bow is a heavy metal glove with a built-in crossbow and rotating chamber mechanism for easy reloading. A gauntlet bow can be used to make melee attacks like a standard gauntlet. You can't reload a gauntlet bow with the hand wielding it.

Harpoon: Often used for hunting exceptionally large aquatic creatures, the harpoon is similar to a javelin but features a barbed head and rope tether so it (or the corpse it's attached to) can be easily retrieved.

Phalanx Piercer: This massive bow is made from bone or wood reinforced with flexible metal strips and strung with reinforced cord. Designed by hobgoblin engineers to take down shielded opponents, the phalanx piercer fires heavy, iron-shod bolts.

Rotary Bow: This one-handed crossbow has four arms instead of two, and four rotating chambers that can be pre-loaded with bolts for more efficient firing. The chamber can be swapped and the arms redrawn with a simple crank device built into the crossbow.

Shield Bow: As the name implies, a shield bow is a bow with an integrated shielding surface. While versatile and effective, a shield bow's architecture limits its flexibility somewhat, decreasing its total draw strength and penetrating power.

Spraysling: A spraysling is similar to a standard sling but with a wider cup fitted with a thin blade affixed to the cup's edges. When used to make an attack with a specially prepared packet of spray pellets, the razor slices open the packet and the weapon launches a cluster of stinging pellets.

Sukgung: The sukgung is an extremely efficient crossbow most common in the nation of Hwanggot. Capable of lethal shots at remarkable distances, the sukgung is well-balanced enough to be fired with one hand.

Taw Launcher: This complex device is a crossbow and fires small wooden bullets known as taws. A system of blades within the launcher can rapidly reshape a taw as it's loaded, allowing the launcher to fire taws of different shapes, such as fléchettes.

Thunder Sling: Tengu use these specialized slings to fire darts further and with greater force than when thrown by hand. A thunder sling uses darts as ammunition. It can also hurl blowgun darts as ammunition but deals 1d4 piercing damage instead of 1d6 when used this way.

Combination Weapon Descriptions

Bow Staff: The bow staff is a whipstaff with a retracting spool of wire inside a metal cap on one end and a hooked protrusion on the other. A wielder trained in the weapon's use can quickly spool and attach or detach the wire to transition the weapon between bow and staff functionality.

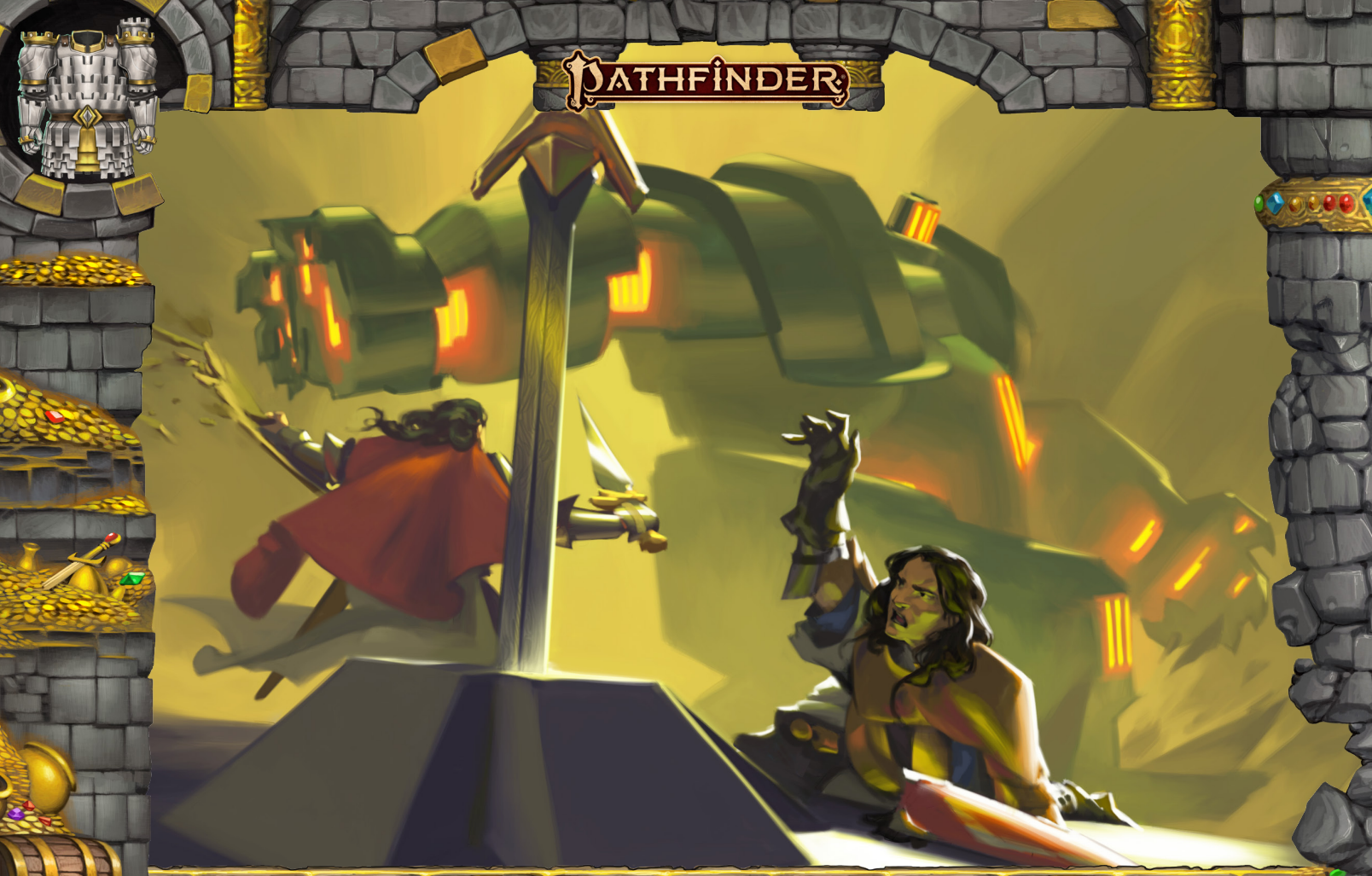
Crescent Cross: A crescent cross combines a small scizore with an arm-mounted crossbow apparatus that can hold up to three bolts at a time.

Lancer: This lance has a heavy grip with two parallel crossbow fixtures built into it, making it a useful weapon for combats who prefer to keep their distance at all times.

Mikazuki: The mikazuki combines a sansetsukon with a thin length of metal string and several locking mechanisms built into the joints, allowing it to be quickly locked into configuration as a bow.

Wrecker: The wrecker combines a dwarven dorn-dergar with a heavy, gear-reinforced arm cover that allows it to be fired like an oversized sling, then retrieved and reloaded by manually activating a clockwork spool. A wrecker must be loaded to be switched from its ranged configuration to its melee configuration.

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WEAPON RUNES



The little mammals who lay claim to the surface lands are remarkably innovative creatures. Bereft of claw or fang, they forge replacements out of steel and wood. Without magical breath or inherent magics like our own, they painstakingly craft runes that imbue their weapons with the power they lack. How fascinating that such short-lived creatures should master so many ways to challenge their betters.

—Valashinaz, Mistress of the Vault

AUTHORIZED RUNE 3

MAGICAL

Price 50 gp

Usage etched onto a weapon

Sharp needles impale anyone who attempts to wield this weapon other than its rightful owner. Each *authorized* rune is etched with the blood of a specific creature. If any other creature wields the weapon, needles immediately erupt from the weapon's hilt or shaft, dealing 1d8 piercing damage plus 1d4 persistent bleed damage to the wielder. If the weapon has a *striking* rune, this damage increases to 1d8 per damage die and 1d4 persistent damage per damage die; this counts only the weapon's base die and dice from the *striking* rune. The persistent bleed damage can't end while the creature still holds the weapon. The spikes retract once the creature lets go.

When the rune is crafted, the crafter can choose to broaden the criteria for who can safely wield the item, expanding the users to creatures with a particular bloodline, patron deity, or sanctification, as the crafter chooses. This criterion must be shared by the creature who contributed the blood for the rune.

COATING RUNE 9

EXTRADIMENSIONAL MAGICAL

Price 700 gp

Usage etched onto a weapon

When etched, this rune creates an extradimensional space that links to the weapon that wields it. The space can hold up to 1 Bulk but can contain only poisons and magic oils that could be applied to the weapon. Stowing or retrieving an item in the space requires an Interact action, except when using the rune's activation.

Activate ❖ (concentrate) **Requirements** At least one magic oil or poison is stored inside the rune's extradimensional space; **Effect** For 1 minute, you can apply stored oils and poisons to the weapon without needing any hands free. Applying them takes the same number of actions as normal. An oil or poison applied this way pours directly from the extradimensional space onto the weapon, and when it's fully applied, its empty vial is ejected.

EARTHBINDING RUNE 5

MAGICAL

Price 125 gp

Usage etched onto a weapon

A weapon with this rune hums when touched to the ground.

Activate ↷ (concentrate) **Frequency** once per hour; **Requirements** You critically hit a flying creature with the etched weapon; **Effect** The rune casts a DC 20 *earthbind* spell on the flying creature.

FLURRYING RUNE 7

MAGICAL

Price 360 gp

Usage etched onto a melee weapon with the monk trait

When you make a Flurry of Blows using the etched weapon and your first Strike reduces a creature to 0 Hit Points, you can make your second Strike with an echo of the weapon, increasing the reach to 30 feet.

Activate ❖❖ (concentrate, force) **Frequency** once per day; **Effect** The weapon casts a *spiritual armament* spell. The ghostly weapon looks like the etched weapon. Use your normal attack bonus and damage for the weapon instead of the damage listed in the spell, but use your Wisdom modifier instead of Strength when determining damage. You can choose to make a Flurry of Blows instead of a Strike when the *spiritual armament* attacks; this still counts as your flourish for the turn. You can Sustain this activation in the same manner as the spell.

IMPOSSIBLE RUNE 20

MAGICAL

Price 70,000 gp

Usage etched onto a weapon

This rune makes a weapon capable of impossible offense and defense. The etched weapon is immune to *dispel magic* and similar effects that could counteract its magic. If it's a ranged weapon or thrown weapon, its range increment is doubled.

Activate ❖❖ (concentrate, teleportation) **Frequency** once per hour; **Effect** You and the weapon flash to a perfect attacking position, then return to where you started. Make a Strike with the etched weapon against one creature you can see, even if the target is beyond the weapon's reach or range. On this Strike, ignore any circumstance penalty, status penalty, and range increment penalty.

MERCIFUL RUNE 4

MAGICAL MENTAL

Price 70 gp



WEAPONS OF PEACE?

When I was arranging the boss's runed weapons the other day, one of the racks fell on top of me and I thought for sure I was dead! A massive morningstar glowing a wicked green tumbled right toward my face and BAM! I woke up a couple hours later, totally fine except for a bit of a headache. Once I'd reviewed the catalog for this section, I realized the morningstar was one of the weapons with the rune designed to prevent it from dealing fatal harm. I don't get this at all. Who crafts a big, spiky metal ball and attaches it to a hitting stick if they don't want to actually hurt someone?

Usage etched onto a weapon

Merciful weapons are sheathed in an unmistakable wispy green aura recognized by both gladiators and guards around the world. A *merciful* weapon has the nonlethal trait and can't be used to make a lethal attack. Any persistent damage the weapon would deal is negated.

On a critical hit, a *merciful* weapon causes the target to become fascinated with the weapon's wielder for 1 minute, as the target is bombarded with feelings of guilt and remorse. This is a mental effect. If you have access to the weapon's critical specialization effect, you choose whether to use it or the *merciful* effect.

PACIFYING RUNE 5

MAGICAL

Price 150 gp

Usage etched onto a weapon

This rune turns weapons into instruments of peacemaking.

Activate ↷ (concentrate, mental) **Trigger** You damage a creature with the etched weapon; **Effect** The damaged creature must succeed at a DC 20 Will save or be pacified. A pacified creature takes a –2 penalty to attack rolls on any attacks that aren't nonlethal for 1 minute, and the creature also experiences a clear psychic warning that they should stop making attacks that could kill.

SWARMING RUNE 9

MAGICAL

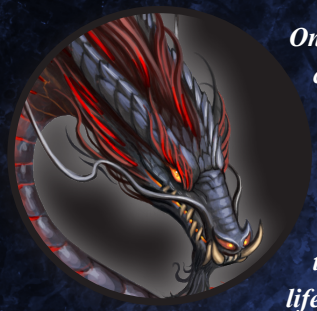
Price 700 gp

Usage etched onto a thrown weapon

Able to copy itself many times over when thrown until the air is filled with deadly blades, a *swarming* weapon turns a single weapon into a shower of devastation.

Activate ❖❖ (concentrate) **Frequency** once per hour; **Effect** You fling your weapon and it multiplies as it flies through the air, filling a 30-foot cone. All creatures within the area take damage equal to double the weapon's number of damage dice, with a DC 27 basic Reflex save.

SPECIFIC MAGIC WEAPONS



One of the more curious quirks inherent to the craftsmanship of the lesser mortal creatures is their ability to completely ignore all the rules and strictures related to the fundamental applications of magic. Runes are simple and obvious in their application and creation, essentially just adjusting the same mechanics inherent in scribing a scroll for a particular medium and effect. Then there are items like the weapons in my private collection. No simple etching of runes can entirely explain the complex magical workings of their design, and I expect only a species whose lifespan begins and ends in the pause between a dragon's breaths could come up with inventions so truly unlikely in both their form and efficacy.

—Valashinaz, Mistress of the Vault

Coordinating Gear

Some adventurers view their weapons, themselves, and even their teammates as parts of a well-oiled machine, its cogs grinding up enemies in combat!

CLOCKWORK ARMS

These contraptions combine magic with clockwork mechanization to strike the down the enemies of progress, or whomever happens to be standing in the wielder's way.

PISTON GAUNTLETS — ITEM 13

UNCOMMON CLOCKWORK MAGICAL

Price 2,800 gp

Usage held in 1 hand; **Bulk** L

The striking surface of this *+2 greater striking flaming pantograph gauntlet*[G&G] releases a puff of fire each time it reaches the end of its linkage.

Activate ❖❖ (concentrate, manipulate) **Frequency** once per day; **Effect** You supercharge the gauntlet's attack. Make a melee Strike. This counts as two attacks when calculating your multiple attack penalty. If this Strike hits, you deal an extra two dice of weapon damage.

WINDLASS BOLAS — ITEM 6

CLOCKWORK MAGICAL

Price 200 gp

Usage held in 1 hand; **Bulk** L

Clockwork mechanisms tick away inside the weights of these *+1 striking returning bolas* (page 30), spooling out more cord in midair.

Activate ❖ (manipulate) **Frequency** once per day; **Effect** The cord of the bola snakes out as you throw it, allowing the weapon to wrap around a group of enemies. You use the bolas to attempt a ranged Trip against all creatures in a 5-foot radius burst within the weapon's first range increment. Roll a separate Athletics check for each target. Each attempt counts toward your multiple attack penalty, but don't increase your penalty until you have made all the attempts.

PAIRED WEAPONS

Fearsome on their own, these weapons are even more powerful when used in combat alongside their intended counterpart.

GROUNDING SPIKE — ITEM 10

UNCOMMON MAGICAL

Price 950 gp

Usage held in 1 hand; **Bulk** 1

Metal caps the bottom of this *+1 striking thundering dancer's spear* (page 25) and its point gives off the faint smell of ozone. If you hit a target that has been struck by a *polarizing mace* within the last round, you deal additional electricity damage to the target equal to the number of *grounding spike*'s damage dice. If you critically hit such a target, the creature is off-guard until the start of your next turn.

Special The *grounding spike* pairs with the *polarizing mace*.

POLARIZING MACE — ITEM 10

UNCOMMON MAGICAL

Price 950 gp

Usage held in 1 hand; **Bulk** L

Even grasping the amber handle of this *+1 striking shock light mace* makes your hair stand on end.

Activate ❖❖ (concentrate, manipulate) **Frequency** once per day; **Requirements** The wielder of a *grounding spike* is within 30 feet; **Effect** A great surge of electricity connects your paired weapons. All creatures in a line between you and the wielder of the *grounding spike* take 4d12 electricity damage (DC 24 basic Reflex save).

Special The *polarizing mace* pairs with the *grounding spike*.

RIME FOIL — ITEM 11

UNCOMMON MAGICAL

Price 1,400 gp

Usage held in 1 hand; **Bulk** L

The steely blue blade of this *+2 striking frost rapier* emerges from a hilt wrapped in thick leather and trimmed in fur to protect the wielder's hand.

Activate ❖❖ (concentrate, manipulate) **Frequency** once per day; **Requirements** You hit a creature using the *rime foil* as your last action; **Effect** You cast 5th-rank *phantom prison*[SoM] on the target (DC 22 Will to disbelieve). If the target has been damaged by a *shattered plan* in the last round, the DC is instead 24.

Special The *rime foil* pairs with the *shattered plan*.

SHATTERED PLAN ITEM 11

UNCOMMON MAGICAL

Price 1,400 gp

Usage held in 1 hand; **Bulk** 1

Though the body of this *+2 striking impactful*[SoM] *boomerang* (page 30) is riddled with glowing hairline cracks, the weapon feels reassuringly solid in the hand. If you damage a target that has been struck by a *rime foil* within the last round, you bruise its chilled body, and the target takes a –5-foot penalty to all its Speeds, or a –10-foot penalty on a critical hit.

Special The *shattered plan* pairs with the *rime foil*.

Celestial Armory

Weapons found within this vault are inspired by Golarion's moon and stars, as well as the deities who claim dominion over them.

BLESSED REFORMER ITEM 14

UNCOMMON DIVINE HOLY

Price 4,500 gp

Usage held in 1 hand; **Bulk** 1

The Empyreal word for "repent" is etched in golden lettering on the shaft of this *+2 greater striking merciful* (page 33) *dawnsilver warhammer*. If you are unholy, you are enfeebled 2 while carrying or wielding this weapon.

Activate ❖❖ (concentrate, manipulate) **Frequency** once per hour; **Effect** You hold your weapon aloft, calling on righteousness to steel your resolve. You cast *protection* targeting yourself.

Redeemer Wielder If you're a champion with the redemption cause, you also gain the following two benefits.

- When you critically hit an unholy creature with the *blessed reformer*, until the end of your next turn, the creature takes a –10-foot penalty to its Speeds and can't Step.
- You can Activate the weapon in the following way.

Activate ❖ (concentrate, manipulate) **Frequency** once per day; **Requirements** You hit a creature using the *blessed reformer* as your last action; **Effect** You cast *calm* at the same rank as your champion focus spells. It must target the creature you hit, and the creature takes a status penalty on its save against the spell equal to the *blessed reformer*'s number of weapon damage dice.

Craft Requirements You're a champion with the redemption cause. The initial materials must include 140 gp of dawnsilver.

REAPER'S CRESCENT ITEM 9

UNCOMMON LIGHT MAGICAL

Price 575 gp

Usage held in 1 hand; **Bulk** L

The blade of this alabaster *+1 striking sickle* grows thick and pitted as the moon waxes, and it thins to a sharp sliver as the moon wanes. Moonlight also causes a second rune on the blade to change shape with the moon's phases: during the new and crescent moon, the weapon has the *ghost touch* rune; during the quarter moon, the *fearsome* rune; and during the gibbous and full moon, the *wounding* rune.

When wielded under moonlight of any strength, the *reaper's crescent* deals additional cold damage equal to the number of damage dice.

STARGAZER ITEM 14

UNCOMMON INVESTED MAGICAL SCRYING

Price 6,500 gp

Usage held in 1 hand; **Bulk** L

When you invest this *clear quartz crystal ball*, it orbits your head like an *aeon stone*. As long as you have the *stargazer* invested, you can use an Interact action to direct it to orbit one of your hands where you can telekinetically smash the orb into foes, wielding it as a *+2 greater striking returning club*. While you're directing the *stargazer*, your hand is full, and you can send it back to your head with another Interact action. On a critical hit, the *stargazer* pulses with hypnotic starlight, dazzling the struck creature for 1 round. A *stargazer* doesn't add critical specialization effects.

Beast Armaments

Beast armaments are weapons crafted from the body parts of specific types of monsters and are imbued with some of the monster's own essence or special abilities.

See Nature Crafting on page 164 for rules that can give you interesting ways to incorporate beast armaments into your game.

ALGHOLLTHU WHIP ITEM 7

UNCOMMON MAGICAL

Price 350 gp

Usage held in 1 hand; **Bulk** 1

This fleshy *+1 striking whip* is obviously crafted from the tentacle of some fearsome beast, likely an aquadel, and constantly strobes with small patterns of light.

Activate ❖ (concentrate, occult, visual) **Frequency** once per day; **Requirements** Your last action was a successful Strike, Grapple, or Trip with the *alghollthu whip*; **Effect** Patterns on the skin of the whip strobe in a rapid pulse. The creature your attack succeeded against must attempt a DC 23 Will save.

Critical Success The target is unaffected.

Success The target is dazzled until the end of your next turn.

Failure The target is dazzled until the end of your next turn and stunned 1.

Critical Failure The target is dazzled until the end of your next turn and stunned 2.

Craft Requirements The initial raw materials must include a tentacle from an aquadel (*Monster Core 2* 22).

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ALICORN LANCE ITEM 5

UNCOMMON HOLY MAGICAL

Price 150 gp

Usage held in 1 hand; **Bulk** 2

This white *+1 striking lance* is made from the horn of a unicorn, willingly granted at the end of its lifetime. Strikes made with this lance gain the holy trait and deal an additional 1 spirit damage. You can make the lance glow like a torch or suppress its light by using an action, which has the concentrate trait.

Activate ❖❖ (magical, manipulate) **Frequency** once per hour; **Effect** You evoke the spirit of the unicorn that donated the *alicorn lance*'s horn, which you ride in a shining charge. Move up to twice your Speed and make a Strike with the *alicorn lance*; you gain the effects of the lance's jousting trait on this Strike. If you were already mounted when you Activate the horn, the unicorn spirit takes shape around your steed, granting it a +10-foot status bonus to its Speed for the charge.

Craft Requirements The initial raw materials must include a horn willingly gifted by a unicorn. In rare instances, an *alicorn lance* can be made with a forcibly taken horn. However, this heinous act pollutes the horn's magic, causing it to glow with a sickly red light; remove the holy trait, add the unholy trait to Strikes instead of the holy trait, and make the unicorn spirit evoked in the charge whinny visibly in pain.

DEZULLON FOUNTAIN ITEM 11

ACID MAGICAL PLANT

Price 1,300 gp

Usage held in 2 hands; **Bulk** 1

A *dezullon fountain* is a distinct type of *+2 striking air repeater*[G&G] made from the still-living pitcher of a dezullon, dealing acid damage instead of the gun's normal piercing damage.

Activate ❖ (concentrate) **Frequency** once per day; **Effect** The next creature you successfully Strike with this weapon is exposed to amnesia venom.

Amnesia Venom (mental, poison) **Saving Throw** DC 29 Fortitude; **Maximum Duration** 6 rounds; **Stage 1** off-guard (1 round); **Stage 2** off-guard and clumsy 1 (1 round); **Stage 3** confused, off-guard, and clumsy 2 (1 round)

Craft Requirements The initial raw materials must include a pitcher from a dezullon (*Monster Core* 94) or similar creature.

DRAGONSCALE BO STAFF ITEM 6

MAGICAL

Price 240 gp

Usage held in 2 hands; **Bulk** 2

This *+1 striking bo staff* is covered in scales shed by or harvested from a dragon. When benefiting from the circumstance bonus to AC granted by the bo staff's parry trait, you also gain a +1 circumstance bonus to saving throws against magical effects of the tradition matching the dragon who provided the scales, plus resistance 5 to a damage type determined by that tradition: force for arcane, spirit for divine, mental for occult, or fire for primal. For instance, a *dragonscale bo staff* made with scales taken from an omen dragon would provide a +1 circumstance bonus to saves against occult effects and resistance 5 to mental damage.

Craft Requirements The initial raw materials must include scales from one type of dragon.

DRAGONTOOTH LEIOMANO ITEM 13

MAGICAL

Price 3,000 gp

Usage held in 1 hand; **Bulk** 2

Dragon teeth line the edges of this *+2 greater striking leiomano* (page 25). The leiomano deals an additional 1d6 damage of a type determined by the tradition of the dragon from which the teeth were taken: force for arcane, spirit for divine, mental for occult, or fire for primal. The weapon also gains the relevant trait (for instance, fire for a club made with teeth taken from an adamantine dragon).

Activate ❖❖ (magical, manipulate) **Frequency** once per minute; **Effect** You swing the leiomano, sending several of the dragon teeth shooting through the air on jets of energy. The dragon teeth deal 3d6 piercing damage and 3d6 damage of the damage type corresponding to the dragon's tradition in a 15-foot cone (DC 29 basic Reflex save). The teeth hunt down their targets, correcting their flight in midair, which reduces any circumstance bonus from cover by 2.

Craft Requirements The initial raw materials must include teeth from a dragon.

GHOUL STILETTO ITEM 3

MAGICAL

Price 60 gp

Usage held in 1 hand; **Bulk** L

A *ghoul stiletto* is a *+1 dagger* wrapped in the still-undead skin of a ghoul. While you wield the dagger, you gain a +1 status bonus to all saves against curses and olfactory effects.

Activate ❖ (concentrate, divine, manipulate, olfactory) **Frequency** once per hour; **Effect** The *ghoul stiletto* afflicts the next living target struck by the dagger with a terrible wound that emits the foul stench of the grave. The creature emits a stench aura in a 10-foot emanation for 1 minute. During that time, the affected creature, as well as any creature that starts or ends its turn in the aura, must succeed at a DC 17 Fortitude save or become sickened 1 (plus slowed 1 as long as it's sickened on a critical failure). A creature that succeeds at its save is temporarily immune to all stench auras for 1 minute.

Craft Requirements The initial raw materials must include skin from a ghoul (*Monster Core* 162–163).

SCIZORE OF THE CRAB ITEM 5

MAGICAL

Price 150 gp

Usage worn on 1 hand; **Bulk** 1

A *scizore of the crab* is a *+1 scizore* (page 25) that has the grapple trait in addition to its normal weapon traits.

Activate ❖ (manipulate) **Requirements** Your last action was a successful Strike with this weapon, or you have a creature



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grabbed with this weapon; **Effect** The target is grabbed until the end of your next turn. A grabbed creature can use the Escape action to get out of the Grab, and the Grab ends for a grabbed creature if you move away from it. This functions as the Grab creature ability.

Activate ❖ (manipulate) **Frequency** once per round; **Requirements** You have a creature grabbed with this weapon; **Effect** The crab claw animates and pinches open and shut, dealing slashing damage equal to the *scizore of the crab*'s number of damage dice.

Craft Requirements The initial raw materials must include a claw from a giant crab (*Monster Core 2* 77) or similar creature.

VAMPIRE-FANG MORNINGSTAR ITEM 8

MAGICAL

Price 500 gp

Usage held in 1 hand; **Bulk** 1

This *+1 striking wounding morningstar* is studded with teeth pulled from a vampire, which usually requires an animate donor, given vampires' tendency to turn to dust when destroyed.

Activate ❖ (manipulate) **Frequency** once per minute; **Requirements** Your last action was a successful Strike with this weapon and you're not in direct sunlight; **Effect** The *vampire-fang morningstar* absorbs blood from the target, healing the wielder for 10 Hit Points.

Craft Requirements The initial raw materials must include teeth from a vampire (*Monster Core* 338-341).

VINE WHIP ITEM 8

MAGICAL

Price 500 gp

Usage held in 1 hand; **Bulk** 1

This *+1 striking whip* is crafted from the vine of a dangerous plant creature. It deals bludgeoning or slashing damage, according to the vine attack of the creature it was harvested from. For example, collecting a vine from an assassin vine would result bludgeoning damage, while one from a mandragora or viper vine would deal piercing damage.

Activate ❖❖❖ (concentrate, manipulate) **Requirements** You have soil or sand within your reach; **Effect** You Release the weapon and plant it in the ground, where it takes root and fights on its own against the last enemy you attacked or the nearest enemy to it if your target has been defeated.

The weapon has a space of 5 feet, acts on your initiative, and gains two actions. It doesn't block or impede enemies attempting to move through that space, nor does it benefit from or provide flanking. The weapon can't use reactions, and it acts on your turn.

While Activated, a *vine whip* makes Strikes with an attack modifier of +22 plus its item bonus to attack rolls (normally +24 total). It uses the weapon's normal damage but has a +0 Strength modifier. The whip's abilities that automatically trigger on a hit or critical hit still function, but the weapon can't be Activated or benefit from any of your abilities while rooted.

Each round, when the *vine whip* is finished using its actions, attempt a DC 6 flat check. On a failure, the Activation ends and the *vine whip* becomes inanimate. You can't Activate the item again for 10 minutes. Removing the *vine whip* from the ground takes an Interact action.

While rooted, the *vine whip* gains fast healing 1.

Craft Requirements The initial raw materials must include the vine from a plant creature with a vine attack.

SPARK GUNS AND STAR GUNS

The great warriors of Arcadian legend each carried with them a unique weapon capable of unleashing what many believed to be the power of the stars. Legends claim these warriors collected motes of light that fell from the night sky, containing them within metal tubes known as star guns. These star guns were as legendary as the warriors themselves, sometimes even gaining reputations greater than that of any warrior. Except for a select few models, however, knowledge of how to craft a star gun has become impossible to claim. When Earthfall shook the foundations of Arcadia, what little knowledge of star gun smithing was lost, leaving only the precious few existing star guns as a remnant of the continent's mythical past.

In the millennia since Earthfall, Arcadian weaponsmiths have attempted time and again to replicate star guns, even going so far as to dismantle existing star guns to understand their design. Every attempt has failed, though one collaboration has yielded what many consider to be the closest result: spark guns. These guns have only a fraction—a spark—of the power of a star gun and make use of magical cores that collect and convert ambient energies into destructive bolts. The blasts fire from a gun like any bullet but instead take the form of small jets of fire, sonic pulses, or more bizarre discharges. Crafting a spark gun is a complicated magical process, knowledge of which remains relatively regional. As a result, spark guns are uncommon in the majority of Arcadia, though they're common in the Arcane Empires and Deadshot Lands regions. Spark guns are rare outside of Arcadia.

KALDEMASH'S LAMENT ITEM 20

UNIQUE ARCANE

Usage held in 1 hand; **Bulk** L

Resembling little more than a simple iron pipe with a handle, *Kaldemash's Lament* is one of the most well-known star guns in all of Arcadia. Legends state the Crowned Regent Kaldemash helped forge one of the first star guns millennia ago. While the star gun served Kaldemash as a powerful weapon, its most notable achievement was the accidental killing of one of Kaldemash's greatest friends. This death is what caused the regent to recognize the true destructive power of the star guns and led to him developing the Star Code, a set of rules of engagement and proper use of firearms still in use in Arcadia today. Although Kaldemash never named the weapon himself, all legends that mention the weapon refer to it as *Kaldemash's Lament*.

The legendary weapon is a *+3 major striking quickstrike* advanced firearm with a range increment of 90 feet. It deals 4d6 force damage (with the *major striking* rune included) and has the concealable, concussive, and fatal d10 traits. You don't take a penalty when dealing nonlethal damage with the weapon. Like most star guns, *Kaldemash's Lament* uses magic to function and doesn't require ammunition or black powder.

If you use *Kaldemash's Lament* as part of a duel in which all parties are in agreement on the terms, the gun's supernatural instincts help you make the quickest draw. You roll twice and take the higher result on your initiative roll for the duel; this is a fortune effect. In addition, you can draw *Kaldemash's Lament* as a free action at the start of your turn during the duel. If you attempt to fire the star gun in bad faith at a dueling opponent once they have surrendered, been defeated, or the duel is over, *Kaldemash's Lament* flies out of your hand and you can't pick it up, hold it, or wield it for 10 minutes.

Activate ◆ (concentrate) **Trigger** You target a creature with an attack; **Effect** You adjust the damage that *Kaldemash's Lament* deals before firing. *Kaldemash's Lament*'s damage type changes to either electricity, fire, or force until you change the type again.

Activate ◆◆ (concentrate, manipulate) **Frequency** once per minute; **Effect** You leave *Kaldemash's Lament* to fire on its own. You release the star gun and it begins to move independently, flying through the air and firing. You still gain the benefits of the gun's *quickstrike* rune while it's moving independently. It has a space of 5 feet but doesn't block or impede enemies attempting to move through that space. It always remains within 30 feet of you and intentionally resists being taken or otherwise moved; all attempts to Grab it fail. *Kaldemash's Lament* moves this way for 3 rounds, after which it returns to your hand. If you don't have a free hand to hold it, the gun instead holsters itself on your person.

While *Kaldemash's Lament* is moving independently, you can Sustain the activation to have it make a Strike against a creature. It makes a ranged Strike using your attack modifier while wielding it or a +31 bonus, whichever is higher. This attack increases your multiple attack penalty as normal, and the gun uses your multiple attack penalty when determining its attack bonus. Since the star gun is constantly moving and attempting to line up the appropriate shot, creatures it targets are off-guard to the gun's attacks.

Activate ◆◆◆ (concentrate, manipulate) **Effect** You unleash a barrage of attacks in an instant. You deal Strike damage to all creatures in a 30-foot cone (DC 45 basic Reflex save). This barrage counts as three attacks for your multiple attack penalty.

MINDLANCE ITEM 8

UNCOMMON ARCANE MENTAL

Price 500 gp

Usage held in 2 hands; **Bulk** 2

This *+1 striking arquebus*[G&G] is used by caravan guards to nonlethally—though powerfully—deter large game and bandits. When fired, the spark gun deals mental damage and adds the nonlethal trait to the attack. Each *mindlance* also includes a reinforced stock that benefits from any fundamental runes on the firearm. When you critically succeed at an attack roll with a *mindlance*, the target becomes frightened 2 unless it succeeds at a DC 24 Will save.

SOLAR SHELLFLOWER ITEM 5

UNCOMMON ARCANE FIRE

Price 160 gp

Usage held in 2 hands; **Bulk** L

This *+1 striking flintlock musket*[G&G] features multiple triangular panels that can be folded out of the stock, like the petals of a tigridia flower, that collect sunlight and feed it into the spark gun's core. All damage dealt by a *solar shellflower* is fire damage.

Activate ◆ (manipulate) **Frequency** once per day (but see below); **Effect** One of the panels from the *solar shellflower* detaches and unfurls into a tigridia-shaped construct of flame. For the next 1 minute, whenever you Strike an enemy with the *solar shellflower*, the construct fires a smaller jet of fire that automatically hits the target, dealing 3d4 additional persistent fire damage or twice that on a critical hit. The *solar shellflower* usually requires a full day to replenish enough solar energy to recharge this Activation, but if used in an environment with especially strong sunlight, such as in a desert, on a cliff above the clouds, or near the summer solstice, it can recharge in 1 hour instead.

SPARK DANCER ITEM 13

UNCOMMON ARCANE FIRE

Price 2,900 gp

Usage held in 1 hand; **Bulk** L

This *+2 greater striking pepperbox*[G&G] cycles through several magical cores, swapping in new ones while the previous ones cool. The gun deals fire or electricity damage, alternating with each attack as it rotates cores. Arcadian gunslingers liken the rotating cores to a group of dancers sharing the spotlight.

Activate ◆◆ (manipulate) **Frequency** once per day; **Effect** The spark dancer casts either *fireball* or *lightning bolt*, depending on whether the current core would deal fire or electricity damage, as a 7th-rank arcane spell (DC 30).

THUNDERCRASHER ITEM 5

UNCOMMON ARCANE

Price 155 gp

Usage held in 2 hands; **Bulk** 2

While looking straight down the barrel of this *+1 striking blunderbuss*[G&G], the spark gun's magical core is visible amid several reflectors. All damage dealt by a *thundercrasher* is sonic damage. On a critical hit, the target must succeed at a Fortitude save against your class DC or be deafened for 1 minute.

Activate ◆ (manipulate) **Frequency** once per hour; **Effect** You overload the *thundercrasher* to emit chaotic sonic frequencies that soften earth and stone. When you next fire the *thundercrasher* it also partially liquefies any natural earth or stone surfaces within range of its scatter trait, making the area difficult terrain.



ALCHEMY UNLEASHED



Alchemy. One of the little bipeds' greatest and most underestimated achievements is their advancement of the alchemical sciences into fields and methodologies that even we underworld dragons, perhaps the first practitioners of the art, hadn't yet dreamed of. While we unlocked the secrets of bottling the planet's fire or capturing lightning in the bottle, they were the ones who uncovered such marvels as how to shrink a formerly living creature down into a bottle of reconstituting fluid that could, however briefly, return a corpse to life. Humans and dwarves uncovered the secrets of combining black powder with other alchemical concoctions to create deadly bullets capable of threatening a dragon in flight, and I strongly suspect that halflings are responsible for the new alchemical cocktails and foodstuffs. And only the gods know what nightmarish perversions goblin alchemists have inflicted on the science...

—Valashinaz, Mistress of the Vault

Alchemical items are a deep tool set that can be leveraged by nearly any adventuring party. However, they're particularly effective in the hands of an alchemist, or other alchemical specialists like herbalists, munitions crafters, fireworks technicians, and others who specialize in various fields of the alchemical sciences.

This chapter introduces an array of new alchemical items. Bottled monstrosities in particular bear special mention, as most include a line like, "**Craft Requirements** Supply the corpse of a roc." While these crafting requirements can be ignored for the sake of the story being told, they can also be a potent storytelling tool, enabling your players to directly convert their triumphs on the battlefield into new tools for adventuring. For more information on integrating items from this book into the stories you tell at the table, see Nature Crafting and Story-Based Crafting in Chapter 5.

The new alchemical options appearing in this chapter represent some notable expansions of the abilities available to anyone who uses alchemy, but the alchemist class in particular. It's important to consider the impact these options can have on the play experience, not from a balance perspective, but from a story perspective. Characters specializing in alchemical foods will want an adventure that gives them time to prepare alchemical foods with the processed trait, like the new cooperative waffles. Be sure that your players choosing these options have the opportunity to take full advantage of them, or warn them if that option won't be available.

KEY TERM

You'll see the following key term in many alchemical items.

Injection: This weapon can be filled with a liquid, usually an injury poison. Immediately after a successful attack with the weapon, you can inject the target with the loaded contents with a single Interact action. (If the target is willing, the injection takes only 1 Interact action total.) Refilling the weapon with a new substance requires 3 Interact actions and uses two hands.

NEW FAMILIAR ABILITY

Alchemical Gut: Your familiar can act as a bomb coagulant alembic (page 63) by swallowing the bomb to be affected, which takes two Interact actions from it and one from you. Your familiar regurgitates the concentrated item 1 minute later. If your familiar tries to distill a bomb that's level is higher than your own –1, it instead takes damage as though it were successfully struck with the bomb.

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PERMANENT ALCHEMICAL ITEMS

This book debuts permanent alchemical items, which use alchemical concoctions, but aren't used up like bombs, elixirs, and the like. Because they aren't consumables, these items can't be created as infused items using the alchemist's advanced alchemy and Quick Alchemy abilities. Rather, they make excellent choices for permanent gear an alchemist can acquire and carry around.

ALCHEMICAL AMMUNITION



Now, the boss and I have had some conversations about me playing with the guns and crossbows. "Don't shoot those in the vault, Purepurin," and, "Don't fire ammunition you find in the display cases, Purepurin." How am I supposed to do my job of cataloging and maintaining all this stuff if I don't use it enough to understand its purpose and function? Sure, I accidentally destroyed one suit of armor, but now we know that the dagger-pistol is in working order and the rounds wrapped in the maroon wax paper are full of ore louse saliva. Knowledge is power—something you'd expect an underworld dragon to know better than anyone else.

—Purepurin

BANE AMMUNITION ITEM 1+

ALCHEMICAL CONSUMABLE POISON

Ammunition any

Activate ❖ (manipulate)

Monster hunters favor bane ammunition that contains a capsule of reagents tailored to a particular type of creature—aberration, animal, beast, dragon, fey, giant, ooze, or both fungus and plant. Each type requires a different formula. When activated bane ammunition hits a target that has a trait matching the selected type, it takes persistent poison damage in addition to the damage the attack normally deals.

Type lesser; **Level** 1; **Price** 3 gp

The ammunition deals 1d4 persistent poison damage.

Type moderate; **Level** 5; **Price** 25 gp

The ammunition deals 2d6 persistent poison damage.

Type greater; **Level** 11; **Price** 250 gp

The ammunition deals 3d6 persistent poison damage.

BLISTER AMMUNITION ITEM 5+

ALCHEMICAL CONSUMABLE POISON

Ammunition any

Activate ❖ (manipulate)

Blister ammunition is loaded with alchemically processed irritants, such as pollen, pepper, and formic acid. A creature hit by activated blister ammunition must attempt a Fortitude save or begin to itch uncontrollably in addition to damage the attack normally deals. On a critical hit, increase the Fortitude DC by 2, and the target is dazzled for 1 round. For the duration, each time the target attempts a concentrate action, it must attempt a DC 8 flat check, losing the action on a failure. An affected creature can use a single Interact action to scratch and sneeze, allowing it to automatically pass the flat check. The effect ends early once an affected creature spends 3 Interact actions scratching and sneezing. These Interact actions don't need to be consecutive.

Type lesser; **Level** 5; **Price** 21 gp

The maximum duration is 3 rounds, and the Fortitude DC is 19.

Type moderate; **Level** 11; **Price** 210 gp

The maximum duration is 6 rounds, and the Fortitude DC is 28.

Type greater; **Level** 16; **Price** 1,400 gp

The maximum duration is 10 rounds, and the Fortitude DC is 35.

ELEMENTAL AMMUNITION ITEM 1+

ALCHEMICAL CONSUMABLE SPLASH

Ammunition any

Activate ❖ (manipulate)

When activated, the reservoir of alchemical reagents in elemental ammunition atomizes on impact, dealing persistent acid, cold, electricity, fire, or poison damage to the target and splash damage in addition to the damage the attack normally deals. Each damage type requires a different formula, and the ammunition gains a trait matching the damage type.

Type lesser; **Level** 1; **Price** 3 gp

The ammunition deals 1 persistent damage and 1 splash damage.

Type moderate; **Level** 5; **Price** 21 gp

The ammunition deals 2d4 persistent damage and 2 splash damage.

Type greater; **Level** 11; **Price** 210 gp

The ammunition deals 3d4 persistent damage and 3 splash damage.

FREEZE AMMUNITION ITEM 5

ALCHEMICAL COLD CONSUMABLE SPLASH

Price 28 gp

Ammunition any

Activate ❖ (manipulate)

Freeze ammunition carries chilling reagents that activate on contact with the target. A creature hit by activated freeze ammunition takes cold damage instead of the weapon's normal damage type, plus 2 cold splash damage. Hitting a 5-foot-square surface successfully with freeze ammunition deals 2 cold splash damage and covers the space in a layer of ice. Each creature standing on the icy surface must succeed at a DC 20 Reflex save or Acrobatics check or else fall prone. Creatures using an action to move onto the icy surface must attempt either a Reflex save or an Acrobatics check to Balance. Creatures that Step or Crawl don't need to attempt a check or save. The ice melts after 1 minute, although unusually hot or cold temperatures can change this duration at the GM's discretion. Dealing at least 1 point of fire damage to the ice removes it instantly.

LIFE SHOT ITEM 2+

ALCHEMICAL CONSUMABLE HEALING

Ammunition round

Activate ❖ (manipulate)

Life shot is a special cartridge that carries a small dose of elixir of life. A creature hit by activated life shot takes no damage from the successful attack, instead receiving healing and gaining an item bonus to saving throws against diseases and poisons for 1 minute. On a critical hit, roll the healing received twice and take the better result (this is a fortune effect). A target willing to be hit by this attack is off-guard against it.

Type minor; **Level** 2; **Price** 5 gp

The ammunition restores 1d4 Hit Points, and the bonus is +1.

Type lesser; **Level** 6; **Price** 50 gp

The ammunition restores 3d4+3 Hit Points, and the bonus is +1.

Type moderate; **Level** 10; **Price** 200 gp

The ammunition restores 5d4+7 Hit Points, and the bonus is +2.

Type greater; **Level** 14; **Price** 750 gp

The ammunition restores 7d4+10 Hit Points, and the bonus is +2.

Type major; **Level** 16; **Price** 1,500 gp

The ammunition restores 8d4+11 Hit Points, and the bonus is +3.

Type true; **Level** 20; **Price** 9,000 gp

The ammunition restores 10d4+14 Hit Points, and the bonus is +4.

OOZE AMMUNITION ITEM 2+

ACID ALCHEMICAL CONSUMABLE

Ammunition any

Activate ❖ (manipulate)

Ooze ammunition is a capsule containing a sticky substance. If you hit a creature with activated ooze ammunition, it deals acid damage instead of its normal damage type, and the creature then takes the listed penalty to Speed and persistent acid damage until it ends the effects. On a critical hit, the creature is immobilized for 1 round in addition to the other effects. The target can end the effects by Escaping the sticky foam. Other creatures can provide the action, although doing so deals half the ammunition's persistent acid damage to the assisting creature. A creature that ends the effect still takes the persistent damage that turn.

Type lesser; **Level** 2; **Price** 7 gp

The ammunition deals 1d4 persistent acid damage and imposes a –5-foot penalty to Speed, and the Escape DC is 16.

Type moderate; **Level** 6; **Price** 42 gp

The ammunition deals 2d4 persistent acid damage and imposes a –10-foot penalty to Speed, and the Escape DC is 20.

Type greater; **Level** 12; **Price** 350 gp

The ammunition deals 3d4 persistent acid damage and imposes a –10-foot penalty to Speed, and the Escape DC is 29.

Type major; **Level** 18; **Price** 3,250 gp

The ammunition deals 4d4 persistent acid damage and imposes a –15-foot penalty to Speed, and the Escape DC is 38.

RUSTING AMMUNITION ITEM 13+

ALCHEMICAL CONSUMABLE FORCE

Ammunition any

Activate ❖ (manipulate)

Rusting ammunition is made using an ore louse's saliva and, when activated, deals damage to objects or creatures primarily made of metal. The target takes persistent damage for a duration determined by the type of ammunition used. A creature that drops to 0 Hit Points while taking this persistent damage crumbles into fine powder; its gear remains. The ammunition's type determines the maximum amount of an object that's destroyed.

Type moderate; **Level** 13; **Price** 600 gp

The ammunition deals 3d8 persistent damage for up to 5 rounds. For an object, the ammunition destroys a 5-foot cube.

Type greater; **Level** 18; **Price** 3,600 gp

The ammunition deals 4d8 persistent damage for up to 6 rounds. For an object, the ammunition destroys a 10-foot cube.

Craft Requirements Supply the saliva of an ore louse (*Pathfinder Rage of Elements* 185).

NOW HIRING

Little Purepurin is earnest and a hard worker, but I may eat her if she destroys any more of my collection. She completely obliterated a suit of armor I acquired in Absalom, purportedly worn by Iomedae during her mortal life. I doubt the story was true, but the merchant who told it was entertaining and has acquired many truly valuable artifacts for me. The other day, I slipped on a patch of ice that I am entirely certain was left behind after Purepurin fired the freezing ammunition from display case #756–2. Purepurin thinks I did it on purpose when I discovered her misbehavior, a misconception I am loath to disabuse. I should find another member of her family with a gentler touch and more scientific mind to care for my alchemy vaults, and let her focus her play on the other equipment that is more suited to her curious nature. Like the cursed items.

—Valashinaz, Mistress of the Vault



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ALCHEMICAL BOMBS



What do I know about alchemical bombs? Who's asking? Did the boss put you up to this? I told her already, it was probably rats who caused that explosion, and if she wants to talk to anyone about it, she should talk to Ziik the ratcatcher. Rats are explicitly not part of my responsibilities, per the placard posted next to the greater maestro's instruments in the boss's magic instruments vault. I won't stand here and be accused again of storing the lodestone bombs next to the metal junk bombs without any evidence to back the accusation. I won't!

—Purepurin

BLIGHTBURN BOMB ITEM 15+

UNCOMMON ALCHEMICAL BOMB CONSUMABLE DISEASE POISON SPLASH

Usage held in 1 hand; **Bulk** L

Activate ❖ Strike

Blightburn bombs have radioactive materials sealed inside flasks treated with lead. The bomb grants an item bonus to attack rolls and deals poison damage, persistent poison damage, and poison splash damage, according to the bomb's type. A creature that takes the persistent poison damage deals the splash damage again from its current position as the radiation continues to harm nearby creatures. The persistent damage can last up to 1 minute. Blightburn bombs also expose the primary target to blightburn sickness (page 45) at the listed Fortitude DC.

Type blightburn bomb; **Level** 15; **Price** 1,200 gp

You gain a +2 item bonus to attack rolls, and the bomb deals 3d6 poison damage, 3d4 persistent poison damage, and 3 poison splash damage. The Fortitude DC is 34.

Type greater blightburn bomb; **Level** 20; **Price** 12,000 gp

You gain a +3 item bonus to attack rolls, and the bomb deals 4d6 poison damage, 4d4 persistent poison damage, and 4 poison splash damage. The Fortitude DC is 43.

BOULDER SEED ITEM 12+

ALCHEMICAL BOMB CONSUMABLE SPLASH

Usage held in 1 hand; **Bulk** L

Activate ❖ Strike

This bomb is made of volatile fluids that rapidly expand and harden when exposed to air. A boulder seed grants an item bonus to attack rolls and deals bludgeoning damage and bludgeoning splash damage, according to the bomb's type. When activated, the bomb fills a 5-foot cube with hardened foam, which has stats according to the bomb's type and which pushes a primary target of a certain size or smaller occupying that space 5 feet away from you. On a critical hit, the target also falls prone. The splash zone fills with rubble, creating difficult terrain. The "boulder" the bomb creates fails all saving throws and loses 1 Hardness per round, disintegrating into fine powder when the boulder's Hardness is reduced to 0. At that time, the difficult terrain the bomb created also disappears.

Type boulder seed; **Level** 12; **Price** 360 gp

You gain a +2 item bonus to attack rolls, and the bomb deals 3d4 bludgeoning damage plus 3 bludgeoning splash damage. It creates a boulder as hard as wood (Hardness 5, HP 20) that pushes Medium or smaller targets.

Type greater boulder seed; **Level** 18; **Price** 3,600 gp

You gain a +3 item bonus to attack rolls, and the bomb deals 4d4 bludgeoning damage plus 4 bludgeoning splash damage. It creates a boulder as hard as stone (Hardness 10, HP 40) that pushes Large or smaller targets.

LODESTONE BOMB ITEM 12+

ALCHEMICAL BOMB CONSUMABLE FORCE SPLASH

Usage held in 1 hand; **Bulk** L

Activate ❖ Strike

Lodestone bombs hold reactive ionized minerals preserved in a dormant state until broken. The bomb grants an item bonus to attack rolls and deals force damage and force splash damage, according to the bomb's type. In addition, a target made of metal, wearing metal armor, or using metal weapons takes persistent force damage and is clumsy 1 and enfeebled 1 while taking the persistent damage. The persistent damage can last up to 1 minute.

Type lodestone bomb; **Level** 12; **Price** 400 gp

You gain a +2 item bonus to attack rolls, and the bomb deals 3d4 force damage plus 2 force splash damage. The bomb deals 2d4 persistent force damage to applicable targets.

Type greater lodestone bomb; **Level** 18; **Price** 4,500 gp

You gain a +3 item bonus to attack rolls, and the bomb deals 4d4 force damage plus 3 force splash damage. The bomb deals 3d4 persistent force damage to applicable targets.

SHATTERSTONE ITEM 12+

ALCHEMICAL BOMB CONSUMABLE SONIC SPLASH

Usage held in 1 hand; **Bulk** L

Activate ❖ Strike

A shatterstone is a small ceramic orb. Inside are reactive agents that set up an intense field of sonic vibration when the stone breaks. The bomb grants an item bonus to attack rolls and deals sonic damage and sonic splash damage, according to the bomb's type. Much of the sound is ultrasonic, and

creatures with sonic weakness that take damage from the bomb must succeed at a Fortitude saving throw at the listed DC or be deafened until the end of their next turn.

Type shatterstone; **Level** 12; **Price** 380 gp

You gain a +2 item bonus to attack rolls, and the bomb deals 3d6 sonic damage and 3 sonic splash damage. The Fortitude DC is 30.

Type greater shatterstone; **Level** 18; **Price** 3,800 gp

You gain a +3 item bonus to attack rolls, and the bomb deals 4d6 sonic damage and 4 sonic splash damage. The Fortitude DC is 40.

SKUNK BOMB ITEM 1+

ALCHEMICAL | BOMB | CONSUMABLE | OLFACTORY | POISON | SPLASH

Usage held in 1 hand; **Bulk** L

Activate ❖ Strike

Skunk bombs are made from the concentrated odors of xulgaths, hezrous, and other creatures with natural or supernatural stench. The bomb grants an item bonus to attack rolls and deals poison damage and poison splash damage. Any creature hit by the bomb or in its splash area must attempt a Fortitude saving throw with a DC based on the bomb's type. Creatures in the splash area treat the results of their saving throw as one step better.

Critical Success The target is unaffected.

Success The target is sickened 1.

Failure The target is sickened 1 and slowed 1 while sickened.

Critical Failure The target is blinded for 1 round, sickened 2, and slowed 1 while sickened.

Creatures sickened by the bomb emit an odor that lasts 10 minutes after the sickened condition ends (or 1 hour if they were also blinded). The odor can be removed or neutralized by using *prestidigitation* or similar magic or by spending 10 minutes scrubbing with ample soap and water. While the odor lasts, creatures within 30 feet can smell the target, enabling even those with a weak sense of smell to detect its presence, and all creatures gain a +1 item bonus to Track the affected creature for as long as it has the odor. A creature that has imprecise or precise scent doubles the range at which it can detect the target using this scent.

Type lesser; **Level** 1; **Price** 4 gp

The bomb deals 1d4 poison damage and 1 poison splash damage. The Fortitude DC is 15.

Type moderate; **Level** 3; **Price** 12 gp

You gain a +1 item bonus to attack rolls. The bomb deals 2d4 poison damage and 2 poison splash damage. The Fortitude DC is 17.

Type greater; **Level** 11; **Price** 240 gp

You gain a +2 item bonus to attack rolls. The bomb deals 3d4 poison damage and 3 poison splash damage. The Fortitude DC is 28.

Type major; **Level** 17; **Price** 2,400 gp

You gain a +3 item bonus to attack rolls. The bomb deals 4d4 poison damage and 4 poison splash damage. The Fortitude DC is 37.

BLIGHTBURN SICKNESS

Caused by exposure to blightburn crystal, blightburn sickness burns and dissolves the afflicted creature from within. The target can't recover from the disease's drained or sickened condition except by magic. It's typically a 15th-level affliction (DC 32 Fortitude), but exposure to other forms of blightburn can change it.

Onset 1d4 days; **Stage 1** drained 1 (1 day); **Stage 2** drained 1 and sickened 1 (1 day); **Stage 3** drained 2 and sickened 2 (1 week); **Stage 4** drained 3 and sickened 3 (1 month); **Stage 5** increase drained condition by 1 (1 year)

TRUESHAPE BOMB ITEM 12+

ALCHEMICAL | BOMB | CONSUMABLE | POISON | SPLASH

Usage held in 1 hand; **Bulk** L

Activate ❖ Strike

Concentrated wolfsbane and other anti-shapechanger reagents fill trueshape bombs. These bombs grant an item bonus to attack rolls and deal poison damage, persistent poison damage, and poison splash damage, according to their type. If the primary target is under the effects of a morph or polymorph effect, it must succeed at a Fortitude saving throw at the bomb's listed DC, or else the effects end and the creature returns to its normal form. Targets taking persistent poison damage from this bomb must succeed at another Fortitude saving throw at the same DC to change shape using a morph or polymorph effect. The persistent damage can last up to 1 minute.

Type trueshape bomb; **Level** 12; **Price** 375 gp

You gain a +2 item bonus to attack rolls, and the bomb deals 3d6 poison damage, 3d4 persistent poison damage, and 3 poison splash damage. The Fortitude DC is 30.

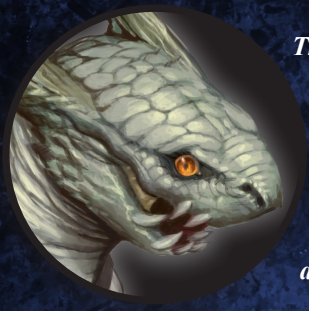
Type greater trueshape bomb; **Level** 18; **Price** 3,750 gp

You gain a +3 item bonus to attack rolls, and the bomb deals 4d6 poison damage, 4d4 persistent poison damage, and 4 poison splash damage. The Fortitude DC is 40.





ALCHEMICAL FOODS



The boss may call this "Alchemy Lab #758," but I know a kitchen when I see one. And goodness, what a kitchen! There are ingredients in here you won't find anywhere else in the world—and ingredients you'd need to be a world traveler or a very rich dragon to get your claws on! I made these delicious rock candies using some cinnamon and a bottle marked "Untested," and I swear that for like an hour after I started sucking on them, I was actually smarter and could remember all kinds of stuff I normally write down. They do say that proper nutrition is an important part of the educational process!

—Purepurin

NEW TRAITS

The following new traits are used for items presented in this section.

Lozenge: You Activate an alchemical lozenge by putting it in your mouth. It stays there, slowly dissolving and releasing its ingredients over time. You can bite a lozenge for a secondary effect. The action this takes is noted in the item under the Secondary Effect heading. As soon as this secondary effect is over, the lozenge is used up and its benefits for you end. You can drink elixirs, potions, and beverages with a lozenge in your mouth, but you can't benefit from more than one lozenge at a time. If you have two lozenges in your mouth at the same time, both become inert. You can also spit out a lozenge as a single action to end its effect and make it inert. A lozenge dissolves due to its alchemical ingredients, so it typically still works even if you don't have saliva.

Processed: An alchemical consumable with the processed trait can be created with Quick Alchemy but is too complex to create in a single action. Using Quick Alchemy to create a processed item takes 1 minute. If the item would take more than 3 actions to Activate, the time the item remains potent after you create it is equal to its activation time. For instance, a processed item that takes 10 minutes to Activate would remain potent for 10 minutes when created with Quick Alchemy instead of remaining potent only until the start of your next turn. This trait doesn't change other specifics of Quick Alchemy. You could, for example, use double brew to create two of the same processed item over the course of 1 minute.

ARBOR WINE ITEM 9+

ALCHEMICAL CONSUMABLE ELIXIR

Price 130 gp

Usage held in 1 hand; **Bulk** L

Activate ❖ (manipulate)

Watering grape or berry bushes with certain alchemical liquids as they grow results in a ruby-red drink that's rich and heady. The vines develop a connection to their natural environment and impart it onto the wine's imbiber. For 1 minute after drinking a glass of arbor wine, you have tremorsense at a range of 30 feet.

Type arbor wine; **Level** 9; **Price** 130 gp

Type aged arbor wine; **Level** 12; **Price** 350 gp

Arbor wine that has been aged for several years—or artificially aged with alchemy—develops both a greater complexity of flavor and a stronger connection to nature. When you drink aged arbor wine, vegetation in a 20-foot emanation around you begins to writhe, becoming difficult terrain until the start of your next turn.

AURIC NOODLES ITEM 3

ALCHEMICAL CONSUMABLE PROCESSED

Price 10 gp

Usage held in 2 hands; **Bulk** L

Activate 10 minutes (manipulate)

Auric noodles are boiled, then pan-fried and tossed with sliced vegetables and a sticky, savory sauce incorporating alchemical reagents. After you eat the noodles, they boost your ability to sense magic for 24 hours or until you make your next daily preparations, whichever comes first. You gain a +1 item bonus to checks to Identify Magic, and you can move at full speed while using the Detect Magic exploration activity.

CINNAMON SEERS ITEM 4

ALCHEMICAL CONSUMABLE LOZENGE

Price 14 gp

Usage held in 1 hand; **Bulk** –

Activate ❖ (manipulate)

Zippy, alchemically treated cinnamon suffuses cinnamon seers, a rock candy with a lively taste that provides a mental boost. A cinnamon seer remains in your mouth for 1 hour, its stimulating flavor granting you a +1 item bonus to checks to Recall Knowledge.

Secondary Effect ↷ (fortune) **Trigger** You gain no information from a Recall Knowledge check; **Effect** Reroll the triggering check. If this was a secret check, the GM rerolls rather than you; the candy doesn't give you any insight into what the GM rolled, so in that case, you're rerolling based only on guesswork. The seer becomes inert. You become temporarily immune to cinnamon seers until the next time you make your daily preparations.

COOPERATIVE WAFFLES ITEM 2+

ALCHEMICAL CONSUMABLE PROCESSED

Usage held in 2 hands; **Bulk** L

Activate 10 minutes (manipulate)

Flash-cooked on a waffle iron and drizzled with alchemical syrups and compound butter, cooperative waffles bolster the supportive spirit of those who share the batch. You can split the waffles with one other creature. After you both eat half of the waffles to Activate them, when one of you uses Follow the Expert to follow the other, the circumstance bonus granted is 1 higher. The waffles' bonus lasts 24 hours or until you next make your daily preparations, whichever comes first. You can only be linked to one creature in this way at a time; if either of you eats cooperative waffles again, the effect of your previous waffles ends.

Type cooperative waffles; **Level** 2; **Price** 5 gp

Type greater cooperative waffles; **Level** 5; **Price** 25 gp

The benefit of the waffles also applies when one of you successfully Aids a skill check the other attempts.

CRACKLING BUBBLE GUM ITEM 5+

ALCHEMICAL CONSUMABLE LOZENGE

Usage held in 1 hand; **Bulk** –

Activate ❖ (manipulate)

This tangy gum cracks and pops in your mouth as you chew it. While you're chewing crackling bubble gum, for up to 10 minutes, you have an item bonus to saving throws against auditory and sonic effects.

Secondary Effect ❖❖ (sonic) **Effect** You blow a bubble with the gum until it pops, after which it becomes inert. The pop deals sonic damage to all creatures in a 15-foot cone with a basic Fortitude save. A creature that fails its save is also bound with sticky gum, taking a –10-foot item penalty to its Speed for 1 minute. The creature can remove the gum with a total of 3 Interact actions. These actions don't have to be consecutive, and other creatures can provide the actions as well.

Type lesser; **Level** 5; **Price** 30 gp

The item bonus is +1, the damage is 4d4, and the DC is 19.

Type moderate; **Level** 9; **Price** 150 gp

The item bonus is +2, the damage is 6d4, and the DC is 25.

Type greater; **Level** 13; **Price** 450 gp

The item bonus is +2, the damage is 8d4, and the DC is 30.

Type major; **Level** 15; **Price** 1,000 gp

The item bonus is +3, the damage is 9d4, and the DC is 34.

DELVE SCALE ITEM 10

ALCHEMICAL CONSUMABLE

Price 155 gp

Usage held in 1 hand; **Bulk** –

Activate ❖ (manipulate)

If fried, cast-off scales of a benthic worm render into crunchy snacks. Alchemists add reagents to the frying oil to enhance the scales' properties and flavor. For 1 minute after eating a delve scale, you gain a burrow Speed of 15 feet and a +2 item bonus to Athletics checks to High Jump or Long Jump.

DIPLOMAT'S CHARCUTERIE ITEM 3

ALCHEMICAL CONSUMABLE PROCESSED

Price 9 gp

Usage held in 2 hands; **Bulk** L

Activate 10 minutes (manipulate)

A common sight at political gatherings, a diplomat's charcuterie has fine meats, cheeses, nuts, fruits, and other finger foods mixed with reagents to engender friendly feelings between those consuming them. Contents of the plate vary by chef and the intended palates, from the hearty sausages and hard cheese of charcuterie from the Lands of the Linnorm Kings to the hot-pepper cheese curds and smoked almonds of Thuvian platters. After Activating the charcuterie by eating it, you gain a +1 item bonus to Diplomacy checks to Make an Impression and Perception checks to Sense Motive. These bonuses last 24 hours or until you make your next daily preparations, whichever comes first.

EGG CREAM FIZZ ITEM 5

ALCHEMICAL CONSUMABLE ELIXIR

Price 27 gp

Usage held in 1 hand; **Bulk** L

Activate ❖ (manipulate)

Containing neither eggs nor cream, an egg cream fizz contains milk or nut milk, sparkling water, and flavored syrup, frothed and chilled. Upon drinking, you feel lighter and more buoyant, gaining a +5-foot item bonus to your Speed for 10 minutes. During this time, you also gain another effect determined by the drink's syrup, which is chosen when the drink is created.

- **Chocolate** You gain a +1 item bonus to Acrobatics checks to Balance, Maneuver in Flight, and Squeeze.
- **Strawberry** You gain a +1 item bonus to Athletics checks to Climb, Leap, and Swim.
- **Vanilla** You can Step into difficult terrain.

FIREFOOT POPCORN ITEM 8

ALCHEMICAL CONSUMABLE

Price 75 gp

Usage held in 1 hand; **Bulk** L

Activate ❖ (manipulate)

When you consume firefoot popcorn, for 1 minute, you can Leap double the normal distance. You can also attempt to High Jump or Long Jump as a single action. If you do, you don't perform the initial Stride (nor do you fall if you don't Stride 10 feet).

Each time you Leap 10 feet or more, your feet make a popping sound that can be heard from at least 100 feet, and the space you left fills with waves of intense heat. For 1 minute, that square is hazardous terrain that deals 1d6 fire damage to any creature that moves into it.

FURY COCKTAIL ITEM 4+

ALCHEMICAL CONSUMABLE ELIXIR MUTAGEN POLYMORPH

Usage held in 1 hand; **Bulk** L

Activate ❖ (manipulate)

A fury cocktail is a fortifying ginger beer spiked with rum and a mixer. It's rumored to have originated from a barbarian-themed festival in a popular mead hall specializing in alchemical beverages.

Benefit You gain an item bonus to melee attack rolls and an additional effect depending on the additive chosen when the brew is created.

- **Animalistic** Lemon juice and powdered claws or talons are added to the cocktail. You gain an unarmed attack in the brawling group of your choice between a jaws attack that deals 1d6 piercing damage or a claw attack that has the agile trait and deals 1d4 slashing damage.
- **Double** This cocktail is just stronger, with more ginger and more rum. You gain resistance 1 to physical damage. The resistance increases to 2 for a moderate fury cocktail or 5 for a greater fury cocktail.
- **Mournful** A few flower petals add a powerful aroma to the drink. You gain resistance 1 to void damage, or resistance 1 to vitality damage if you have the void healing ability. The resistance increases to 5 for a moderate fury cocktail or 10 for a greater fury cocktail.
- **Skeptical** A splash of bitters gives the drink a more complex flavor. You gain a +1 item bonus to saves against magic. This bonus is +2 for a moderate fury cocktail or +3 for a greater fury cocktail.
- **Titanic** Yuzu juice and powdered giant hair are added to this cocktail. If you're Medium or smaller, you gain the following effects: you become Large, are clumsy 1, and increase your reach by 5 feet (or by 10 feet if you started out Tiny).
- **Wyrmhide** Pomegranate juice and elemental reagents are added to the cocktail. You gain resistance 1 to acid, cold, electricity, fire, and poison damage. The resistance increases to 5 for a moderate fury cocktail or 10 for a greater fury cocktail.

Drawback You take a –1 penalty to AC and a –2 penalty to Reflex saves.

Type lesser; **Level** 4; **Price** 15 gp

You gain a +2 item bonus to melee attack rolls, and the duration is 10 minutes.

Type moderate; **Level** 12; **Price** 360 gp

You gain a +3 item bonus to melee attack rolls, and the duration is 1 hour.

Type greater; **Level** 18; **Price** 4,000 gp

You gain a +4 item bonus to melee attack rolls, and the duration is 1 hour.

GALVANIC CHEW ITEM 8

ALCHEMICAL CONSUMABLE LOZENGE

Price 75 gp

Usage held in 1 hand; **Bulk** –

Activate ❖ (manipulate)

A galvanic chew is a processed ball of dried electric eel, roasted until chewy and coated in spicy, reagent-infused powder that tingles with electricity as you chew. For up to 1 hour, you have resistance 5 to electricity.

Secondary Effect ↷ (electricity) **Trigger** You're hit by a melee attack or touched by a creature; **Effect** You channel electricity into the triggering creature, which must succeed at a DC 24 Fortitude save or be stunned 1 (or stunned 2 on a critical failure). The chew becomes inert. You're then temporarily immune to galvanic chews for 24 hours or until the next time you make your daily preparations.



COOPERATIVE WAFFLES



CRACKLING BUBBLE GUM



WITCH'S FINGER

Treasure Vault

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GINGER CHEW ITEM 5

ALCHEMICAL CONSUMABLE LOZENGE

Price 28 gp
Usage held in 1 hand; **Bulk** –
Activate ❖ (manipulate)

This chewy ginger candy aids digestion and soothes unsettled stomachs. A ginger chew lasts for 1 hour and grants you a +1 item bonus to Fortitude saves against being sickened.

Secondary Effect ❖ **Effect** Reduce your sickened value by 1, if any. The chew becomes inert.

INSIGHT COFFEE ITEM 6+

ALCHEMICAL CONSUMABLE ELIXIR

Usage held in 1 hand; **Bulk** L
Activate ❖ (manipulate)

A popular choice for investigators studying alchemy, insight coffee is infused with alchemical flavoring during percolation. For 1 hour after you drink an insight coffee, you use d8s instead of d6s for your extra damage from the strategic strike class feature, if you have it (*Player Core 2* 104). You also gain an item bonus to checks to Recall Knowledge with a skill determined by the blend chosen when the item is crafted.

- **Double Coffee** Religion
- **Hazelnut** Nature
- **Mocha** Arcana
- **Vanilla** Society
- **Pumpkin Spice** Occultism
- **Toffee** Medicine

Type lesser; **Level** 6; **Price** 40 gp
The item bonus is +2.

Type moderate; **Level** 12; **Price** 375 gp
The item bonus is +3.

Type greater; **Level** 19; **Price** 7,500 gp
The item bonus is +4.

JOURNEYBREAD ITEM 1+

UNCOMMON ALCHEMICAL CONSUMABLE

Usage held in 1 hand; **Bulk** –
Activate ❖ (manipulate)

Journeybread contains a mix of fruits, nuts, and grains with an alchemical boost. Eating one journeybread provides all the food and water you need for a day. If you subsist on nothing else for a week, you become temporarily immune to journeybread until you eat real food and drink water normally for 24 hours.

Type journeybread; **Level** 1; **Price** 3 gp

Type power journeybread; **Level** 4; **Price** 15 gp

In addition to the benefits of journeybread, power journeybread grants you a +1 item bonus to Athletics checks to Climb, Force Open, and Swim, and to Fortitude saving throws against being sickened. The number of minutes you can Hustle changes to your Constitution modifier × 20. These benefits last for 4 hours.

MENDER'S SOUP ITEM 2

ALCHEMICAL CONSUMABLE PROCESSED

Price 5 gp
Usage held in 2 hands; **Bulk** L
Activate 10 minutes (manipulate)

This hot, broth-based soup typically contains tubers, leeks, zesty spices, reagents, and if desired, the meat of livestock. Civic authorities commission batches of mender's soup for workers if a tricky job is on the agenda. After you eat the soup, its effects last 24 hours or until you make your next daily preparations, whichever comes first. You gain a +1 item bonus to Crafting checks to Repair and restore an additional 5 Hit Points to items you successfully Repair during this time.

If you eat mender's soup over the entire period required to attempt a Crafting check to Craft (typically a minimum of eating the soup each day for 4 days), the +1 bonus from the soup can be applied to that check, too.

MISSIVE MINT ITEM 1

ALCHEMICAL AUDITORY CONSUMABLE LINGUISTIC

Price 3 gp
Usage held in 1 hand; **Bulk** –
Activate ❖ (manipulate)

This white mint with a chalky coating appears to be a normal candy unless someone examining it succeeds at a DC 15 Crafting check to Identify Alchemy. If the crafter has the powerful alchemy class feature, this DC is their class DC instead, if it's higher. The mint's crafter can imbue a missive mint with a message containing up to 25 words while creating it. Someone who consumes the missive mint hears the message in a fizzing voice as the mint's coating bubbles away, which takes the same amount of time as it would to speak the message. The mint's eater has no way of knowing who the original sender was, what they sound like, or who the message was intended for.

OWL SCREECH EGG ITEM 7

ALCHEMICAL AUDITORY CONSUMABLE EMOTION FEAR MENTAL

Price 60 gp

Usage held in 1 hand; **Bulk** L

Activate ❖❖ (manipulate)

Not only are the eggs of giant owls delicious when boiled, but when infused with a mix of alchemical reagents, they also make you emit a long and terrifying screech. All creatures in a 30-foot emanation must attempt a DC 23 Will save. Regardless of the result, creatures in the area are temporarily immune to this screech for 1 minute.

Critical Success The creature is unaffected.

Success The creature is frightened 1.

Failure The creature is frightened 2.

Critical Failure The creature is frightened 3 and fleeing for 1 round.

PHANTOM ROLL ITEM 4

ALCHEMICAL CONSUMABLE

Price 13 gp

Usage held in 1 hand; **Bulk** L

Activate 10 minutes (manipulate)

A phantom roll contains vegetables, greens, and fine, clear noodles, all wrapped in transparent, edible starch paper and alchemically treated and laced with a tangy sauce. Upon eating the roll, you gain a +1 item bonus to Stealth checks you attempt during the Avoid Notice exploration activity. You can also Avoid Notice at full Speed or combine it with Investigate or Scout while moving at half Speed. These effects expire 24 hours after you eat the roll or when you make your next daily preparations, whichever comes first.

POISON FIZZ ITEM 8+

ALCHEMICAL CONSUMABLE LOZENGE

Usage held in 1 hand; **Bulk** –

Activate ❖ (manipulate)

Made from a special mixture of honey and alchemical reagents, poison fizz is a zesty, sweet rock candy that pops and crackles in your mouth. For 1 hour, you have an item bonus to saving throws against poison and being petrified.

Secondary Effect ❖❖ (poison) **Effect** You bite the poison fizz to release its poisonous liquid center and spray green mist in a 15-foot cone. This deals poison damage with a basic Reflex save. A creature that critically fails is also blinded until the end of your next turn and is then temporarily immune to being blinded by poison fizz for 1 hour.

Type lesser; **Level** 8; **Price** 80 gp

The item bonus is +2, the damage is 3d6, and the DC is 24.

Type moderate; **Level** 12; **Price** 350 gp

The item bonus is +2, the damage is 4d6, and the DC is 29.

Type greater; **Level** 15; **Price** 1,000 gp

The item bonus is +3, the damage is 5d6, and the DC is 34.

PUCKER PICKLE ITEM 5

ALCHEMICAL CONSUMABLE POISON

Price 30 gp

Usage held in 1 hand; **Bulk** L

Activate ❖ (manipulate)

Sharp and pungent, but tasty, pucker pickles were created by goblin alchemists working to avoid being eaten by larger creatures. For 1 hour after eating a pucker pickle, you smell slightly of pickle, but you have a horrendous taste. Once a creature hits you with a Strike using an attack that allows it to taste you, such as a jaws Strike, it takes a –2 circumstance penalty to further attacks against you that allow it to taste you, including attacks like Grappling or Tripping you using its jaws or Swallowing you Whole. Creatures, especially animals, often choose other targets after tasting you. Any creature that Engulfs you or Swallows you Whole is sickened 1. If it spends an action retching to reduce the sickened condition, you can attempt to Escape as a reaction.

SABOTEUR'S FRIEND ITEM 4

ALCHEMICAL CONSUMABLE INGESTED POISON

Price 14 gp

Usage held in 1 hand

Activate ❖ (manipulate)

The euphemistically named saboteur's friend looks, smells, and tastes like an appetizing chocolate square. You lace the chocolate with reagents that induce a strong laxative effect. Saboteur's friend is useful for incapacitating rather than dealing lasting harm. Unlike some poisons, saboteur's friend can have its sickened condition reduced (but changing to a higher or lower stage after a save applies any sickened condition listed for that stage, as normal).

Saving Throw DC 20 Fortitude; **Onset** 10 minutes; **Maximum Duration** 1 hour; **Stage 1** sickened 1 (10 minutes); **Stage 2** enfeebled 1 and sickened 2 (10 minutes); **Stage 3** enfeebled 1, fatigued, and sickened 3 (10 minutes)

SCHOLAR'S DROP ITEM 6

ALCHEMICAL CONSUMABLE LOZENGE

Price 40 gp

Usage held in 1 hand; **Bulk** –

Activate ❖ (manipulate)

Students in Katapesh first used scholar's drops to gain an academic edge, but this hard, sugar-coated candy has since spread across Golarion. Its lemon and green tea flavor adds to its refreshing qualities. For 1 hour, you gain a +1 item bonus to saving throws against effects that could render you fatigued.

Secondary Effect ❖❖ **Requirements** You're fatigued; **Effect** Ignore the effects of the fatigued condition for 10 minutes. The drop's other effects end for you, and when the 10 minutes are up, you're temporarily immune to scholar's drops for 1 hour. If you use this effect three times in a single day, you become temporarily immune to scholar's drops entirely until you get a full night's rest.

SILVER CRESCENT ITEM 6+

ALCHEMICAL CONSUMABLE LIGHT LOZENGE

Usage held in 1 hand; **Bulk** –

Activate ❖ (manipulate)

A piquant tamarind and chili-lime flavor infuses a silver crescent, which was first created to aid those battling the undead. For 1 hour, you shed cool, white light like a torch, and you gain an item bonus to saving throws against olfactory effects according to the crescent's type. While shedding this light, you can't be concealed if you're visible, and if you're invisible, you're concealed instead rather than being undetected.

Secondary Effect ❖❖ **Effect** A ray of light descends on a 5-foot square of your choice within 120 feet. Any creature in that space takes vitality damage with a basic Reflex save and is dazzled until the end of its next turn on a failed save. This is treated as silver for the purposes of weaknesses, resistances, and the like. The silver crescent becomes inert.

Type lesser; **Level** 6; **Price** 35 gp
The bonus is +1, the DC is 20, and the ray deals 4d6 damage.

Type moderate; **Level** 11; **Price** 235 gp
The bonus is +2, the DC is 28, and the ray deals 7d6 damage.

Type greater; **Level** 16; **Price** 1,400 gp
The bonus is +3, the DC is 35, and the ray deals 9d6 damage.

SOOTHING TODDY ITEM 6

ALCHEMICAL CONSUMABLE ELIXIR

Price 45 gp
Usage held in 1 hand; **Bulk** L
Activate ❖ (manipulate)

Hot tea with a comforting, flowery aroma, a soothing toddy grants you a +1 item bonus to saving throws against emotion effects and against effects with a trait determined by the liquor mixed into the tea when it's created. These benefits last for 1 hour.

- **Amaretto** Auditory
- **Limoncello** Olfactory
- **Whiskey** Visual

SPRITE APPLE ITEM 3+

ALCHEMICAL CONSUMABLE LIGHT

Usage held in 1 hand; **Bulk** L
Activate 1 minute (manipulate)

A sparkling candy coating covers a sprite apple. For 10 minutes after consuming a sprite apple, you shed bright light in a 20-foot emanation (and dim light for the next 20 feet). While shedding this light, you can't be concealed if you're visible, and if you're invisible, you're concealed instead rather than being undetected. The light matches the vibrant color of the apple's candy coating. Creatures in the bright light are subject to another effect, depending on the type of apple.

Type chartreuse sprite apple; **Level** 5; **Price** 26 gp
Creatures in the bright light feel more in tune with nature, gaining a +1 item bonus to Nature checks and to Diplomacy checks attempted against animals or plants (if they have the Animal Empathy feat, Plant Empathy feat, or some other ability to make such checks).

Type golden sprite apple; **Level** 3; **Price** 10 gp
Creatures in the bright light feel kind and inviting, taking a –1 item penalty to their Will DC against Diplomacy checks.

Type pink sprite apple; **Level** 4; **Price** 16 gp
Creatures in the bright light feel a burst of creativity, gaining a +1 item bonus to Performance checks.

Type teal sprite apple; **Level** 6; **Price** 41 gp
Creatures in the bright light feel a sense of calm, gaining a +1 item bonus to saving throws against fear effects.

TRACKER'S STEW ITEM 3

ALCHEMICAL CONSUMABLE PROCESSED

Price 10 gp
Usage held in 2 hands; **Bulk** L
Activate 10 minutes (manipulate)

Alchemical reagents add punch to tracker's stew: a rich, fiery mixture of tomatoes, ground nuts, onions, and tubers, often with poultry added. It's usually served with or over rice or noodles. Once you've eaten the stew, it improves your ability to sense and follow tracks for 24 hours or until you make your next daily preparations, whichever comes first. You gain a +1 item bonus to Survival checks to Cover Tracks and Track. You can do either while moving at full speed or both while moving at half speed.

WARDING ELEMENT DRAUGHT ITEM 7

ALCHEMICAL CONSUMABLE ELIXIR

Price 60 gp
Usage held in 1 hand; **Bulk** L
Activate ❖ (manipulate)

Using ingredients collected from pure elemental sources, a warding element draught instills enough of the essence of the element in the imbiber to partially protect them against it. Each draught includes one of the following ingredients, chosen when the elixir is distilled, and grants a +1 item bonus to AC and saving throws against alchemical effects, spells, and magic effects with the listed elemental trait for 10 minutes.

- **Blood** Metal
- **Effervescent Gas** Air
- **Grains** Earth
- **Hot Peppers** Fire
- **Spring Water** Water
- **Wormwood** Wood

WITCH'S FINGER ITEM 3

ALCHEMICAL CONSUMABLE

Price 11 gp
Usage held in 1 hand; **Bulk** L
Activate ❖ (manipulate)

Shaped like a pointed, gnarled finger on a stick, witch's finger is a frozen treat imbued with berries that lend it a blood-red hue. A popular tale claims Irriseni winter witches created this dessert, but the story is apocryphal; an enterprising ice cream shop owner in New Stetven invented the treat and, as a marketing ploy, the myth surrounding it. Taking a bite makes you feel warm. For 1 hour, you have cold resistance 3, and for 8 hours, the treat negates the damage you would take from severe environmental cold and reduces the damage you take from extreme cold to that of severe cold.

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ALCHEMICAL TOOLS



The alchemical tools the bipeds engineer are among their less impressive accomplishments in the alchemical sciences—though not without some merit. Creations like the "sense-dulling hood" only serve to underscore the inherent limitations of humans, dwarves, and their various peers. However, the animal repellent I purchased from a traveling merchant is highly effective, so long as it's used well away from my personal chambers, and I strongly suspect Purepurin has been dipping into my supply of camouflage powder to visit the alchemical food laboratory when she should be attending to other duties. The fact that I don't know this for certain is either a testament to the effectiveness of the powder or an indictment of my own paranoia.

—Valashinaz, Mistress of the Vault

ANIMAL REPELLENT ITEM 1+

ALCHEMICAL CONSUMABLE OLFACTORY

Usage held in 1 hand; **Bulk** L

Activate 1 minute (manipulate)

Animal repellent is a noxious alchemical substance that makes you repulsive to a certain kind of animal. You can, for example, make ape repellent, bear repellent, or snake repellent, but not a repellent that affects all animals. The repellent doesn't work on creatures that are similar to the kind of animal, but not actually animals–for example, bear repellent wouldn't work on werebears. Animal repellent is ineffective against animals with an Intelligence modifier of –3 or higher, such as awakened animals. When you initially learn the formula for animal repellent, you learn the formulas for all common animals. If no animals of a kind are common, such as sea serpents, you must learn the formula for that kind separately, and it has the same rarity as the least-rare creature of that kind.

You Activate animal repellent by sprinkling it on yourself or a creature within reach, or by spreading it on a surface in an area up to 10 feet square. The repellent lasts for 24 hours or until scrubbed clean with 1 minute of work (consisting of multiple Interact actions). The designated kind of animal can smell the repellent from three times as far away as normal.

The designated kind of creature typically avoids the coated creature or area, which smells foul and feels unnerving to it. If in combat or otherwise distressed, the creature can approach within 20 feet of the affected creature or area only if it succeeds at a Will save with a DC determined by the type of animal repellent. Once it succeeds at this save, the animal is temporarily immune for 1 minute. If the animal attacks in a way that causes it to taste or ingest the repellent, it must succeed at a Fortitude save at the listed DC or become sickened 1 (or sickened 2 on a critical failure).

Type minor; **Level** 1; **Price** 3 gp
The DC for saves is 15.

Type lesser; **Level** 4; **Price** 15 gp
The DC for saves is 18.

Type moderate; **Level** 8; **Price** 75 gp
The DC for saves is 24.

Type greater; **Level** 12; **Price** 350 gp
The DC for saves is 29.

Type major; **Level** 16; **Price** 1,600 gp
The DC for saves is 35.

CAMOUFLAGE DYE ITEM 3+

ALCHEMICAL CONSUMABLE

Usage held in 1 hand; **Bulk** L

Activate ◆ (manipulate)

Camouflage dye uses a variety of alchemically treated paints and crushed crystals to make the user particularly hard to distinguish from their surroundings. When you Activate the dye by sprinkling it on yourself or a creature within reach, the target and its clothing change colors, blending into their surroundings until the target makes a sudden movement. The target can Hide or Sneak without cover or concealment for 10 minutes. If the target uses a hostile action or moves at more than half its Speed, after that action is completed, the effects of camouflage powder end and the creature ceases to be hidden or undetected.

Type lesser; **Level** 3; **Price** 10 gp

Type greater; **Level** 7; **Price** 60 gp
The dye lasts 1 minute, and the effects don't end if the target uses a hostile action or moves at more than half its Speed.

COLORFUL COATING ITEM 3+

ALCHEMICAL CONSUMABLE

Usage held in 1 hand; **Bulk** L

Activate ◆◆◆ (manipulate)

These coatings come in different colors, each with a different special effect. A bottle of colorful coating contains enough to slather over one 5-foot square within your reach or space and is made with a special dispenser that enables you to coat the surface using only one hand. It's possible to use the coating on any surface that can be painted (subject to the GM's discretion). Colorful coating dries instantly, and its effect in the square you coated lasts for 1 minute. After

that time, the coating turns to fine, inert powder, returning the square to its original condition unless otherwise noted.

Type blue colorful coating; **Level** 3; **Price** 8 gp

Blue colorful coating contains bonding compounds that firm up a surface, making it more stable and more supportive of weight. When applied to material that's loose or unstable, the square can hold twice as much weight before giving way. The coating also slows any collapse, making it easier to avoid and granting a +1 circumstance bonus to Reflex saving throws in reaction to the coated surface's collapse.

This coating can shore up a wall, ceiling, door, or similar opening, granting a +2 circumstance bonus to the DC for Athletics checks to Force Open the coated surface.

Type green colorful coating; **Level** 3; **Price** 10 gp

Green colorful coating dries into a low-friction surface. It makes the square slippery, making it both difficult terrain and uneven ground with a DC to Balance of 20. A creature that Steps or Crawls doesn't have to attempt to Balance.

The coating also makes a coated wall or ceiling harder to climb. It imposes a –2 circumstance penalty to checks to Climb the coated surface.

Yellow colorful coating and green colorful coating have opposite effects. If they're both applied to the same surface, they negate one another.

Type indigo colorful coating; **Level** 3; **Price** 10 gp

Indigo colorful coating contains agents that destroy weaker objects. When applied to a surface or object, the coating treats the object's Hardness as 2 lower and deals 1d4 acid damage to the object each round. The damage this coating deals remains after the coating becomes inert.

Type orange colorful coating; **Level** 3; **Price** 12 gp

Orange colorful coating contains a mixture of acidic substances. As it dries, caustic ingredients rise to the coating's surface. The square becomes hazardous terrain, dealing 1d4 acid damage to any creature that moves through it. A creature can take this acid damage only once per round.

Type red colorful coating; **Level** 3; **Price** 10 gp

Red colorful coating contains rubbery compounds, turning any surface it covers into a trampoline. A creature or object that falls onto a square coated with red colorful coating takes no falling damage and bounces half again as high as the original fall. If the creature fell straight down, then with several bounces, it comes safely to a stop. If it was moving horizontally, its bounce continues in the same direction, with a distance determined by the GM. If the coating is on a wall, a creature pushed or Shoved into the wall bounces back half again as far and avoids taking any damage from being pushed into the wall. On a ceiling, red colorful coating is useful only in unusual circumstances, such as in an area where gravity is reversed.

Type violet colorful coating; **Level** 4; **Price** 15 gp

Violet colorful coating contains compounds that become goopy and sticky. A square of this coating is difficult terrain. Any creature that enters the square must succeed at a DC 20 Reflex save or take a –15-foot penalty to its Speeds until the end of its next turn. On a critical failure, the creature is immobilized in the square until the end of its next turn. The target can end these effects by Escaping (DC 20) or spending 2 Interact actions to remove the sticky substances. These Interact actions don't have to be consecutive, and other creatures can help by providing the actions.

Type yellow colorful coating; **Level** 3; **Price** 8 gp

Yellow colorful coating contains a variety of compounds that fill small gaps and harden into a flat surface that increases friction, making it much easier to move on the square's surface. On the affected surface, the coating reduces difficult terrain caused by slipperiness, such as from ice or grease; this eliminates difficult terrain, reduces greater difficult terrain to difficult terrain, and reduces uneven ground to greater difficult terrain. The coating can't affect difficult terrain caused by features or effects not part of the surface, such as crowds, underbrush, wind, magic, and so on. The GM determines if yellow colorful coating can affect a surface's terrain.

The coating also makes a coated wall or ceiling easier to climb. It provides a +2 circumstance bonus to checks to Climb the coated surface.

JUST BETWEEN YOU AND ME

So, the boss has some pretty cool stuff in Alchemy Lab #759. There's the colorful coatings, which are basically paints that can do all kinds of cool stuff! I once covered a boomerang in the red coating and watched it bounce back and forth off the walls for like 30 minutes! The sparklers are great fun too—the boss let me take a whole bushel of them back to my family so we could light them to celebrate the new year. Hopefully Ii'l bro gets the sight back in his left eye sometime soon!

That, over there? That's my favorite. You sprinkle some of that dust over yourself, and you turn the same color as the stuff around you! Practically invisible as long as you don't move too fast. I use it sometimes when I want to visit 758 for a snack. Don't tell the boss.

—Purepurin

EMETIC PASTE ITEM 2+

ALCHEMICAL CONSUMABLE HEALING

Price 5 gp

Usage held in 1 hand; **Bulk** L

Activate ❖ (manipulate)

Sickened creatures have difficulty swallowing, so you can Activate emetic paste by applying it to your skin or that of a sickened creature within reach, typically on the throat. The paste makes it easy for the sickened creature

to purge, granting it an immediate Fortitude save to reduce its sickened condition. The paste grants the target an item bonus to that save and to all saving throws to reduce the sickened condition for 1 hour.

Type lesser; **Level** 2; **Price** 5 gp
The bonus is +2.

Type moderate; **Level** 9; **Price** 120 gp
The bonus is +3.

Type greater; **Level** 14; **Price** 700 gp
The bonus is +4.

GEARBINDER OIL ITEM 6+

ALCHEMICAL CONSUMABLE INCAPACITATION

Usage held in 1 hand; **Bulk** L

Activate ❖ (manipulate)

Gearbinder oil comes in a sealed pump that can squirt the oil a short distance. The oil is designed to flow through complex mechanisms and, agitated through mechanical action, foam up and form a paste that binds the works. The oil is effective against articulated constructs and machinery, including many constructs, clockworks, and mechanical hazards. You apply the oil to the target you want to bind, which must be within 10 feet of you. After the oil is applied, at the end of any round during which the target took an action with the attack, manipulate, or move trait, it must attempt a Fortitude save against a DC determined by the oil's type. A mechanism that's slowed 2 or more by gearbinder oil also can't use reactions. Gearbinder oil functions for up to 6 rounds before becoming an inert, oily residue.

Critical Success The oil becomes inert, and the effect ends.

Success The target reduces its slowed condition by 1. If the slowed condition's value is 0, the effect ends.

Failure The target increases its slowed condition by 1, to a maximum of slowed 3.

Critical Failure The target increases its slowed condition by 2, to a maximum of slowed 3.

Type lesser; **Level** 6; **Price** 45 gp
The DC for saves is 20.

Type moderate; **Level** 12; **Price** 390 gp
The DC for saves is 29.

Type greater; **Level** 18; **Price** 4,500 gp
The DC for saves is 38.

HEALING VAPOR ITEM 4+

ALCHEMICAL CONSUMABLE HEALING

Usage held in 2 hands; **Bulk** L

Activate ❖❖❖ (manipulate)

Healing vapor is a substance that accelerates natural recovery processes by dispersing a mist infused with a variety of reagents typically used for healing and recovery. When deployed from a sealed container, the vapors fill a 5-foot burst, last for 10 minutes, and can affect up to four living creatures at one time. Any creatures beyond the first four gain no benefit, though if a creature leaves before the duration is over, a new creature that enters can benefit from the mist. A creature benefiting from the vapors regains a number of Hit Points based on the vapor's type. While affected, a creature also gains an item bonus to saving throws against diseases and poisons. If the areas of more than one healing vapor overlap, only the strongest applies to creatures inside overlapping areas. Strong wind disperses the mist, rendering it ineffective while the wind blows.

Type lesser; **Level** 4; **Price** 20 gp
Each creature regains 1 Hit Point every 2 minutes and gets a +1 bonus.

Type moderate; **Level** 8; **Price** 100 gp
Each creature regains 1 Hit Point every minute and gets a +1 bonus.

Type greater; **Level** 12; **Price** 400 gp
Each creature regains 2 Hit Points every minute and gets a +2 bonus.

Type major; **Level** 17; **Price** 3,000 gp
Each creature regains 3 Hit Points every minute and gets a +3 bonus.

IMPLOSION DUST ITEM 6+

ALCHEMICAL CONSUMABLE

Usage held in 1 hand; **Bulk** L

Activate ❖ (manipulate)

Sealed in a packet so it can be released in a pressurized puff, implosion dust causes amorphous creatures to compress and shrink by hardening and even evaporating the liquid components of their physical forms. It's effective at weakening water elementals, air elementals, oozes, and other creatures the GM determines are similarly amorphous, which can even include particularly gelatinous aberrations. You release the dust toward one creature within 5 feet of you, which must attempt a Fortitude saving throw. The target must repeat the saving throw at the end of each of its turns. Implosion dust functions for up to 6 rounds. It then becomes inert, and the creature returns to its normal size.

Critical Success The dust becomes inert, and the creature returns to its normal size.

Success The target increases in size one step, up to its normal size. If it's at its normal size after the increase, the effect ends.

Failure The target decreases in size one step, to a minimum of Tiny. The reach of each of its Strikes decreases by 5 feet, to a minimum of 5 feet if the creature is Small or larger, or a minimum of 0 feet if the creature is Tiny. Shrinking also imposes a status penalty to the creature's physical melee damage. This penalty is –2 for every step lower than its normal size the creature is.

Critical Failure As failure, but the target decreases in size by two steps.

Type lesser; **Level** 6; **Price** 40 gp
The save DC is 20.

Type moderate; **Level** 12; **Price** 370 gp
The save DC is 29.



COLORFUL COATING



CAMOUFLAGE DYE



HEALING VAPOR



ANIMAL REPELLENT



SPARKLER

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Type greater; **Level** 18; **Price** 4,100 gp
The save DC is 38.

REVEALING MIST ITEM 3+

ALCHEMICAL CONSUMABLE
Usage held in 1 hand; **Bulk** L
Activate ❖ (manipulate)

Kept in an airtight spray bottle, revealing mist is an alchemical concoction that creates a sticky and clinging mist of chemicals in a 15-foot cone when sprayed. It doesn't affect visibility but causes invisible creatures in the area to be concealed rather than undetected. Revealing mist is ineffective in water or in areas with other factors affecting the spread of the mist, as determined by the GM. It remains in the area for 1 minute or until any significant wind disperses it, whichever comes first.

Type lesser; **Level** 3; **Price** 9 gp
Type greater; **Level** 7; **Price** 60 gp
The mist spreads in a 30-foot cone instead of a 15-foot cone.

SENSE-DULLING HOOD ITEM 6+

ALCHEMICAL CONSUMABLE
Usage held in 2 hands; **Bulk** L
Activate ❖ (manipulate)

Sometimes, an enemy's dangerous special ability makes relatively standard sensory capabilities a liability. From an ofalth emitting its stench to a banshee wailing, plenty of creatures use their prey's senses against them. A sense-dulling hood is a wide, single-use mask designed to be pulled from an airtight package and slipped over the head. The mask grants you an item bonus to saving throws against auditory, olfactory, and visual effects for a time, according to the mask's type. Since it dulls your senses without depriving you of them, the mask also imposes a –1 penalty to rolls and checks using Perception for the same duration.

Type lesser; **Level** 6; **Price** 40 gp
The bonus is +2, and the duration is 10 minutes.
Type greater; **Level** 12; **Price** 350 gp
The bonus is +4, and the duration is 1 hour.

SOOTHING POWDER ITEM 5+

ALCHEMICAL CONSUMABLE HEALING
Usage held in 1 hand; **Bulk** L
Activate ❖ (manipulate)

Soothing powders are remedies made to stop a particular type of persistent damage. Each damage type requires a different formula, with the most popular being bleed soothing powder, poison soothing powder, fire soothing powder, and acid soothing powder. You Activate soothing powder by sprinkling it on yourself or another creature within reach. The target can immediately attempt a new flat check to remove persistent damage the powder works against. This powder lowers the DC to 10, as normal for a particularly appropriate type of help.

Type lesser; **Level** 5; **Price** 30 gp
Type greater; **Level** 11; **Price** 210 gp
In addition to the effects described above, the powder persists for 1 minute, lowering the DCs of flat checks against that type of persistent damage due to particularly effective assistance.

SPARKLER ITEM 1

UNCOMMON ALCHEMICAL CONSUMABLE FIRE
Access Sparklers are common in Tian Xia and Vudra and can be Crafted by those who can specifically Craft fireworks (such as a fireworks technician; *Guns & Gears* 134).
Price 4 sp
Usage held in 1 hand; **Bulk** –
Activate ❖ (manipulate)

A sparkler gives off colorful sparks, burning for 1 minute. It provides bright light in a 10-foot radius (and dim light for the next 10 feet). While the sparkler burns, you can use it as an improvised weapon, dealing 1 fire damage on a hit. On a critical hit, you cause the target to become dazzled for 1 round.

You can touch a sparkler to a flammable object as part of the action you spend Activating it or as a separate Interact action while the sparkler is already activated. If you do so, the sparkler can ignite flammable objects the way a matchstick does.

BOTTLED MONSTROSITIES



Alchemy, like all sciences, contains its own dark corners. The process of creating bottled monstrosities is not unlike the practices of shamans and priests who create shrunken heads or preserve corpses for mummification, but with its own unique twists. Deceased animals and monsters are reconstituted via taxidermy and then shrunken with alchemical reagents until they fit inside a glass vial or orb. When the orb is thrown and broken, the preserved creature inside reconstitutes and performs a specific task it was engineered for, though once this task is complete, exposure to air and the dissolution of the preserving reagents cause the creature to immediately crumble away to dust.

—Valashinaz, Mistress of the Vault

EXPANDABLE

An item with the expandable trait increases to a specific size when activated. Unless otherwise noted, this space must be adjacent to you and on the ground, and the item needs to have enough open space to expand into or else the activation has no effect. When the effect ends, the expanded item disintegrates if it's a consumable or shrinks back to its normal size if it's not a consumable.

BOTTLED ROC — ITEM 9

ALCHEMICAL CONSUMABLE EXPANDABLE

Price 140 gp

Usage held in 1 hand; **Bulk** L

Activate ◆◆ (manipulate)

This bottle contains a shrunken bird preserved with its feathers intact. When opened, the contents reconstitute into a Gargantuan effigy of a great roc, which can appear in the air instead of on the ground. The roc clutches up to two creatures, who become grabbed, then Flies up to 90 feet and Releases the creatures. The targets must be within 15 feet of the roc; if any of them are unwilling to be grabbed, the roc must Grapple them with a +17 Athletics modifier or fail to pick them up.

Craft Requirements Supply the corpse of a roc (*Monster Core* 294).

GHOST AMPOULE — ITEM 4

ALCHEMICAL AUDITORY CONSUMABLE EMOTION EXPANDABLE FEAR MENTAL

Price 20 gp

Usage held in 1 hand; **Bulk** L

Activate ◆◆ (manipulate)

A daub of ectoplasm twitches within this glass container, faintly glowing with ghostly light. When opened, it forms the echo of a departed spirit, which looks like a Medium ghost. You can throw the ampoule up to 30 feet when you Activate it. The ghost utters a final lament, forcing each living creature in a 15-foot emanation except you to attempt a DC 18 Will save. On a failure, a creature becomes frightened 2 (or frightened 3 on a critical failure).

Craft Requirements Supply ectoplasmic residue from a destroyed ghost (*Monster Core* 160–161).

HIPPOGRIFF IN A JAR — ITEM 5

ALCHEMICAL CONSUMABLE EXPANDABLE

Price 30 gp

Usage held in 1 hand; **Bulk** L

Activate ◆◆ (manipulate)

This bottle contains a shrunken hippogriff. When opened, the contents reconstitute into a Large effigy of a hippogriff. The hippogriff waits up to 1 round and allows two creatures to mount it, then Flies up to 65 feet and waits 1 more round to give the mounted creatures time to dismount. Creatures who are still mounted on the hippogriff when it dissolves fall prone in the space where the hippogriff corpse ends its movement.

Craft Requirements Supply the corpse of a hippogriff (*Monster Core* 197).

KRAKEN BOTTLE — ITEM 18

UNCOMMON ALCHEMICAL CONSUMABLE EXPANDABLE

Price 5,000 gp

Usage held in 1 hand; **Bulk** L

Activate ◆◆ (manipulate)

Coiled tentacles make it all but impossible to see anything else inside this ampoule. When opened, a Gargantuan kraken bursts forth, which can appear in water instead of on the ground. Its arms attempt to grasp up to four creatures with a reach of 60 feet. The kraken repositions grabbed creatures to a different space within its reach unless the target succeeds at a DC 38 Fortitude save.

If the kraken is in water, it then releases a cloud of ink in an 80-foot emanation. This cloud has no effect outside of water. Creatures inside the cloud are undetected, can't use their sense of smell, and are exposed to kraken ink poison (*Monster Core* 212). The cloud dissipates after 1 minute.

Craft Requirements Supply the corpse of a kraken (*Monster Core* 212).

MUKRADI JAR — ITEM 15

ALCHEMICAL CONSUMABLE EXPANDABLE

Price 1,300 gp

Usage held in 1 hand; **Bulk** L

Activate ◆◆ (manipulate)



GHOST AMPOULE



OCTOPUS BOTTLE



BOTTLED ROC



WORM VIAL

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A miniature mukradi, its chitin shrunken and pale, is coiled within this jar. Its hollow form grows to a Gargantuan shell when you open the jar. It emits one of three breath weapons, chosen by you. Each creature in the area must attempt a DC 34 basic Reflex save.

- **Acid Maw** (acid) 10-foot-wide, 60-foot line of acid dealing 12d6 acid damage.
- **Flame Maw** (fire) 60-foot cone of fire dealing 12d6 fire damage.
- **Shock Maw** (electricity) 120-foot line of electricity dealing 12d6 electricity damage.

Craft Requirements Supply a mukradi corpse (*Monster Core* 233).

OCTOPUS BOTTLE ITEM 8

UNCOMMON ALCHEMICAL CONSUMABLE EXPANDABLE

Price 100 gp
Usage held in 1 hand; **Bulk** L
Activate ◆◆ (manipulate)

Miniature octopus arms press up against the sides of this bottle, obscuring the rest of its contents. When opened, a Huge octopus bursts forth, which can appear in water instead of on the ground. Its arms attempt to grasp a creature with a reach of 15 feet. The octopus repositions that creature to a different space within its reach unless the target succeeds at a DC 24 Fortitude save.

If the octopus is in water, it then releases a cloud of ink in a 30-foot emanation. This cloud has no effect outside of water. Creatures inside the cloud are undetected and can't use their sense of smell. The cloud dissipates after 1 minute.

Craft Requirements Supply the corpse of a giant octopus (*Monster Core* 248).

TYRANT AMPOULE ITEM 10

ALCHEMICAL CONSUMABLE EXPANDABLE

Price 175 gp
Usage held in 1 hand; **Bulk** L
Activate ◆◆ (manipulate)

The body of a fearsome tyrannosaurus is shrunken and contained in this bottle, its desiccated form barely constrained within the glass. The effigy of a Gargantuan tyrannosaurus forms when you open the bottle, causing devastation as it rampages. The tyrannosaurus Strides up to 40 feet. It can move through the spaces of Huge or smaller creatures and can attempt to Trample each creature whose space it enters, dealing 2d10+12 bludgeoning damage with a DC 27 basic Reflex save. It can attempt to Trample each creature only once.

Craft Requirements Supply the corpse of a tyrannosaurus (*Monster Core* 101).

WHIRLWIND VIAL ITEM 11

AIR ALCHEMICAL CONSUMABLE EXPANDABLE

Price 250 gp
Usage held in 1 hand; **Bulk** L
Activate ◆◆ (manipulate)

Opening this vial releases a mighty gust, forming into a fearsome Huge elemental hurricane. The elemental breathes a 30-foot cone of air. Each creature in the cone must succeed at a DC 28 Fortitude save or be knocked away from the elemental. A creature knocked into a solid object stops moving and takes 4d6 bludgeoning damage.

Critical Success The creature is unaffected.
Success The creature is pushed 10 feet.
Failure The creature is pushed 20 feet.
Critical Failure The creature is pushed 20 feet and knocked prone.

Craft Requirements Supply magical residue from a slain elemental hurricane (*Monster Core* 141).

WORM VIAL ITEM 13

UNCOMMON ALCHEMICAL CONSUMABLE EXPANDABLE

Price 600 gp
Usage held in 1 hand; **Bulk** L
Activate ◆◆ (manipulate)

Opening this vial unleashes its destructive contents: a reconstituted Gargantuan cave worm. The worm has two functions; choose which one to use when you Activate the item.

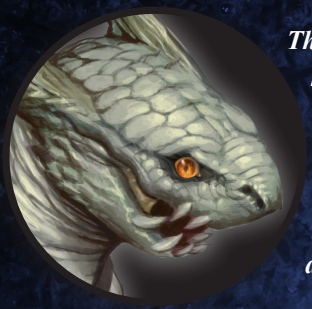
Burrow The worm Burrows up to 80 feet, leaving a tunnel behind it. It can burrow through solid stone, but if it does so it burrows 40 feet instead of 80 feet.

Eat The worm attempts to swallow a creature, crush it in its insides, then spit the creature out. The target must be within 15 feet, and it attempts a DC 30 Reflex save. If it fails, it takes 3d6+9 bludgeoning damage (doubled on a critical failure). The worm then spits the creature out to any empty space on the ground within 30 feet, causing the creature to take damage from a 20-foot fall.

Craft Requirements Supply the corpse of a cave worm (*Monster Core* 54).



ELIXIRS



The worst part about the boss's elixir laboratory is how fragile everything is. One moment you're polishing the alembics, the next you're trying to sweep up broken glass with hands that can't feel the broom! Then you slip on some goop that actually heals up the glass cuts but doesn't fix the fact that you can't feel anything, so you don't notice when you step on another piece of glass in some minty goop that turns your whole body into a fleshy lump of dead weight! At least the boss doesn't send me down there much anymore.

—Purepurin

AFFLICTION SUPPRESSANT ITEM 1+

ALCHEMICAL CONSUMABLE ELIXIR HEALING

Usage held in 1 hand; **Bulk** L

Activate ❖ (manipulate)

First created using the same principles as the antiplague and antivenom elixirs, an affliction suppressant is a broadly useful medicine, but sacrifices potency. It applies to a wide variety of afflictions, but lasts a much shorter time. Upon drinking an affliction suppressant, you gain an item bonus to all saves against afflictions for 10 minutes.

Unlike with an antiplague, this suppressant isn't long-lasting enough to apply to a daily save against the progression of a disease, curse, or other long-lasting affliction. It can still help protect you from catching such an affliction when you're initially exposed to it, as well as on saves that occur after stages that last 10 minutes or less.

Type lesser; **Level** 1; **Price** 3 gp

You gain a +1 item bonus.

Type moderate; **Level** 6; **Price** 35 gp

You gain a +2 item bonus.

Type greater; **Level** 10; **Price** 160 gp

You gain a +3 item bonus.

Type major; **Level** 14; **Price** 675 gp

You gain a +4 item bonus, and when you drink the affliction suppressant, you can attempt a save against one affliction of 14th level or lower affecting you. If you succeed, the affliction is suppressed for 10 minutes. The affliction's duration doesn't elapse during this time, but its symptoms are suppressed.

BENDY-ARM MUTAGEN ITEM 1+

ALCHEMICAL CONSUMABLE ELIXIR MUTAGEN POLYMORPH

Usage held in 1 hand; **Bulk** L

Activate ❖ (manipulate)

Your limbs become extremely limber, letting you stretch and twist to extreme degrees at the cost of fine motor skills.

Benefit You gain the listed item bonus to Acrobatics checks to Escape, Squeeze, and Tumble Through, and you increase your reach by the listed amount.

Drawback You take a –1 penalty to Athletics checks, Stealth checks, Thievery checks, and attack rolls, and a –1 penalty per damage die to all weapon and unarmed attack damage.

Type lesser; **Level** 1; **Price** 3 gp

The bonus is +1, your reach increases by 5 feet, and the duration is 1 minute.

Type moderate; **Level** 3; **Price** 12 gp

The bonus is +2, your reach increases by 5 feet, and the duration is 10 minutes.

Type greater; **Level** 11; **Price** 300 gp

The bonus is +3, your reach increases by 10 feet, and the duration is 1 hour.

Type major; **Level** 17; **Price** 3,000 gp

The bonus is +4, your reach increases by 15 feet, and the duration is 1 hour.

BLOOD BOOSTER ITEM 3+

ALCHEMICAL CONSUMABLE ELIXIR HEALING

Usage held in 1 hand; **Bulk** L

Activate ❖ (manipulate)

This elixir bolsters your body's natural defenses and ability to resist maladies that travel through or affect blood. For 10 minutes you receive the listed resistance to persistent bleed and persistent poison damage, and you lower the DC for any flat checks to end persistent bleed or persistent poison damage as if you received particularly appropriate aid.

At the GM's discretion, blood booster elixirs can also automatically counteract non-magical effects that specifically rely on thinning the drinker's blood, such as a skull peeler's (*Monster Core 2* 292) anticoagulant.

Type lesser; **Level** 3; **Price** 9 gp

The resistance is 5.

Type moderate; **Level** 11; **Price** 225 gp

The resistance is 10.

Type greater; **Level** 18; **Price** 3,400 gp

The resistance is 20.

CHROMATIC JELLYFISH OIL ITEM 9+

ALCHEMICAL CONSUMABLE ELIXIR

Usage held in 1 hand; **Bulk** L

Activate ❖ (manipulate)

Made from several oils of differing hues extracted from jellyfish and rare plants, the layers of chromatic jellyfish oil stack to form a rainbow within their vial. For 10 minutes after consuming chromatic jellyfish oil, you gain resistance to precision damage and extra damage from critical hits according to the jellyfish oil's type. While the effect lasts, you ignore difficult terrain caused by moving through tight spaces that aren't tight enough to force you to Squeeze, and you can move 5 feet per round when you successfully Squeeze (or 10 feet per round on a critical success). You can also Crawl at half your Speed.

Type lesser; **Level** 9; **Price** 120 gp

The oil grants resistance 5.

Type moderate; **Level** 14; **Price** 800 gp

The oil grants resistance 10.

Type greater; **Level** 19; **Price** 5,200 gp

The oil grants resistance 15.

CONTAGION METABOLIZER ITEM 5+

ALCHEMICAL CONSUMABLE ELIXIR HEALING

Usage held in 1 hand; **Bulk** L

Activate ❖ (manipulate)

Contagion metabolizers seek out toxins in the bloodstream and attempt to purify them into humors the body processes naturally. When you drink this elixir, it attempts a counteract check with the listed counteract modifier to remove the highest-level poison or disease afflicting you. This takes longer for a disease—the counteract check doesn't happen until 10 minutes after you drink the elixir. After drinking, you become temporarily immune to contagion metabolizers for 1 hour.

If you're a chirurgeon alchemist and have powerful alchemy, you can substitute your statistics when you create a contagion metabolizer using Quick Alchemy, if your stats are higher. This replaces the counteract rank with half your level rounded up and the counteract modifier with your class DC – 10.

Type lesser; **Level** 5; **Price** 30 gp

The elixir has a counteract rank of 3 and a +11 counteract modifier.

Type moderate; **Level** 11; **Price** 300 gp

The elixir has a counteract rank of 6 and a +19 counteract modifier.

Type greater; **Level** 19; **Price** 8,000 gp

The elixir has a counteract rank of 10 and a +30 counteract modifier.

DEADWEIGHT MUTAGEN ITEM 1+

ALCHEMICAL CONSUMABLE ELIXIR MUTAGEN POLYMORPH

Usage held in 1 hand; **Bulk** L

Activate ❖ (manipulate)

Your joints loosen and bones thicken, making your body incredibly weighty and difficult to maneuver around.

Benefit You gain an item bonus to Athletics checks to Shove and Trip, to your Fortitude and Reflex DCs against attempts to Shove or Trip you, and to saving throws against effects that attempt to force you to move or knock you prone.

Drawback You gain the encumbered condition and can't remove it while under the effects of the mutagen.

Type lesser; **Level** 1; **Price** 3 gp

The bonus is +1, and the duration is 1 minute.

Type moderate; **Level** 3; **Price** 12 gp

The bonus is +2, and the duration is 10 minutes.

Type greater; **Level** 11; **Price** 300 gp
The bonus is +3, and the duration is 1 hour. You can attempt to Shove or Trip creatures up to two sizes larger than you.

Type major; **Level** 17; **Price** 3,000 gp
The bonus is +4, and the duration is 1 hour. You can attempt to Shove or Trip creatures up to three sizes larger than you.

ENERGY MUTAGEN ITEM 1+

ALCHEMICAL CONSUMABLE ELIXIR MUTAGEN POLYMORPH

Usage held in 1 hand; **Bulk** L

Activate ❖ (manipulate)

When created, this mutagen is attuned to your choice of one of four energy types: acid, cold, electricity, or fire. When consumed, the mutagen suffuses your body with energy that spills out of you whenever you attack. At higher levels, it can even grant you the ability to unleash the energy in controlled bursts.

Benefit You gain resistance to the attuned energy type. Whenever you score a hit with a melee weapon, add the listed amount of damage of the attuned energy type.

Drawback You gain weakness 5 to the other three energy types.

Type lesser; **Level** 1; **Price** 4 gp
You gain resistance 5, add 1 damage on a hit with a melee weapon, and the duration is 1 minute.

Type moderate; **Level** 3; **Price** 12 gp
You gain resistance 10, add 1d4 damage on a hit with a melee weapon, and the duration is 10 minutes.

Type greater; **Level** 11; **Price** 300 gp
You gain resistance 15, add 1d6 damage on a hit with a melee weapon, and the duration is 1 hour. In addition, you can end the benefits of this mutagen to unleash a 30-foot cone of energy as a 2-action activity. This deals 2d6 damage of the attuned type for every full 10 minutes of duration remaining (maximum 8d6) to each creature in the area, with a DC 25 basic Reflex save.

Type major; **Level** 17; **Price** 3,000 gp
You gain resistance 20, add 2d6 damage on a hit with a melee weapon, and the duration is 1 hour. In addition, you can end the benefits of this mutagen to unleash a 30-foot cone of energy as a 2-action activity. This deals 3d6 damage of the attuned type for every full 10 minutes of duration remaining (maximum 12d6) to each creature in the area, with a DC 32 basic Reflex save.

NUMBING TONIC ITEM 1+

ALCHEMICAL CONSUMABLE ELIXIR

Usage held in 1 hand; **Bulk** L

Activate ❖ (manipulate)

Numbing tonic makes it easier to push through the pain of battle and shrug off otherwise debilitating blows. You gain the listed temporary Hit Points when you drink the elixir, and again at the start of each of your turns for 1 minute.

Type minor; **Level** 1; **Price** 4 gp
You gain 2 temporary Hit Points.

Type lesser; **Level** 5; **Price** 30 gp
You gain 5 temporary Hit Points.

Type moderate; **Level** 9; **Price** 150 gp
You gain 10 temporary Hit Points.

Type greater; **Level** 13; **Price** 600 gp
You gain 15 temporary Hit Points.

Type major; **Level** 16; **Price** 1,400 gp
You gain 20 temporary Hit Points.

Type true; **Level** 19; **Price** 8,000 gp
You gain 25 temporary Hit Points.

SANGUINE MUTAGEN ITEM 1+

ALCHEMICAL CONSUMABLE ELIXIR MUTAGEN POLYMORPH

Usage held in 1 hand; **Bulk** L

Activate ❖ (manipulate)

You gain greatly increased blood production, filtering out contagions and boosting your endurance but causing your body to bloat with blood.

Benefit You gain an item bonus to Fortitude and Reflex saves. This bonus improves when you attempt a save against an effect that has the disease trait, poison trait, or would give you the fatigued condition.

Drawback Whenever you take piercing or slashing damage, you take 1d6 persistent bleed damage.

Type lesser; **Level** 1; **Price** 3 gp
The bonus is +1 (or +2 against disease, poison, or fatigued), and the duration is 1 minute.

Type moderate; **Level** 3; **Price** 12 gp
The bonus is +2 (or +3 against disease, poison, or fatigued), and the duration is 10 minutes.

Type greater; **Level** 11; **Price** 300 gp
The bonus is +3 (or +4 against disease, poison, or fatigued), and the duration is 1 hour. When you roll a success on a save against a disease, poison, or effect that would give you the fatigued condition, you get a critical success instead.

Type major; **Level** 17; **Price** 3,000 gp
The bonus is +4, and the duration is 1 hour. When you roll a success on a save against a disease, poison, or effect that would give you the fatigued condition, you get a critical success instead and your critical failures on such saves become failures instead.

SOOTHING TONIC ITEM 2+

ALCHEMICAL CONSUMABLE ELIXIR HEALING

Usage held in 1 hand; **Bulk** L

Activate ❖ (manipulate)

Soothing tonic is a pleasantly savory concoction that speeds your natural healing, so your wounds recover faster over time. You gain fast healing for 1 minute in an amount depending on the tonic's type.

Type lesser; **Level** 2; **Price** 7 gp
You gain fast healing 1.

Type moderate; **Level** 5; **Price** 28 gp
You gain fast healing 3.

Type greater; **Level** 10; **Price** 185 gp
You gain fast healing 5.

Type major; **Level** 17; **Price** 2,700 gp
You gain fast healing 10.

SPIDERFOOT BREW ITEM 3+

ALCHEMICAL CONSUMABLE ELIXIR MORPH

Usage held in 1 hand; **Bulk** L

Activate ❖ (manipulate)

This sticky fluid is made from the silk glands of giant spiders. When you drink a spiderfoot brew, tiny hairs grow on your hands and feet, granting you a climb Speed and an item bonus to Athletics checks made to Climb for the listed duration.

Type lesser; **Level** 3; **Price** 12 gp

The climb Speed is 15 feet, the item bonus is +1, and the duration is 1 minute.

Type moderate; **Level** 9; **Price** 150 gp

The climb Speed is 20 feet, the item bonus is +2, and the duration is 10 minutes.

Type greater; **Level** 17; **Price** 2,500 gp

The climb Speed is 25 feet, the item bonus is +3, and the duration is 1 hour.

STONE BODY MUTAGEN ITEM 5+

ALCHEMICAL CONSUMABLE ELIXIR MUTAGEN POLYMORPH

Usage held in 1 hand; **Bulk** L

Activate ❖ (manipulate)

This mutagen calcifies your body, making it as hard as stone.

Benefit You gain resistance to physical damage (except bludgeoning) equal to the listed amount.

Drawback Your Speeds are reduced by 10 feet (to a minimum of 5 feet) and you take a –2 penalty to Reflex saves.

Type lesser; **Level** 5; **Price** 22 gp

You gain resistance 5 to physical damage (except bludgeoning) and the duration is 10 minutes.

Type moderate; **Level** 12; **Price** 300 gp

You gain resistance 5 to physical damage (except bludgeoning) and the duration is 1 hour.

Type greater; **Level** 15; **Price** 920 gp

You gain resistance 10 to physical damage (except bludgeoning) and the duration is 1 hour.

THEATRICAL MUTAGEN ITEM 1+

ALCHEMICAL CONSUMABLE ELIXIR MUTAGEN POLYMORPH

Usage held in 1 hand; **Bulk** L

Activate ❖ (manipulate)

Developed and widely used by students at the Kitharodian Academy in Oppara, the theatrical mutagen stimulates the creative centers of your brain. This causes your movements to become exaggerated and your voice to become clear. However, the erratic surges of inspiration overload your senses, making it difficult to focus on mundane tasks.

Benefit You gain the listed item bonus to Acrobatics checks, Crafting checks, and Performance checks. If you're untrained in any of these skills, your proficiency bonus is equal to your level instead of +0. You also gain the listed status bonus to your Speed.

Drawback You take a –1 penalty to Perception checks and Will saves. After any round where you don't spend at least 1 action to Interact with an object, Perform, Step, or Stride, you're off-guard until the start of your next turn.



MINTY!

Spend enough time with the boss's collection of alchemical elixirs and one of the things you figure out is that you can identify most of them by taste! That one reminds me of ramen noodles with a slice of cheese and heals up scrapes and bruises. That one tastes like copper pennies and I have no idea what it does but the boss calls it a "vax-seen." That one makes your arms go all wiggly and you can pick stuff up that's far away but only if it's not very heavy. That one is the best constipation cure I've ever tried but the boss insists that's not what I'm supposed to be using it for. Science is so cool!

Type lesser; **Level** 1; **Price** 3 gp

The bonus to rolls is +1, the bonus to Speed is +5 feet, and the duration is 1 minute.

Type moderate; **Level** 3; **Price** 12 gp

The bonus to rolls is +2, the bonus to Speed is +5 feet, and the duration is 1 minute.

Type greater; **Level** 11; **Price** 300 gp

The bonus to rolls is +3, the bonus to Speed is +10 feet, and the duration is 10 minutes.

Type major; **Level** 17; **Price** 3,000 gp

The bonus to rolls is +4, the bonus to Speed is +10 feet, and the duration is 1 hour.

VACCINE ITEM 1+

ALCHEMICAL CONSUMABLE ELIXIR HEALING

Usage held in 1 hand; **Bulk** L

Activate ❖ (manipulate)

A vaccine grants a creature immunity to a specific strain of disease of a level equal to or less than the vaccine's level, and a +2 item bonus on all saving throws against other strains of the same disease. For example, a vaccine could grant immunity to putrid plague inflicted by harpies but would only grant a +2 bonus against putrid plague inflicted by a giant rat.

Type minor; **Level** 1; **Price** 4 gp

The duration is 1 hour.

Type lesser; **Level** 3; **Price** 12 gp

The duration is 24 hours.

Type moderate; **Level** 6; **Price** 50 gp

The duration is 1 week.

Type greater; **Level** 12; **Price** 400 gp

The duration is 1 year.

Type major; **Level** 18; **Price** 5,000 gp

The duration is permanent.

Crafting Requirements Creating a vaccine requires a sample of the disease in question.

Special A vaccine is the same rarity as the disease it's designed to prevent, or as the creature who inflicts the disease if the disease itself doesn't list a rarity.

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PERMANENT ALCHEMICAL ITEMS



The boss always looks down on the goodies in vault #762. She says they're "bastardizations of the alchemical sciences" and "unnecessary contrivances designed to obscure the deficiencies of their creators." Personally, I think she's just jealous of the fact the flamethrower is too small for her enormous claws but can still spit a line of fire nearly as destructive as her fiery breath but with twice the range. Please don't tell her I said that.

—Purepurin

ALCHEMICAL CHART ITEM 4+

ALCHEMICAL

Usage held in 1 hand; **Bulk** L

This sturdy, rigid alchemical chart contains shorthand references on quickly mixing reagents for maximum effect. If you hold this chart while using Quick Alchemy, the items you create of the listed level remain potent for 1 additional round.

Type lesser alchemical chart; **Level** 4; **Price** 100 gp
The chart works for Quick Alchemy items of level 4 or lower.

Type moderate alchemical chart; **Level** 12; **Price** 1,750 gp
The chart works for Quick Alchemy items of level 12 or lower.

Type greater alchemical chart; **Level** 18; **Price** 19,000 gp
The chart works for Quick Alchemy items of level 18 or lower.

ALCHEMICAL GAUNTLET ITEM 1

ALCHEMICAL

Price 10 gp

An alchemical gauntlet emits small alchemical detonations when it makes contact with a foe. As an Interact action, you can place a bomb into a metal bracket near the wrist of the gauntlet. The bomb must be one that deals energy damage, such as an acid flask, alchemist's fire, blasting stone[PC2], bottled lightning[PC2], or frost vial[PC2]. The next three attacks made with the gauntlet deal 1d4 damage of the bomb's damage type in addition to the gauntlet's normal damage. If the second and third attacks aren't all made within 1 minute of the first attack, the bomb's energy is wasted. These attacks never deal splash damage or other special effects of

the bomb and aren't modified by any abilities that add to or modify a bomb's effect.

ALCHEMIST'S FLAMETHROWER ITEM 2

RARE ALCHEMICAL FIRE

Price 35 gp

Usage held in 2 hands; **Bulk** 1

This long cylinder is topped by a pair of brass sockets and a collection of polished pipes and tubes. A total of two vials of alchemist's fire must be loaded into the sockets at the base of the weapon and the tubes cleaned and primed. Properly loading the flamethrower in this way takes 1 minute. When the trigger on a loaded flamethrower is pulled, the alchemist's fire is siphoned into the rifle and shot out of the muzzle in a line of fire. The damage dealt by a flamethrower is determined by the strength of the weakest alchemist's fire loaded into the flamethrower.

Activate ◆◆ (fire, manipulate) **Requirements** The flamethrower is loaded; **Effect** You pull the trigger, expending both loaded alchemist's fires to shoot a line of fire. Creatures in the area take fire damage based on the weakest alchemist's fire loaded into the flamethrower, as noted below. Creatures that critically fail the basic Reflex save additionally take the listed persistent fire damage.

- **Lesser Alchemist's Fire:** The flamethrower deals 1d8 fire damage (DC 15 basic Reflex save) in a 30-foot line. 1 persistent fire damage.
- **Moderate Alchemist's Fire:** The flamethrower deals 2d8 fire damage (DC 17 basic Reflex save) in a 60-foot line. 2 persistent fire damage.
- **Greater Alchemist's Fire:** The flamethrower deals 6d8 fire damage (DC 28 basic Reflex save) in a 90-foot line. 3 persistent fire damage.
- **Major Alchemist's Fire:** The flamethrower deals 10d8 fire damage (DC 37 basic Reflex save) in a 120-foot line. 4 persistent fire damage.

BOMB COAGULANT ALEMBIC ITEM 5

ALCHEMICAL

Price 150 gp

Usage held in 2 hands; **Bulk** L

This apparatus increases the viscosity of the reagents in alchemical bombs, to deadly effect. As a 10-minute activity that has the manipulate trait, you can use a bomb coagulant alembic to distill the contents of one infused alchemical bomb that deals splash damage into a stickier substance. After distilling, the bomb deals no splash damage but instead deals persistent damage equal to and of the same type as its original splash damage. If the bomb already deals persistent damage, distilling increases that damage by the bomb's original splash damage.

BONE DREADNOUGHT PLATE ITEM 10

ALCHEMICAL

Price 1,000 gp

Usage worn armor; **Bulk** 5

This suit of bone-based fortress plate is a masterpiece of alchemical science. This armor has a receiver that can hold a single lodestone bomb (page 44), which takes 3 Interact actions to install.

Activate ◆ (manipulate) **Requirements** A lodestone bomb is installed in the armor; **Effect** The bomb shifts numerous small plates and hinges, offering a wide variety of protections, granting you resistance to cold, electricity, fire, piercing, and slashing damage equal to the loaded lodestone bomb's splash damage. These effects last for 20 minutes, but each time you're hit by an attack that deals damage of one of these types, decrease the remaining duration by 1 minute. Once activated, the armor can't be deactivated. The activation uses up the lodestone bomb, and the armor can't be activated again until a new one is installed.

COLLAR OF THE SHIFTING SPIDER ITEM 5

ALCHEMICAL

Price 133 gp

Usage worn collar; **Bulk** 1

This intimidating collar contains a hollow central tube and ends in twin metal points shaped like spider fangs. The collar can be loaded with an alchemical mutagen as an Interact action.

Activate ◆ (manipulate) **Trigger** You roll initiative; **Requirements** A mutagen is loaded in the collar; **Effect** The metal points dig into your neck, inflicting 1 piercing damage and injecting the mutagen directly into your bloodstream. This has the same effect as if you drank the mutagen conventionally, except the duration of the mutagen is halved due to the more direct administration.

DREAD HELM ITEM 4

ALCHEMICAL AURA EMOTION FEAR MENTAL

Price 100 gp

Usage worn headwear; **Bulk** L

The faceplate of a dread helm has a fierce visage that magnifies the effects of fear. Concealed within is a reservoir that can hold a single dread ampoule, which takes 3 Interact actions to install.

Activate ◆ (manipulate) **Requirements** A dread ampoule is installed in the helm; **Effect** The dread ampoule atomizes, creating a fear-inducing mist that hangs around your face for 3 rounds. The mist grants an item bonus to Intimidation checks equal to the dread ampoule's item bonus. The mist also deals mental damage equal to the dread ampoule's splash damage to all creatures within a 5-foot emanation other than you. The activation uses up the dread ampoule, and the helm can't be activated again until a new one is installed.

INJECTION RESERVOIR ITEM 1

ADJUSTMENT ALCHEMICAL

Price 10 gp; **Bulk** L

Usage applied to a non-injection melee weapon that deals piercing damage; **Bulk** L

This reservoir and spring-loaded needle can be attached to a weapon to let it inject deadly poisons. Additionally, the reservoir can be filled with an injury poison. Immediately after a successful attack with the adjusted weapon, you can inject the target with the loaded poison by activating the reservoir

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OVERCOMPENSATION AND DISCOVERY

The toys stored here are mostly novelty items of little consequence. Who needs a "flamethrower" when you can breathe fiery devastation unaided? What use is a children's toy for turning glue bomb formulas into rope when you can stride upon the sky itself? To what effect does one don a troll's flesh when your own is protected by scales mightier than any mortal-forged shield?

Purepurin, at least, seems to enjoy her time here, and her "experiments" have revealed a few intriguing functions of some of the rare items that would have escaped my notice. Her curiosity is typically more boon than bane, an important factor of her employment.

The dread helm wouldn't have even ended up in this collection had not Purepurin put it on and discovered it featured tiny nozzles for dispersing fear-inducing mist, and a charcoal filter to prevent the wearer from breathing in the substance themselves. The little one's curiosity is often a road to discovery, one of the several reasons I humor her overly adventurous nature.

—Valashinaz, Mistress of the Vault

with an Interact action. Refilling the reservoir with a new poison requires 3 Interact actions and uses both hands.

Adding an injection reservoir to a weapon throws off its balance, causing the multiple attack penalty with the weapon to be one greater than usual (usually –6 on a second attack and –11 on a third; or –5 and –10 with an agile weapon).

LIVING LEAF WEAVE — ITEM 5

ALCHEMICAL HEALING PLANT

Price 160 gp

Usage worn armor; **Bulk** 1

This suit of leaf weave armor (page 9) is specially modified to metabolize the alchemical accelerants in medicinal compounds. A special receptacle in the armor can hold an elixir of life, which takes 3 Interact actions to install.

Activate ❖ (manipulate) **Requirements** An elixir of life is installed in the armor; **Effect** Slithering vines grow from the armor, granting an item bonus to Athletics checks to Grapple, to your Fortitude DC to resist Grapple, Disarm, or Shove attempts, and to your Reflex DC to resist Trip attempts. The bonus is equal to the elixir's item bonus, and lasts for 3 rounds. The activation uses up the elixir, and the armor can't be activated again until a new one is installed.

MAGNETIC SHIELD — ITEM 5

ALCHEMICAL AURA

Price 130 gp

Usage held in 1 hand; **Bulk** 1

Copper rings spiral around this steel shield. Twin electrical probes near the grip can socket into a jar of moderate (or higher leveled) bottled lightning[PC2], which takes 3 Interact actions to install.

Activate ❖ (manipulate) **Requirements** A bottled lightning is installed in the shield; **Effect** The shield becomes an electromagnet for 3 rounds. When an activated magnetic shield is raised, the circumstance bonus increases by 1 against attacks made with weapons primarily made of metal. If you use a Shield Block against a creature attacking you with such a weapon, you also gain a +1 item bonus to Disarm attempts against that weapon until the end of your next turn. The activation uses up the bottled lightning, and the shield can't be activated again until a new one is installed.

OOZE SKIN — ITEM 5

ALCHEMICAL

Price 150 gp

Usage worn armor; **Bulk** 1

This leather armor has been treated with extract from oozes, which can be reactivated in the presence of a strong acid. A receptacle in the armor can hold an acid flask, which takes 3 Interact actions to install.

Activate ❖ (manipulate) **Requirements** An acid flask is installed in the armor; **Effect** The leather weeps slippery protoplasm, granting an item bonus to Escape and Squeeze checks equal to the acid flask's item bonus. The protoplasm also irritates the skin on prolonged contact, causing any creature that grapples or swallows you to take acid damage equal to the acid flask's splash damage. Ooze skin remains activated for a number of rounds equal to the level of the acid flask installed. The activation uses up the acid flask, and the armor can't be activated again until a new one is installed.

POISON CONCENTRATOR — ITEM 5+

ALCHEMICAL

Usage held in 2 hands; **Bulk** L

This compression apparatus can reduce two poisons into a more concentrated dose. As a 10-minute activity that has the manipulate trait, you can use a poison concentrator to combine two doses of the same infused alchemical poison, creating a single concentrated poison. The concentrated potion has a +1 item bonus to its DC, and its level is increased by 1.

Type lesser poison concentrator; **Level** 5; **Price** 160 gp
The concentrator combines poisons of level 4 or lower.

Type moderate poison concentrator; **Level** 10; **Price** 960 gp
The concentrator combines poisons of level 9 or lower.

Type greater poison concentrator; **Level** 15; **Price** 5,900 gp
The concentrator combines poisons of level 14 or lower.

Type major poison concentrator; **Level** 19; **Price** 31,000 gp
The concentrator combines poisons of level 18 or lower.

POWERED FULL PLATE — ITEM 7

RARE ALCHEMICAL

Price 360 gp

Usage worn armor; **Bulk** 4

Stasian actuators help the limbs of this full plate move of their own accord, as long as they're supplied with power. A chamber in the chest plate can hold a single bottled lightning[PC2], which takes 3 Interact actions to install.

Activate ❖ (manipulate) **Requirements** A bottled lightning is installed in the armor; **Effect** The armor powers up for 10 minutes. While it's powered up, add the bottled lightning's item bonus to your Athletics checks to Force Open, High Jump, Long Jump, and Shove. The armor's Strength requirement is lowered by 1, or by 2 if the loaded bottled lightning's item bonus to attack rolls is +3 or higher. The armor's normal penalties still apply, based on this altered Strength. The activation uses up the bottled lightning, and the armor can't be activated again until a new one is installed.

REMOTE TRIGGER ITEM 5

ALCHEMICAL

Price 125 gp

Usage held in 1 hand; **Bulk** L

This trigger array uses percussive alchemical caps and crystals to remotely detonate alchemical bombs through harmonic vibrations. You can Interact to flip up a switch on the trigger, causing it to emit infrasonic pulses that attune it to one alchemical bomb over the course of 10 minutes. The trigger can be attuned to up to three bombs at a time.

Activate ❖ (manipulate) The trigger detonates any number of attuned bombs within 60 feet of it. You choose which ones to detonate. A bomb detonated by remote trigger deals its splash damage to any creature in its square.

SPLATROPE EXTRUDER ITEM 3

ALCHEMICAL

Price 50 gp

Usage held in 1 hand; **Bulk** L

This portable nozzle-and-trigger assembly based on spider spinnerets can extrude and weave alchemical adhesives into temporary constructions. As an Interact action, you can attach a glue bomb to the extruder.

Activate ❖ (manipulate) **Requirements** A glue bomb is installed in the extruder; **Effect** The extruder converts the glue bomb into a 30-foot rope, whip, or net, depending on the nozzle die you choose when activating the device. The created object lasts for 1 hour. The DC to Escape a created rope (if used to bind a creature) or net is equal to the consumed glue bomb's DC and Escaping destroys the created object.

SUN DAZZLER ITEM 8

ALCHEMICAL LIGHT VISUAL

Price 450 gp

Usage held in 1 hand; **Bulk** L

This metallic tube has a complex array of lenses and prisms at one end and a hatch at the other. The hatch can be unlocked, loaded with a glow rod, and refastened using 3 Interact actions.

Activate ❖ (manipulate) **Requirements** A glow rod is installed in the dazzler; **Effect** The glow rod burns to dust in a single focused flash, creating a 30-foot cone of scintillating light. Each creature in the cone must attempt a DC 24 Fortitude save, with the following effects.

Critical Success The creature is unaffected.

Success The creature is dazzled for 1 round.

Failure The creature is blinded for 1 round or until it spends an Interact action to rub its eyes, ending the blinded condition.

Critical Failure The creature is blinded for 1 round.

TROLL HIDE ITEM 15

ALCHEMICAL HEALING

Price 6,000 gp

Usage worn armor; **Bulk** 2

Tissue from a living forest troll has been integrated through this hide armor. This armor has two organic receptacles on its back that can each hold a single elixir of life. One elixir takes 3 Interact actions to install. For the armor to function properly, each elixir must be the same level.

Activate ❖ (manipulate) **Requirements** Two elixirs of life are installed in the armor; **Effect** Regenerating tissue from the armor fills your wounds for 8 rounds. At the start of each of your turns, you regain Hit Points equal to the level of the loaded elixirs. Each time you regain at least 13 Hit Points from the armor, you regrow one damaged or ruined organ. During a round that you regain 9 or more Hit Points from the armor, you can reattach severed body parts by spending an Interact action to hold the body part to the area it was severed from. If you take electricity or fire damage, the armor deactivates until the end of your next turn. (Similar armor from other types of trolls might be deactivated by different damage types.) In the event the armor itself is damaged, it will restore its own Hit Points before it resumes healing you. The activation uses up the elixirs, and the armor can't be activated again until two new ones are installed.

WEAPON SIPHON ITEM 1

ADJUSTMENT ALCHEMICAL

Price 10 gp

Usage attached to a melee weapon; **Bulk** L

Activate ❖ (manipulate)

This set of tubing snakes down the striking surface of a weapon to deliver alchemical explosives. A single lesser alchemical bomb can be fitted to the weapon siphon as an Interact action. The bomb must be one that deals energy damage, such as an acid flask, alchemist's fire, blasting stone[PC2], bottled lightning[PC2], or frost vial[PC2]. The next three attacks made with the weapon deal 1d4 damage of the bomb's damage type in addition to the weapon's normal damage. If the second and third attacks aren't all made within 1 minute of the first attack, the bomb's energy is wasted. These attacks never deal splash damage or other special effects of the bomb and aren't modified by any abilities that add to or modify a bomb's effect.

Adding a weapon siphon to a weapon throws off its balance, causing the multiple attack penalty with the weapon to be one greater than usual (usually –6 on a second attack and –11 on a third; or –5 and –10 with an agile weapon).

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POISONS



There aren't a lot of things that I know better than the boss. She's the smartest person I've ever met and I've traveled all over the world securing acquisitions for her. I spent a week at the Magaambya once haggling with Professor Ulawa over the price of some rare spider venom. I've even been to Belkzen and convinced Ardax the White-Hair to let me make blueprints of some orc weapons! I don't recommend the trip, turns out undead-wrestling orcs don't take feedback well. What was I talking about? Right, things I know more about than the boss. Poisons are the one thing I know more about than the boss. They're important for anyone who wants to make effective traps, most of them aren't very useful against dragons, and you don't really understand how terrible they are until you've exposed yourself to a few of them and had to run down the hall to find an antidote.

—Purepurin

ACHAEKEK'S KISS ITEM 20

RARE ALCHEMICAL CONSUMABLE INJURY POISON

Price 13,000 gp

Usage held in 2 hands; **Bulk** L

Access member of the Red Mantis assassins

Activate ◆◆◆ (manipulate)

Kept as a closely guarded secret by the deadly members of the Red Mantis assassins, this poison is treated with reverence for its ability to end lives. If the victim dies while affected by this poison, its body decomposes to nothing in 1 minute, leaving only its gear behind. Non-magical preservation can't protect the tainted corpse. *Peaceful rest* works on the poisoned body only if cast as a 5th-rank spell and the caster succeeds at a counteract check against the poison's saving throw DC when casting the spell. Even if cast successfully, *peaceful rest* only works as if it had been cast at 2nd rank.

Saving Throw DC 42 Fortitude; **Maximum Duration** 6 rounds; **Stage 1** 7d12 poison damage and doomed 1 (1 round); **Stage 2** 9d12 poison damage and doomed 2 (1 round) **Stage 3** 11d12 poison damage and doomed 3 (1 round)

ANTIPODE OIL ITEM 6

ALCHEMICAL CONSUMABLE INJURY POISON VIRULENT

Price 45 gp
Usage held in 2 hands; **Bulk** L
Activate ❖❖ (manipulate)

Prepared from brown mold, this liquid oscillates between rapidly absorbing and releasing heat from its victim. Each round the type of damage dealt by this poison changes, starting with cold, then fire, then cold, and so on. If the victim of this poison takes cold damage from a source other than the oil, reduce the save DC to 22 for 1 round. If the victim takes fire damage from a source other than the oil, increase the save DC to 25 for 1 round.

Saving Throw DC 24 Fortitude; **Maximum Duration** 6 rounds; **Stage 1** 2d6 cold or fire damage (1 round); **Stage 2** 3d6 cold or fire damage (1 round)

ASTRINGENT VENOM ITEM 12

ALCHEMICAL CONSUMABLE CONTACT POISON VIRULENT

Price 350 gp
Usage held in 2 hands; **Bulk** L
Activate ❖❖❖ (manipulate)

This oily, dark-purple powder gives off the distinct odor of boiled leather. When delivered, the poison acts quickly to constrict the victim's blood flow to their extremities and turn their lungs into a soft jelly. A victim of astringent venom is recognizable by the frostbite-like hue of their hands as they lose circulation to their extremities, making it difficult for them to hold things. Each round at the beginning of their turn, a creature affected by astringent venom must succeed at a flat DC 5 check or drop one random item they're holding.

Saving Throw DC 32 Fortitude; **Onset** 1 round; **Maximum Duration** 6 rounds; **Stage 1** 6d6 poison damage (1 round); **Stage 2** 8d6 poison damage (1 round); **Stage 3** 10d6 poison damage and confused (1 round)

BLISTERWORT ITEM 11

ALCHEMICAL CONSUMABLE INJURY POISON

Price 280 gp
Usage held in 2 hands; **Bulk** L
Activate ❖❖ (manipulate)

This clear, viscous liquid causes lesions and blisters that spread quickly. The victim's pain response increases and flesh breaks easily under physical stress.

Saving Throw DC 30 Fortitude; **Maximum Duration** 6 rounds; **Stage 1** 4d6 poison damage and weakness 2 to physical and force damage; **Stage 2** 5d6 poison damage and weakness 4 to physical and force damage; **Stage 3** 7d6 poison damage and weakness 6 to physical and force damage

BLUE DRAGONFLY POISON ITEM 3

UNCOMMON ALCHEMICAL CONSUMABLE INGESTED POISON

Price 7 gp
Usage held in 1 hand; **Bulk** L
Activate ❖ (manipulate)

Boggards brew a potent toxin made from blue dragonflies. Swampseers consume this mixture to awaken their divine powers, but the poison causes debilitating hallucinations in most other creatures.

Saving Throw DC 17 Fortitude; **Onset** 10 minutes; **Maximum Duration** 30 minutes; **Stage 1** dazzled (10 minutes); **Stage 2** dazzled and frightened 1 (10 minutes); **Stage 3** frightened 1 and confused 1 (1 minute)

BREATHTAKING VAPOR ITEM 17

UNCOMMON ALCHEMICAL CONSUMABLE INHALED POISON

Price 3,000 gp
Usage held in 1 hand; **Bulk** L
Activate ❖ (manipulate)

This colorless mist has a mild, waxy scent that precedes acute shortness of breath. Creatures that don't need to breathe can still take the poison's damage but are immune to its other effects.

Saving Throw DC 38 Fortitude; **Onset** 1 round; **Maximum Duration** 6 rounds; **Stage 1** 6d6 poison damage, drained 1, and can't breathe; **Stage 2** 8d6 poison damage, drained 2, and reduce remaining air by 1 additional round; **Stage 3** 10d6 poison damage, drained 3, and reduce remaining air by 2 additional rounds

BRIGHTSHADE ITEM 4

ALCHEMICAL CONSUMABLE INJURY POISON VITALITY

Price 18 gp
Usage held in 2 hands; **Bulk** L
Activate ❖❖ (manipulate)

Brewed from a plant native to the First World, brightshade destroys tissue, living or dead. Victims of this poison take poison damage if they're alive and vitality damage if they're undead.

Saving Throw DC 21 Fortitude; **Maximum Duration** 6 rounds; **Stage 1** 1d6 poison or vitality damage (1 round); **Stage 2** 2d6 poison or vitality damage (1 round)

CARELESS DELIGHT ITEM 9

ALCHEMICAL CONSUMABLE INGESTED MENTAL POISON

Price 130 gp
Usage held in 1 hand; **Bulk** L
Activate ❖ (manipulate)

Sometimes called liquid persuasion, this sweet-tasting tincture induces euphoria that lowers inhibitions and increases trust. The status penalty from being stupefied due to this poison doubles when applied to Deception checks to Lie, Perception checks to Sense Motive, and Perception DCs to detect a Lie.

Saving Throw DC 28 Fortitude; **Onset** 1 minute; **Maximum Duration** 10 minutes; **Stage 1** stupefied 1 (1 minute); **Stage 2** stupefied 2 (1 minute); **Stage 3** stupefied 3, and the victim's attitude toward others improves by one step (1 minute)

CHOLERIC CONTAGION ITEM 18

ALCHEMICAL CONSUMABLE INJURY POISON

Price 4,200 gp
Usage held in 2 hands; **Bulk** L

Activate ❖❖ (manipulate)

This vile poison is contagious, causing the victim's skin to secrete the toxin, allowing it to spread to others. While under the effects of choleric contagion, the first time during per round the victim succeeds at an attack roll with an unarmed attack against another creature, the target of the attack is exposed to the poison.

Saving Throw DC 40 Fortitude; **Maximum Duration** 6 rounds; **Stage 1** 6d10 poison damage (1 round); **Stage 2** 8d10 poison damage (1 round); **Stage 3** 10d10 poison damage (1 round)

CLOWN MONARCH ITEM 5

ALCHEMICAL CONSUMABLE INJURY POISON

Price 21 gp

Usage held in 2 hands; **Bulk** L

Activate ❖❖ (manipulate)

A victim of clown monarch is amusing to behold as they repeatedly suffer slapstick pratfalls. This poison disrupts the victim's sense of balance.

Saving Throw DC 22 Fortitude; **Maximum Duration** 6 rounds; **Stage 1** falls prone and must succeed at a DC 5 flat check when attempting a Stand action or the action fails and is lost (1 round); **Stage 2** as stage 1 but the DC is 10 (1 round); **Stage 3** as stage 1 but the DC is 15 (1 round)

CLUBHEAD POISON ITEM 12

ALCHEMICAL CONSUMABLE INJURY POISON

Price 340 gp

Usage held in 2 hands; **Bulk** L

Activate ❖❖ (manipulate)

This poison is named for the strain of fungi from which it's distilled. Hallucinations assail the victim's mind, causing them to see imaginary foes.

Saving Throw DC 32 Fortitude; **Maximum Duration** 6 rounds; **Stage 1** 3d8 poison damage, off-guard, and can't take reactions (1 round); **Stage 2** 4d8 poison damage, off-guard, can't take reactions, stunned 1 (1 round); **Stage 3** 5d8 poison damage, off-guard, can't take reactions, and stunned 1 (1 round)

CURARE ITEM 8

ALCHEMICAL CONSUMABLE INCAPACITATION INJURY POISON

Price 100 gp

Usage held in 2 hands; **Bulk** L

Activate ❖❖ (manipulate)

Hunters all over Golarion favor curare, a potent paralytic derived from boiled tree bark.

Saving Throw DC 25 Fortitude; **Maximum Duration** 6 rounds (but see stage 3); **Stage 1** 2d6 poison damage, clumsy 1, and enfeebled 1 (1 round); **Stage 2** 3d6 poison damage, clumsy 2, enfeebled 2, and slowed 1 (1 minute); **Stage 3** 4d6 poison damage, clumsy 2, enfeebled 2, and slowed 1 (1 round). If the victim fails the saving throw while at Stage 3, the poison ends and the victim is paralyzed for 2d6 minutes.

DANCING LAMENTATION ITEM 11

ALCHEMICAL CONSUMABLE INJURY POISON

Price 240 gp

Usage held in 2 hands; **Bulk** L

Activate ❖❖ (manipulate)

This toxin erratically stimulates the limbs, forcing unexpected shifts in momentum. The result resembles a gangly, lurching dance. At the start of each turn, the victim takes one or more Steps in a random direction if able. This movement is forced and doesn't count against the victim's actions for the round.

Saving Throw DC 30 Fortitude; **Maximum Duration** 6 rounds; **Stage 1** 4d6 poison damage and 1 Step of forced movement (1 round); **Stage 2** 6d6 poison damage, clumsy 1, and 1 Step of forced movement (1 round); **Stage 3** 8d6 poison damage, clumsy 2, 2 Steps of forced movement (1 round)

EXECUTION POWDER ITEM 14

ALCHEMICAL CONSUMABLE INJURY POISON

Price 625 gp

Usage held in 1 hand; **Bulk** L

Activate ❖❖ (manipulate)

The spores of a certain mushrooms, if carefully collected and suspended in a properly mixed alchemical fluid, can kill those near death. If a creature is reduced to 0 Hit Points while under the effect of execution powder, it must succeed at a DC 34 Will save or die (this is a death effect). If a creature dies from execution powder, the spores from their last breath alight on a random creature adjacent to the victim, granting that creature 20 temporary Hit Points and a +1 status bonus to attack and damage rolls for 10 minutes.

Saving Throw DC 34 Fortitude; **Maximum Duration** 6 rounds; **Stage 1** 7d6 poison damage (1 round); **Stage 2** 9d6 poison damage (1 round); **Stage 3** 12d6 poison damage (1 round)

ELDRITCH FLARE ITEM 15

ALCHEMICAL CONSUMABLE INJURY POISON

Price 1,100 gp

Usage held in 2 hands; **Bulk** L

Activate ❖❖ (manipulate)

This poison draws power from the magic of its victim. If a creature under the effects of eldritch flare Casts a Spell, excess magical energy feeds back into the toxin, increasing the DC of the poison by 2 that round. In addition, if the spell deals damage, the poison deals half its damage as one of the types of damage the spell deals (the other half remains poison damage). If the target is immune or has resistance to the spell's damage, the poison deals half its damage as mental damage instead. If the victim casts no spells during a round while affected, the poison still deals its poison damage.

Saving Throw DC 35 Fortitude; **Maximum Duration** 6 rounds; **Stage 1** 8d6 damage (1 round); **Stage 2** 10d6 damage (1 round); **Stage 3** 12d6 damage (1 round)

FALSE HOPE ITEM 17

ALCHEMICAL CONSUMABLE INJURY POISON VIRULENT

Price 2,600 gp



CLUBHEAD POISON



SPEAR FROG POISON

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Usage held in 2 hands; **Bulk** L
Activate ❖❖ (manipulate)

This poison is an insidious distillation of the venom of the boomslang snake. It acts slowly and cyclically, giving its victim a false sense that the poison has failed to take hold or its effects have ended. The GM makes the target's saving throws in secret during any stage that has no effect.

Saving Throw DC 37 Fortitude (secret); **Maximum Duration** 10 rounds; **Stage 1** no effect (1 round); **Stage 2** 10d8 poison damage (1 round); **Stage 3** no effect; **Stage 4** 12d8 poison damage (1 round)

FRAUDSLAYER OIL — ITEM 14

UNCOMMON ALCHEMICAL CONSUMABLE CONTACT MENTAL POISON

Price 650 gp
Usage held in 1 hand; **Bulk** L
Activate ❖❖❖ (manipulate)

Made from a rare root that reacts to the physical changes that happen when someone is being deceitful, fraudslayer oil is a blunt instrument. It can compel truth, but it carries a fatal price if the victim can't stop themself from repeatedly telling lies. While under the effect of fraudslayer oil, the victim takes the listed poison damage and mental damage for any time they voluntarily and knowingly tell a lie, due to the poison's increased blood pressure to their brain. They take this damage once per round at most, even if they lie several times in rapid succession. The victim is aware of this effect and can choose to not answer or give only evasive, technically truthful, answers.

Saving Throw DC 34 Fortitude; **Onset** 1 minute; **Maximum Duration** 6 minutes; **Stage 1** stupefied 1, 3d6 poison damage and 3d6 mental damage for lying (1 minute); **Stage 2** stupefied 2, 4d6 poison damage and 4d6 mental damage for lying (1 minute); **Stage 3** stupefied 3, 5d6 poison damage and 5d6 mental damage for lying, and the damage becomes a death effect. If it reduces the victim to 0 Hit Points, the victim's head explodes, causing death (1 minute).

GNAWBONE TOXIN — ITEM 11

ALCHEMICAL CONSUMABLE CONTACT POISON

Price 235 gp
Usage held in 1 hand; **Bulk** L
Activate ❖❖❖ (manipulate)

Made from the ground bones of ghouls or other cannibalistic creatures processed into a green-gray paste, gnawbone toxin imparts an insatiable desire to consume the flesh of intelligent creatures. If the victim eats at least a mouthful of humanoid flesh, it ignores the enfeebled condition from gnawbone toxin for 1 minute. Victims under the effect of gnawbone toxin regain only half as many Hit Points from healing effects unless they've eaten at least a mouthful of humanoid flesh in the last minute.

Saving Throw DC 30 Fortitude; **Onset** 1 minute; **Maximum Duration** 6 minutes; **Stage 1** enfeebled 2 (1 minute); **Stage 2** enfeebled 3 (1 minute); **Stage 3** enfeebled 4 (1d4 minutes)

GORGON'S BREATH — ITEM 13

UNCOMMON ALCHEMICAL CONSUMABLE INHALED POISON

Price 475 gp
Usage held in 1 hand; **Bulk** L
Activate ❖ (manipulate)

Gorgon's breath is a fine powder that can easily enter living creatures' bloodstreams through their lungs before binding to mucous membranes and causing any nearby soft tissues to harden.

Saving Throw DC 32 Fortitude; **Onset** 1 round; **Maximum Duration** 6 rounds; **Stage 1** slowed 1 (1 round); **Stage 2** 4d6 bludgeoning damage and slowed 1 (1 round); **Stage 3** petrified (1 round); **Stage 4** petrified permanently

LOOTER'S LETHARGY — ITEM 2

UNCOMMON ALCHEMICAL CONSUMABLE CONTACT POISON

Price 6 gp
Usage held in 1 hand; **Bulk** L
Activate ❖❖❖ (manipulate)

The poison known as looter's lethargy ensures no thieves are strong enough to walk off with pilfered treasures. Commonly smeared on locks, chests, and even valuable items themselves, the poison slowly saps the strength of those who touch it. Nearby guardians can then simply follow the resulting trail of discarded valuables to find the weakened trespasser.

Saving Throw DC 19 Fortitude; **Onset** 1 minute; **Maximum Duration** 1 hour; **Stage 1** reduce Bulk limit by 3 (1 minute); **Stage 2** off-guard, reduce Bulk limit by 4 (10 minutes); **Stage 3** off-guard, reduce Bulk limit by 5 (10 minutes)

MUSTARD POWDER ITEM 5

ALCHEMICAL CONSUMABLE INHALED POISON

Price 25 gp

Usage held in 1 hand; **Bulk** L

Activate ❖ (manipulate)

Concocted from the formulas provided by otherworldly refugees to Irrisen, mustard powder is rumored to be devastating to entire armies with proper dispersal. Recipes have quickly spread across Golarion. Mustard powder's sickened condition ends when the poison's other effects do.

Saving Throw DC 22 Fortitude; **Maximum Duration** 6 rounds; **Stage 1** 1d6 poison damage and dazzled (1 round); **Stage 2** 2d4 poison damage, dazzled, sickened 1, and unable to smell (1 round); **Stage 3** 2d6 poison damage, dazzled, sickened 2, and unable to smell (1 round)

NIGHTMARE SALT ITEM 20

RARE ALCHEMICAL CONSUMABLE INGESTED POISON

Price 14,000 gp

Usage held in 2 hands; **Bulk** L

Activate ❖ (manipulate)

This potent poison consists of crystals whose flavor and appearance mimics edible salt but whose effects are deadly; victims experience periods of waking nightmares that overload the senses and eventually result in death through a combination of shock and exhaustion.

Saving Throw DC 43 Fortitude; **Onset** 1 hour; **Maximum Duration** 5 days; **Stage 1** frightened 2 once every 1d4 hours, plus fatigued (1 day); **Stage 2** confused for 1 minute once every 1d4 hours, plus frightened 3 and fatigued (1 day); **Stage 3** frightened 3, plus confused for 1d4 minutes, once every hour, plus fatigued (1 day); **Stage 4** death

PALE FADE ITEM 19

ALCHEMICAL CONSUMABLE INJURY POISON

Price 6,000 gp

Usage held in 2 hands; **Bulk** L

Activate ❖❖ (manipulate)

Pale fade is a white ointment with a sharp, earthy scent. The poison rapidly desiccates flesh, which then crumbles and forms a cloud of pallid dust. If the victim is concealed by this poison, then the dust cloud also conceals other creatures from the victim.

Saving Throw DC 42 Fortitude; **Maximum Duration** 6 rounds; **Stage 1** 10d6 poison damage and drained 1 (1 round); **Stage 2** 12d6 poison damage, drained 1, and concealed (1 round); **Stage 3** 15d6 poison damage, drained 1, and concealed (1 round)

PUMMEL-GROWTH TOXIN ITEM 13

ALCHEMICAL CONSUMABLE INJURY MORPH POISON

Price 550 gp

Usage held in 2 hands; **Bulk** L

Activate ❖❖ (manipulate)

This substance is the result of a failed alchemical experiment to regrow a severed arm. An extra outsized, uncontrolled limb of the sort used for manipulation grows from the victim's body. The limb initially flails about, throwing the creature off-balance. Once it "matures," the limb pummels the victim instead. The limb can't deal its bludgeoning damage if the victim is unable to take actions. Upon recovery from the poison, the extra limb withers and falls off.

Saving Throw DC 32 Fortitude; **Maximum Duration** 6 rounds; **Stage 1** 4d6 poison damage, clumsy 1, and must succeed at a DC 5 flat check to perform an action with the manipulate trait or the action fails and is lost (1 round); **Stage 2** 4d6 poison damage, clumsy 1, slowed 1, 2d6 bludgeoning damage (1 round); **Stage 3** 4d6 poison damage, clumsy 2, slowed 2, 4d6 bludgeoning damage (1 round)

SCARLET MIST ITEM 8

ALCHEMICAL CONSUMABLE INJURY POISON

Price 80 gp

Usage held in 2 hands; **Bulk** L

Activate ❖❖ (manipulate)

Derived from a mixture of krooth venom and an agitating agent, scarlet mist causes bleeding that turns into a foaming mist. When a creature under the effects of scarlet mist takes persistent bleed damage from the toxin, creatures within 5 feet take the splash damage. The persistent damage can't be staunched until the poison's effects end. A creature that can't bleed doesn't take the bleed damage or cause the splash damage but can still take the poison damage.

Saving Throw DC 25 Fortitude; **Maximum Duration** 6 rounds; **Stage 1** 3d6 poison damage, 1d4 persistent bleed damage, and 1 poison splash damage (1 round); **Stage 2** 3d6 poison damage, 2d4 persistent bleed damage, and 2 poison splash damage (1 round); **Stage 3** 3d6 poison damage, 3d4 persistent bleed damage, and 3 poison splash damage (1 round)

SIGHTLESS TINCTURE ITEM 9

UNCOMMON ALCHEMICAL CONSUMABLE INGESTED POISON

Price 115 gp

Usage held in 1 hand; **Bulk** L

Activate ❖ (manipulate)

With an incredibly deep black hue, sightless tincture is usually concealed in wine, blood pudding, or other darkly colored foods. The oil at first faintly dims its victim's sight, then blacks it out entirely.

Saving Throw DC 28 Fortitude; **Onset** 10 minutes; **Maximum Duration** 14 hours; **Stage 1** dazzled and a –2 status penalty to visual Perception checks (1 hour); **Stage 2** dazzled and a –4 status penalty to visual Perception checks (1 hour); **Stage 3** blinded (2d6 hours); stage 3 is an incapacitation effect, and if the victim is still blinded from the poison when the poison has run its course, the blindness lasts for an additional 24 hours afterward

SMOTHER SHROUD ITEM 7

ALCHEMICAL CONSUMABLE INJURY POISON

Price 60 gp

Usage held in 2 hands; **Bulk** L

Activate ❖❖ (manipulate)

Smother shroud robs a victim of distinguishing features, making it difficult for anyone to identify the corpse. Swelling and distention of facial features makes the victim unrecognizable. Increase the DC of any checks made to identify a creature under the effects of smother shroud by twice the stage of the poison. If the victim dies while under the effects of this poison, its corpse retains an inability to take actions with the auditory trait, and if it tries to speak and fails, it counts against responses to the *talking corpse* spell.

Saving Throw DC 22 Fortitude; **Maximum Duration** 10 rounds; **Stage 1** 2d4 poison damage and dazzled (1 round); **Stage 2** 3d4 poison damage, dazzled, a –4 status penalty to Perception checks to hear and smell, and must succeed at a DC 10 flat check to take actions with the auditory trait or the action is lost (1 round); **Stage 3** 4d4 poison damage, blinded, deafened, unable to smell, unable to take actions with the auditory trait, and unable to breathe

SPEAR FROG POISON ITEM 1

ALCHEMICAL CONSUMABLE INJURY POISON

Price 3 gp

Usage held in 2 hands; **Bulk** L

Activate ❖❖ (manipulate)

Carefully harvested from the skin of the poisonous spear frog, this toxin causes a burning rash and weakness in the limbs. Each frog yields enough toxin to Craft one dose of spear frog poison.

Saving Throw DC 15 Fortitude; **Maximum Duration** 6 rounds; **Stage 1** 1d4 poison damage (1 round); **Stage 2** 1d6 poison damage and enfeebled 1 (1 round)

STUPOR POISON ITEM 7

UNCOMMON ALCHEMICAL CONSUMABLE INCAPACITATION INJURY POISON SLEEP

Price 16 gp

Usage held in 2 hands; **Bulk** L

Activate ❖❖ (manipulate)

Stupor poison is a more potent distillation of lethargy poison. Further exposure to stupor poison doesn't require the target to attempt additional saving throws; only failing a saving throw against an ongoing exposure can progress its stage.

Saving Throw DC 20 Fortitude; **Maximum Duration** 6 hours; **Stage 1** slowed 1 and off-guard (1 round); **Stage 2** slowed 2 and off-guard (1 round); **Stage 3** unconscious with no Perception check to wake up (1 round); **Stage 4** unconscious with no Perception check to wake up (1d6 hours)

TASTER'S FOLLY ITEM 4

ALCHEMICAL CONSUMABLE INGESTED POISON

Price 20 gp

Usage held in 1 hand; **Bulk** L

Activate ❖ (manipulate)

Devised to bypass detection, a dose of taster's folly consists of two compounds that aren't mixed but placed in the contents of one meal. Each compound is harmless on its own. The DC to Recall Knowledge about this poison from one of its components is 23 and attempts to use magic to detect the unmixed components require a successful DC 23 counteract check. The onset period begins only if a victim consumes both compounds during the same hour. If the two compounds mix prior to consumption, they become toxic and are detectable as such. The sickened condition can't be ended until the poison's effects end.

Saving Throw DC 21 Fortitude; **Onset** 10 minutes; **Maximum Duration** 6 minutes; **Stage 1** 2d4 poison damage (1 minute); **Stage 2** 3d4 poison damage and sickened 1 (1 minute); **Stage 3** 4d4 poison damage and sickened 1 (1 minute)

UNENDING ITCH ITEM 14

ALCHEMICAL CONSUMABLE INJURY POISON VIRULENT

Price 700 gp

Usage held in 2 hands; **Bulk** L

Activate ❖❖ (manipulate)

Invented to cause a lengthy and unpleasant demise, this poison manifests as an itch that can't be soothed. The victim experiences the poison damage as irritation rather than pain or sickness and must succeed at a DC 34 Perception check to realize they're poisoned. The poison can also be identified with a DC 34 Medicine check. Once the victim has lost half or more of its Hit Points, the DC drops to 30 for either check. As long as the victim doesn't realize it's poisoned, the GM makes its saving throws in secret.

Saving Throw DC 34 Fortitude (secret); **Maximum Duration** 5 minutes; **Stages 1–5** 1d6 poison damage (1 round)

VIOLET VENOM ITEM 3

UNCOMMON ALCHEMICAL CONSUMABLE CONTACT POISON

Price 12 gp

Usage held in 2 hands; **Bulk** L

Activate ❖❖ (manipulate)

The delicate process of extracting violet venom from a violet fungus leaves it diluted at the best of times. Alchemists are still on the hunt for a truly pure, unadulterated version of this highly toxic poison.

Saving Throw DC 17 Fortitude; **Onset** 1 minute; **Maximum Duration** 6 rounds; **Stage 1** 1d6 poison plus enfeebled 1 (1 round); **Stage 2** 1d6 poison plus drained 1 (1 round); **Stage 3** 2d6 poison plus enfeebled 1 (1 round)

WARPWOBBLE POISON ITEM 8

ALCHEMICAL CONSUMABLE INJURY MENTAL POISON

Price 90 gp

Usage held in 2 hands; **Bulk** L

Activate ❖❖ (manipulate)

Warpwobble poison causes hallucinations of space bending and stretching, leading to vertigo and an inability to discern a stable place to move.

Saving Throw DC 26 Will; **Maximum Duration** 6 rounds; **Stage 1** treat all squares as difficult terrain (1 round); **Stage 2** treat all squares as greater difficult terrain (1 round); **Stage 3** treat all squares as uneven ground (DC 26), treating a critical success to Balance as a success, and a success as a success but moving on greater difficult terrain (1 round)



MOMENTARY MAGIC



Everything in this part of the vaults is "impermanent," as the boss says. Means that it goes away once it's done what it was meant to do. Sometimes the boss waxes all philosophical about how some things can derive their value because of their impermanence, but I don't know about all that. Sure, magic bullets you can fire once are fun, but wouldn't a magic bullet you can fire twenty times be even better? Or a potion that never runs out? Or a talisman that you could just use over and over without it burning up? I guess that if you never used something up, you wouldn't go looking to see what else is out there though, huh?

One thing I can tell you for sure is that I wouldn't suggest underestimating the power of anything you find here. A potion may not explode like a fireball, and a set of magical pigments might demand a level of skill that challenges even a talented polymath, but these are the treasures you'll remember long after they're gone. The talismans and items of wonder here are stories both fantastic and surprising, tools for doing the unexpected and exceeding the limits of your natural talents and cultivated skills. Plus, most of them fit easily in your pockets!

—Purepurin

While many magical items in an adventurer's toolkit might be carried over the course of their entire career, like a sword they ensorcell with ever more powerful runes, other magical items exist for a particular moment in time, meant to be used and then replaced. Talismans that attach to armor until their magic is used to avert disaster, catalysts whose only purpose is to be consumed during the casting of a spell to transform its effects, and many more types of magical items all fit within this broad category.

This chapter expands upon the existing types of magical consumables available within the game and introduces new types of consumables and consumable functions. Catalysts and fulus, originally introduced in *Pathfinder Secrets of Magic*, are expanded with new options. Magical missives are a new category of items that includes letters, musical compositions, and drawings that have a variety of effects based on the content the user inscribes onto the page.

Wondrous consumables make up a diverse category of new magic items that come in a wide array of shapes, sizes, and functions. From simple point-and-fire spellguns that act as a hybrid of a wand and firearm to launch a single magical effect, to magical instruments inscribed with a one-time spell to summon an extraplanar creature into a musical battle, wondrous consumables can perform almost any function, though typically no more than once.

GMs seeking to get the most out of this section for their tables might have players look at a particular section of this chapter and suggest some items that suit their character's story or desired play style. While part of the fun of using consumables can be having a quirky or unusual effect come into play in an unexpected way, it can also be fun for players to get their hands on items that will allow them pull off a particular cinematic scene or trick that creates a memorable table event.

A GM might also drop magical consumables into an adventure to serve as solutions to a cunning puzzle or enemy whose nature is one the party is not particularly suited for. Whether a potion to help a bard remember a tricky piece of information or an oil to help a fighter battle an ore louse without having it destroy their precious weapons and armor, consumables can be a fun and effective way to allow characters to engage with a story in a way that their normal skill set might not be fully suited for.

CHAPTER MAP

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CREATING THE MOMENT

Getting the opportunity to use a consumable is often one of the most exciting parts of an encounter, but if the right opportunity to use a consumable never arises, it ends up in the "sell pile" and becomes just another well-described piece of treasure. Watch for moments in your campaign where you can create exciting opportunities for your players to use the consumables you've given them, and try to choose consumables that players will get a chance to use!

CATALYSTS



Catalysts are, essentially, alchemy for magic. By adding the correct catalyst to a magical spell as it is completed, the spellcaster can manipulate and change the nature or form of the spell itself, creating an effect beyond what the unmodified energies could have achieved. Of course, this science is a constant threat to all dragonkind, given that our own bodies are saturated with magical energies capable of catalyzing spells in exactly this manner.

—Valashinaz, Mistress of the Vault

DEADLOCK MINT ITEM 3+

CATALYST CONSUMABLE MAGICAL

Usage held in 1 hand; **Bulk** L

Activate Cast a Spell (add 1 action)

Deadlock mint is a species of mint with small, green flowers, said to grow on battlefields where the opposing sides were equally matched. Sprigs of the flowers blow gently in a breeze of their own creation. If you cast *mystic armor* using *deadlock mint*, you release a small blast of concussive air in an emanation of a size that depends on the catalyst's type. Unattended objects up to a certain Bulk limit are pushed away from you. Large or smaller creatures must succeed at a Fortitude save equal to your spell save DC or be pushed the same distance away from you.

Type *deadlock mint*; **Level** 3; **Price** 11 gp

Objects of 1 Bulk or less and creatures that fail the save are pushed 5 feet.

Type *greater deadlock mint*; **Level** 9; **Price** 110 gp

Objects of 1 Bulk or less and creatures that fail the save are pushed 10 feet. Objects of up to 2 Bulk are pushed 5 feet, and Huge creatures must succeed at the save or be pushed 5 feet.

DRAGON BREATH SCALE ITEM 7

CATALYST CONSUMABLE MAGICAL

Price 55 gp

Usage held in 1 hand; **Bulk** L

Activate Cast a Spell

When used to cast *breathe fire or chilling spray*[PC2], a scale from a dragon's throat changes the spell's damage type and corresponding trait to the damage type and trait of the dragon's breath. You can instead choose the damage type and trait corresponding to the dragon's tradition if it's different. The dragons from *Monster Core* and their damage types are as follows, with the tradition option listed if it's different from the dragon's breath.

Adamantine bludgeoning or fire

Conspirator mental or poison

Diabolic fire or spirit

Empyreal spirit

Fortune force

Horned fire or poison

Mirage force or mental

Omen mental

EUPHORIC LOOP ITEM 5+

CATALYST CONSUMABLE MAGICAL

Usage held in 1 hand; **Bulk** L

Activate Cast a Spell

This catalyst is made from twisted sapling bark harvested under a full moon. When used to cast a *charm* spell, the spell creates a blissful experience for one target of your choice. When the spell ends, even if you Dismiss it, the sudden mental dissonance between the charmed state and reality forces the target to attempt a Will save against your spell DC.

Critical Success The target is unaffected.

Success The target is stunned 1 or, if the spell ended because of a hostile action, confused for 1 round.

Failure The target is stunned 2 or, if the spell ended because of a hostile action, confused for 1 round.

Critical Failure The target is stunned 3 or, if the spell ended because of a hostile action, confused for 2 rounds.

Type *euphoric loop*; **Level** 5; **Price** 30 gp

Type *greater euphoric loop*; **Level** 13; **Price** 450 gp

The catalyst affects all targets of the *charm* spell, up to 10.

GHOSTCRACKER ITEM 5

CATALYST CONSUMABLE MAGICAL

Price 25 gp

Usage held in 1 hand; **Bulk** L

Activate Cast a Spell

A *ghostcracker* pops and smokes when consumed. When you throw the *ghostcracker* down in your space as part of casting an *illusory creature* spell, the appearance of the creature twists nightmarishly. When an enemy's attack or spell ends the *illusory creature* spell, the creature "dies" in a disturbing fashion, rendering the enemy frightened 1. From this effect, the *ghostcracker* adds the emotion, fear, and mental traits to the spell.

GRAVEMIST TAPER ITEM 5

CATALYST CONSUMABLE MAGICAL

Price 25 gp

Usage held in 1 hand; **Bulk** L

Activate Cast a Spell

A *gravemist taper* is a conical candle with symbols of terror and death carved into the wax. The taper can be used as a

catalyst when casting a *mist* spell, burning the taper away, coloring the mist gray, and filling the mist with ghastly, shadowy shapes. The flat check to overcome the concealed state from the mist rises to 7, and a creature who fails such a check becomes frightened 1. This aspect of the spell has the emotion, fear, and mental traits.

NEVERCOLD ITEM 10+

CATALYST CONSUMABLE MAGICAL

Usage held in 1 hand; **Bulk** L

Activate Cast a Spell

Nevercold, sometimes mistakenly referred to as nevercoal, is the charcoal left after wildfires in the First World. True to its name, *nevercold* remains warm to the touch. If you use *nevercold* to cast *fire shield*, the spell's duration increases to 5 minutes, the cold resistance you gain from it lasts 1 hour, and you're immune to minor and severe cold for 8 hours.

Type *nevercold*; **Level** 10; **Price** 180 gp

The catalyst affects 4th-rank *fire shield*.

Type *compressed nevercold*; **Level** 14; **Price** 720 gp

The catalyst affects 6th-rank or lower *fire shield*, and the immunity from minor and severe cold lasts 24 hours.

Type *refined nevercold*; **Level** 18; **Price** 3,600 gp

The catalyst affects 8th-rank or lower *fire shield*, and the immunity from minor and severe cold lasts 24 hours.

NIGHTPITCH ITEM 5

CATALYST CONSUMABLE MAGICAL

Price 60 gp

Usage held in 1 hand; **Bulk** L

Activate Cast a Spell

A pellet of tar mixed with the fur of a nocturnal creature, such as a bat, *nightpitch* used to cast a *darkness* spell makes the area of the darkness difficult terrain.

UPON REFLECTION

Honestly, I can't tell you much about catalysts. Magic is more the boss's thing. I know, I know, kobolds are supposed to be mighty sorcerers because of our draconic heritage and all that, but I prefer gears. And chemicals. Ooh, and levers, levers are awesome, especially when you've got pulleys. Anyways, all I can tell you about catalysts is that one time I put a bunch of ghostcrackers in my pocket just in case I ever did try to cast a spell, and I kept seeing a scary guy in the mirror for a week! The boss took them away and told me to hang a "Do Not Touch, This Means You Purepurin" sign on the display case.

—Purepurin

SEVENTH PRISM ITEM 3+

CATALYST CONSUMABLE MAGICAL

Usage held in 1 hand; **Bulk** L

Activate Cast a Spell

Beloved by the church of the Seventh Veil, a *seventh prism* is a crystal that disperses its internal light, casting an aurora of color. If you use a *seventh prism* to cast *dizzying colors*, targets are dazzled for twice as long as their saving throw indicates. On a critical failure, the target is dazzled for 1 minute after its blinded condition ends. Motes of shifting rainbow hues cloud the eyes, making it difficult to see details.

Type *triangular seventh prism*; **Level** 3; **Price** 10 gp

Type *pentagonal seventh prism*; **Level** 7; **Price** 52 gp

The area increases to a 20-foot cone, and the DC for the flat check against the target being concealed increases to 7.



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FULUS



Fulus are humanity itself, expressed as magic labels. Individually, no fulu represents reality-bending power. Most of them use minor magics so gossamer-light that they can lie hidden in a folded slip of paper for years or even generations. But with patience, strategy, and enough numbers, they can transform into a force capable of turning aside tides of demons or thwarting even a dragon's will, at least temporarily.

—Valashinaz, Mistress of the Vault

ANATHEMA FULU ITEM 11

CONSUMABLE FULU MAGICAL

Price 250 gp

Usage affixed to the ground in four spaces along a circle with a 20-foot radius; **Bulk** –

Duration 1 hour

First used by celestial-touched nephilim of Tianjing to weaken qlippoth, an *anathema fulu* comes in four pieces, one placed in each cardinal direction. Choose one of the following traits when activating the fulus: celestial, elemental, fey, fiend, monitor, or undead. If a creature with that trait starts its turn in the area, it must succeed at a DC 30 Fortitude saving throw or become sickened 2 until the start of its next turn. On a critical success, the creature becomes temporarily immune to any *anathema fulus* for 1 hour. Regardless of the save result, if you subsequently cast *banishment* on such a creature in the area, the creature takes the –2 penalty described in that spell for adding a special cost of an object that's anathema to that creature. The fulu acts as that object; you don't need to add it. If a creature affected by this penalty rolls a saving throw against *banishment*, the caster can use a free action to force the result one step lower. Doing so burns the whole fulu out, ending the effect. If any of the fulu's pieces are moved or destroyed after activation, the effect ends.

DEMOLITION FULU ITEM 3+

CONSUMABLE FULU MAGICAL

Usage affixed to an object or structure; **Bulk** –

A *demolition fulu* allows a saboteur or excavator to be far away from the scene when demolition happens. The fulu crumbles to ash over 5 minutes to 8 hours, as you determine when you place the fulu. Once the duration ends, the fulu lowers the

Hardness of the object it's affixed to by an amount equal to the fulu's level and then deals the listed damage to the object. A *demolition fulu* serves as a hazard with a Stealth DC to detect it and Thievery DC to disable it according to its type.

Type lesser; **Level** 3; **Price** 12 gp
Sometimes called the *moth fulu*, good for destroying softer objects; 3d6 bludgeoning damage, DC 17.

Type moderate; **Level** 11; **Price** 275 gp
Sometimes called the *termite fulu*, good for destroying wood objects; 6d6 bludgeoning damage, DC 28.

Type greater; **Level** 17; **Price** 2,750 gp
Sometimes called the *rust fulu*, good for destroying metal objects; 10d6 bludgeoning damage, DC 37.

DISCORD FULU ITEM 5

CONSUMABLE FULU MAGICAL MISFORTUNE

Price 22 gp
Usage affixed to a creature; **Bulk** –
Duration 1 hour

Incorporating green in its writing, a *discord fulu* is a popular but unethical tool often deployed on romantic rivals to foil their advances. While the fulu is affixed to it, a creature treats its attitude toward other creatures as one step worse than it is. The creature also takes a –1 status penalty to Diplomacy checks. The first failure the creature rolls on a Diplomacy check becomes a critical failure instead, and the fulu turns to ash, ending its effect.

DRAGONFLY FULU ITEM 7

CONSUMABLE FULU MAGICAL TALISMAN

Price 60 gp
Usage affixed to armor; **Bulk** –
Activate ◆ (concentrate) **Trigger** You take the Leap action.

Tradition says the *dragonfly fulu* should be affixed to the upper back, like the wings of an insect. When you Activate this fulu, you gain a +2 status bonus to Athletics checks to High Jump or Long Jump for 1 minute. During this time, you can attempt an Athletics check to High Jump or Long Jump as a single action without the Stride requirement. You can also High Jump or Long Jump from a nonsolid substance, such as air or water, but if you use this power of the fulu, its effects ends after you jump.

ESCAPE FULU ITEM 7

CONSUMABLE FULU MAGICAL TALISMAN

Price 70 gp
Usage affixed to armor; **Bulk** –
Activate ◆ (concentrate) **Trigger** You attempt to Escape.

The *escape fulu* is a charm common among wealthy people, who wear the talisman in case of kidnapping. When you Activate this fulu, for 1 minute, you gain a +2 status bonus to your attempts to Escape as well as to Stealth checks to Hide and Sneak.

GHOST COURIER FULU ITEM 8

CONSUMABLE FULU MAGICAL

Price 100 gp
Usage held in 2 hands; **Bulk** –
Activate ◆◆ (concentrate, manipulate)

The inscription on a *ghost courier fulu* leaves space for a message, and a prominent red stamp indicates which *ghost delivery fulu* this fulu homes in on (see below). When you Activate this fulu, you dictate a message up to 25 words long that then magically appears on the paper in the language you spoke. The fulu then disappears into the Ethereal Plane, arriving at the assigned *ghost delivery fulu* in 2d10 hours, provided that fulu is within 500 miles. There, the fulu's magic dissipates, but the message remains. If the fulu takes any damage in transit, it has a 50% chance to drop back into the Universe, intact but bereft of magic.

STAMPS AND SEALS

Fulus from official temples and shrines often sport a red stamp indicating that the charm written on the fulu is a divine decree. The stamp serves as a signature or wax seal bearing a signet's imprint. In fact, stamps are still a preferred way of signing a document in some regions. It's also a practice kept in the traditional painting and calligraphy community for artists' signatures.

GHOST DELIVERY FULU ITEM 8

CONSUMABLE FULU MAGICAL

Price 100 gp
Usage affixed to structure, object, or creature; **Bulk** –
Duration 1 week

A *ghost delivery fulu*'s inscription resembles a dovecote with spirits around it, and it has a prominent stamp in red wax. This fulu activates once affixed, becoming the homing location of *ghost courier fulus* with a matching stamp. Delivered *ghost courier fulu* messages (see above) stick to the *ghost delivery fulu* but can be easily removed.

GOLDEN BREATH FULU ITEM 20

UNCOMMON CONSUMABLE FULU HEALING MAGICAL TALISMAN VITALITY

Price 8,100 gp
Usage affixed to armor; **Bulk** –
Activate ◆ (concentrate) **Trigger** You take damage.

An enterprising chirurgeon reversed the forces evoked by a *void thousand-pains fulu* (page 79) to create the *golden breath fulu*, which fortifies qi and the body as elements move out of balance. When you Activate this fulu, you regain 75 Hit Points and attempt a flat check to end any persistent damage affecting you. The fulu is particularly appropriate help for ending any persistent damage. Also, if you would regain more Hit Points from the fulu than your maximum, you can gain the excess as temporary Hit Points or distribute the excess among creatures of your choice within 30 feet. The temporary Hit Points last for 1 minute.

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THE QUIET CORNERS

Remember how I said magic isn't really my thing? Well, fulus are a little different. They make me think of traps and snares, the subtle sciences of people who play the long game. Ziik the ratcatcher hasn't had to look for an actual rat in years. He just puts up sentry fulus in all the places rats like to creep and rolls down with his squisher whenever one's triggered, then goes back to napping. Ziik knows where all the best places to nap are, so if your feet get tired, make sure to ask him about them. You can rest easy knowing there won't be any rats to bite your toes, and on the off chance that one slips in, Ziik'll be right there with the squisher.

—Purepurin

INVENTOR'S FULU — ITEM 6

CONSUMABLE FULU MAGICAL TALISMAN

Price 50 gp

Usage affixed to an innovation; **Bulk** –

Activate ◆ (concentrate) **Trigger** You critically fail an action with the unstable trait.

Some inventors in Tian Xia put fried snacks near their innovations, a charm to make devices behave as intended. The practice rubbed off on other inventors, who replaced the food with a drawing on an *inventor's fulu*. When you Activate the fulu, your critical failure becomes a failure, and you can spend just 1 minute to return your innovation to full functionality. The fulu then burns up, and its effects end.

KAIJU FULU — ITEM 13

UNCOMMON CONSUMABLE FULU MAGICAL

Price 500 gp

Usage affixed to a load-bearing wall or pillar; **Bulk** –

Duration 1 week

Despite the name, a *kaiju fulu* protects a building against damage of all sorts. When an affixed structure no larger than 100 feet × 100 feet and up to 50 feet tall takes damage, the structure is as hard as standard-grade adamantine against that damage and any damage that occurs within 1 hour thereafter. The fulu then crumbles to dust, and its effects end.

MOURNER'S DAWNLIGHT FULU — ITEM 9

UNCOMMON CONSUMABLE FULU MAGICAL

Price 120 gp

Usage held in 2 hands; **Bulk** –

Activate ◆◆◆ (concentrate, manipulate)

A *mourner's dawnlight fulu* is a stack of pages that resembles joss paper, used to locate the remains of the lost. When you Activate the fulu, you envision a specific object or deceased creature you're familiar with and want to find. You then rip the fulu into pieces and let them drift in the wind. If the item or creature you seek is within 500 feet, the pieces flutter through the air and land on the target, or on the surface closest to a buried or otherwise obscured target. If the torn fulu lands or fails to locate the desired target, its magic ends.

PORACHA FULU — ITEM 5

UNCOMMON CONSUMABLE FULU MAGICAL TALISMAN

Price 30 gp

Usage affixed to armor; **Bulk** –

Folklore from near the Forest of Spirits tells of the origin of the *poracha fulu*. Once, a traveler saved an eight-legged feline who turned out to be a poracha prince. In return, the prince gave the traveler a fulu that later prevented a fast-acting poison from slaying them. Traditionally, one wears a string of up to nine *poracha fulus*, which counts as one talisman. Each time you take persistent damage, one *poracha fulu* affixed to you negates the damage and crumbles to dust. This response is automatic, but you can use a free action (envision) to prevent your fulus from responding. If you do, any *poracha fulus* affixed to you never respond to that persistent damage.

REFLECTED MOONLIGHT FULU — ITEM 14

CONSUMABLE FORTUNE FULU MAGICAL TALISMAN

Price 750 gp

Usage affixed to armor; **Bulk** –

Activate ↷ (concentrate) **Trigger** You fail to save against a death or void effect.

An acolyte accidentally left fulu paper outdoors overnight during a divine ceremony to Tsukiyo conducted only during a supermoon, creating the first *reflected moonlight fulu*. When you Activate this fulu, you reroll your saving throw against the triggering effect and take the better result. If this new roll is a critical success, the effect is reflected on its creator, who's treated as the effect's target, with any void damage converted to vitality damage. A reflected effect or spell affects only the original creator, even if it was an area spell or one that affects more than one creature.

SENTRY FULU — ITEM 4

CONSUMABLE FULU MAGICAL

Price 15 gp

Usage affixed to the ground; **Bulk** –

Activate ◆◆◆ (concentrate, manipulate)

A *sentry fulu* depicts an armed guard. When you activate the fulu, it takes the shape of a Tiny humanoid guard made of paper and keeps watch over an area in a 20-foot burst. The guard has a Perception DC of 20, along with precise visual senses and imprecise hearing and vibrational sense to detect creatures moving in its area, including through the air. You dictate whether the guard remains still in its area or patrols it; if the latter, you also determine the path the guard takes, at a Speed of 25 feet. You also determine a password others must give the guard to bypass it. If a creature enters the area without giving the password, the sentry creates either an audible or mental alarm. An audible alarm has the sound and volume of a human shouting, as well as the auditory trait, allowing each creature

that can hear it to attempt a DC 15 Perception check to wake up if they're asleep. The mental alert reaches you if you're within 60 feet of the active guard (see below). The guard remains active for 8 hours, and then the fulu is consumed.

If you have more than one *sentry fulu*, you can set up several that function as a unit, provided their areas touch or overlap. When one sounds its alarm, the alarm passes through all of them, so you must be within range of only one to hear it or receive the mental alert. Creatures that give the correct password to one *sentry fulu* in a unit need not give that password again to the others. The destruction of one fulu-created guard in a unit sets off the alarm in others in connected areas.

STUMBLING FULU ITEM 3

CONSUMABLE FULU MAGICAL

Price 10 gp

Usage affixed to armor; **Bulk** –

Duration 1 hour

The kitsune who first created a *stumbling fulu* advised the user to tuck the fulu under the target's belt for maximum effect. When the creature to which the fulu is affixed completes a Stride action, the creature must attempt a DC 17 Reflex save. On a failure, some element of the armor the fulu is affixed to comes undone, making the wearer clumsy 1. On a critical failure, the target falls prone and is clumsy 2. The clumsy condition remains until the target takes a total of 1 Interact action, plus 1 additional Interact action per value of the clumsy condition above 1, to properly reclothe itself. Once the fulu activates, it burns up, its magic lasting only as long as the conditions it has imposed.

THOUSAND-PAINS FULU ITEM 5+

UNCOMMON CONSUMABLE FULU MAGICAL

Usage affixed to a creature; **Bulk** –

Duration 1 minute

Created by a chirurgeon who threw away morality in search of endless life, a *thousand-pains fulu* blocks the natural flow of elements in the body. A creature to which the fulu is affixed must attempt a basic Fortitude save against damage determined by the fulu's type. Failure or critical failure primes the target for persistent damage triggered by a specific condition that must be met within the fulu's duration.

Type *burl thousand-pains fulu*; **Level** 17; **Price** 2,700 gp

Though this green fulu looks inviting, it has a foreboding aura. The DC is 35, and the fulu deals 10d8 poison damage, causing the target's body to respond adversely to their qi. On a failure or critical failure, if the target takes fire damage, it takes 2d8 persistent poison damage as well. These effects have the poison trait.

Type *blade thousand-pains fulu*; **Level** 8; **Price** 90 gp

This red fulu feels rigid, its edges sharp, and looking at it makes you feel feverish. The DC is 23, and the fulu deals 5d6 slashing damage as meridians burst and cut through flesh. On a failure or critical failure, if the target fails to take an action with the manipulate or move trait on each of its turns, it takes 1d6 persistent slashing damage.

COLORS AND THE ELEMENTS

The color of a fulu's paper component often reflects which of the five elements the fulu draws on. Fulu makers sometimes use element cycles by picking the appropriate colored inks to feed and boost the power of a fulu. For example, the power of a black fulu, the base element of which is water, can be heightened if the ink used to draw the scripts is metallic silver, a reflection of the metal element. In addition, each element corresponds to specific body parts, humors, emotions, and other aspects of the material world. On Golarion, this means a fulu adept can grow so powerful as to manipulate reality to their will.

Yellow: Earth
Red: Fire
Cyan: Wood
Black: Water
White: Metal

Type *icicle thousand-pains fulu*; **Level** 14; **Price** 630 gp

Looking at this black fulu leaves you queasy and cold. The DC is 30, and the fulu deals 10d6 cold damage as the target's qi warps and drains. On a failure or critical failure, if the target takes damage from a poison or disease effect or becomes sickened, it takes 2d6 persistent cold damage. These effects have the cold trait.

Type *needle thousand-pains fulu*; **Level** 11; **Price** 270 gp

Picking up this white fulu feels like you've stabbed your hand with a pin. The DC is 27, and the fulu deals 7d6 piercing damage as hair, nails, and connective tissues stab inward. On a failure or critical failure, if the target then takes an action with the move trait, it takes 2d6 persistent piercing damage.

Type *stone thousand-pains fulu*; **Level** 5; **Price** 30 gp

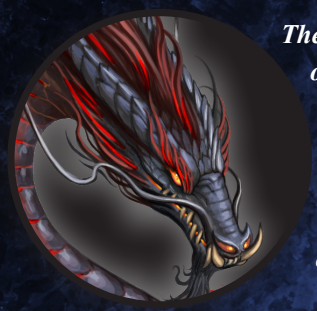
This fulu's yellow parchment feels dusty and stiff. The DC is 19, and the fulu deals 3d6 bludgeoning damage as muscles swell to crush joints and bones. On a failure or critical failure, if the target takes electricity damage, it takes 1d6 persistent bludgeoning damage as well.

Type *void thousand-pains fulu*; **Level** 20; **Price** 8,100 gp

The black dot at the center of this purple fulu draws in energy like a bottomless hole. The DC is 38, and the fulu deals 12d10 void damage by dissipating the target's qi. On a failure or critical failure, if the target takes any other damage within 1 minute, it takes 2d10 persistent void damage as well. These effects have the death and void traits. Each time the target takes this persistent damage, any creature within 30 feet of it can use a reaction to gain temporary Hit Points equal to the persistent damage taken, distributing the available temporary Hit Points among those that take the reaction. If the creature that affixed the fulu is within 30 feet, it instead gains all the available temporary Hit Points, if it wishes. These temporary Hit Points disappear after 1 minute.

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MAGICAL AMMUNITION



The bipeds have stories of black arrows piercing dragon scales and giant cannons capable of knocking dragons out of the sky. These stories are true as often as not, though they miss some important realities. By my estimation, dragons who are foolish enough to bare their weaknesses to lesser creatures or lack the speed and cunning to avoid orbs of metal heavier than a farmer's wagon deserve their fate. When I see archers, I send kobolds. When I see cannons, I unleash magical devastation from the safety of my vaults.

—Valashinaz, Mistress of the Vault

The following items are magical ammunition for ranged weapons. Each item's stat block includes an Ammunition entry that lists which type of ammunition it can be Crafted as, or "any" if it's not limited to any type. All stat blocks for ammunition presented here omit the Usage and Bulk entries; use the normal rules found in the weapon's ammunition entry, such as those in the Ranged Weapons table on page 281 of *Player Core*, when determining reload times and Bulk for these magical ammunitions.

When attacking with magical ammunition, use your ranged weapon's fundamental runes to determine the attack modifier and damage dice. Don't add the effects of your weapon's property runes unless the ammunition states otherwise—the ammunition creates its own effects. Magic ammunition deals damage on a hit normally, in addition to any listed effects, unless its description says otherwise.

Regardless of whether an attack with magic ammunition hits or misses, launching the ammunition consumes its magic. Magic ammunition is made of normal materials, not precious materials, unless stated otherwise.

Activated Ammunition

If magic ammunition doesn't have an Activate entry, it's activated automatically when it's launched. Types of magical ammunition that have an Activate entry must be activated with additional actions before being used. Once you Activate the ammunition, you must shoot it before the end of your turn. Otherwise, it deactivates (but it isn't consumed), and you must Activate it again before you can use it. If you shoot the ammunition without Activating it first, it functions as non-magical ammunition and is consumed.

The action required to Activate the ammunition is in addition to actions it takes to reload your weapon.

BLACK TENDRIL SHOT — ITEM 7+

CONSUMABLE MAGICAL

Ammunition any

Activate ❖ (concentrate)

A glistening, tar-like substance that's displeasing to the touch coats a *black tendril shot*. When the activated ammunition hits a target, it exudes tendrils that encase the target, which must attempt a Fortitude saving throw. The ammunition's effects last until the target Escapes. DCs for the saving throw and Escape vary by type.

Critical Success The target is unaffected.

Success The target is slowed 1 but gains a +2 circumstance bonus to Escape the ammunition's effect

Failure The target is slowed 1.

Critical Failure The target is slowed 2.

Type lesser; **Level** 7; **Price** 60 gp

Both DCs are 25.

Type moderate; **Level** 12; **Price** 360 gp

Both DCs are 31.

Type greater; **Level** 17; **Price** 2,160 gp

Both DCs are 39.

BOLA SHOT — ITEM 5

CONSUMABLE MAGICAL

Price 25 gp

Ammunition any

Activate ❖ (concentrate)

This ammunition bears a rune with three lines radiating out, each ending in a circle. When an activated *bola shot* hits a target, it deals nonlethal bludgeoning damage. Compare the attack roll to the target's Reflex DC to determine the shot's other effects.

Critical Success The target falls prone and is stunned 1.

Success The target falls prone.

Failure No additional effect.

CONDUIT SHOT — ITEM 6+

CONSUMABLE MAGICAL

Ammunition any

Activate ❖ (concentrate)

Fine lines of djezet sparkle in *conduit shot*. When you Activate it, you name up to four creatures, in addition to you, that the ammunition's magic works for. When a *conduit shot* hits a target, which can be a square, it remains intact. It moves with a creature it struck, unless the GM determines otherwise, until that creature regains any Hit Points. If it doesn't stick to the target, the active ammunition instead falls into the target's space, remaining active.

If you or one of the four selected creatures include the ammunition in the area of a spell that is 3rd rank or lower; has an area of a burst, cone, or line; and does not have a duration, the djezet in the ammunition flares in striations of red light, increasing the area of that spell. Add 5 feet to the radius of a burst that has a radius of at least 10 feet or to the length of a cone or line normally 15 feet long or smaller. For a larger cone or line, add 10 feet to the length. These increases are based on the spell's original area, ignoring any increases due to other effects, such as the Widen Spell feat. Increasing a spell's area destroys the ammunition, which otherwise remains active for 1 minute.

Type lesser; **Level** 6; **Price** 50 gp

Type moderate; **Level** 10; **Price** 200 gp
The spell can be 5th rank or lower.

Type greater; **Level** 14; **Price** 600 gp
The spell can be 7th rank or lower.

DEPTH CHARGE ITEM 5+

CONSUMABLE MAGICAL

Ammunition any

Carved with stylized images of water or aquatic life, *depth charges* that are fired underwater or at a submerged target function with their normal range increments and can hit no matter their normal damage type. This ammunition explodes if it hits a target underwater, dealing bludgeoning damage in a 20-foot burst (basic Fortitude save) according to its type. This burst doesn't extend out of the water.

Type *depth charge I*; **Level** 5; **Price** 25 gp
This ammunition deals 3d6 bludgeoning damage with a DC of 20.

Type *depth charge II*; **Level** 7; **Price** 55 gp
This ammunition deals 5d6 bludgeoning damage with a DC of 24.

Type *depth charge III*; **Level** 10; **Price** 165 gp
This ammunition deals 7d6 bludgeoning damage with a DC of 28.

Type *depth charge IV*; **Level** 12; **Price** 330 gp
This ammunition deals 9d6 bludgeoning damage with a DC of 30.

Type *depth charge V*; **Level** 14; **Price** 660 gp
This ammunition deals 11d6 bludgeoning damage with a DC of 32.

Type *depth charge VI*; **Level** 16; **Price** 1,500 gp
This ammunition deals 13d6 bludgeoning damage with a DC of 36.

Type *depth charge VII*; **Level** 18; **Price** 3,200 gp
This ammunition deals 15d6 bludgeoning damage with a DC of 39.

DIMENSION SHOT ITEM 12

CONSUMABLE MAGICAL

Price 360 gp

Ammunition any

Activate ❖❖ (concentrate)

Dimension shot is deep blue black, but motes of light play upon it like stars in the night sky. The activated ammunition allows you to teleport to a location near where the ammunition hits. If you hit a creature, you can teleport to an unoccupied space adjacent to that creature. If you fire at a square, you can teleport to a space that contains that square or an unoccupied space adjacent to it. The teleportation fails if no unoccupied space is available to you.

THE LONELY LADY

These vaults always make the boss extra cranky. I think it's because the magical arrows remind her of the adventurers who killed her favorite hatchling, Vassekith. Vass was kind of a jerk, but the boss liked him. She let him hang around a lot longer than the rest of her brood, who she chased out as soon as they started eyeing her collection. Poor Vass tried to raid a temple in Hwanggot and ended up playing pin cushion for the temple archers and their fate shot arrows. The boss went positively cataclysmic after that, and I'm not sure the temple is there anymore. Let's talk about something a bit more positive, huh? These imp shot bullets over here, these are hilarious....

—Purepurin

FATE SHOT ITEM 6

CONSUMABLE MAGICAL

Price 50 gp

Ammunition any

Activate ❖ (concentrate)

Fate shot is made of a nickel-steel alloy carved with the smiling face of a comedic player on one side, while the other side holds the frown of a tragic dramatist. When you hit a target with this ammunition, roll a DC 11 flat check. On a success, treat all the damage dice for your attack as though they rolled the average damage +1, rounded up (for example, a *fate shot* arrow fired from a shortbow would normally deal 1d6, which has an average of 3.5, so you deal 5 damage). This doesn't affect additional damage dice that only happen on a critical hit, such as those added by the deadly trait. On a failure, roll the damage, but your target takes half damage, and you take the remaining amount as mental damage.

GARROTE SHOT ITEM 15

CONSUMABLE MAGICAL

Price 1,200 gp

Ammunition any

Activate ❖ (concentrate)

Wiry designs mark the silvery coating on a *garrote shot*. When the activated ammunition hits a target, it transforms into a silvery garrote that wraps around one of the target's appendages, dealing 2d12 persistent slashing damage. On a critical hit, it wraps around the target's throat if it has one, and the target can't breathe until the persistent damage ends. If

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the persistent damage kills the target, the garrote severs the appendage it's wrapped around.

IMP SHOT ITEM 5

CONSUMABLE MAGICAL

Price 24 gp

Ammunition any

Activate ◆ (concentrate)

This black-and-red ammunition contains an egg-shaped capsule. When an activated *imp shot* hits, the capsule cracks open and releases a manifestation that resembles a Tiny imp that can't act in any way or provide benefits outside those described here. If the Strike misses the target, the imp appears, makes a rude gesture at you, and vanishes in a puff of sulfuric smoke. On a hit, though, the imp harries the target for up to 1 minute, remaining in the target's space, slapping, nipping, hurling insults, and moving with the target as it moves. A creature harried by the imp is off-guard and takes a –2 circumstance penalty to attack rolls and skill checks. At the start of your turn on each round while the imp is active, you must attempt a DC 11 flat check. On a failure, the imp makes a final vulgar gesture at the target and vanishes in a cloud of brimstone.

LIGHTNING ROD SHOT ITEM 7

CONSUMABLE MAGICAL

Price 60 gp

Ammunition any

Activate ◆ (concentrate)

Made from a shaft of silver with a gleaming copper tip, the *lightning rod shot* crackles with electricity as it flies through the air. When a *lightning rod shot* strikes a target, it remains intact. It moves with a creature it struck, unless the GM determines otherwise, until that creature regains any Hit Points. If it doesn't stick to the target, it falls to the ground and becomes inactive. If the target of this shot is within 10 feet of any creature or target that takes electricity damage, the target of this shot takes 1 electricity damage for each die of damage taken by the nearby creature or target. If the target of this shot takes electricity damage from a spell or attack, it also takes 1 additional electricity damage for each die of damage dealt. If the spell or attack allows a saving throw to reduce the damage, the target of this shot takes a –1 circumstance penalty to the save. This shot remains active for 1 minute, after which it falls to the ground and crumbles to dust.

MAGNETIC SHOT ITEM 7+

CONSUMABLE MAGICAL

Ammunition any

Activate ◆ (concentrate)

Shiny gray metal that slightly thrums when touched makes up the metal parts of a *magnetic shot*. When activated, the shot is more effective against a target wearing metal armor or made of metal. The activated ammunition grants a circumstance bonus to attack rolls against such targets, according to its type. Due to magnetic acceleration, the ammunition deals more damage and has deadlier critical hits, also according to its type.

Type lesser; **Level** 7; **Price** 60 gp

The ammunition grants a +1 circumstance bonus to the attack roll, deals two additional weapon damage dice, and is deadly d8.

Type moderate; **Level** 12; **Price** 360 gp

The ammo grants a +1 circumstance bonus to the attack roll, deals three additional weapon damage dice, and is deadly d10.

Type greater; **Level** 17; **Price** 2,200 gp

The ammunition grants a +2 circumstance bonus to the attack roll, deals four additional weapon damage dice, and is deadly d12.

MINDLOCK SHOT ITEM 11

CONSUMABLE MAGICAL

Price 250 gp

Ammunition any

Activate ◆◆ (concentrate)

Mindlock shot is made of luminous ectoplasm in a crystalline form. When you Activate this ammunition, you pick a Stride or Strike. If you hit a creature with the ammunition, it falls under a mental effect that makes it use its first action on its next turn to take the action you picked. It chooses exactly how to use that action, and if you choose Stride, the target can Step if doing so is beneficial for it. On a critical hit, the target must use its next 2 actions to do as you chose, within the same parameters.

RANGING SHOT ITEM 3

CONSUMABLE MAGICAL

Price 9 gp

Ammunition any

Activate ◆ (concentrate)

Strange striations and pits mark the head of a *ranging shot*. When the activated ammunition is fired, it sends out whistling pings along its path until it hits something or reaches its maximum range. As long as you can perceive the sounds the ammunition makes, you can tell exactly how far it has flown. The sounds are audible to creatures who didn't Activate the ammunition, but they receive no special information from the *ranging shot*'s whistling.

SIGHTING SHOT ITEM 8

CONSUMABLE LIGHT MAGICAL

Price 72 gp

Ammunition any

Activate ◆◆ (concentrate)

Eyes are carved onto a *sighting shot*. When you Activate the ammunition, it glows, shedding bright light for 20 feet and dim light for 20 feet beyond that. If you shot the activated ammunition, your mind swirls with images of what the *sighting shot* passed and hit as if you sprinted along the ammunition's course. You see this path as if with your normal visual senses. Once a *sighting shot* hits anything or reaches its maximum range, it stops transmitting images to you. A *sighting shot*'s light is visible to creatures who didn't Activate the ammunition, but they receive no special information from it.


BLACK TENDRIL SHOT


GARROTE SHOT


BOLA SHOT


DEPTH CHARGE


LIGHTNING ROD SHOT


WEAPON SHOT


SPELL ECHO SHOT


RANGING SHOT

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SPELL ECHO SHOT ITEM 19

CONSUMABLE MAGICAL

Price 5,500 gp

Ammunition any

Activate ❖ (concentrate)

Generous amounts of djezet and orichalcum mix in a *spell echo shot*. When you Activate it, you name up to four creatures, in addition to you, that the ammunition's magic works for. When *spell echo shot* strikes a target, which can be a square, it remains intact. It moves with a creature it struck, unless the GM determines otherwise, until that creature regains any Hit Points. If it doesn't stick to the target, the active ammunition instead falls into the target's space, remaining active. If you or one of the four selected creatures include the ammunition in the area of a spell that is 5th rank or lower; has an area of a burst, cone, or line; and does not have a duration, the materials in the ammunition immediately duplicate that spell with the same parameters. A duplicated spell can't be duplicated again by another effect. Duplicating a spell destroys the ammunition, which otherwise remains active for 1 minute.

WEAPON SHOT ITEM 5+

CONSUMABLE MAGICAL

Ammunition any

The body of a *weapon shot* is translucent and filled with quicksilver. It imparts its magic to the weapon used to fire it or it summons a translucent weapon, made of force, to fire it. It's a favorite of killers and sharpshooters who need just one shot in a situation where carrying ammunition is easier than carrying a weapon.

Activate ❖ (concentrate) **Effect** For the Strike with which you consume the ammunition, use the ammunition's fundamental runes, according to its type, instead of those of the weapon firing it.

Activate ❖❖ (concentrate, manipulate) **Effect** A ghostly weapon made of force appears, wielded by you and loaded with the *weapon shot* you activated. The conjured weapon sublimates into motes of briefly luminous dust if the *weapon shot* deactivates without you using it or just after you use the activated shot. For the Strike with which it functions, the weapon uses the ammunition's fundamental runes, according to its type.

Type lesser; **Level** 5; **Price** 20 gp

The attack functions appropriately for a *+1 striking weapon*.

Type moderate; **Level** 10; **Price** 200 gp

The attack functions appropriately for a *+2 striking weapon*.

Type greater; **Level** 12; **Price** 400 gp

The attack functions appropriately for a *+2 greater striking weapon*.

Type major; **Level** 16; **Price** 2,000 gp

The attack functions appropriately for a *+3 greater striking weapon*.

MISSIVES



Yay, letters! I like to come here sometimes and write poems. I'm not allowed to write letters to anyone else anymore, not after what happened to poor Tik. I only meant to show him what a meanie he was by drawing that picture... I didn't know it would explode and splash acid all over him! How was I supposed to know which of the two completely identical stacks of parchment was the one that blows up? That's why I've labeled everything in here with these helpful pictures of what happens to the people who read them.

—Purepurin

A missive is a piece of magical stationery that must be crafted and composed before it can be activated. All missives have the missive and consumable traits. Missives are often constructed of paper, parchment, or vellum, but any other thin, portable material that can hold writing or embossing upon it can be crafted into missives. After being crafted, the missive is a blank sheet until a message is composed upon it, completing its magic.

Composing Missives

Before a missive can be activated, it must be composed. Composing a missive means preparing the missive's contents—visual, tactile, or both. Then, the missive Activates when it's examined. Missive contents can include anything that might be written or embossed on writing material. Contents change the missive's effects only if the missive's description says they do. Composing a missive requires using the Compose Missive activity.

COMPOSE MISSIVE

EXPLORATION MANIPULATE

You spend 10 minutes drawing, writing, or inscribing, covering the missive's surface with text, images, or embossing.

Activating Missives

Unless otherwise stated in a missive's description, a missive is activated automatically when a creature holding or touching the missive reads or examines the missive's contents. Doing so requires an amount of time noted in the missive's description, but is typically 2 actions—one to open the missive or arrange it in their hands (manipulate) and the other to absorb part of the contents (concentrate). A missive doesn't have to be read or examined in its entirety to be activated, nor does a creature need to know the missive is magical to Activate it. One can Activate missives unintentionally! The creature does need to be able to understand the missive to Activate it, however—a creature who speaks only Sakvroth couldn't Activate a missive in Common. Someone who knows they hold a missive can avoid Activating it by not examining it, and possibly by Interacting to close it, if it's open.

CAPTIVATING SCORE ITEM 11

AUDITORY CONSUMABLE EMOTION INCAPACITATION MAGICAL MENTAL MISSIVE

Price 250 gp

Usage held in 1 hand; **Bulk** –

Activate ❖❖ (concentrate, manipulate)

A *captivating score* is a piece of parchment prepared for musical notation, long enough for a short song. You must be trained in Performance to properly compose this missive (or trained in an appropriate Lore skill your GM allows). You choose one of the emotions described below and write a musical composition to convey that emotion about a subject of your choice, typically a person or group. When activated, the missive plays a note-perfect rendition of the inscribed score. Each creature that can hear the score must succeed at a DC 28 Will save or be influenced to feel the emotion you chose toward the subject of your composition. This lasts for 1 hour, typically returning the creature to its initial attitude unless new events have altered their attitude long-term.

- **Positive** Your song engenders sympathy, adoration, joy, or a similar emotion. An affected creature's attitude toward the subject improves by one step, such as from indifferent to friendly.
- **Negative** Your song spurs anger, sadness, jealousy, or a similar emotion. An affected creature's attitude toward the subject worsens by one step, such as from indifferent to unfriendly.

When composing this missive, you can add a small notation or illustration of a type of instrument. If you do, the music sounds like that instrument, and if you didn't specify, it sounds vaguely like a recorder. The choice of a louder instrument doesn't make the music carry farther.

EXPLOSIVE MISSIVE ITEM 4

CONSUMABLE MAGICAL MISSIVE

Price 13 gp

Usage held in 1 hand; **Bulk** –

Activate ❖❖ (concentrate, manipulate)

An *explosive missive* is slightly warm to the touch, regardless of the surrounding environment. When composed and then activated, the missive explodes. The tenor of what you write

or the theme of your illustration determines the damage type and adds the corresponding trait to the missive: acid for a caustic inscription, cold for an aloof one, electricity for an energetic one, fire for an angry one, or sonic for an overly emphatic one. The missive deals 4d6 damage to each creature in a 5-foot burst from a corner of the missive's space (DC 18 basic Reflex save). A creature who rolls a critical failure also takes 1d4 persistent damage of the same type. The missive burns to ash while releasing its magic.

GLIMMERING MISSIVE ITEM 4

CONSUMABLE LIGHT MAGICAL MISSIVE

Price 20 gp

Usage held in 1 hand; **Bulk** –

Activate ❖❖ (concentrate, manipulate)

A *glimmering missive* sparkles as you compose it. When activated, it explodes, disintegrating into a shower of multicolored motes in a 10-foot burst from a corner of the missive's space. Creatures in the area are covered in sparkling dust that remains luminous for 1 hour. Visible creatures can't be concealed while covered by the luminous dust; any invisible creatures are concealed while covered in the luminous dust, rather than being undetected.

HEARTENING MISSIVE ITEM 5+

CONSUMABLE MAGICAL MISSIVE

Usage held in 1 hand; **Bulk** –

Activate ❖❖ (concentrate, manipulate)

You compose a *heartening missive* by creating a short message or image intended to grant the recipient moral support. You must dedicate the missive to an individual creature you know and address it to their location (typically the settlement where you think they are). Once you finish composing the missive, it folds itself into the shape of an animal and Flies at a speed of 45 feet (about 15 miles per hour) toward the location for up to 24 hours. It alights near the recipient or in their hand. After Activating the missive, the recipient gets its benefit and becomes temporarily immune to all *heartening missives* for 24 hours.

If the missive fails to reach its recipient in 24 hours, it returns to its sender at the same pace, becoming non-magical when it arrives. After imparting or losing its magic, the missive remains as a normal document.

Type *bull heartening missive*; **Level** 6; **Price** 50 gp

Folded into a bull, this missive grants the recipient a sense of solidity. The recipient gains a +1 item bonus to Fortitude saves for the next 24 hours.

Type *butterfly heartening missive*; **Level** 5; **Price** 25 gp

Folded into a delicate butterfly, this missive grants the recipient a sense of grace and poise. Once during the next 24 hours, when the recipient fails a Diplomacy or Performance check, they can improve the result from a failure to a success or from a critical failure to a failure. This is a fortune effect.

Type *rabbit heartening missive*; **Level** 6; **Price** 50 gp

Folded into a rabbit sitting on its haunches, this missive grants the recipient a sense of mischief and agility. The recipient gains a +1 item bonus to Reflex saves for the next 24 hours.

Type *turtle heartening missive*; **Level** 6; **Price** 50 gp

Folded into a square-shelled turtle, this missive grants the recipient a firm sense of self and serenity. The recipient gains a +1 item bonus to Will saves for the next 24 hours.

MESSENGER MISSIVE ITEM 4+

CONSUMABLE MAGICAL MISSIVE

Usage held in 1 hand; **Bulk** –

Activate ❖❖ (concentrate, manipulate)

A *messenger missive* sends itself. When composing the missive, you write a location upon it. You can also include an individual creature you expect to be in that location as a recipient; if you don't, the first creature in the location to touch the missive is treated as the recipient. Once you finish composing the missive, it folds itself into the shape of a bird and Flies at a Speed of 45 feet (15 miles per hour) toward the location for up to 24 hours. It alights near its recipient or in their hand. When activated, the missive becomes non-magical but retains its contents. If it fails to reach its recipient in 24 hours, the missive burns to ash.

Type *messenger missive*; **Level** 4; **Price** 18 gp

Type *multiple messenger missive*; **Level** 7; **Price** 60 gp

You can write up to four locations on the missive, one on each edge of the paper; you can include a recipient for each location, as well. When you finish composing the missive, it folds into four identical missive birds, each one flying to one of the locations carrying the same message.

RED-HANDED MISSIVE ITEM 7

CONSUMABLE CURSE MAGICAL MISSIVE

Price 60 gp

Usage held in 1 hand; **Bulk** –

Activate ❖❖ (concentrate, manipulate)

Composed to look like an important document, a *red-handed missive* is a trap used by those who suspect someone has been going through their correspondence. If activated, the missive dissolves into red dye that coats anything touching the missive. Magic in the dye prevents it from washing off for 1 week.

STAGE FRIGHT MISSIVE ITEM 5

CONSUMABLE CURSE MAGICAL MENTAL MISSIVE

Price 22 gp

Usage held in 1 hand; **Bulk** –

Activate ❖❖ (concentrate, manipulate)

Composing a *stage fright missive* usually involves creating a scathing review, insulting letter, or embarrassing image that ridicules the recipient. The activating creature must succeed at a DC 20 Will save or be overcome with embarrassment for 1 hour, taking a –1 status penalty to Deception, Diplomacy, Intimidation, and Performance checks. During this time, if the creature attempts to speak or perform in front of an audience, they become sickened 1. When they recover from this sickened condition, the missive's effects end. You choose when composing the missive whether it remains as a non-magical document or burns to ash after imparting its magic.

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OILS



Oils are pretty neat. Obviously all magic can be awesome, and bottled magic that anyone can use without going cross-eyed reading squiggly lines is even cooler, but with oils, you get to play. You gotta get in there with both hands and slather up whatever it is you're putting them on. I applied anticorrosion oil to some of the boss's treasures after an ore louse was spotted tunneling in near the vaults, and my nails were beautiful and glossy for a whole week!

—Purepurin

ANTICORROSION OIL ITEM 2

CONSUMABLE MAGICAL OIL

Price 6 gp

Usage held in 2 hands; **Bulk** L

Activate ❖ (manipulate)

You can coat objects of 6 Bulk or less with *anticorrosion oil*. For 24 hours, the object takes half damage from acid and from all effects that specifically cause it to rust or corrode, such as contact with an ore louse's saliva (*Rage of Elements* 185).

BANE OIL ITEM 3

UNCOMMON CONSUMABLE MAGICAL OIL

Price 12 gp

Usage held in 2 hands; **Bulk** L

Activate ❖ (manipulate)

Bane oil comes in as many forms as the *bane* weapon property rune. Coating a weapon with the oil gives the weapon the benefit of one type of *bane* (*Secrets of Magic* 180) rune for 1 minute. A weapon can be coated in only one type of *bane oil* at a time. Any new application of this oil supersedes any previous one. If a weapon has the *bane* rune, this oil has no effect if it's of the same type as the rune.

BURIAL OIL ITEM 3+

UNCOMMON CONSUMABLE MAGICAL OIL

Usage held in 2 hands; **Bulk** L

Activate ❖ (manipulate)

A pearlescent fluid, *burial oil* applied to a weapon grants the benefits of a *vitalizing* rune for 1 minute.

Type *burial oil*; **Level** 3; **Price** 10 gp

Type *greater burial oil*; **Level** 11; **Price** 250 gp

The oil acts as a *greater vitalizing* rune.

FUNDAMENTAL OIL ITEM 11

UNCOMMON CONSUMABLE MAGICAL OIL

Price 220 gp

Usage held in 2 hands; **Bulk** L

Activate ❖ (manipulate)

Made of elemental salts and essences from the Inner Sphere or where such planes leak onto the Universe, *fundamental oil* is anathema to elementals and other creatures with a weakness to elemental damage. A weapon anointed with this oil acts as *bane oil* to elementals, but the damage type is the same as the target's greatest weakness if the target has weakness to acid, cold, electricity, fire, or sonic damage. If it has none of these, the additional damage is the same type as the weapon's damage type. These effects last 1 minute.

LIFE-BOOSTING OIL ITEM 3+

UNCOMMON CONSUMABLE HEALING MAGICAL OIL

Usage held in 2 hands; **Bulk** L

Activate ❖ (manipulate)

When you apply sticky, stinging *life-boosting oil*, you gain fast healing according to the oil's type that starts the first time you take damage while the oil lasts. Once the fast healing starts, the oil remains effective for 4 rounds. However, the oil lasts only 8 hours, whether it provides fast healing or not.

Type lesser; **Level** 3; **Price** 12 gp

The oil grants fast healing 3.

Type moderate; **Level** 7; **Price** 70 gp

The oil grants fast healing 6.

Type greater; **Level** 11; **Price** 300 gp

The oil grants fast healing 10.

Type major; **Level** 15; **Price** 1,300 gp

The oil grants fast healing 15.

MERCIFUL BALM ITEM 1

CONSUMABLE MAGICAL OIL

Price 3 gp

Usage held in 2 hands; **Bulk** L

Activate ❖ (manipulate)

Smelling strongly of herbs and pine resin, *merciful balm* is a thick, sticky paste that can be used to anoint a weapon, granting the weapon the nonlethal trait for 1 hour.

OIL OF OWNERSHIP ITEM 3+

CONSUMABLE MAGICAL OIL

Usage held in 2 hands; **Bulk** L

Activate ❖ (manipulate)

You can coat objects of 6 Bulk or less with *oil of ownership*, or "red-handed oil" as some call it. Once applied, this clear oil remains active for 24 hours. Anyone who touches an object coated with this oil comes away with a red stain that won't wash off for a length of time that depends on the oil's type.



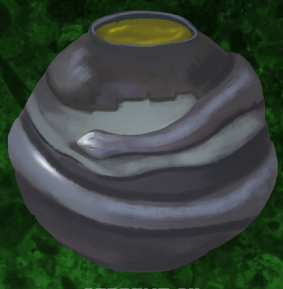
MERCIFUL BALM



OIL OF SKATING



OIL OF OWNERSHIP



SERPENT OIL

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Type lesser; **Level** 3; **Price** 8 gp
The stain lasts 24 hours.

Type moderate; **Level** 7; **Price** 55 gp
The stain lasts 1 week.

Type greater; **Level** 11; **Price** 210 gp
The stain lasts 1 month.

OIL OF SKATING ITEM 2

CONSUMABLE MAGICAL OIL

Price 5 gp
Usage held in 2 hands; **Bulk** L
Activate ❖ (manipulate)

This thin, slippery oil shimmers with a golden hue. Coating your shoes or feet with *oil of skating* enables you to skate quickly along flat surfaces for 1 hour. You gain a +10-foot status bonus to your Speed, which doubles if you move on a downhill surface. You lose this bonus if moving on difficult terrain, greater difficult terrain, or uneven ground. Also, you treat any uphill movement as moving on difficult terrain while your feet are oiled and treat the results of any Acrobatics checks made to Balance as one degree worse.

OIL OF SWIFTNESS ITEM 6

UNCOMMON CONSUMABLE MAGICAL OIL

Price 50 gp
Usage held in 2 hands; **Bulk** L
Activate ❖ (manipulate)

Anoint a weapon with *oil of swiftness*, which hisses upon application, to give it the *quickstrike* rune for 1 minute.

SERPENT OIL ITEM 3+

CONSUMABLE MAGICAL OIL

Usage held in 2 hands; **Bulk** L
Activate ❖ (manipulate)

This glistening oil has a green hue and tiny snake scales floating within. If you slather *serpent oil* on a Tiny object that is snakelike in shape, from a stick to a scarf, the object transforms into a viper, keeping some of the same colors and patterns of the original item. If placed on other objects, the oil fails and is wasted. This false snake has the minion trait. It remains in snake form for 1 minute before returning to its object state. If slain, the item returns to its original form, unharmed.

Type lesser; **Level** 3; **Price** 8 gp

Type moderate; **Level** 5; **Price** 24 gp
The oil can be applied to a Small object, producing a sea snake (*Monster Core 2* 294), or a Medium object, producing a python (*Monster Core* 316).

Type greater; **Level** 7; **Price** 56 gp
The oil can be applied to a Medium object, producing a giant viper (*Monster Core* 316–317).

Type major; **Level** 11; **Price** 225 gp
The oil can be applied to a Large object, producing an emperor cobra (*Monster Core 2* 294).

Type true; **Level** 15; **Price** 1,100 gp
The oil can be applied to a Huge object, producing a giant anaconda (*Monster Core* 317).

WEAPON-WEIRD OIL ITEM 7

CONSUMABLE MAGICAL OIL

Price 55 gp
Usage held in 2 hands; **Bulk** L
Activate ❖ (manipulate)

Each dose of *weapon-weird oil* is keyed to a particular melee weapon group, selected from among axe, brawling, club, flail, hammer, knife, pick, polearm, shield, spear, and sword. The oil creates a synergy between skill and weapon, enabling you to wield the weapon in unexpected ways. You must have proficiency with the original weapon to benefit from the oil; however, you use your proficiency rank with the oil's keyed group instead of the weapon's original group. Also, you apply the critical specialization effect from the oil's keyed group instead of the weapon's normal critical specialization effect. While the oil remains effective, the *grievous* rune and similar magic react as if the weapon belongs to the oil's group. A weapon can be coated in only one type of *weapon-weird oil* at a time. Any new application of this oil supersedes any previous one. These effects last for 1 hour.

WOUNDING OIL ITEM 5

UNCOMMON CONSUMABLE MAGICAL OIL

Price 45 gp
Usage held in 2 hands; **Bulk** L
Activate ❖ (manipulate)

Smearing *wounding oil*, a crimson fluid, on a weapon causes it to smell strongly of blood and gives it the benefits of the *wounding* rune for 1 minute.



POTIONS



I've always thought potions had worse flavor than alchemical elixirs, but a better mouth feel, you know? Elixirs are more likely to be chunky or oily, and potions tend to be more milky or minty. Not that one, though, that one tastes like beer. And that one over there feels like milk but tastes like nothing. That one? That one tastes like the color pink drunk through an interdimensional straw. You're going to have to trust me on this one—I really don't recommend trying it yourself.

—Purepurin

CAYDEN'S BREW ITEM 8+

CONSUMABLE MAGICAL POISON POTION

Usage held in 1 hand; **Bulk** L

Activate ❖ (manipulate)

Cayden's brew is like rich beer or ale, with a golden-brown color and foamy head. For 1 hour after you drink it, you have a +1 item bonus to saving throws against fear effects. Also, you can use a single action to breathe out a 15-foot cone of intoxicating vapor with a burp that can be heard for 100 feet. Any creature in the vapor must attempt a DC 25 Fortitude saving throw. After you unleash this magical burp, you can't do so again for 1d4 rounds.

Critical Success The creature is unaffected.

Success The creature is clumsy 1 and stupefied 1 for 1 round.

Failure The creature is clumsy 1 and stupefied 1 for 1d4 rounds.

Critical Failure The creature becomes clumsy 2, stupefied 2, and sickened 1. The clumsy and stupefied conditions last until 1d4 rounds after the sickened condition ends.

Type *Cayden's brew*; **Level** 8; **Price** 80 gp

Type *double Cayden's brew*; **Level** 13; **Price** 480 gp

The save DC is 31.

Type *triple Cayden's brew*; **Level** 18; **Price** 3,200 gp

The save DC is 40.

CLONING POTION ITEM 18

RARE CONSUMABLE MAGICAL POTION

Price 5,000 gp

Usage held in 1 hand; **Bulk** L

Activate ❖ (manipulate)

When you drink a *cloning potion*, you split in two, one version of you remaining in your space and the other moving into an

adjacent space. Your clone, which has the minion trait, looks like you and remains for 1 minute. Provided you are both on the same plane, you can command your clone telepathically with a single action with the concentrate trait. You can also issue verbal commands, as normal for a minion. As an action that has the concentrate trait, you can sense through your clone. When you do, you lose all sensory information from your own body. You can Dismiss this sense-sharing effect.

You and your clone share Hit Points, and the clone uses your statistics. Spells and effects target you and your clone as if you are separate creatures. The clone can Activate your abilities and Cast your Spells, limited by its number of actions, but you share elements such as use limits, frequency, and spell slots. In other words, your clone using one of your resources works as if you did so in or from your clone's space. Your clone has gear identical to your own, excepting artifacts and consumables. Any item taken from the clone melts into silvery dust within seconds, with ammunition or thrown objects lasting just long enough to travel to and possibly hit their target.

When the duration lapses, your clone melts into silvery dust. You become temporarily immune to *cloning potion* for 1d4 days.

EIDETIC POTION ITEM 6

CONSUMABLE MAGICAL POTION

Price 40 gp

Usage held in 1 hand; **Bulk** L

Activate ❖ (manipulate)

Bright pink, pale lavender, and vibrant orange colors swirl through this purplish liquid, making the *eidetic potion* resemble an unforgettable sunset. When you drink this potion, for 1 round, anything you observe becomes locked into your memory. You can recall the memory perfectly and gain a +2 status bonus to create representations of that memory, whether using Crafting to create an artistic rendition or Society to create a Forgery. The memory remains locked for 1 week or until you benefit from the bonus it imparts for the first time, whichever comes first; afterward, it becomes a normal, fallible memory. You can only have a single memory locked in your mind at a time. Using this potion while you have a locked memory from a previous use makes the previously locked memory fallible but allows you to lock a new memory.

ELYSIAN DEW ITEM 12

UNCOMMON CONSUMABLE MAGICAL POTION

Price 375 gp

Usage held in 1 hand; **Bulk** L

Activate ❖ (manipulate)

When you drink sweet, sky-blue *Elysian dew*, for 1 minute, you gain a 10-foot aura that evokes the vitality of Elysium, causing nearby objects to seem more colorful and plants to stand taller. You and any ally that starts its turn in the emanation gain 5 temporary Hit Points, a +1 item bonus to saving throws, and a +1 item bonus to Acrobatics and Athletics checks until the start of your or the ally's next turn. If you're unholy and drink this potion, it fails to work, and you must succeed at a DC 30 Fortitude save or the potion renders you drained 2.

EMPATH'S CORDIAL ITEM 7

CONSUMABLE MAGICAL MENTAL POTION

Price 65 gp

Usage held in 1 hand; **Bulk** L

Activate ❖ (manipulate)

The pale liquid of *empath's cordial* changes color to reflect the mood of the creature nearest to it—turning blue for calm, red for anger, and green for envious, among other hues. For 1 hour after you drink this potion, you can sense the presence of general emotions, such as hostility toward you or the presence of an emotion effect impacting a creature's emotions, within 30 feet. A creature that failed a saving throw against *calm* can't be detected. This potion doesn't allow you to automatically tell what emotions a specific creature is experiencing, but you can attempt a Perception check with a +2 item bonus (DC set by the GM) to discern that information. The potion also grants you a +1 item bonus to Perception checks to Sense Motive against creatures whose emotions you can sense.

ENIGMA-SIGHT POTION ITEM 11

CONSUMABLE MAGICAL POTION REVELATION

Price 250 gp

Usage held in 1 hand; **Bulk** L

Activate ❖ (manipulate)

A vial of this *enigma-sight potion* seems to contain fragments of kaleidoscopic crystal that reflect mind-bending scenes. However, these "crystals" act like liquid when poured or consumed. Drinking the potion grants you the effects of a *truesight* spell, except that you use your Perception modifier and half your level, rounded up, for the secret counteract check instead of the normal counteract modifier and spell rank. However, if you critically fail the secret counteract check the effect grants, your mind fills in false, nightmarish information. You become stupefied 1 for 1d4 rounds and stunned 1 as your brain struggles to process what you see.

FEY DRAGONET LIQUEUR ITEM 7+

UNCOMMON CONSUMABLE MAGICAL MENTAL POTION

Usage held in 1 hand; **Bulk** L

Activate ❖ (manipulate)

Each draft of *fey dragonet liqueur* has a different flavor. For 1 hour after you drink it, you can use a single action to breathe out a 15-foot cone of euphoric gas. Each creature in the cone must attempt a DC 23 Will save. After you expel this magical breath, you can't do so again for 1d4 rounds.

Critical Success The creature is unaffected.

Success The creature is stupefied 1 for 1 round.

Failure The creature is stupefied 1 for 1 minute and slowed 1 for 1d4 rounds.

Critical Failure The creature is stupefied 2 and slowed 1 for 1 minute.

Type *lesser fey dragonet liqueur*; **Level** 7; **Price** 70 gp

Type *fey dragonet liqueur*; **Level** 12; **Price** 400 gp

The save DC is 29.

Type *greater fey dragonet liqueur*; **Level** 17; **Price** 3,000 gp

The save DC is 37.

HOVERING POTION ITEM 7

CONSUMABLE MAGICAL POTION

Price 55 gp

Usage held in 1 hand; **Bulk** L

Activate ❖ (manipulate)

A foamy, cloudy liquid, *hovering potion* enables you to defy gravity for 5 minutes. By default, the potion causes you to float several inches off the ground. If you take a Stride action, you can move 10 feet up or down in the air. You can instead Climb at your full Speed or Stride to move along a horizontal surface at half your Speed. The GM determines which surfaces can be climbed or moved across this way. If you fall while this potion is in effect, you can use the Arrest a Fall reaction as if you had a fly Speed. If you have a fly Speed, you remain airborne at the end of your turn, even if you didn't use a Fly action this round.

IMMOVABLE POTION ITEM 10

CONSUMABLE MAGICAL POTION

Price 160 gp

Usage held in 1 hand; **Bulk** L

Activate ❖ (manipulate)

When you drink the thick, slate-colored *immovable potion*, you become anchored in place, even defying gravity, rendering you immobilized for 1 minute or until you Dismiss the activation. While you are immobilized this way, the DC to move you from your place, including knocking you prone, is 40.

MIND-SWAP POTION ITEM 15

RARE CONSUMABLE MAGICAL MENTAL POSSESSION POTION

Price 1,000 gp

Usage held in 1 hand; **Bulk** L

Activate ❖ (manipulate)

Small bolts of brightly colored electricity flicker through the cloudy *mind-swap potion*. The potion often comes in a double-chambered flask, because when you drink it, you consume half the contents. If another creature of the same ancestry consumes the remainder of the contents within 1 minute, your minds swap per the effect of a critical success on a *mind swap* ritual (*Secrets of Magic* 151). The effects last for 24 hours or until one of you Dismisses the activation.

QUENCHING POTION ITEM 8

CONSUMABLE MAGICAL POTION

Price 85 gp

Usage held in 1 hand; **Bulk** L

Activate ❖ (manipulate)

Quenching potion is a clear liquid that tastes like fresh, cool spring water. Drinking this potion or pouring it over yourself completely hydrates you and cleanses your system. Immediately attempt a flat check to end any persistent acid, fire, poison, or void damage affecting you, and attempt a new saving throw against any poison affecting you. Poison can't progress to a worse stage due to this saving throw. The potion counts as a particularly appropriate type of help against persistent acid, fire, poison, and void damage.

REBIRTH POTION ITEM 9

RARE CONSUMABLE MAGICAL POTION

Price 150 gp

Usage held in 1 hand; **Bulk** L

Activate ❖ (manipulate)

A small bit from a humanoid—such as a hair, scale, or feather—steeps in the clear liquid of a *rebirth potion*. When the potion is created, this bit determines the ancestry and heritage the potion changes the imbiber to. After you drink the potion, you transform into that ancestry over 8 hours during your next period of rest, finishing the transformation after the 8 hours are up. Throughout this time, you are clumsy 2, enfeebled 2, and stupefied 2. Once the transformation is complete, the potion's magic ends and can't be counteracted. Replace your ancestry Hit Points, size, Speeds, attribute boosts, attribute flaws, traits, and special abilities with those of your new ancestry. You lose your ancestry feats, selecting replacements valid for your new ancestry. You have mild control over the change, but you end up with a unique appearance fitting for your new ancestry, and some quirks of your body remain, such as relative age, general health, scars, and missing digits, limbs, or organs.

Drinking a *rebirth potion* of your current ancestry works normally, allowing you to rearrange some of the cited ancestry elements and change your appearance (provided you abide by the potion's limitations regarding health and age).

ROARING POTION ITEM 8+

CONSUMABLE MAGICAL POTION SONIC

Usage held in 1 hand; **Bulk** L

Activate ❖ (manipulate)

Ripples move constantly through a *roaring potion*, a cloudy liquid that growls when you open its container. Drinking it gives you access to two other activations for 1 hour.

Activate ❖ (concentrate) **Effect** You gain the effects of a *bullhorn*[PC2] spell. You can Dismiss the activation.

Activate ❖ (concentrate) **Frequency** once every 1d4 rounds; **Effect** You emit a scream in a 15-foot cone that deals 4d4 sonic damage. Each creature in the area can attempt a DC 24 Fortitude saving throw.

Critical Success The creature is unaffected.

Success The creature takes half damage.

Failure The creature takes full damage and is frightened 1.

Critical Failure The creature takes double damage and is frightened 2.

Type lesser; **Level** 8; **Price** 90 gp

Type moderate; **Level** 13; **Price** 550 gp

You gain the effects of a 5th-rank *bullhorn* spell. The damage is 6d4 and the save DC is 30.

Type greater; **Level** 18; **Price** 3,600 gp

You gain the effects of a 7th-rank *bullhorn* spell. The damage is 10d4 and the save DC is 38.

ROVAGUG'S MUD ITEM 13+

CONSUMABLE MAGICAL POTION

Usage held in 1 hand; **Bulk** L

Activate ❖ (manipulate)



CAYDEN'S BREW



ROVAGUG'S MUD

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Rovagug's mud smells and tastes like wet, sour earth. For 1 hour after you drink it, you have a +2 item bonus to saving throws against incapacitation effects. Also, you can use a single action to breathe out a 20-foot cone of bitter vapor that causes an earth-shaking rumble that can be heard for 100 feet. Creatures and objects in the area take 5d6 damage (DC 30 basic Fortitude save), decreasing Hardness by 5. An object's Hardness remains lowered for 1d4 rounds, and you can't use this breath again for the same amount of time.

Type *Rovagug's mud*; **Level** 13; **Price** 600 gp

Type *greater Rovagug's mud*; **Level** 18; **Price** 4,800 gp

The damage is 8d6, the save DC is 38, and Hardness decreases by 10.

STARSONG NECTAR ITEM 20

RARE CONSUMABLE FORTUNE MAGICAL POTION

Price 14,000 gp

Usage held in 1 hand; **Bulk** L

Activate ❖ (manipulate)

A liquid with the appearance of an expressive night sky and a taste that's sheer pleasure, *starsong nectar* grants you cheerful confidence and incredible luck for 10 minutes after you drink it. However, if you show too much caution at any point during this time (GM's discretion), you must succeed at a DC 6 flat check or the potion's effects end. While the potion lasts, you gain a +3 status bonus to attack rolls, Perception checks, saving throws, and skill checks, and you aren't off-guard to creatures due to them flanking you or being hidden from or undetected by you. You are temporarily immune to this potion for 24 hours once its effects end.

While the potion lasts, though, if you take a moment to imagine the future, you choose the best courses of action. This aspect of the potion grants you the following activation.

Activation ❖ (concentrate) **Frequency** once per round; **Effect** Until the start of your next turn, roll two d20s for any attack rolls, Perception checks, saving throws, and skill checks you make and take the higher result.

SURE-STEP POTION ITEM 4

CONSUMABLE MAGICAL POTION

Price 17 gp

Usage held in 1 hand; **Bulk** L

Activate ❖ (manipulate)

The light-brown liquid of a *sure-step potion* helps you find your footing. After drinking it, you gain a +1 item bonus to Acrobatics checks to Balance for 1 hour. In addition, you can Step into difficult terrain, and you aren't off-guard on uneven ground.

TENTACLE POTION ITEM 6+

CONSUMABLE MAGICAL POTION

Usage held in 1 hand; **Bulk** L

Activate ❖ (manipulate)

Upon consuming this mottled, foul-tasting liquid, the *tentacle potion* causes you to extrude a long, flexible limb of ectoplasm. Your clothing doesn't need to accommodate this limb of ghostly matter, which can extrude through your clothing and armor. The limb lasts 1 hour, and you can Dismiss the activation. You can't hide or disguise the tentacle. You can use the limb to perform simple Interact actions, such as opening an unlocked door. Your limb can't perform actions that require significant manual dexterity, including any action that would require a check to accomplish. You can't use it to hold items. At one time, you can have only one extra limb from any version of this potion. Stronger *tentacle potions* replace the effects of weaker ones.

If you have the Flexible Tail or Skillful Tail feats, the Tailed Goblin heritage, or a similar feature the GM believes would benefit, this potion can instead fortify your tail. A fortified tail benefits from any *tentacle potion* as if the potion were the next better type.

Type lesser; **Level** 6; **Price** 33 gp

Type moderate; **Level** 10; **Price** 155 gp

As lesser, but you can use the limb to hold an item of up to light Bulk. You can also use the whole limb to hold onto a suitable anchor point, such as a tree branch, balcony, or rocky outcropping, subject to the GM's discretion. While using your limb this way, you have free use of all your other limbs, so you can perform tasks that require both hands. This potion lasts 8 hours.

Type greater; **Level** 14; **Price** 660 gp

As moderate, but the tail can hold an item of up to 1 Bulk or be used as a second hand to help hold an item of up to 2 Bulk. You can also use the limb to make an unarmed attack that deals 1d6 bludgeoning damage and has the sweep trait. This potion lasts 24 hours.

TALISMANS



Talismans are such fun! Haha, this locket makes you forget about that time I made a fool of myself! Hoho, you can't see me now, can you?! Whiz, zip, pow! My bracelet is filled with throwing stars! DUN DUN DUN! I have all the powers of a dragon unleashed inside my kobold body! And the best part? They also make a bold fashion statement!

—Purepurin

AMNEMONIC CHARM ITEM 9

UNCOMMON CONSUMABLE MAGICAL TALISMAN

Price 140 gp

Usage affixed to armor; **Bulk** –

Activate ◆ (concentrate) **Trigger** You fail or critically fail a Deception, Diplomacy, or Intimidation check to Coerce, Lie, Make an Impression, or Request; **Requirements** You're a master in the skill you failed with.

This ornate locket, usually containing a faceless, humanoid portrait, is typically worn on a chain around the neck or attached to your clothing. When activated, the charm casts a DC 26 *rewrite memory* spell against a single target of the check, removing all memory of your failed attempt and potentially allowing you to make another attempt. The effect can't remove more than 3 minutes of memories from its target.

BLENDING BROOCH ITEM 11

CONSUMABLE ILLUSION MAGICAL TALISMAN

Price 275 gp

Usage affixed to armor; **Bulk** –

Activate ◆ (concentrate) **Trigger** You roll Stealth for initiative and can see a creature; **Requirements** You're a master in Stealth.

This small, matte-black pin always seems to be on the periphery of your vision, even when you stare directly at it. When you Activate the talisman, choose one creature you can see. You become invisible to that creature unless it succeeds at a DC 28 Will save. This effect lasts for 1 minute or until the target hits you with an attack, whichever comes first.

CAPTIVATING BAUBLE ITEM 12

AUDITORY CONSUMABLE EMOTION LINGUISTIC MAGICAL TALISMAN VISUAL

Price 350 gp

Usage affixed to armor; **Bulk** –

Activate ◆◆◆ (concentrate, manipulate) **Requirements** You are a master in Deception or Diplomacy.

This talisman appears as an ornate piece of jewelry of the highest quality. When you Activate it, your speech and mannerisms become supernaturally compelling for up to 1 hour. By engaging an intelligent creature in conversation for at least 1 minute, you can cause them to become fascinated unless they succeed at a DC 30 Will save. This fascination lasts for as long as you continue conversing or until you move at least 20 feet away. When the effect ends, the target becomes temporarily immune for 24 hours. If you or any ally within 120 feet takes an overtly hostile action while a creature is fascinated by the bauble, the bauble burns out in a shower of sparks and all its effects end.

CHAIN OF STARS ITEM 8

CONSUMABLE FORCE MAGICAL TALISMAN

Price 100 gp

Usage affixed to a thrown weapon; **Bulk** –

Activate ◆ (concentrate) **Trigger** You hit a creature with the affixed weapon.

This delicate dawnsilver chain strung with tiny shuriken is wound tightly around the handle of the affixed weapon. When you Activate the chain, three *+1 striking shuriken* made from magical force materialize in the target's space and split off to attack other creatures. Attempt up to three shuriken Strikes that must each target a different creature and can't target the creature you hit to trigger this talisman. These Strikes use your attack modifier but originate from the hit creature's space. These attacks count toward your multiple attack penalty, but the penalty doesn't increase until after all three attacks have been made. The shuriken deal force damage instead of their normal type, and each shuriken vanishes after its attack.

COPPER PENNY ITEM 5

CONSUMABLE MAGICAL TALISMAN

Price 30 gp

Usage affixed to explorer's clothing (or another item in the unarmored defense category); **Bulk** –

Activate ◆ (concentrate) **Trigger** You are knocked prone; **Requirements** You're an expert in Acrobatics, and you are unarmored.

This plain copper coin is typically affixed near the feet, on a pant leg or hem. When you Activate it, you Stand and can't be knocked prone again on the current turn.

DRAGONCLAW SCUTCHEON ITEM 16

CONSUMABLE MAGICAL TALISMAN

Price 1,600 gp

Usage affixed to a shield; **Bulk** –

Activate ◆ (concentrate) **Prerequisites** You have the affixed shield raised; **Trigger** You would take damage of a type depending on the talisman's dragon type.

This decorative shield emblem contains the gilded claw of a dragon mounted in a setting of high-grade adamantine alloy. It protects against a damage type depending on the type of dragon the claw came from (see the sidebar). When you Activate the scutcheon, you and all of your carried, wielded, or worn items gain immunity to all damage of that type until the end of your next turn.

If you have a *dragonclaw scutcheon*, *dragonscale cameo*, and *dragontooth trophy* attached to your items, and they all correspond to the same type of dragon, you gain an extra benefit. When you Activate any of these talismans, you gain the ability to cast an 8th-rank, DC 35 *dragon breath* focus spell (*Player Core 2* 263) as an innate spell once before the end of your next turn. Use the dragon type that matches the talismans; you can Cast the Spell this way without spending a Focus Point. Because each talisman disintegrates when used, you can't get this benefit again until you've attached a replacement.

Craft Requirements Supply one claw from an adult or older dragon.

DRAGONSCALE CAMEO ITEM 12

CONSUMABLE MAGICAL MORPH TALISMAN

Price 400 gp

Usage affixed to armor; **Bulk** –

Activate ◆ (concentrate)

This ornamental pin, consisting of a single preserved dragon scale from a dragon mounted in a setting of precious metal, is typically affixed between the shoulder blades. When you Activate the pin, a pair of draconic wings matching the color of the scale unfurl from your shoulders, granting you a fly Speed of 50 feet for 5 minutes.

Craft Requirements Supply one scale from an adult or older dragon.

DRAGONTOOTH TROPHY ITEM 14

CONSUMABLE MAGICAL TALISMAN

Price 800 gp

Usage affixed to a weapon; **Bulk** –

Activate ◆ (concentrate) **Trigger** You succeed at a Strike with the affixed weapon.

This imposing fang is engraved with an intricate arrangement of symbols, glyphs, and patterns and dangles from a leather strap bound to the hilt of the affixed weapon. When you Activate the trophy, your weapon is momentarily transformed into a magical construct of draconic fury. On the triggering Strike and until the end of your next turn, the damage type of the affixed weapon changes to the type matching the dragon the claw came from (see the sidebar). This change overrides the versatile trait and similar abilities.

Craft Requirements Supply one tooth from an adult or older dragon.

EMERGENCY EYE ITEM 7

CONSUMABLE MAGICAL TALISMAN

Price 60 gp

Usage affixed to armor; **Bulk** –

DRAGON DAMAGE TYPES

The *dragonclaw scutcheon* and *dragontooth trophy* use a type of damage depending on what kind of dragon the claw or tooth came from. These items are typically made from the dragons in *Monster Core*, but your GM might introduce uncommon or rare versions made from other types of dragons.

Dragon Type	Damage Type
Adamantine	Bludgeoning
Conspirator or horned	Poison
Diabolic	Fire
Empyreal	Spirit
Fortune	Force
Mirage or omen	Mental

Activate ◆ (concentrate) **Trigger** You become blinded, or an effect otherwise impedes your vision; **Requirements** You are an expert in Perception.

This eye, harvested from a monster, looks like it's peacefully sleeping but gives you a backup when you can't use your eyes. When the eye is activated, the eyelid pops open, and the eye stares frantically about. You see through the eye with normal vision until the end of your next turn, when the eye withers and flakes away.

ENSNARING DISK ITEM 7

CONSUMABLE MAGICAL TALISMAN

Price 70 gp

Usage affixed to a shield; **Bulk** –

Activate ◆ (concentrate) **Trigger** You use the affixed shield to Shield Block a melee weapon attack; **Requirements** You are an expert in Athletics.

This coin-sized metal disk is inscribed with arcane symbols and mounted on the inner surface of a shield. When you Activate the disk, the triggering weapon momentarily sticks to your shield, allowing you to attempt to Disarm it from its wielder with a +2 item bonus. If you roll a critical failure on this check, you get a failure instead.

FALSE DEATH VIAL ITEM 13+

UNCOMMON CONSUMABLE MAGICAL TALISMAN

Usage affixed to explorer's clothing (or another item in the unarmored defense category); **Bulk** –

Activate ◆ (concentrate) **Trigger** You would be reduced to 0 Hit Points by damage but not immediately killed; **Requirements** You are unarmored.

This tiny crystal vial of oily liquid is typically attached to a pin or worn on a tether attached to the affixed article of clothing. When you Activate the vial, you avoid being knocked out and remain at 1 Hit Point, your wounded condition increases by 1, and the talisman casts *drop dead*[PC2] on you. You and any

items you're wearing and holding are instantly transported from your current space to a clear space of your choice within 30 feet. You take no damage from the triggering effect. If you are carrying another creature (even one contained inside an extradimensional container), it's left behind in your original space.

Type *false death vial;* **Level** 13; **Price** 600 gp

Type *greater false death vial;* **Level** 16; **Price** 2,000 gp

The talisman teleports you to a clear space of your choice that you can see within 120 feet. This also transports any items you're wearing and holding with you, as well as up to one other creature currently in contact with you—including if you're carrying it in an extradimensional container. This effect has the teleportation trait.

GRINNING PUGWAMPI ITEM 14

UNCOMMON CONSUMABLE MAGICAL MISFORTUNE TALISMAN

Price 700 gp

Usage affixed to a weapon; **Bulk** –

Activate ◆ (concentrate) **Trigger** You damage an off-guard creature with the affixed weapon.

This bone statuette of a sneering gremlin crumbles to dust when activated, imparting a fraction of its subject's infamous misfortune on those you strike. The damaged creature must attempt a DC 33 Will save.

Critical Success The creature is unaffected.

Success The creature must roll twice and take the worse result on the next check it attempts.

Failure The creature must roll twice and take the worse result on all checks until the end of its next turn.

GRUDGESTONE ITEM 7+

CONSUMABLE MAGICAL TALISMAN

Usage affixed to a weapon; **Bulk** –

Activate ◆ (concentrate) **Trigger** A creature critically hits you.

This dull black pebble, ominously cold to the touch and curiously heavy for its size, is typically bound to the affixed weapon inside a strip of cloth wrapped around its grip. When you Activate the *grudgestone*, your Strikes with the affixed weapon against the triggering creature gain a +3 status bonus to damage rolls for 1 minute or until the target dies, whichever comes first.

Type *grudgestone;* **Level** 7; **Price** 70 gp

Type *greater grudgestone;* **Level** 15; **Price** 900 gp

The bonus is +5.

HUNGERING MAW ITEM 17

UNCOMMON CONSUMABLE MAGICAL TALISMAN

Price 2,200 gp

Usage affixed to armor; **Bulk** –

Activate ◆ (concentrate) **Trigger** You attempt a saving throw against a possession effect; **Requirements** You are a master in Will saves.

A shining onyx gemstone clutched in a pair of black steel jaws, this pendant is a potent defense against hostile spirits and other beings who commandeer the bodies of others. When you Activate it, you gain a +4 item bonus to your saving throw against the triggering effect. If your result prevents you from being possessed, the creature that attempted to possess you is subject to a DC 37 *seize soul* spell, which can trap it in the talisman as if it had recently died. The talisman's magic is exhausted after use, but a soul trapped this way remains imprisoned inside, as detailed in the spell description. Starting at the end of its next turn, the trapped creature gets a new save to end the effect at the end of each of its turns.

MORTALIS COIN ITEM 4

CONSUMABLE MAGICAL TALISMAN

Price 20 gp

Usage affixed to armor; **Bulk** –

Activate ◆ (concentrate) **Trigger** You are reduced to 0 Hit Points by damage but not immediately killed; **Requirements** You are an expert in Fortitude saves.

This small golden coin is usually stamped with the image of a boar or other resilient creature. If the triggering damage would cause you to become dying 2 (typically due to a critical hit or your critical failure), you become dying 1 instead. In addition, for 10 minutes, you die from the dying condition at dying 5, rather than dying 4.

REFLECTING SHARD ITEM 13+

UNCOMMON CONSUMABLE MAGICAL TALISMAN

Usage affixed to a shield; **Bulk** –

Activate ↷ (concentrate) **Trigger** You are targeted by a spell of 5th rank or lower; **Requirements** You're a master in Athletics, and you have the affixed shield raised.

This mirrored metal fragment is bolted or welded to the face of the affixed shield. When you Activate it, you attempt to reflect the triggering spell back at its caster with *spell riposte*[PC2], using your Athletics modifier for the counteract check. The talisman's counteract rank is 7th.

Type *reflecting shard*; **Level** 13; **Price** 500 gp

Type *greater reflecting shard*; **Level** 17; **Price** 2,500 gp

The talisman can reflect spells of any rank, and its counteract rank is 9th.

REVERBERATING STONE ITEM 11+

CONSUMABLE MAGICAL TALISMAN

Usage affixed to a shield; **Bulk** –

Activate ◆ (concentrate) **Trigger** You use the affixed shield to Shield Block a melee attack; **Requirements** You're a master in Athletics, and you have the affixed shield raised.

This heavy metal emblem is mounted on the face of the affixed shield and has a dull gray gemstone embedded at its center. When you Activate the talisman, the gem shatters, releasing a powerful shockwave in a 15-foot cone that must include the enemy who struck the triggering blow, if possible. Each creature in the cone takes 2d6 sonic damage with a DC 28 basic Fortitude save. Any creature that fails its save is pushed 5 feet away from you (or 10 feet on a critical failure).



AMNEMONIC CHARM



DRAGONTOOTH TROPHY



MORTALIS COIN



HUNGERING MAW



WOODEN NICKEL



SNARLING BADGER



RUBY CAPACITOR

Treasure Vault

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Type *reverberating stone*; **Level** 11; **Price** 275 gp

Type *greater reverberating stone*; **Level** 15; **Price** 1,200 gp

The cone is 30 feet, the damage is 3d6, and the DC is 34.

RUBY CAPACITOR ITEM 10+

CONSUMABLE MAGICAL TALISMAN

Usage affixed to a magical staff; **Bulk** –

Activate ◆ (manipulate) **Requirements** You prepared the staff.

This cluster of unworked ruby is bound to the top of a staff by silver wire. When activated, it adds one temporary charge to the staff. Any spells cast from the staff before the end of the turn expend these charges first. Any unused temporary charges are lost at the end of your turn.

Type *ruby capacitor*; **Level** 10; **Price** 180 gp

Type *greater ruby capacitor*; **Level** 14; **Price** 800 gp

The number of temporary charges increases to 3.

Type *major ruby capacitor*; **Level** 18; **Price** 4,500 gp

The number of temporary charges increases to 5.

SNARLING BADGER ITEM 6+

CONSUMABLE MAGICAL MENTAL TALISMAN

Usage affixed to armor; **Bulk** –

Activate ◆ (concentrate) **Trigger** You lose the dying condition; **Requirements** You have a wounded value of 1 or more.

This tarnished steel pendant is inlaid with the face of an enraged badger. When you Activate the talisman, it casts *heroism* on you. If you lose the wounded condition, the *heroism* ends immediately.

Type *lesser snarling badger*; **Level** 6; **Price** 50 gp

Type *moderate snarling badger*; **Level** 12; **Price** 400 gp

The *heroism* is 6th rank.

Type *greater snarling badger*; **Level** 18; **Price** 5,000 gp

The *heroism* is 9th rank.

WOODEN NICKEL ITEM 9

CONSUMABLE ILLUSION MAGICAL TALISMAN VISUAL

Price 130 gp

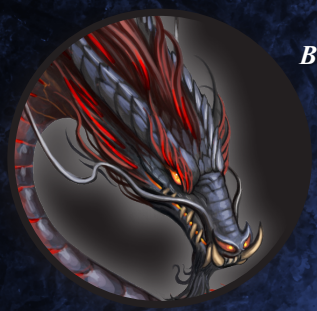
Usage affixed to armor; **Bulk** –

Activate ◆◆◆ (concentrate) **Prerequisites** You are a master in Deception.

This rough wooden coin hangs from a string drilled through a hole at its center. When you Activate the *wooden nickel*, for 10 minutes, you can cause any object you touch of 2 Bulk or less to look, feel, and smell like valuables of a similar size crafted from a precious metal of your choice.

A creature that touches or Interacts with an affected object can attempt a Perception check against your Deception DC to disbelieve the illusion, and a successful check against your Deception DC with Crafting or an appropriate Lore skill will also reveal the item's true nature. After 10 minutes have elapsed since you Activated the *wooden nickel*, all affected objects revert to their true form.

WONDROUS CONSUMABLES



Bipeds do make such interesting toys. Their lives are so short you'd think they wouldn't have time for such frippery, yet they produce some of the most unexpectedly whimsical contrivances. Paints that bring the things depicted with them to life. Treats for magical beings whose loyalty need not be bought. Instruments for challenging immortal beings to musical competitions. It's as though somewhere in the world, any errant thought a human has invariably gets spun into unlikely reality.

—Valashinaz, Mistress of the Vault

BARGAINER'S INSTRUMENT ITEM 15

RARE CONSUMABLE MAGICAL

Price 1,000 gp

Usage held in 2 hands; **Bulk** L

Activate 1 hour (concentrate, manipulate)

A *bargainer's instrument* is a musical implement. The most typical version is a violin made from maple and spruce, its body stained so deep a purple it appears almost black. When activated, the instrument casts a *binding circle* ritual to conjure a willing extraplanar talent to compete with you in performance.

The contest could be a musical battle, a dance-off, an oratorical debate—the two of you could even use entirely different types of performance. The loser of the bout is magically bound to perform a task of the winner's choice within 1 week. The contest consists of taking turns to Perform, starting with your opponent. The Performance check's DC is the higher of the opponent's Perception DC or Will DC, though the two parties can mutually agree to use an impartial judge instead. The first to reach four successes wins, with each critical successes counting as two successes. If you play the *bargainer's instrument* as part of your performance, it grants you a +2 item bonus to the Performance checks.

After the contest, the conjured creature can choose to return to where it came from or remain where you conjured it. The loser must endeavor to complete the task by all reasonable means within 1 week. Failing to complete it is shameful but has no further consequences. The instrument loses its magic and remains a non-magical virtuoso instrument.

SPELLGUNS

The spellgun trait appears on items that can generate a magical effect that flies out like a bullet. You can make either a spell attack roll with a spellgun or a ranged attack roll using your proficiency with simple firearms. Spellguns have a range increment, which applies regardless of which type of attack roll you make. Though you can use your modifier for simple firearms, a spellgun isn't actually a firearm. You don't get the damage of a firearm Strike, nor other benefits like critical specialization. Similarly, you can't load or reload a spellgun, affix talismans to one, attach scopes, affix attached weapons like bayonets or reinforced stocks, and so on.

BEWILDERING SPELLGUN ITEM 9

ATTACK CONSUMABLE EMOTION MAGICAL MENTAL SPELLGUN

Price 140 gp

Usage held in 1 hand; **Bulk** L

Activate ❖❖ Strike

When stared at, a *bewildering spellgun* seems to warp the space around it, creating a mind-bending sensation. Whispers of gibberish arise from it, making their way to nearby ears despite any other sounds in the area. You Activate the spellgun by aiming it at one creature and making your choice of a spell attack roll or a firearm attack roll against the target's AC. This spellgun has a range increment of 15 feet. Once fired, the spellgun twists in your hand and melts away.

Critical Success The target is confused for 1 minute.

Success The target is confused for 1 minute but can attempt a DC 25 Will save at the end of each of its turns to end the effect.

ENERGIZING TREAT ITEM 7

CONSUMABLE MAGICAL

Price 70 gp

Usage held in 1 hand

Activate ❖ (manipulate)

An *energizing treat* is a treat made from meat or grains. When you feed your animal companion or familiar an *energizing treat*, it's quickened for 1 minute. It can use the extra action each round only for Strike, Stride, and Support actions, and it can do so only if it normally has those actions available and you take the proper action to command it.

FAMILIAR MORSEL ITEM 5

CONSUMABLE MAGICAL

Price 30 gp

Usage held in 1 hand

Activate ❖ (manipulate)

Familiar morsels are little treats that come in a wide variety of flavors that appeal to numerous creatures. Each morsel is keyed to one familiar ability at its creation. When you feed the morsel to your familiar, it gains that familiar ability for 1 hour. If your familiar doesn't meet the requirements, or if it already has an ability from a *familiar morsel*, the morsel is nothing more than a pleasing snack, its magic wasted.

MIRACULOUS PAINTBRUSH ITEM 12

UNCOMMON CONSUMABLE MAGICAL

Price 325 gp

Usage held in 1 hand; **Bulk** –

Activate 10 minutes (concentrate, manipulate)

The bristles on a *miraculous paintbrush* shift in a rainbow of colors, and can magically create an object painted with them. The paint flows as you Activate the *miraculous paintbrush* and changes color at your whim as you paint. The paint can cover a 10-foot-square, two-dimensional surface. When you're done painting, attempt a DC 30 Crafting check.

Critical Success The object you painted emerges from the surface as a real, permanent object no larger than 10 feet in any dimension. It's non-magical and inanimate and has no value except to certain art collectors. If you paint a creature, machine, or form of energy (such as a campfire), these depictions appear only as inanimate sculptures. The created object has a painterly appearance that clearly marks its unusual origin, but is as real as any other.

Success As critical success, but the object constantly sheds flakes of paint until it falls apart, destroyed, after 24 hours.

Failure The pigments leave a painting that doesn't quite look right and doesn't become an object.

Critical Failure Is it a dog? Whatever you made is a pretty lousy painting and doesn't resemble what you set out to make.

MOONLIT SPELLGUN ITEM 2+

ATTACK CONSUMABLE FIRE LIGHT MAGICAL SPELLGUN

Usage held in 1 hand; **Bulk** L

Activate ◆◆ Strike

Elegant silver filigree contains the body of this ephemeral item, which is made of solid light. Its shape resembles a pistol, and it's often carried by hunters of werecreatures and vampires. You Activate the spellgun by aiming it at one creature and making your choice of a spell attack roll or a firearm attack roll against the target's AC. This spellgun has a range increment of 30 feet. The spellgun emits a silvery ray of pure moonlight that deals fire damage depending on its type. The spellgun's damage is treated as silver for the purposes of weaknesses, resistances, and the like.

Critical Success The target takes double damage and is dazzled until the start of your next turn. If it has a weakness to silver or a resistance that can be bypassed by silver, it's also enfeebled 1 for 1 minute.

Success The target takes full damage and is dazzled until the start of your next turn.

Type minor; **Level** 2; **Price** 7 gp
The damage is 1d8 at night, or 1d6 at other times.

Type lesser; **Level** 5; **Price** 30 gp
The damage is 3d8 at night, or 3d6 at other times.

Type moderate; **Level** 9; **Price** 150 gp
The damage is 7d8 at night, or 7d6 at other times.

Type greater; **Level** 13; **Price** 600 gp
The damage is 12d8 at night, or 12d6 at other times.

Type major; **Level** 17; **Price** 3,000 gp
The damage is 18d8 at night, or 18d6 at other times.

NEOPHYTE'S FIPPLE ITEM 3

CONSUMABLE MAGICAL

Price 8 gp

Usage held in 2 hands; **Bulk** L

Activate ◆ Perform; **Requirements** You are untrained in Performance.

Made of polished wood, a *neophyte's fipple* is a block flute enchanted to guarantee melodic sound. When you Perform a song on the fipple to Activate it, your attribute modifier, proficiency bonus, and item bonus for the Performance check total +7, regardless of what they would normally be. Add other bonuses and penalties to the check normally. Once the magic is used, the fipple remains as a mundane instrument.

POTION PATCH ITEM 4+

CONSUMABLE MAGICAL

Usage worn; **Bulk** –

Activate ◆ (concentrate) **Requirements** You must have the *potion patch* affixed to your skin.

A *potion patch* is a sticky, bandage-like pad that can be filled with one potion and affixed to the skin. Filling the patch and affixing it is a 1-minute activity that takes two hands and has the manipulate trait. A patch has a maximum level of potion it can absorb, depending on the patch's type. When you Activate the patch, the potion affects you without you needing to have the potion in your hand. The patch's magic is negated after it's used, the next time you make your daily preparations, or when another *potion patch* is affixed to you, whichever comes first.

Type lesser; **Level** 4; **Price** 20 gp
The potion must be 10th level or lower.

Type moderate; **Level** 8; **Price** 100 gp
The potion must be 15th level or lower.

Type greater; **Level** 13; **Price** 600 gp
The potion can be any level.

REAPER'S SPELLGUN ITEM 13

ATTACK CONSUMABLE DEATH MAGICAL SPELLGUN VOID

Price 600 gp

Usage held in 1 hand; **Bulk** L

Activate ◆◆ Strike

A rod of blackened bone with a bulb at one end comprises a *reaper's spellgun*, which feels heavier than it looks. You Activate the spellgun by aiming it at one creature and making your choice of a spell attack roll or a firearm attack roll against the target's AC. This spellgun has a range increment of 30 feet. The spellgun fires a shadowy ray, then dissolves into gray mist.

Critical Success The target takes 4d6 void damage and is drained 2 and doomed 1. If it had fewer than half its maximum Hit Points after taking the void damage, it's drained 3 instead. If the Hit Point loss from being drained drops the creature to 0 Hit Points, it dies.

Success As critical success, but for the drained condition, the target is drained 1, or drained 2 if it had fewer than half its maximum HP.

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SPARKING SPELLGUN ITEM 5+

ATTACK CONSUMABLE FIRE MAGICAL SPELLGUN

Usage held in 1 hand; **Bulk** L

Activate ❖❖ Strike

A broad wooden tube with a handle, a *sparking spellgun* radiates warmth. You Activate the spellgun by aiming it at one creature and making your choice of a spell attack roll or a firearm attack roll against the target's AC. This spellgun has a range increment of 30 feet. The spellgun fires a small ball of sparks and fire, then crumbles to ash. The ball explodes in a flash when it hits, dealing fire damage and persistent fire damage according to its type.

Critical Success The target takes double damage, takes double persistent damage, is blinded for 1 round, and is dazzled while the persistent damage lasts.

Success The target takes full damage, full persistent damage, and is dazzled while the persistent damage lasts.

Type lesser; **Level** 5; **Price** 30 gp

The damage is 4d6, and the persistent damage is 1d4.

Type moderate; **Level** 9; **Price** 150 gp

The damage is 7d6, and the persistent damage is 3d4.

Type greater; **Level** 13; **Price** 600 gp

The damage is 10d6, and the persistent damage is 5d4.

SPIRITUAL WARHORN ITEM 5+

CONSUMABLE FORCE MAGICAL

Usage held in 2 hands; **Bulk** L

Activate ❖❖ (manipulate)

A *spiritual warhorn* is a trumpet made of horn, leather, and metal. When you play a single, long note from the warhorn, it calls forth a number of Medium spiritual manifestations of warriors to aid you, according to the horn's type. Each warrior appears in an open square adjacent to an enemy within 60 feet of you, makes a Strike for 2d6 force damage (with an attack bonus determined by the warhorn's type), and then disappears. The warriors can flank with one another and with you and your allies.

Once the magic is used, the warhorn remains as a non-magical musical instrument.

Type lesser; **Level** 5; **Price** 30 gp

Two warriors manifest with a +11 attack modifier.

Type moderate; **Level** 9; **Price** 150 gp

Four warriors manifest with a +17 attack modifier.

Type greater; **Level** 13; **Price** 600 gp

Six warriors manifest with a +22 attack modifier.

Type major; **Level** 17; **Price** 3,000 gp

Eight warriors manifest with a +29 attack modifier.

TALESPINNER'S LYRE ITEM 11

UNCOMMON AUDITORY CONSUMABLE MAGICAL OLFACTORY VISUAL

Price 235 gp

Usage held in 2 hands; **Bulk** L

Activate ❖❖ (concentrate, manipulate)

Plucking a *talespinner's lyre* while focusing on an event you witnessed causes the instrument to create an illusion in a 50-foot emanation that plays out your memory of the event in real time, complete with sights, sounds, and smells. You can Sustain the Activation for up to 1 minute to keep it playing. The scene reproduces only what's in its area, including nothing beyond that even if present in the memory. The scene is realistic, but all observers can clearly tell it's an illusion. Observers can't interact with the scene directly nor can they taste or touch elements of it to get a sensation you didn't personally experience, but they can attempt skill checks to discern more about the scene without altering its contents. For example, no one could see something you didn't, such as the true form of a creature polymorphed into a squirrel, but an observer might be able to use Perception and Sense Motive to discern the squirrel was acting unlike a squirrel should.

Once the magic is used, the lyre remains as a non-magical virtuoso instrument.

TORRENT SPELLGUN ITEM 3+

ATTACK CONSUMABLE MAGICAL SPELLGUN WATER

Usage held in 1 hand; **Bulk** L

Activate ❖❖ Strike

Carved of seashell, a *torrent spellgun* is damp to the touch, and seaweed wraps around its grip. You Activate the spellgun by aiming it at one creature and making your choice of a spell attack roll or a firearm attack roll against the target's AC. This spellgun has a range increment of 30 feet. The spellgun blasts a powerful jet of water that deals bludgeoning damage based on the spellgun's type, then disintegrates into sand.

Critical Success The target takes double damage and is knocked back 10 feet.

Success The target takes full damage and is knocked back 5 feet.

Type lesser; **Level** 3; **Price** 12 gp

The damage is 2d6.

Type moderate; **Level** 7; **Price** 70 gp

The damage is 7d6.

Type greater; **Level** 11; **Price** 275 gp

The damage is 12d6.

Type major; **Level** 15; **Price** 1,250 gp

The damage is 16d6.

WATCHFUL PORTRAIT ITEM 9

CONSUMABLE MAGICAL SCRYING

Price 125 gp

Usage held in 2 hands; **Bulk** 1

Activate ❖ (manipulate)

A *watchful portrait* appears to be an innocuous depiction of a bored noble, unassuming relative, or unknown local celebrity. You Activate the portrait by hanging it. While it's activated, you can use a single action with the concentrate trait to see through the eyes of the portrait instead of your own. You can do so while you're within 500 feet of the portrait, even if it's outside your line of sight or line of effect. You visually observe the area around the portrait from its perspective, using your own visual senses. While you're scrying through


BARGAINER'S INSTRUMENT


TALESPINNER'S LYRE

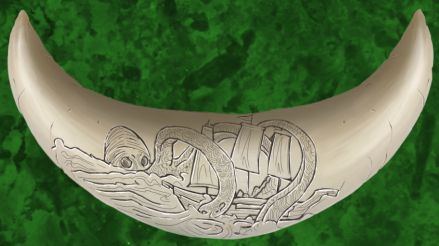

WIND OCARINA


FAMILIAR MORSEL


MOONLIT SPELLGUN


POTION PATCH


BEWILDERING SPELLGUN


WHELMING SCRIMSHAW


TORRENT SPELLGUN

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it, the portrait's eyes follow others more than usual. A creature that succeeds at a DC 30 Perception check notices this phenomenon. The scrying ends after 10 minutes or when you decide to stop watching through the portrait.

The painting loses its magic when the scrying ends, if 4 hours pass after you Activate it without you looking through it, or if you Activate a different *watchful portrait*. The portrait then remains a normal, non-magical work of art, but due to its rather bland subject matter, it is worth no more than 5 gp.

WHELMING SCRIMSHAW ITEM 13

CONSUMABLE CURSE MAGICAL

Price 500 gp

Usage held in 1 hand; **Bulk** L

Activate ❖❖ (manipulate)

An etching of some aquatic beast dragging a figure beneath the waves adorns the ivory of a *whelming scrimshaw*. When you Activate this item, you break it and choose one creature within 30 feet. The target must attempt a DC 30 Fortitude save; amphibious and aquatic creatures are immune.

Critical Success The creature is unaffected.

Success The target becomes sickened 1 and unable to breathe until this sickened condition ends.

Failure As success, but sickened 2.

Critical Failure As success, but sickened 3.

WIND OCARINA ITEM 6

AIR AURA CONSUMABLE MAGICAL

Price 50 gp

Usage held in 2 hands; **Bulk** L

Activate ❖ (manipulate)

A blue finish decorates the ceramic body of a *wind ocarina*. When you play a note on this ocarina, for 1 minute, winds sweep into strong gusts in a 5-foot emanation around you. The winds have the following effects.

- Ammunition from physical ranged attacks—such as arrows, bolts, sling bullets, and other objects of comparable size—can't pass through the area. Passing through the area causes attacks with bigger ranged weapons, such as thrown weapons, to take a –2 circumstance penalty to their attack rolls if their paths pass through the emanation. Massive ranged weapons and spell effects that don't create physical objects can pass through the emanation with no penalty.
- The area is difficult terrain to creatures attempting to move through it.
- Gases, including creatures in the form of a vapor, can't pass through the emanation. When the emanation arises, such gases are removed from the area, including your space.
- The area, including your space, has breathable air.

Once the magic is used, the ocarina remains a non-magical virtuoso musical instrument.



TRAPPINGS OF POWER



If I'm being totally honest, a lot of stuff in this section is kind of intimidating. These vaults are where the boss keeps a lot of the BIG MAGIC, the stuff that doesn't run out after you use it. Sure, a few of the things here need to recharge and cool down sometimes, but it's not like the vaults we just visited where it's made to poof away after one go.

I don't have a lot of interest in some of the stuff here. Staves and wands are for wizards, you know? But I do like the patterns and needles in the tattoo vault, and down there toward the end we have vaults just full of cool helmets, gloves, robes, all of that stuff. There's also what I like to call the "knick-knacks vault," because it's full of stuff that only works if you're holding it. There's an anchor there Ziik had to use when he dropped the boss's favorite ring down the well. He sunk way down and then came up screaming about tentacles! The boss sealed that well off afterward.

—Purepurin

Contained within this chapter's pages are items and equipment whose magic and effects are intended to serve a character over the course of an entire adventure or even an extended campaign. Robes, staves, wands, grimoires, and much, much more can be found here to ensure your adventurers are fully equipped for whatever trials await them!

This chapter expands upon the existing types of permanent magic items first introduced in *GM Core*, particularly apex items, staves, wands, and worn items. This section also includes expansions to the assistive items presented in *Pathfinder Guns & Gears*, with both expansions of existing prosthetic and mobility aid categories as well as entirely new types of assistive aids. The grimoires, magical tattoos, and spellhearts introduced in *Pathfinder Secrets of Magic* are also expanded upon here.

Among the new assistive items presented in this chapter are a variety of options tailored for companion creatures. Just like in real life, an adventurer's trusted companion may suffer an injury that would impede their ability to continue exploring the world alongside their master, or a character might choose to adopt a companion who would otherwise struggle with the demands of an adventuring career. These items help ensure that whatever difficulties you face, your animal ally can always be by your side to help you along the way.

Characters who cast spells using Focus Points will also find the Worn Items section particularly helpful, as it includes a variety of new focused items similar to *accolade robe* (*GM Core* 284) but tailored to a wider array of classes and roles.

AM I PLAYING?

Many instruments in this chapter, as well as some presented in Wondrous Consumables (page 96), give you a bonus or effect while you're playing the instrument, sometimes improving you in ways not directly related to your performance, such as getting a bonus to Perception checks. Usually, the GM can easily determine whether you're playing the instrument. If you need concrete rules, you're considered to be playing an instrument as long as you spend at least 1 action each round playing it. This includes playing the instrument for Performance checks, playing it to accompany casting a spell, or just spending a single action to play it. If you just want to play just to keep up the benefit, you can usually take the Perform action for this purpose and forgo your roll.

CHAPTER MAP

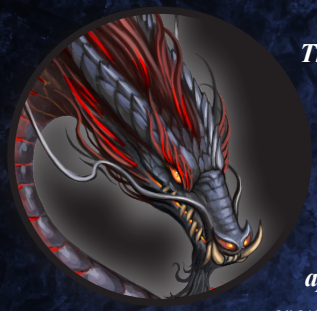
The following new options appear in this chapter.

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Grimoires	Page 110
Held Items	Page 114
Magical Tattoos	Page 118
Spellhearts	Page 124
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ASSISTIVE ITEMS

Fantasy gaming is for everyone. It's incredibly important for all people, regardless of what unique circumstances they may face in life, to be able to see reflections of themselves inside the world of the game. You can find assistive items for a variety of disabilities here, in *Player Core*, in *Guns & Gears*, and in *Pathfinder Lost Omens Grand Bazaar*. Representation in gaming is essential to creating open and welcoming communities, so respectful use of assistive items has a place in all games and stories.

APEX ITEMS



The pinnacle of magical crafting to some and rightly so. Apex items have the power to transform the weakest human into the strongest, and to raise the mighty above all. Very draconic. Like all fields of creation, crafters and spellforgers continue to refine and personalize the nature and function of apex items to suit the their purposes or the needs of their champions. Accessories become armor, tools become weapons, and for some people, this process happens in reverse. Regardless of the final result, apex items represent the pursuit of ultimate power as expressed through a crafter's crowning achievement.

—Valashinaz, Mistress of the Vault

When you Invest an Item that has the apex trait, it improves one of your attributes, either increasing the attribute's modifier by 1 or to a total of +4, whichever would give you a higher modifier. This gives you all the benefits of the new attribute modifier until the investiture runs out: increasing Intelligence lets you become trained in an additional skill and learn a new language, increasing Constitution gives you more Hit Points, and so on.

An apex item grants this benefit only the first time it's invested within a 24-hour period, and you can benefit from only one apex item at a time. If you attempt to invest an apex item when you already have one invested, you don't gain the attribute modifier increase, though you do gain any other effects of Investing the Item.

APEX ITEMS

Below are an array of new items to supplement those presented in *GM Core*.

AMULET OF THE THIRD EYE ITEM 17

APEX INVESTED MAGICAL

Price 15,000 gp

Usage worn; **Bulk** L

This large brass medallion hangs low on the torso. It's shaped in the form of an unblinking eye, with a ring of turquoise as the iris and an orb of jet serving as the pupil. The amulet grants you a +2 item bonus to Perception checks. When you invest the amulet, you either increase your Wisdom modifier by 1 or increase it to +4, whichever would give you a higher value.

Activate ◆◆ (concentrate) **Frequency** once per day; **Effect** You cast *truesight*.

ARMBANDS OF THE GORGON ITEM 17

APEX INVESTED MAGICAL

Price 15,000 gp

Usage worn armbands; **Bulk** L

Each of these shining, bluish-gray metal armbands is adorned with the plated visage of a gorgon's head. When targeted by a spell or effect with the incapacitation effect, you treat the result of your save as if it were one degree of success better, and the result of any check made to inflict such an effect on you as one degree of success worse (as if you were more than twice the rank of the spell or effect targeting you). When you invest the armbands, you either increase your Constitution modifier by 1 or increase it to +4, whichever would give you a higher value.

Activate ◆ (manipulate) **Frequency** once per day; **Effect** You clap the bracers together and remove a single condition of your choice currently afflicting you. If the condition is permanent, it's instead suppressed for 1 hour.

ARTIFICER SPECTACLES ITEM 17

APEX INVESTED MAGICAL

Price 15,000 gp

Usage worn eyepiece; **Bulk** –

These seemingly ordinary rectangular eyeglasses feature clear lenses framed in copper. When invested and worn, they rest perfectly on the bridge of the nose and can only be removed by the wearer. You gain a +3 item bonus to Crafting checks and any skill check made to Identify Magic. When you invest the spectacles, you either increase your Intelligence modifier by 1 or increase it to +4, whichever would give you a higher value. You must select the skills and languages the first time you invest the item, and whenever you invest the same *artificer spectacles*, you get the same skills and languages you chose the first time.

Activate ◆◆ (manipulate) **Frequency** once per hour; **Effect** You cast a 3rd-rank *mending* spell on an item you touch.

AVALANCHE BOOTS ITEM 17

APEX INVESTED MAGICAL

Price 15,000 gp

Usage worn shoes; **Bulk** 1

While the insides of these boots are comfortable, fur-lined leather, the outsides are a jumble of slate plates, giving the impression of a rockslide. You gain a +3 item bonus to Athletics checks and a +2 circumstance bonus to Force Open and Shove. When you invest the boots, you either increase your Strength modifier by 1 or increase it to +4, whichever would give you a higher value.

Activate ◆ (concentrate) **Frequency** once per hour; **Trigger**

You succeed or critically succeed with a Shove; **Effect** If the Shove was a success, you push your opponent up to 10 feet instead of 5 feet. If the Shove was a critical success, you push your opponent up to 20 feet, and you can then choose to knock them prone.

BEGUILING CROWN ITEM 20

UNCOMMON APEX INVESTED MAGICAL

Price 80,000 gp

Usage worn headwear; **Bulk** 2

This hugely massive crown is bedazzled with glimmering jewels and enchanted with powerful magics that make the gold seem to ripple and surge like strange glimmering tide pools. While uncomfortable to wear, the crown beguiles those within the wearer's presence. Creatures within 30 feet of you automatically improve their attitude toward you by one step (up to friendly). This doesn't prevent hostile creatures from attacking you, but it might give you a chance to talk to them before they strike. The dazzling nature of the crown makes it hard for you to read the intentions of others, and you take a –4 status penalty to your Perception DC when someone uses Deception against you. When you invest the crown, you either increase your Charisma modifier by 1 or increase it to +4, whichever would give you a higher value.

Activate ◆ (concentrate) **Frequency** once per round; **Effect** You're the subject of the *sanctuary* spell until the end of your next turn.

Activate ↷ (concentrate) **Frequency** once per hour; **Trigger** A creature succeeds at an attack roll against you; **Effect** The creature must succeed at a DC 41 Will save or the attack roll becomes a failure and the target is friendly to you until the end of its turn. On a critical failure, the target becomes friendly to you, drops to their knees, and begs your forgiveness for 1 minute or until another creature takes a hostile action against them.

Activate ◆◆ (concentrate, fortune, mental) **Frequency** once per day; **Effect** Choose one living creature within 30 feet of you. That creature must succeed at a DC 41 Will saving throw or become helpful to you for the next 24 hours. If they succeed, they become friendly to you for 1 hour. If they critically succeed they're immune to this effect for 1 year.

BREASTPLATE OF THE MOUNTAIN ITEM 20

APEX INVESTED MAGICAL

Price 70,000 gp

Usage worn armor; **Bulk** 2

Constructed of dull gray metal, this breastplate is decorated with the symbol of a craggy black mountaintop. This breastplate functions as a *+3 greater resilient breastplate*. When you're Shoved or otherwise forced to move, you can reduce the amount you move by up to 10 feet. When you invest the breastplate, you either increase your Constitution modifier by 1 or increase it to +4, whichever would give you a higher value.

Activate ◆◆ (manipulate) **Frequency** once per day; **Effect** You pound a solid and constant rhythm on your breastplate and cast a 7th-rank *regeneration* spell on yourself.

Activate ◆ (manipulate) **Frequency** once per day; **Effect** With a single tap, you gain immunity to poison for 1 minute.

Activate ↷ (concentrate) **Frequency** once per day; **Trigger** You fail or critically fail a Fortitude saving throw; **Effect** If you failed the saving throw, it becomes a success. If you critically failed, it becomes a failure instead.

DRAGON HANDWRAPS ITEM 20

APEX INVESTED MAGICAL

Price 80,000 gp

Usage worn gloves; **Bulk** –

These silken handwraps feature intricate embroidery of a serpentine red dragon adorned with golden thread. The handwraps function as *+3 major striking greater flaming handwraps of mighty blows*. You also gain a +4 item bonus to Athletics checks made to Grapple or Shove. When you invest the handwraps, you either increase your Strength modifier by 1 or increase it to +4, whichever would give you a higher value.

Activate ◆◆ (manipulate) **Frequency** once per day; **Effect** You slap the bottom of your palms with hands splayed outward, casting a 7th-rank *breathe fire* spell (DC 41).

Activate ◆ (concentrate) **Frequency** once per hour; **Trigger** You succeed or critically succeed with a Grapple; **Effect** You gain a +2 status bonus to your Athletics DC against any checks made to Escape your grapple until the end of your next turn.

LAUREL OF THE EMPATH ITEM 20

APEX FORTUNE INVESTED MAGICAL

Price 70,000 gp

Usage worn circlet; **Bulk** –

This silvery, woven ring of leaves sits on top of the head. While wearing it, when you roll Perception for initiative, you can roll twice and take the higher result. This is a fortune effect. Whenever you spend at least 1 minute talking with a living creature, you automatically become aware of its attitude toward you. When you invest the laurel, you either increase your Wisdom modifier by 1 or increase it to +4, whichever would give you a higher value.

Activate ↷ (concentrate) **Frequency** once per minute; **Trigger** You're hit by an attack; **Effect** You take half damage from the triggering attack.

Activate ↷ (concentrate) **Frequency** once per hour; **Trigger** You fail, but don't critically fail, a saving throw; **Effect** You anticipate the danger and guard against it, often in unconventional or almost inconceivable ways. Treat the failed saving throw as a success.

Activate 10 minutes (concentrate, fortune, mental) **Frequency** once per day; **Effect** You spend 10 minutes talking with one living creature, conversing in inspirational, religious, or philosophical terms. You gain valuable insights into the personality of your target—their hopes, dreams, and fears. When the ritual is over, you gain a +4 item bonus to all Perception checks made concerning the target for one month. Also, the target gains inspirational insight, allowing the target to use one of the two reactions listed above once during the next 24 hours.

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MANTLE OF AMAZING HEALTH ITEM 19

APEX INVESTED MAGICAL

Price 40,000 gp

Usage worn cloak; **Bulk** L

This ragged cloak doesn't appear to be anything special at first glance, seemingly made from mangy black bear fur with various rings of blackened iron piercing the edge of the skin. While somewhat off-putting, the mantle grants a +2 status bonus to all Fortitude saving throws against disease and poison. When you invest the mantle, you either increase your Constitution modifier by 1 or increase it to +4, whichever would give you a higher value.

Activate ↻ (manipulate) **Frequency** once per round; **Trigger** You take damage; **Effect** Drawing the cloak around you, you reduce the damage taken by 10.

Activate ◆◆ (concentrate, manipulate) **Frequency** once per hour; **Effect** If you're currently afflicted by a poison or a disease, you can hold the cloak tight to your body and immediately attempt a saving throw to end the effect. If that saving throw succeeds, you end the effect of either the poison or disease no matter the stage of the affliction. Furthermore, you gain immunity to that poison or disease for 24 hours.

PILFERER'S GLOVES ITEM 17

APEX INVESTED MAGICAL

Price 15,000 gp

Usage worn gloves; **Bulk** L

Made of soft and subtle black leather, these gloves fit tightly but aren't uncomfortable and don't impede your sense of touch. As long as you're trained in Thievery while wearing these gloves, you're always considered one skill rank higher than your actual rank. If you possess a Legendary skill rank in Thievery, you gain a +2 item bonus to Thievery checks instead. When you invest the gloves, you either increase your Dexterity modifier by 1 or increase it to +4, whichever would give you a higher value.

Activate ↻ (concentrate) **Frequency** once per day; **Trigger** You fail or critically fail a Thievery skill check; **Effect** If you failed the Thievery skill check, you succeed at that check instead. If you critically failed, you fail instead.

SANDALS OF THE STAG ITEM 18

APEX INVESTED MAGICAL

Price 24,000 gp

Usage worn shoes; **Bulk** L

These sturdy leather sandals feature straps that wrap up to the knees. Etched in the leather are intricate patterns of stags leaping through the forest. You gain a +5-foot item bonus to your land Speed and a +3 item bonus on Athletics checks when attempting to High Jump or Long Jump. When you invest the sandals, you either increase your Strength modifier by 1 or increase it to +4, whichever would give you a higher value.

Activate ↻ (concentrate) **Frequency** once per minute; **Trigger** You attempt a High Jump or Long Jump but you didn't Stride at least 10 feet; **Effect** You can attempt the jump normally. It doesn't automatically fail.

SHADOWMIST CAPE ITEM 19

APEX INVESTED MAGICAL

Price 40,000 gp

Usage worn cloak; **Bulk** L

This black cape flows more like a vaporous liquid than fabric. The cape grants you a +3 item bonus to Stealth checks. When you invest the cape, you either increase your Dexterity modifier by 1 or increase it to +4, whichever would give you a higher value.

Activate ↻ (manipulate) **Frequency** once per hour; **Trigger** A creature misses you with an attack; **Effect** Attempt a Stealth check against the triggering creature's Perception DC. If you roll a success, you're hidden from that creature until the end of your next turn or until right after you use a hostile action against that creature. If you roll a critical success, you're hidden from that creature until the end of your next turn, even if you use hostile actions against that creature.

Activate ◆◆ (manipulate) **Frequency** once per day; **Effect** With a twirl of the cape, you transform yourself into a puff of gray smoke. You cast *vapor form* on yourself.

TROUBADOUR'S CAP ITEM 17

APEX INVESTED MAGICAL

Price 15,000 gp

Usage worn headwear; **Bulk** –

This jaunty cap can take the form and color of any type of hat you wish upon investing the item, but it always has a peacock feather jutting out from one side. You gain a +2 item bonus to Diplomacy and Performance checks while wearing the cap. When you invest the cap, you either increase your Charisma modifier by 1 or increase it to +4, whichever would give you a higher value.

Activate ◆◆ (concentrate) **Frequency** once per hour; **Effect** You cast *hypnotize* (DC 37).

Activate ◆◆ (manipulate) **Frequency** once per day; **Effect** Picking the feather from your cap, you throw it toward a target, casting *prismatic spray* (DC 35).

VIPER RAPIER ITEM 20

APEX INVESTED MAGICAL

Price 70,000 gp

Usage held in 1 hand; **Bulk** 1

Crafted from flawless jade, the guard of this rapier takes the form of a twisting serpent with the blade thrusting from its open mouth. This rapier functions as a *+3 greater striking quickstrike rapier*. While wielding the rapier, your movement doesn't trigger reactions when you Stride, Balance, or Tumble Through. When you invest the rapier, you either increase your Dexterity modifier by 1 or increase it to +4, whichever would give you a higher value.

Activate ↻ (concentrate) **Frequency** once per day; **Trigger** You fail, but don't critically fail, an attack using the *viper rapier*; **Effect** The tip of the rapier briefly takes the form of a viper's head, and the blade twists and contorts, biting the target you missed. The target is affected as if successfully poisoned with cave worm venom[PC2] (DC 43).

Activate ↻ (concentrate) **Trigger** A creature misses or critically misses you with an attack; **Effect** With a slight, obviously mocking bow or curtsy, you Step.



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Activate ❖❖ (manipulate) **Frequency** once per hour; **Effect** You twirl your rapier in a serpentine pattern, causing your form to become a blur of motion. You're concealed for 1 minute or until you take a hostile action. While you're concealed, you also gain a +2 circumstance bonus to Reflex saving throws.

WHISPERING STAFF ITEM 20

APEX INVESTED MAGICAL STAFF

Price 70,000 gp

Usage held in 1 hand; **Bulk** 1

This gnarled wooden staff is carved with humanoid faces in various emotional states. When the staff is activated, the faces begin to whisper a variety of languages in sibilant tones, creating what seems to be nonsense to all but the staff's wielder or those they choose to affect. The staff functions as a *major staff of the unblinking eye*. While using the staff, you gain a +3 item bonus to Decipher Writing, Identify Magic, and Recall Knowledge checks, regardless of the skill. When you invest the staff, you either increase your Intelligence modifier by 1 or increase it to +4, whichever would give you a higher value. You must select the skills and languages the first time you invest the item, and whenever you invest the same *whispering staff*, you get the same skills and languages you chose the first time.

Activate ❖ (concentrate, mental) **Frequency** once per round; **Effect** Through the staff's strange whispering, you gain a glimpse into the mind and desires of one creature you can see within 30 feet. Until the end of your next turn, that creature is off-guard to you and takes a –2 circumstance penalty to saving throws against your spells.

Activate ❖❖ (manipulate, mental, misfortune) **Frequency** once per hour; **Effect** You point the staff at one creature you can see within 30 feet of you, causing the whispers to howl in that creature's mind. The target must attempt a DC 43 Will save. If it fails, whenever the creature attempts an attack roll, skill check, or saving throw, it must roll twice and take the worse roll. This lasts until the start of your next turn.

Activate ❖❖ (concentrate, fortune, mental) **Frequency** once per day; **Effect** You twirl the staff in three consecutive circles and call for the whispers to speak up. For the next minute, you and all allies within a 30-foot emanation around you can hear your staff's whispers clearly and distinctly, gaining benefit from their advice and mental protection. Whenever you and your affected allies attempt to Recall Knowledge or attempt a saving throw against a mental effect, you roll twice and take the better result. This is a fortune effect.



ASSISTIVE ITEMS

This is one of the only rooms in the boss's vaults that anyone is allowed into. There's even a checkout chart where anyone in the family can use things when they need them. Ziik got his new tail here after that tunnel collapse, and the boss let me check out a cane for those months I was recovering from the mishap with the black powder.
—Purepurin

ANIMAL COMPANION MOBILITY AIDS

While the following items are generally tailored for animal companions and similar creatures, some of them are equally useful to player characters and NPCs.

BASIC COMPANION CHAIR ITEM 0

COMPANION

Price 4 sp
Bulk 1

This harness fits around the torso of an animal companion and connects via struts to a number of wheels to assist the companion's movement. Companion chairs can be fitted for animal companions of any shape or size and have two- and four-wheel configurations. Like the basic chair, a companion chair is ideal for everyday use but not more strenuous activity, making it more common among non-adventurers.

TRAVELING COMPANION'S CHAIR ITEM 1

COMPANION

Price 4 gp
Bulk 1

This more robust assembly is well suited for longer travel and all manner of adventuring. As with the traveler's chair, small mechanisms built into the wheels and support struts allow the user to traverse up and down stairs without any additional difficulty (though moving up stairs is still difficult terrain, just like for other adventurers) and move without additional difficulty through ladders, uneven ground, and other common adventuring terrain.

GUIDE HARNESS ITEM 1

COMPANION

Price 5 gp
Usage worn; **Bulk** 1

The grip of this guide harness fits comfortably in the hand. Guide harnesses are purpose-built for low-sight or blind adventurers who have guide animals. Usually fastened with side straps placed through a martingale, guide harnesses can be easily reconfigured to allow them to be worn by any animal companion.

OLFACTORY STIMULATORS ITEM 1

MAGICAL

Price 5 gp
Usage worn; **Bulk** –

This cluster of sensitive wire whiskers fits over the nose or snout to provide sensory information as it reacts to nearby odors and other scents. A creature wearing *olfactory stimulators* gains a sense of smell, which is as precise as an average member of its species, as well as the scent special ability if members of its species typically have that ability. *Olfactory stimulators* can be fitted to animal companions as well as sapient creatures; stimulators produced for companion use have the companion trait.

BLOODHOUND OLFACTORY STIMULATORS ITEM 5

MAGICAL

Price 136 gp
Usage worn; **Bulk** L

These *olfactory stimulators* can be enhanced to better localize scents.

Activate ◆ (concentrate) **Frequency** once per day; **Effect** Your *olfactory stimulators* twitch as they gather even more information. You gain imprecise scent with a range of 30 feet for 1 minute.

EMPATHY CHARM ITEM 2

UNCOMMON COMPANION MAGICAL

Price 35 gp
Usage affixed to harness; **Bulk** –

This charm, usually placed on an animal companion's collar, contains a single strand of your hair, as well as one of your animal companion's, creating a link that better transmits emotional cues to a trained psychological assistance animal.

Activate ↻ (concentrate) **Frequency** once per day; **Trigger** You attempt a saving throw against an emotion effect; **Requirements** Your animal companion wearing the *empathy charm* is within 10 feet; **Effect** Your animal companion senses the effect and attempts to calm you. You gain a +1 circumstance bonus against the triggering save.

ASSISTIVE COMPANIONS

Some companion creatures are specially tailored to provide particular types of mobility assistance to their masters.

OOZEFORM CHAIR

OOZE

Your companion is an alchemical ooze that extends pseudopods to move around.

Size Medium or Large
Melee ◆ pseudopod (agile), **Damage** 1d6 bludgeoning
Str +3, **Dex** +2, **Con** +3, **Int** –4, **Wis** +0, **Cha** +0

Hit Points 6
Skill Athletics
Motion Sense Your oozeform chair can sense nearby creatures through vibration in the air. This is an imprecise sense with a range of 30 feet.
Speed 20 feet
Special mount
Support Benefit A pseudopod extends out from your chair, retrieving an unattended object within 15 feet. If you don't have a hand free to receive the object, the chair drops it in your space.
Advanced Maneuver Extend Pseudopod

EXTEND PSEUDOPOD ❖

Your chair lengthens itself, granting its pseudopod Strike the reach 10 feet trait until the beginning of your next turn.

ROOTBALL CHAIR

PLANT

Your companion is a woven sphere of living plant roots that rolls over the ground, while you sit on a stabilized seat above it.
Size Medium or Large
Melee ❖ vine (reach 10 feet), **Damage** 1d8 slashing
Str +2, **Dex** +2, **Con** +3, **Int** –4, **Wis** +1, **Cha** +0
Hit Points 8
Skill Stealth
Senses low-light vision
Speed 30 feet
Special mount
Support Benefit Your rootball chair extends its tendrils to move smoothly over terrain. It ignores difficult terrain until the end of the turn, and Strides.
Advanced Maneuver Seedpod Spring

SEEDPOD SPRING ❖❖

A seedpod within the chair bursts and uncoils, releasing a light clump of cottony material. Your rootball chair Leaps up to 30 feet vertically or horizontally and drifts down, sinking 5 feet for every 5 feet traveled horizontally and causing you to take no falling damage. The cottony material disperses when you land.

BREATHING DEVICES

BASIC FACE MASK ITEM 0

Price 3 sp
Usage worn; **Bulk** –

This simple cloth mask, sewn to closely fit your face, is fastened by two sets of strings drawn across your face and secured behind your head. While wearing the mask, you gain a +1 item bonus on any initial saves to avoid contracting airborne diseases, such as choking death or tuberculosis.

BOOTSTRAP RESPIRATOR ITEM 8

UNCOMMON MECHANICAL

Price 450 gp
Usage worn mask; **Bulk** L

The city of Riddleport is notorious for its noxious air and water. While some inhabitants tolerate the haze, most wear bootstrap respirators to filter out as many of the pollutants as possible. Designed by dwarf smiths operating the Gas Forges, the flexible face mask of a bootstrap respirator fits snugly over your mouth and nose, fastened by two adjustable leather straps. A manual pump inserted into your footwear or under the arm circulates air through tubes and over filters fitted into the front of the mask. While wearing a bootstrap respirator, you gain a +1 item bonus to any saves that require you to smell or taste, such as inhaled poisons and airborne diseases.

CANES

WAND CANE ITEM 4

MAGICAL WAND

Price 100 gp
Usage held in 1 hand; **Bulk** L

Though it appears to be a basic cane, the inner workings of the *wand cane* are an intricate network of lenses and magical circuits, with a slot at the top to insert a wand. The *wand cane* then spends 1 minute attuning to the wand, after which the wand can be used through the cane.

BATSBREATH CANE ITEM 10

MAGICAL SONIC

Price 950 gp
Usage held in 1 hand; **Bulk** L

A specialized *+1 striking thundering probing cane* made from strengthened spruce wood, a *batsbreath cane* is distinctive for its brass tip. The tip covers a small hollow in the wood that houses quartz crystals infused with latent storm magic.
Activate ❖ (manipulate) **Frequency** once per hour; **Effect** You strike the cane firmly against the ground, causing a pin within the brass tip to tap the crystals and emit a sonic pulse. The pulse reverberates in a 60-foot radius for the next minute, with the cane acting as an antenna to receive the echoes. For 1 minute, as long as you remain in the area and are holding the cane, you gain hearing as a precise sense.

EYES

MAGICAL PROSTHETIC EYE ITEM 1

MAGICAL

Price 5 gp
Usage worn; **Bulk** L

This prosthetic eye converts visible light into a telepathic signal that is relayed to the wearer's mind using magic. As the wearer's mind must process the telepathic signal in the same way as it would a nerve impulse, the acuity and other abilities related to the vision provided by the *magical prosthetic eye* matches that of other members of your ancestry (for instance, a goblin with a *magical prosthetic eye* would be able to see in darkvision, while a human wearing the same prosthetic would need illumination). You can remove or replace a *magical prosthetic eye* using an Interact action.

FALCONSIGHT EYE ITEM 6

UNCOMMON MAGICAL

Price 200 gp

Usage worn; **Bulk** L

This prosthetic eye resembles that of a bird of prey. Along with the abilities of the *magical prosthetic eye*, it allows you to strike foes at greater range and with impressive accuracy.

Activate ❖ (concentrate) **Frequency** once per hour; **Effect** You become keenly aware of your foes, even those seemingly out of reach. For 1 minute, you can close your eyes as a free action to see through a ranged weapon you're wielding, which reduces the penalty for firing into your weapon's second range increment from –2 to 0. This effect doesn't negate the blinded condition.

GOSSIP'S EYE ITEM 8

MAGICAL

Price 30 gp

Usage worn; **Bulk** L

These discrete prosthetics have been the secret behind more than a few salacious rumors getting out among Taldan high society. This functions like a *magical prosthetic eye*, but with an added benefit.

Activate ❖ (concentrate) **Frequency** once per day; **Effect** You whisper "spy for me" to the eye, which removes itself from your eye socket and begins to relay its signal to you even at range. Although it can't move on its own, you can place the eye in a discrete location (using your Stealth DC) to avoid detection. For 10 minutes, you can see what the eye sees as long as you're within 100 feet of the eye. The eye's signal can penetrate most barriers but is blocked by lead of any thickness, as well as denser materials. The eye's signal is visual only.

SPYGLASS EYE ITEM 5

MAGICAL

Price 160 gp

Usage worn; **Bulk** L

Polished to a perfect surface and incredibly clear, this special *magical prosthetic eye* allows you to clearly see small details as well as things a great distance away.

Activate ❖❖ (concentrate) **Frequency** once per hour; **Effect** A magical lens of hardened air comes into being in front of the eye, allowing you to see as though you were looking through a fine spyglass for 1 minute.

MAGICAL PROSTHESES

AETHER APPENDAGE ITEM 5

UNCOMMON INCORPOREAL MAGICAL

Price 160 gp

Usage worn; **Bulk** L

This otherworldly prosthetic arm is the product of psychopomp magic. An *aether appendage* is incorporeal so long as no item is being held in the hand or worn on the arm.

Activate ❖ (concentrate) You cause the arm to become corporeal until the end of your turn, allowing you to use it to make Strikes or grasp objects. It remains corporeal if you're holding an item or it's wearing an item at the end of your turn. Your unarmed attack Strikes made with the *aether appendage* are magical. If they're already magical, they instead gain the effect of the *ghost touch* property rune.

Activate ❖ (concentrate, manipulate) **Frequency** once per day; **Requirements** You're holding a non-magical item of light or negligible Bulk; **Effect** The item becomes incorporeal for 1 minute. Your *aether appendage* can use the incorporeal item normally.

SPRING HEEL ITEM 5

UNCOMMON CLOCKWORK MECHANICAL

Price 150 gp

Usage worn; **Bulk** 1

Fitted into each of these prosthetic legs is a large spring, tightly bound around a collapsible shaft. When released, the spring unspools rapidly and the shaft telescopes out and back, returning to its compressed form and catapulting you forward.

Activate ❖ (concentrate, manipulate) **Frequency** once per hour; **Effect** You Stride up to twice your speed or Leap up to 20 feet horizontally and 5 feet vertically.

VERDANT BRANCH ITEM 7

PLANT PRIMAL

Price 360 gp

Usage worn; **Bulk** L

Woody vines and branches curl and twist around each other, growing small twigs, leaves, and flowers across the surface of this prosthetic arm or leg.

Activate ❖ (concentrate) **Frequency** once per day; **Effect** A branch grows from your prosthesis, quickly flowering and then producing 1d4 ripe and flavorful fruits. A creature can pick and eat a fruit with an Interact action to regain 2d6+5 Hit Points. The fruits wither away after 10 minutes.

TAILS

While a simple prosthetic tail can be represented by a basic prosthesis, the below options come with many useful added functions. Using a prosthetic tail effectively generally requires being a member of an ancestry or species that typically has a tail, though creatures from tailless ancestries or species may be able to learn to utilize one under appropriate conditions.

EXTENDABLE TAIL ITEM 3

MECHANICAL

Price 10 gp

Usage worn; **Bulk** 1

Built with collapsible poles and expanding hoops, this tail can extend to a length of 20 feet. While it's no more prehensile than a tail of a typical member of your ancestry, it ends with an anchor that you can secure around a sturdy object with an Interact action. While the tail is anchored, you can't move

more than 20 feet from that spot, but you can use the tail to lower yourself up to 20 feet, as if it were a length of rope. You can use another Interact action to disengage the anchor and retract your tail.

THRASHER TAIL ITEM 9

RARE CLOCKWORK KOBOLD MECHANICAL

Price 620 gp

Usage worn; **Bulk** 1

Kobolds admire well-designed objects, especially if it gives them an opportunity to pack it with traps and surprises. This prosthetic tail hides numerous blades and spikes, tensioned and wound around a spring-loaded trigger at the base of the prosthesis. Resetting and reattaching a sprung thrasher tail takes 10 minutes.

Activate ↷ **Trigger** You're grabbed; **Effect** Your tail comes off in your opponent's hand, and the mechanism unwinds, causing the blades and spikes to protrude and the tail to spin and thrash. The tail deals 8d6 slashing damage to the opponent who has you grabbed with a DC 25 basic Reflex save. Regardless of the result of their save, you're no longer grabbed.

MISCELLANY

APPARITION GLOVES ITEM 2

ILLUSION MAGICAL

Price 25 gp

Usage worn gloves; **Bulk** L

This set of gloves translates whatever the wearer says into the signed version of that language by projecting a ghostly, translucent version of the wearer's hands in front of them. The apparition is a purely visual illusion used for communication, so it can't move on its own, nor can it hold or manipulate objects, or attack.

CONFABULATOR ITEM 3

UNCOMMON ILLUSION MAGICAL

Price 55 gp

Usage affixed to instrument; **Bulk** L

This device attaches to any non-percussive musical instrument, allowing a non-verbal character to shape the sounds of the instrument into speech. The speech can be any language the character understands, and the sound of the speech resembles the instrument the device is attached to. You also gain a +1 item bonus to Performance checks made with the instrument.

CHAIR OF INVENTIONS ITEM 8

MAGICAL

Price 875 gp

Bulk 1

This wheelchair is outfitted with a variety of tools and devices to assist with the creation and production of a number of mechanical implements. While seated in a *chair of inventions*, you can use a superb repair toolkit (*Player Core* 290) as though you are wearing it; it doesn't count against your Bulk limit or maximum worn items.

Activate ❖ (concentrate, manipulate) **Frequency** once per hour; **Effect** The chair deploys a complete expanded alchemist's lab (*Player Core* 287). The chair is immobile while this lab is deployed, but levers and gears in the chair allow you to easily retrieve and access everything you need from both the attached superb repair toolkit and the deployed lab to Craft. This setup is highly efficient and gives you a +2 circumstance bonus to Earn Income using Crafting.

TREMORSENSORS ITEM 4

UNCOMMON ADJUSTMENT MECHANICAL

Price 100 gp

Usage affixed to armor; **Bulk** L

These small, metallic devices resemble squashed spheres. They each contain a tiny gyroscope that's incredibly sensitive to vibrations in the earth. While typically worn on one's footwear, the device can be affixed to any part of your armor.

Activate ◆ (manipulate) **Frequency** once per day; **Effect** You stomp a foot, clap your hands, or create some other source of sound, gaining tremorsense as an imprecise sense with a range of 20 feet for the next 10 minutes.

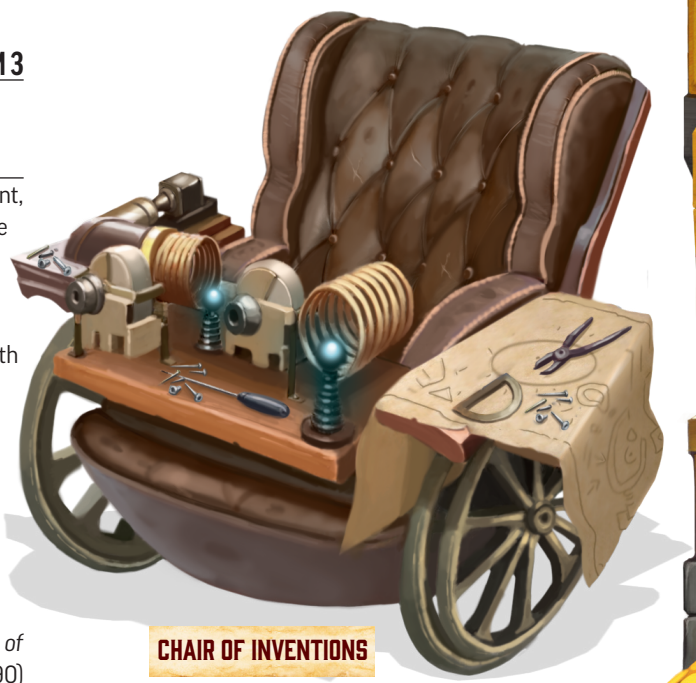
VOICEBOX ITEM 0

ILLUSION MAGICAL

Price 5 sp

Usage worn; **Bulk** –

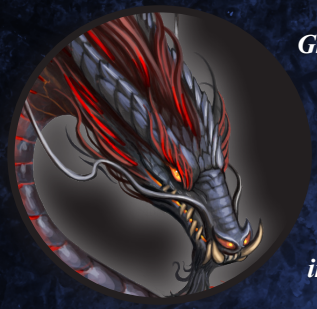
This box contains small, magical amplifiers that allow a non-verbal character to translate thought into speech, which emits from the necklace. The speech produced matches any language you understand.



CHAIR OF INVENTIONS



GRIMOIRES



Grimoires. They're just spellbooks with a little extra magic really, but they're also ingenious. A spell is a magical structure that you build in your mind, assembling it piece by piece until only the very last little bit is left, waiting for you to seize the power and unleash it by saying the correct phrase and making the correct motions. A grimoire is able to hold a unique piece of a certain type of spell within it indefinitely, allowing you to graft on a piece of magic that might be too complex or specific to be worth holding in your own mind when you join the spell and magic of the grimoire together.

—Valashinaz, Mistress of the Vault

AMAZING POP-UP BOOK ITEM 11

UNCOMMON GRIMOIRE MAGICAL

Price 1,250 gp

Bulk L

Goblin wizards invented the *amazing pop-up book* to store their spells without written words, though the tradition has been spreading to illusionists from other cultures. These grimoires have colorful covers and open to reveal three-dimensional scenes illustrating various spells. Goblins delight in constructing the books just right so a terrifying creature, like a horse or dog, pops up toward the reader each time a page is turned.

Activate ◈ (concentrate, spellshape) **Frequency** once per day; **Effect** If your next action is to cast an illusion spell prepared from this grimoire that creates illusory terrain or creatures, such as *mirage*, you draw forth the pop-up scene. If a creature succeeds, but doesn't critically succeed, at a saving throw to disbelieve the illusion, then just as their mind recognizes the illusion, a startling—though obviously false—illusion pops up somewhere unexpected in their field of vision, visible to only them, dealing mental damage equal to the spell's rank.

ARCHITECT'S PATTERN BOOK ITEM 6

UNCOMMON GRIMOIRE MAGICAL

Price 240 gp

Bulk L

Typically created by wizards who are hobbyists or professional architects, an *architect's pattern book* allows the caster

to customize certain spells that create magical structures or domiciles, adding recreational areas such as an indoor bathhouse, gaming room, swimming pool, or similar luxury.

Activate ◆ (concentrate, spellshape) **Frequency** once per week; **Effect** If your next action is to cast a *cozy cabin*, *planar palace*, or *resplendent mansion*[PC2] spell, you add a room to the structure that is up to 10 feet per side per rank of the spell. This room is outfitted with all the accoutrements for a particular type of recreation, determined by you when you cast the spell. Any character who spends at least 1 hour using this recreational facility and then sleeps a full 8 hours inside the location created by the spell is exceptionally well-rested. They regain double the amount of Hit Points they would normally receive for an 8-hour rest, and when they make the next day's preparations, they gain a +1 circumstance bonus to Athletics checks and Will saves for the next 12 hours.

BOOK OF WARDING PRAYERS ITEM 8

DIVINE GRIMOIRE

Price 425 gp

Bulk L

Script in a language of the Outer Planes adorns this book's spine, and a deity's symbol is etched on its cover. *Books of warding prayers* are each devoted to a particular deity and are also a religious symbol of that deity.

Activate ◆ (concentrate) **Frequency** once per day; **Trigger** Your last action was to cast a prepared divine spell granted by your deity; **Effect** You and all your allies in a 30-foot emanation gain resistance 10 to spirit damage for 1 minute. You can instead choose to grant resistance to holy effects instead of spirit damage if the spell you cast had the holy trait, or resistance to unholy effects instead of spirit if your spell had the unholy trait.

CODEX OF DESTRUCTION AND RENEWAL ITEM 20

RARE GRIMOIRE MAGICAL

Price 70,000 gp

Bulk L

An unsmiling mask, half obsidian and half ivory, is embossed on the cover of this weighty tome, the opposite color forming the background of each half. Each *codex of destruction and renewal* is said to contain a fragment of the knowledge Nethys gained in his apotheosis and they're sacred to his church.

Activate ◆ (concentrate, spellshape) **Frequency** once per day; **Effect** If your next action is to cast a damage-dealing spell prepared from this grimoire, the spell wreaks even greater destruction. The spell ignores 10 resistance and you reroll any damage dice that roll a 1. If the spell reduces a creature to 0 Hit Points, they're torn apart at an infinitesimal level, not even leaving a fine ash; this is a death effect.

Activate ◆ (concentrate, spellshape) **Frequency** once per day; **Effect** If your next action is to cast a healing spell prepared from this grimoire that restores Hit Points, the spell renews the target constantly and perfectly. The spell grants the target regeneration 20, restoring 20 Hit Points at the start of its turn and preventing the target both from dying due to damage and from its dying condition increasing to a value that would result in its death. Each time the creature regains Hit Points from regeneration, it regrows all damaged or ruined organs; it can also regrow any severed body parts as a free action immediately after the body part is severed, with the original crumbling to ash. The effect lasts for 4 rounds.



POP-UPS AND PUREPURIN

Bleh, spellbooks are so boring! What's so neat about a bunch of squiggly lines that make your head hurt and occasionally cause rats to burst into flames when you read them out loud? (I don't care what the boss says about my "magical deficiencies," there's no way that rat just coincidentally caught fire at the same time I was trying to read a book from her collection of grimoires.)

This book, though? This book is fantastic! There are pictures that pop right up out of the book every time you turn the page! Why don't more people do this? Don't they realize how much more fun reading would be if every book had cool little pictures that jumped right up off the page for you? So one or two kobolds lose an eye flipping the pages too fast, I still say it's worth it to help more people achieve literacy!

—Purepurin

COMMUNION MAT ITEM 14

GRIMOIRE MAGICAL

Price 3,750 gp

Bulk L

This pageless grimoire is made up of two durable covers that open to display a small ritual circle. When you first invest the grimoire, you and your familiar each press a limb to a corner of the mat. The ritual circle then morphs to one matching the tradition of your patron, the spells contained in your familiar appearing in the margins. During your daily preparations, your familiar performs a small jaunt around the open ritual circle to strengthen its connection to your patron.

Activate ◆ (concentrate, spellshape) **Frequency** once per 10 minutes; **Effect** If your next action is to cast a spell your familiar learned from a lesson (whether a cantrip or from a spell slot), your patron notices that you're putting their power to good use and strengthens your familiar with a surge of magic. Your familiar Sustains one of your spells.

CORROSIVE ENGRAVINGS ITEM 5

ACID GRIMOIRE MAGICAL

Price 140 gp

Bulk L

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These tin sheets are bound in brass and show significant signs of erosion. The grimoire's title is acid-etched, and flipping between the sheets leaves your fingers covered in flecks of rust and powdery metal.

Activate ◆ (concentrate) **Frequency** once per day; **Effect** If your next action is to cast an acid or poison spell that deals persistent damage, any creature who takes persistent damage from the spell is also sickened 2 until the persistent damage ends. Using an action to retch can reduce the sickened value as normal, but it can't reduce the sickened value below 1 until the persistent damage ends.

COURTIER'S PILLOW BOOK ITEM 6

GRIMOIRE MAGICAL

Price 250 gp

Bulk L

This elegant journal has a detailed social dossier on the owner's acquaintances. When you make your daily preparations, you can inscribe a secret or embarrassing foible about a specific individual that you know to be true or have on good authority.

Activate ◆ (concentrate) **Frequency** once per day; **Effect** If your next action is to cast a mental spell on a target about whom you've written an entry in the book, you can state that secret or foible before Casting the Spell to give the target a –1 circumstance penalty to their saving throw against the spell. The inscription then disappears from the grimoire.

DRAXIE'S RECIPE BOOK ITEM 4

GRIMOIRE MAGICAL

Price 90 gp

Bulk L

This tiny recipe book was created by a famous draxie chef, but it instantly resizes to fit the hand and eyes of the reader. While most of the pages are blank and ready to receive spells, the first four pages are taken up by a complex seasoning recipe that requires a casting of *revealing light*.

Activate ◆ (concentrate) **Frequency** once per day; **Effect** If your next action is to cast a *revealing light* spell, all creatures within the spell's area who don't critically succeed at their save are covered with a spicy red powder. Any attempt to grab or grapple a creature affected in this way, or to swallow such a creature whole, gains a +1 circumstance bonus to the attempt, or a +2 circumstance bonus if the attempt is made using a jaws or similar mouth-based attack, due to the target's extra deliciousness and savory smell. An affected creature can remove the powder by thoroughly cleaning themselves (a process that typically takes about 10 minutes) or by completely immersing themselves in water. This ability can also be used to properly season up to 100 pounds of prepared food within the area of the *revealing light* spell instantaneously.

HARROW SPELLCARDS ITEM 8

UNCOMMON GRIMOIRE MAGICAL

Price 425 gp

Bulk L

Crafted of sturdy paper, each card of this harrow deck showcases a beautiful watercolor illustration with space to inscribe a spell below. When shuffled, its cards seem to fly between one another of their own accord.

Activate ◆ (concentrate, fortune) **Frequency** once per day; **Trigger** Your last action was to cast a spell prepared from this grimoire that has the detection, prediction, revelation, or scrying trait; **Effect** You draw forth a card to gain insight into future challenges you'll face. Draw a card from a harrow deck or roll 1d6: 1 = hammers (Athletics), 2 = keys (Acrobatics), 3 = shields (Survival), 4 = books (any Recall Knowledge), 5 = stars (Religion), 6 = crowns (Diplomacy). The next time you attempt a check of the same type as your result, roll twice and take the better result, as the spirits of the harrow guide your actions. If not used by your next daily preparations, this benefit disappears.

ILLUMINATED FOLIO ITEM 14

GRIMOIRE MAGICAL

Price 4,200 gp

Bulk L

The pages of this part-spellbook, part-bestiary are illustrated with all manner of creatures, magical and mundane. The illustrations shift and move around the page when examined.

Activate ◆◆ (concentrate, spellshape) **Effect** If your next action is to cast a summon spell prepared from this grimoire, you summon creatures from the *illuminated folio* rather than their usual source. These summoned creatures appear as living illustrations, granting them resistance to physical damage equal to half their level and weakness 5 to fire and to any ability with the water trait. They can also fold themselves up to pass through spaces only an inch or so wide as part of their movement.

LINGUIST'S DICTIONARY ITEM 9+

GRIMOIRE MAGICAL

Bulk L

This thick book has several colorful bookmarks and page dividers. Its title and text shift between numerous languages.

Activate ◆ (concentrate) **Frequency** once per day; **Requirements** Your last action was to cast a spell prepared from this grimoire that allows understanding of another language, such as *translate* or *truespeech*; **Effect** The grimoire absorbs knowledge of one language translated this way (caster's choice if more than one), allowing its bearer to communicate on a rudimentary level in that language even after the spell's duration has elapsed. The *linguist's dictionary* can hold one language at a time.

Type *linguist's dictionary*; **Level** 9; **Price** 650 gp

Type *greater linguist's dictionary*; **Level** 12; **Price** 1,750 gp

The dictionary can hold three languages at a time.

MAW OF HUNGRY SHADOWS ITEM 18

GRIMOIRE INCAPACITATION MAGICAL SHADOW TELEPORTATION

Price 21,000 gp

Bulk L

Shadows swirl around this soot-black tome, swallowing up any light that touches them. A faint whispering emanates from the grimoire's pages when opened.

Activate ❖ (concentrate) **Frequency** once per day; **Trigger** Your last action was to cast a spell prepared from this grimoire that has the shadow trait; **Effect** Your shadow, and that of the tome, elongates and reaches hungrily for one foe within 30 feet, who must attempt a Fortitude save.

Critical Success The creature is unaffected.

Success The creature is blinded for 1 round and drained 1 as the shadows scrape across it.

Failure The creature is blinded for 1 minute and drained 2 as the shadows seize it.

Critical Failure As failure, but the shadows also pull the creature into the tome, teleporting it to the Netherworld.

SPELL DUELIST'S SIPHON ITEM 12

GRIMOIRE MAGICAL

Price 1,750 gp

Bulk L

Metal clasps line the spine of this book, and diagrams displaying proper somatic casting forms are etched into its cover.

Activate ↷ (concentrate) **Frequency** once per day; **Trigger** You're targeted with an arcane spell attack and you have this grimoire raised; **Requirements** You have the Raise a Tome feat; **Effect** The grimoire attempts to absorb knowledge of the spell targeting you. You attempt to counteract the triggering spell. If you succeed, the spell is absorbed into the grimoire, and the diagrams on the cover change to indicate the somatic gestures and sigils for the counteracted spell. While the grimoire contains a spell, you can spend a spell slot of the same or higher rank as the spell in the grimoire to cast that spell instead, heightened to the appropriate rank (if you spent a higher-rank spell slot). After you cast the spell, it's expended from the grimoire.

TOME OF RESTORATIVE CLEANSING ITEM 5+

GRIMOIRE MAGICAL

Bulk L

This book is dark blue on the night of the new moon, gradually shifting to bright red as the moon waxes.

Activate ❖ (concentrate, healing, vitality) **Frequency** once per day; **Requirements** Your last action was to cast a spell prepared from this grimoire, and the spell removed a harmful condition or affliction from yourself or an ally; **Effect** Choose one creature whose condition was removed by the required spell. Depending on the version, that creature gains a number of temporary Hit Points that last for 1 hour.

Type *lesser tome of restorative cleansing*; **Level** 5; **Price** 130 gp

The creature gains 1d8 temporary Hit Points.

Type *moderate tome of restorative cleansing*; **Level** 9; **Price** 600 gp

The creature gains 2d8 temporary Hit Points.

Type *greater tome of restorative cleansing*; **Level** 14; **Price** 3,750 gp

The creature gains 3d8 temporary Hit Points.



A LOQUACIOUS KOBOLD

It's no pop-up book, but this dictionary over here? The boss made me bring it with us on a trip to this place called "Jalma Ray" when she was looking to trade some old prayer scrolls for a journal some monks had procured by a guy named "Gub." Gib? Gab. Something like that. I guess he used to be a big deal but now he runs zombie farms or something, I honestly wasn't paying that much attention. The point is, the boss used the book to cast a spell that let her speak to the monks, and their entire language appeared in here! Even once the magic wore off I was able to help translate between the boss and the monks. The boss even let me hold onto the book for a bit after we got back, and now I can read Vudrani! I think I can probably speak it too, but I've never really tried it out. Reading and speaking aren't that different though, right?

—Purepurin

TOME OF SCINTILLATING SLEET ITEM 8

COLD GRIMOIRE PRIMAL

Price 430 gp

Bulk L

The first 12 pages of this tome tell the same story in two languages: 6 pages in Skald and 6 pages in the ancient Jotun dialect used by saumen kar, a species of ice-dwelling humanoids. The story is a tale of a saumen kar stricken with snow blindness after spending too long under the sun building snow giants.

Activate ❖ (concentrate) **Frequency** once per day; **Effect** If your next action is to cast a cold spell that deals damage, all creatures damaged by the spell are also dazzled for 3 rounds by light refracting and reflecting within and around the spell's chilling effects. If an affected creature critically failed its save against the required spell, or if you critically succeeded on your spell attack roll against the creature, it's instead blinded for 1 round and then dazzled for 3 rounds.

UNDERTAKER'S MANIFEST ITEM 6

DARKNESS GRIMOIRE MAGICAL SHADOW

Price 200 gp

Bulk L

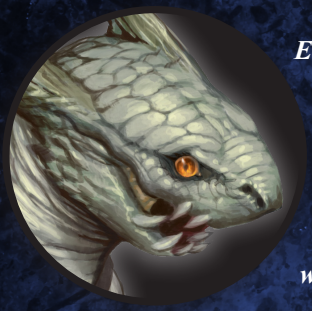
This grim collection of spreadsheets is used both by undertakers who occasionally need to avoid the notice of their more restless clients, and by industrious necromancers looking to avoid catching the notice of cemetery guards and vigilant undertakers.

Activate ❖ (concentrate) **Frequency** once per day; **Effect** If your next action is to cast a shadow or void spell, the spell's casting is accompanied by a roiling cloud of shadow that spills out around you, creating dim light in a 30-foot emanation centered on you for the next 3 rounds. This has no effect on areas where the lighting level is already darker than dim light.

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HELD ITEMS



Everything in this vault does neat stuff as long as you're holding it. Ziik does this hilarious impression of the boss using that smoking pipe over there. He's all "RARGH! Purepurin, I told you to stop playing with the artifacts!" and then he blows a big cloud of smoke. He doesn't really do it much anymore since she demoted him from cataloging to rat-catching, though. I'm pretty sure the events are unrelated. Ooh, come check out the planar tunnel. I borrow this to make shortcuts when the boss summons me from the far side of the vaults!

—Purepurin

ANCHOR OF AQUATIC EXPLORATION ITEM 9

UNCOMMON MAGICAL

Price 690 gp

Usage held in 1 hand; **Bulk** 1

No matter how often it's washed, the last crystals of salt rime never quite leave this pitted anchor. When you're holding the *anchor of aquatic exploration*, you can breathe underwater; however, you can't Swim, losing any Swim speed you have, automatically failing any Athletics checks to Swim, and so on. Instead, when you enter a body of water, you sink to the bottom at a rate of 25 feet per round and can move across the bottom at your normal Speed. You're protected from environmental effects of deep water such as pressure, cold temperatures, and any negative consequences of depressurization.

Activate 1 minute (manipulate) **Frequency** once per day; **Requirements** You're underwater; **Effect** You spend one minute digging the anchor into the seabed, after which the anchor casts a *cozy cabin* spell, summoning a sunken ship instead of a cabin. The sunken ship is filled with breathable air.

BATTLE MEDIC'S BATON ITEM 3

MAGICAL

Price 60 gp

Usage held in 1 hand; **Bulk** L

This short bronze rod has the form of a serpent coiled around it. While you hold it, you gain a +1 item bonus to Medicine checks.

Activate ◆◆ (concentrate, manipulate) **Frequency** once per hour; **Requirements** You have the Battle Medicine action; **Effect** You use Battle Medicine. The target is temporarily immune to your Battle Medicine for 1 hour instead of 1 day.

BRING ME NEAR ITEM 12

UNCOMMON MAGICAL TELEPORTATION

Price 1,800 gp

Usage held in 2 hands; **Bulk** L

This collapsible fine spyglass consists of 3 leather tubes that slide into one another. The edge of each is trimmed in silver, and the lenses are made of finely crafted glass. While looking through it, you gain a +2 item bonus to any Perception checks made involving sight.

Activate 1 minute (concentrate, manipulate) **Frequency** once per day; **Effect** You focus on any spot you can see within 5 miles through the spyglass and rotate its parts in a meticulous order. You and up to 4 willing creatures adjacent to you are instantly teleported to that spot. If there's not enough room for everyone, only you are transported. If there's not enough room for you, the teleportation fails.

CUBE OF RECALL ITEM 19

MAGICAL

Price 40,000 gp

Usage held in 1 hand; **Bulk** L

This small cube has smooth matte sides. One side is black, the opposite side is white, and the other four are various shades of gray. Each side can be attuned to a location and then teleport you back to that spot in the blink of an eye.

Activate 10 minutes (concentrate, manipulate) **Effect** Pick one side of the cube and set it face up. You attune the cube to the location you currently occupy. Each side can be attuned to only one location. Once you use this action to attune to a location, the side you pick loses any previously attuned location.

Activate ◆◆◆ (concentrate, manipulate, teleportation) **Effect** While speaking a word of command and bringing the location into your mind, you push the corresponding side of the cube. You teleport to the location attuned to the side you press, within 100 feet of the attuned location, as long as that location is on the same planet. If it's not, your activation produces no effect, but the attunement remains.

FORTUNE'S COIN ITEM 8+

FORTUNE MAGICAL

Usage held in 1 hand; **Bulk** –

This coin is struck with the image of a beatific seraph in gold on one side and a fearsome fiend with seven eyes enameled in black on the other. While it may seem nothing more than a curiosity, it's a powerful agent of fortune when activated.

Activate ↷ (manipulate) **Trigger** You fail a check or attack; **Effect** Flip the coin. If it lands on the seraph side, you get a 12 on the die instead of what you rolled. If it lands on the fiend side, one of the eyes on the fiend closes. Either way, you're temporarily immune to *fortune's coin* for 1 hour. When all seven eyes are closed, the coin vanishes into a puff of smoke, disappearing forever. This activation is a fortune effect, regardless of how the coin flip lands.

Type *fortune's coin*; **Level** 8; **Price** 450 gp

Type *platinum fortune's coin*; **Level** 14; **Price** 4,000 gp

This coin is platinum instead of gold. The seraph side grants you a 14 instead of a 12.

GHOST LANTERN ITEM 12

LIGHT MAGICAL

Price 1,850 gp

Usage held in 1 hand; **Bulk** L

Crafted from cold iron, this black hooded lantern has gray glass and lenses that emit a pale gray light when the lantern is lit. Anything this light falls on looks gray or desaturated. The lantern uses oil as a standard hooded lantern. The lantern's light shines within the Ethereal Plane as well as the Universe. On any other plane, the light functions as a normal hooded lantern.

Activate ❖ (concentrate) **Frequency** once per day; **Requirements** The lantern's shutters are open; **Effect** You concentrate on the lantern's light to soften the boundary between the Ethereal Plane and the Universe. Any creature in the lantern's bright light on the Universe gains the effects of the *ghost touch* property rune on all its weapons and unarmed attacks. If an affected weapon or attack is magical and already has the maximum number of property runes, the wielder can choose one to suppress to gain *ghost touch*. This benefit lasts for 5 minutes or until the shutters are closed, whichever comes first. It applies to a creature only while it's in the lantern's bright light, and if the creature leaves the light and returns it regains the benefit once more.

HORRID FIGURINE ITEM 8

MAGICAL

Price 450 gp

Usage held in 2 hands; **Bulk** L

Carved in a putrid jade, the color of disease, this figurine is a bloated humanoid mass of writhing vermin and serpents, all rendered in disgusting detail. The creeping pattern is carved so they seem to move and contort the more one views the figurine. When activated, the effect is amplified to a disgusting or horrifying degree. The figurine can be activated twice per day. If you try to activate it a third time during a day, it dissolves into a puddle of non-magical, putrid glue, causing you to become sickened 3.

Activate ❖❖ (concentrate, manipulate) **Effect** Holding the figurine over your head and speaking one command word causes a wave of nausea in a 20-foot emanation. Each creature in the emanation must succeed at a DC 24 Fortitude save or become sickened 2. You're immune to this effect.

Activate ❖❖ (concentrate, manipulate) **Effect** Holding the figurine over your head and speaking a different command word causes those around to tremble in fear. Each creature in a 20-foot emanation must succeed at a DC 24 Will save or become frightened 3. You're immune to this effect.

JUG OF FOND REMEMBRANCE ITEM 4

MAGICAL

Price 75 gp

Usage held in 1 hand; **Bulk** –

This large jug always seems to contain just enough of the holder's favorite alcohol to share with a friend. As long as you're holding the jug, you gain a +1 circumstance bonus to Diplomacy checks. If you share a sip of the liquor from the jug with a creature, you gain a +2 circumstance bonus to your next Diplomacy check to Make an Impression or Request something from that creature any time within the next month.

Activate ❖ (manipulate) **Frequency** once per hour; **Effect** You take a long swig on the jug and then Recall Knowledge about a creature you can see, with a +2 circumstance bonus to the check. If you fail but don't critically fail this check, you get a success instead. You're then stupefied 1 for 3 rounds.

LEGERDEMAIN HANDKERCHIEF ITEM 2

EXTRADIMENSIONAL MAGICAL

Price 25 gp

Usage held in 1 hand; **Bulk** –

This frilled, silvery-gray handkerchief is a stylish tool for personal hygiene by all appearances, but it can be used to covertly make very small items vanish.

Activate ❖ (manipulate) **Requirements** The handkerchief is entirely covering an item of negligible Bulk; **Effect** The handkerchief transports the item it covers into its extradimensional space. The handkerchief can hold only one item within its extradimensional space at a time, so any item taken is replaced by any item already within the space. You can also use this action to expel an item already within the extradimensional space without replacing it. This activation can't be used on an attended item unless the creature with that item allows it. Placing the handkerchief over an item typically takes an Interact action.

PLANAR TUNNEL ITEM 15

UNCOMMON EXTRADIMENSIONAL MAGICAL

Price 6,000 gp

Usage held in 2 hands; **Bulk** L

A complex, collapsible mechanism forms the outer surface of a *planar tunnel*. It's linked to a passageway that can be accessed if the tunnel is fully opened. The passage is extradimensional, but borders another plane of existence. Each *planar tunnel* is keyed to one specific plane.

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If another extradimensional space is opened inside the *planar tunnel*, rather than deactivating either item as typical for extradimensional spaces, a rift to the keyed plane tears open and destroys both items. Any creature or unattended object in the *planar tunnel* is instantly transported to the keyed plane, though a creature can avoid this by succeeding at a DC 30 Reflex save.

Activate ◆◆◆ (manipulate) You open the collapsed mechanism to fully open the tunnel, revealing an extradimensional space that stays in place. The tunnel is 6 feet across—just big enough to cover a 5-foot square—and 10 feet deep. The passage's depth is perpendicular to the surface, so it's most commonly placed on a floor to make a hole straight down or on a wall to create a horizontal passage through it. The atmosphere is hospitable to travel even if the keyed plane wouldn't be.

Anyone adjacent to either edge of the tunnel can Interact to collapse the opening. This closes both entrances to the extradimensional space. Any objects or creatures within the tunnel remain inside, and any that can't fit fully inside are ejected into the nearest open space. No matter how many items are in the *planar tunnel*, its Bulk never changes. Items can be stowed or retrieved only while the tunnel is fully open. When the tunnel is closed, the interior remains a stable environment for 10 minutes, after which any creature or object inside is subjected to the environment of the keyed plane as it seeps through the boundary. A living creature placed inside can attempt to Escape against a DC of 13. An item inside the tunnel provides no benefits unless it's retrieved first. Anything in the tunnel can't be detected by magic that detects only things on the same plane.

Special A *planar tunnel* can be used as a planar key for the *interplanar teleport* spell, and has the same rarity as the key, as specified in the spell.

SEXTANT OF THE NIGHT — ITEM 4

MAGICAL

Price 95 gp

Usage held in 1 hand; **Bulk** 1

This finely wrought sextant is made from silver with several onyx mirrors and shades made from thin sets of crystal glass. A fine spyglass made of silver is affixed to the frame; removing the spyglass destroys the sextant. By all appearances, the sextant shouldn't function, as the shades and mirrors are swapped, but when you look through the spyglass, you see a night sky during the day and the sun during the night, as if day and night were inverted.

When you use the sextant, you gain a +1 item bonus to Survival checks, which increases to a +2 item bonus when you Sense Direction.

STANDARD OF THE PRIMEVAL HOWL — ITEM 10

MAGICAL MENTAL

Price 900 gp

Usage held in 1 hand; **Bulk** 1

These standards are always constructed from uncut wood and a leather banner painted with the visage of a snarling beast—a wolf, boar, bear, lion, dragon, or similarly imposing creature. And while it might become lost on a battlefield scattered with gaudier standards, its effect bolsters those around a competent leader. When carrying this banner, you gain a +1 item bonus to Intimidation checks and initiative rolls, and creatures in a 20-foot emanation also gain a +1 item bonus to initiative checks.

Activate ↻ (concentrate) **Frequency** once per hour; **Trigger** An ally within 20 feet of you critically hits with a Strike; **Requirements** You have the Battle Cry skill feat; **Effect** You attempt to Demoralize the foe the Strike hit.

VAPOROUS PIPE — ITEM 7

MAGICAL

Price 340 gp

Usage held in 1 hand; **Bulk** –

This hand-polished pipe is carved from oak and releases small wisps of smoke even when unlit. As long as you're holding a *vaporous pipe*, you don't take a circumstance penalty to Perception checks due to thick smoke, and you can't suffocate from smoke and heated air (such as within a wildfire). As long as you are holding the pipe, you also gain resistance to fire equal to half your level.

Activate ◆ (manipulate) **Frequency** once per hour; **Effect** You draw on the pipe and then blow a massive cloud of smoke that fills a 30-foot emanation that includes your space. All creatures within the smoke cloud are concealed from each other and from creatures outside the smoke, though you can still see clearly within it. The smoke dissipates after 3 rounds, or after 1 round if subjected to a strong wind.

VIOLIN OF THE WAVES — ITEM 9

UNCOMMON AUDITORY MAGICAL

Price 700 gp

Usage held in 2 hands; **Bulk** 1

This violin is crafted from finely wrought rosewood that emits a strong, but pleasant, smell of salt water and ocean life. It's engraved with images of sailors working and waves gently rolling. When you make a Performance check using the *violin of the waves*, you gain a +2 item bonus to the check. This bonus increases to +3 if the performer is currently aboard a ship, walking on the ocean, or otherwise immediately adjacent to ocean water.

The violin was created to play a specific tune, one that springs instantly into the mind of anyone who so much as casually strums the instrument. It's a tune of calm waters and safety, but also of pranks played upon shipmates and revelry.

Activate 5 minutes (manipulate) **Frequency** once per day; **Requirements** You must be aboard a ship; **Effect** You play the song. Once it's completed, the weather immediately calms to the normal as it would for the season, as *control weather*. For the next day, the weather remains in this state, unless affected by other magical effects. Anyone aboard the ship finds their mind wanders when performing tasks however, daydreaming of drunken revelry or other forms



HORRID FIGURINE

BATTLE MEDIC'S BATON



GHOST LANTERN



STANDARD OF THE PRIMEVAL HOWL



SEXTANT OF THE NIGHT



VIOLIN OF THE WAVES

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of entertainment, and the crew of the ship takes a –2 status penalty to skill checks to do anything other than participate in such revelry.

VOICE FROM THE GRAVE ITEM 10

UNCOMMON MAGICAL MENTAL

Price 1,700 gp

Usage held in 1 hand; **Bulk** L

This onyx skull emits eerie whispers when on its own, but when held the skull enables you to speak with spirits and haunts you can see, even if you don't share a language. The *voice from the grave* translates anything the spirit or haunt says, using a language you understand, and translates your words for the spirit or haunt in kind. This doesn't make the target friendly or even cooperative, but it does enable communication. The GM determines the language in the case of a haunt. You can't communicate with mindless spirits using the skull.

Activate ❖❖ (concentrate) **Frequency** once per hour; **Effect** The onyx skull casts a DC 27 *charm* spell on one spirit or haunt you can communicate with using the skull. If you target a haunt that doesn't have a Will modifier, it automatically gets a failure on its save.

WIND AT YOUR BACK ITEM 5

AIR MAGICAL

Price 130 gp

Usage held in 2 hands; **Bulk** L

This object can only be described as a gray, solidified, miniature cloud that feels spongy to the touch. The cloud is incredibly soft and can be easily lifted with little effort, though its ephemeral nature requires using two hands to ensure it doesn't slip from your grasp.

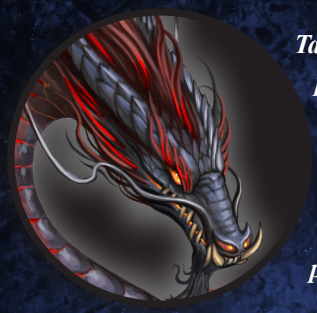
Activate ❖ (manipulate) **Frequency** once per day; **Effect** You blow across the surface of the cloud, and it floats free of you and calls up a strong breeze. For the next 8 hours, it floats behind you and your companions, increasing the amount of time the group can Hustle during exploration to the lowest Constitution modifier in the group × 20 instead of × 10. You must all remain within 100 feet to get the benefit.

If you activate the item aboard a vehicle, you instead grant the vehicle a +10-foot circumstance bonus to its Speeds for 8 hours. If the vehicle is powered by wind, such as a sailing ship, the bonus increases to +20 feet.

When the 8 hours are up, the cloud stops blowing and floats back into your hands.



MAGICAL TATTOOS



Tattoos mark you permanently, weighty in meaning and created through artistry and pain. It's a tradition worthy of a dragon, really, paying bloody tribute to your own glory. A testament that will stand as long as you do. The least draconic thing about it is how reliant the bearer of the tattoo is on someone else to apply it properly. Hmmm… I expect Purepurin would be quite pleased that I even briefly considered the similarities between her and a tattoo artist, each responsible for enshrining their patron's glory. Best if we don't give her any ideas...

—Valashinaz, Mistress of the Vault

Tattoo Feats

To craft a magical tattoo, you must be able to craft magic items and have a specialty in tattooing. You can attain these requirements by taking the Tattoo Artist skill feat below, or you can take both the Magical Crafting and Specialty Crafting skill feats, choosing artistry as your specialty.

TATTOO ARTIST — FEAT 2

GENERAL SKILL

Prerequisites trained in Crafting

You can craft tattoos, including magical tattoos. When you select this feat, you gain the formulas for four common magical tattoos of 2nd level or lower. You gain a +1 circumstance bonus to Crafting checks to Craft tattoos. If you're a master in Crafting, this bonus increases to +2 and you gain the formulas for four common magical tattoos of 7th level or lower.

LEGENDARY TATTOO ARTIST — FEAT 15

GENERAL SKILL

Prerequisites Tattoo Artist, master in Crafting

Your craftsmanship at decorating flesh is unparalleled. You become legendary in Crafting. Whenever you craft a magical tattoo whose level is at least 3 lower than your level, increase all attack roll and DC values of the tattoo's activated abilities by 1, and increase all resistances granted by the tattoo by 1.

Tattoos

The rules for magical tattoos and the tattoo trait are found on page 222.

ANCESTRAL GEOMETRY ITEM 2

UNCOMMON INVESTED MAGICAL TATTOO

Price 30 gp

Usage tattooed on the body; **Bulk** –

Geometric precision and perfect angles signify that an artist with exemplary knowledge of dwarven tattooing traditions created this body art. Your family's ancestral stories, recited throughout the tattooing process, bind your blood even tighter to theirs. During your daily preparations, you manifest a visitation by an ancestor—possibly via a dream, a vision, or a magical trinket left by your bedroll. Roll 2d20 and record the highest result. Then roll 1d6 and note a type of saving throw: 1–2 Fortitude, 3–4 Reflex, and 5–6 Will.

In addition, until the next visitation, you gain a +1 item bonus to one Lore skill related to the ancestor, as determined by the GM. Usually, the ancestor provides a kind of knowledge they believe you'll need. For dwarven ancestors, the Lore skill is usually Architecture Lore, Engineering Lore, Genealogy Lore, Labor Lore, Mining Lore, Warfare Lore, or Lore about a dwarven deity.

Activate ↻ (concentrate, fortune) **Frequency** once per day; **Trigger** You rolled a saving throw of the noted type; **Effect** Replace the roll with the d20 roll from your ancestor's visitation.

BEWITCHING BLOOM ITEM 2+

INVESTED MAGICAL TATTOO

Usage tattooed on the body; **Bulk** –

While dormant, this tattoo appears to be a simple flower bud, but when activated the flower swiftly blossoms, remaining that way until the next time you make your daily preparations. These blooms are colorful, elegant representations of distinct flower species, as determined by its type.

Activate ◆◆ (concentrate) **Frequency** once per day; **Effect** Choose a willing ally you can see within 30 feet. The ally fills with an emotion themed to the flower and gains the benefit listed for the type of *bewitching bloom* you have.

Type amaranth; **Level** 15; **Price** 5,500 gp

The ally feels impervious, immortal. The next time they would take damage from a hazard, an enemy's attack, or an effect created by an enemy, that damage can't reduce the ally below 1 HP. This benefit ends if unused before the start of your next turn.

Type bellflower; **Level** 7; **Price** 350 gp

A need for freedom trills through your ally's blood. Until the end of that ally's next turn, they gain a +2 status bonus to rolls to recover from the confused, frightened, grabbed, paralyzed, and restrained conditions. When you Activate the bloom, the target can attempt a new save against a condition the bonus applies to, or they can use a reaction to attempt to Escape being grabbed, immobilized, or restrained, provided such an attempt is allowed.

Type cherry blossom; **Level** 3; **Price** 50 gp

The ally understands the fleeting nature of life and accepts fate. For 1 minute, any recovery checks the ally attempts have a DC of 10 instead of 10 + the ally's dying value. The cherry blossom's activation can target an unconscious or dying ally.

Type lilac; **Level** 2; **Price** 25 gp

Memories bubble to the surface of your ally's mind. The ally attempts to Recall Knowledge with a +2 status bonus to the check from these vibrant memories.

Type lotus; **Level** 9; **Price** 600 gp

A glow envelops your ally as a sense of enlightened peace ripples out from within. The ally gains a +2 status bonus to Will saves against mental effects for 1 minute. This bonus increases to +3 against emotion effects.

Type magnolia; **Level** 6; **Price** 220 gp

Your ally seems more charming, though no one can pinpoint why. They gain a +1 status bonus to Diplomacy checks for 10 minutes. Once on their next turn, the ally can attempt to draw a creature's attention. To do so, the ally must spend 1 action (which has the emotion, mental, and visual traits) to select a creature the ally can see and make eye contact in a way the target can see. The target must succeed at a DC 20 Will save or be fascinated with your ally until the end of that ally's next turn. If the save succeeds or the effect ends, the target is temporarily immune to being fascinated by any *magnolia bewitching bloom* for 24 hours.

Type purple iris; **Level** 11; **Price** 1,200 gp

Your ally takes on a regal bearing, exuding the presence of confident royalty. The bloom casts a 5th-rank *command* spell (DC 28) selecting targets within range of the ally. Each target that fails the save must fall prone and pays homage to your ally.

Type red rose; **Level** 4; **Price** 90 gp

The ally fills with feelings of love. They chooses a creature that the ally has strong positive emotions toward as beloved. While the ally is within 10 feet of this beloved, the ally gains a +1 status bonus to saving throws. If the ally starts their turn within 10 feet of the beloved, the ally gains 5 temporary Hit Points. These benefits last for 1 minute, and temporary HP remaining from this effect at the end of that time disappear. This effect has the emotion and mental traits.

Type white poppy; **Level** 4; **Price** 80 gp

A sense of peace overwhelms the ally. The tattoo casts *calm emotions* or *sanctuary* (your choice) on the ally. The spell affects only the ally and lasts only until the end of your next turn. Your ally need not be willing if under the control of another creature. However, the controlling creature can attempt a DC 20 Will save, disrupting your activation on a success.

BOOZY BOTTLE ITEM 5

INVESTED MAGICAL TATTOO

Price 140 gp

Usage tattooed on the body; **Bulk** –

This tattoo depicts a container of alcohol, traditionally a small, uncorked brown bottle. You gain a +1 item bonus to saving throws against poison.

Activate ↻ (concentrate) **Frequency** once per day; **Trigger** You fail (but don't critically fail) an initial saving throw against a

poison, or you gain persistent poison damage; **Effect** You pick your poison. Calling out the name of a drink as though ordering at a bar, you negate the triggering poison. Instead, you become slightly drunk. For 10 minutes you're off-guard and gain a +1 item bonus to saving throws against fear.

EYE SLASH ITEM 1+

INVESTED MAGICAL TATTOO

Usage tattooed on the body; **Bulk** –

Small scars or marks around your eye improve your distant vision. These scars are especially common among orc scouts, who favor scars shaped like eagle talons. You can see four times farther than normal. If you have darkvision, you can see blood in color. Higher-level versions of an *eye slash* are larger and more elaborate scars or marks, radiating out around the eye.

Type *eye slash*; **Level** 1; **Price** 20 gp

Type *greater eye slash*; **Level** 4; **Price** 100 gp

The tattoo also grants you a +1 item bonus to Perception checks that involve sight.

Type *major eye slash*; **Level** 9; **Price** 700 gp

The tattoo also grants you a +2 item bonus to Perception checks that involve sight.

Type *true eye slash*; **Level** 17; **Price** 15,000 gp

The tattoo also grants you a +3 item bonus to Perception checks that involve sight.

FAITH TATTOO ITEM 4+

DIVINE INVESTED TATTOO

Usage tattooed on the body; **Bulk** –

Prerequisites worshipper of a deity

You have marked your body to show your devotion to a deity. This tattoo could be the deity's religious symbol, another image that evokes that deity, or another mark you gained through your devotion. The tattoo serves as a silver religious symbol of the deity. Provided you keep the tattoo uncovered, you need not wield it to gain that benefit.

When you get the tattoo and aren't sanctified, you can choose to sanctify yourself to your deity (*Player Core* 110).

If you cease meeting the prerequisites, the tattoo fades, and you lose its benefits until you perform an *atone* ritual and meet the prerequisites thereafter.

Activate Cast a Spell; **Frequency** once per day; **Effect** The tattoo casts *harm*, *heal*, or the 1st-rank spell from your deity's cleric spells. You can choose *harm* or *heal* only in accord with the deity's divine font. If the deity allows either spell, choose one the tattoo can cast when you receive the tattoo. The DC for any of these spells is 18.

Type *faith tattoo*; **Level** 4; **Price** 80 gp

Type *greater faith tattoo*; **Level** 8; **Price** 425 gp

The spell is 3rd rank, and its DC is 24.

Type *major faith tattoo*; **Level** 12; **Price** 1,700 gp

The spell is 5th rank, and its DC is 30.

Type *true faith tattoo*; **Level** 16; **Price** 8,000 gp

The spell is 7th rank, and its DC is 35.

Craft Requirements Silver worth 2 gp to include in the ink.

FAUNA GUARDIAN ITEM 9

UNCOMMON INVESTED MAGICAL TATTOO

Price 675 gp

Usage tattooed on the body; **Bulk** –

A *fauna guardian* is a tattoo of an animal, which you can temporarily animate to protect you. The animal must be chosen when you get the tattoo, and can be any common animal of 4th level or lower. (Your GM might allow other options.)

Activate ❖❖❖ (concentrate, manipulate) **Frequency** once per day; **Effect** You animate your tattoo using the duration and other parameters of a 5th-rank *summon animal* spell. It appears in a space adjacent to you. If your tattoo animal drops to 0 HP, the activation ends, and the inanimate tattoo returns to your skin.

FROSTWALKER PATTERN ITEM 2

INVESTED MAGICAL TATTOO

Price 30 gp

Usage tattooed on the body; **Bulk** –

Northern peoples design these tattoos to protect against cold weather, typically in geometric patterns with a combination of straight lines and whorls. This tattoo negates any damage you take from severe environmental cold and reduces damage you take from extreme cold to equal that of severe cold.

Activate ❖ (concentrate) **Frequency** once per day; **Effect** Until the end of your next turn, you ignore difficult terrain and greater difficult terrain from ice and snow and don't risk falling when crossing ice.

HOMEWARD SWALLOW ITEM 5

UNCOMMON INVESTED MAGICAL TATTOO

Price 150 gp

Usage tattooed on the body; **Bulk** –

This small tattoo of a swallow always points toward your home. The tattooing must take place at a location you consider to be your home, or the magic fails to bind with the ink. When you travel to your home using teleportation that can be off target, such as *teleport* or *interplanar teleport*, you arrive exactly at your home. If your home is destroyed or you come to believe a new place is your home, this tattoo fades from your skin.

Activate ❖ (concentrate) **Effect** You sense the direction toward your home.

MEMOIR MAP ITEM 1

INVESTED MAGICAL TATTOO

Price 13 gp

Usage tattooed on the body; **Bulk** –

Your journeys and the major events in your life that occur after you obtain this tattoo appear on it, your life story traced upon your skin. Each time you journey somewhere new or accomplish something noteworthy to you, a design or symbol appears, representing the event. The positions of these images are relative in location, but measurements aren't exact. A *memoir map* starts with an icon representing your location when you receive the tattoo, usually over the heart, and grows

from there. Traveling to another plane causes a new portion to appear on a different part of your body to represent that plane. If you want a record of your life before you receive your *memoir map*, you can have the tattoo artist embellish the map to represent past events.

MORTAL CHRONICLE ITEM 1

INVESTED MAGICAL TATTOO

Price 10 gp

Usage tattooed on the body; **Bulk** –

Common among fatalists and adventurers with access to resurrection magic, *mortal chronicles* look like tombstones, funeral plaques, or simple scrolls bearing the wearer's name or nickname. If you die, the date and cause of your death appear on the tattoo. The cause is literal and inexact, failing to identify specifics; it could read "beheaded" or "immolated" but not "beheaded by Amiri" or "murdered with fire." If you're raised from the dead, a mark on the tattoo indicates the date you reversed your death. The tattoo then expands enough to list your next death when it comes.

NAVIGATOR'S STAR ITEM 1

INVESTED MAGICAL TATTOO

Price 18 gp

Usage tattooed on the body; **Bulk** –

A star inked on the back of the hand, usually between the thumb and forefinger, keeps you on the right path.

Activate ❖❖ (concentrate, manipulate) **Effect** As you hold up your hand and align the star in view, you learn which direction you're facing.

NEMESIS NAME ITEM 9

INVESTED MAGICAL TATTOO

Price 650 gp

Usage tattooed on the body; **Bulk** –

You want revenge badly enough that you tattoo your nemesis's name in a place you can easily see to remember your vow to settle the score. Anyone who sees the tattoo senses your hatred of the named being. Receiving a new *nemesis name* makes any you already have non-magical.

You gain a +2 status bonus to damage rolls against the creature named on your tattoo, but this nemesis gains a +1 status bonus to damage rolls against you.

Activate ❖ (concentrate, mental) **Frequency** once per round; **Requirements** You can see your nemesis, and they're within 30 feet of you; **Effect** You focus your hatred into a mental scream. Your nemesis takes 3d6 mental damage, which they can resist with a basic DC 26 Will save. You take half as much damage as your nemesis does, and you can't reduce this damage in any way.

ONE HUNDRED VICTORIES ITEM 3

INVESTED MAGICAL TATTOO

Price 60 gp

Usage tattooed on the body; **Bulk** –

One hundred cuts, healed into diamond-shaped scars, represent the ability to withstand the attacks of your enemies. Orc warriors covet these scar patterns and cluster them around what they consider to be their strongest assets—a pattern around the heart signifies a warrior with great endurance, while one along the arms indicates great upper body strength.

You gain a +1 item bonus to Intimidation checks. If you have Ferocity (such as from the Orc Ferocity feat or a similar ability), the first time each day you use it, instead of remaining at 1 Hit Point, your Hit Points are set to an amount equal to your ancestry Hit Points, even if this amount is more than you had before using Ferocity.

READING GLYPHS ITEM 4

INVESTED MAGICAL TATTOO

Price 90 gp

Usage tattooed on the body; **Bulk** –

These tattoos on your knuckles look like strange glyphs in an unknown language. If you press your fingertips to text in any language, these glyphs cycle in appearance through those of various extant languages. Encrypted text causes your glyphs to turn to a recognizable "null" symbol.

Activate ❖ (concentrate) **Frequency** once per day; **Effect** You sync the tattoos with the text your fingertips are touching. By running your fingers across the text, you translate it, with glyphs on your knuckles showing the translation in a language you can read. Your tattooed glyphs can't translate encrypted or encoded text, language couched in metaphor, and the like, subject to GM discretion.

SOARING WINGS ITEM 9+

INVESTED MAGICAL TATTOO

Usage tattooed on the body; **Bulk** –

Wings, normally tattooed on the upper back, enable you to fly when activated. The visual manifestation is typically a slight glow or ripple in the ink, but some artists make it so the tattoo creates a glowing aura or lines of light in the shape of wings.

Activate ❖❖ (concentrate) **Frequency** once per day; **Effect** For 10 minutes, you gain a fly Speed equal to either your land Speed or 20 feet, whichever is greater.

Type *soaring wings*; **Level** 9; **Price** 750 gp



THIS ONE WOULD LOOK GREAT ON ME

I've always thought I'd look great with a tattoo, don'tchya think? And if you're going to get a tattoo anyways, it might as well be magic, right? I was thinking I could get a big tattoo of a cave bear on my back that lets me turn into a cave bear. Nobody messes with cave bears. You walk into a cave and see a cave bear, it's all "Don't mind me, Mr. Bear, I took a wrong turn, see you later," you know. Ooh, or I could get a tattoo of the boss on my bicep, maybe?

—Purepurin

Type *greater soaring wings*; **Level** 14; **Price** 3,800 gp
You can activate the tattoo once per hour.

Type *major soaring wings*; **Level** 19; **Price** 38,000 gp
You can activate the tattoo any number of times, and the effect lasts until you Dismiss the activation.

STARING SKULL ITEM 8

INVESTED MAGICAL TATTOO

Price 550 gp
Usage tattooed on the body; **Bulk** –

This tattoo usually depicts a humanoid skull with staring eyes in its sockets, but any creature with two eyes and a skull is possible, such as a wolf, phoenix, or psychopomp. When your dying condition increases to a value that would kill you, this tattoo reduces your dying value to 1 fewer than would kill you. If a death effect would kill you—provided the effect is from a creature of 8th level or lower or a spell of 4th rank or lower—this tattoo activates and keeps you alive instead. You can benefit from this ability only once per day. Each time the tattoo prevents you from dying, one of its eyes disappears, the image now featuring either an empty socket or an eyepatch or other covering. After both eyes vanish, the tattoo becomes non-magical and no longer protects you. If you receive a new *staring skull* tattoo, any other you have loses its staring eyes and becomes non-magical.

SUN SIGHT ITEM 10

INVESTED MAGICAL TATTOO

Price 850 gp
Usage tattooed on the body; **Bulk** –

Placed under the eyes like rays of light, this tattoo burns away illusions with the unmerciful brilliance of the sun. You gain a +2 bonus to Perception checks that involve sight. If you're dazzled, you receive a new save at the start of each of your turns to end your dazzled condition.

Activate ◆ to ◆◆◆ (concentrate) **Frequency** once per day; **Effect** The tattoo casts a 4th-rank *blazing bolt*, with the rays emitting from your eyes. The number of actions you spend Activating the tattoo determines *blazing bolt*'s number of rays. The tattoo also attempts to dispel each illusion on a creature hit by a ray (counteract rank 5th, counteract modifier +19).

TOOTH AND CLAW TATTOO ITEM 6+

INVESTED MAGICAL TATTOO

Usage tattooed on the body; **Bulk** –

This tattoo resembles an animal's fangs, claws, or similar natural weapons, letting you wield such weapons and turn into the same beast. When you receive the tattoo, choose the animal from among the following: ape, bear, bull, canine, cat, deer, frog, shark, or snake. You can ask questions of, receive answers from, and use the Diplomacy skill with animals of that kind. This tattoo is usually located on the body part or parts it's meant to transform—on the back of the hands for claws, around the mouth for jaws, on the forehead for horns, and so on.

Activate ◆ (concentrate, morph) **Effect** You gain an unarmed attack matching the tattoo for 1 minute. It has the same damage as your best unarmed attack and has the same traits. Its damage type is bludgeoning for a fist or frog's jaws; piercing for an antler, fangs, horns, or most jaws; or slashing for claws.

Activate ◆◆ (concentrate, polymorph) **Effect** The tattoo casts 3rd-rank *animal form* to transform you into the animal that matches your tattoo.

Type *tooth and claw tattoo*; **Level** 6; **Price** 250 gp

Type *greater tooth and claw tattoo*; **Level** 8; **Price** 500 gp
The tattoo casts 4th-rank *animal form* instead of 3rd.

Type *major tooth and claw tattoo*; **Level** 10; **Price** 1,000 gp
The tattoo casts 5th-rank *animal form* instead of 3rd.

TRADECRAFT TATTOO ITEM 9+

INVESTED MAGICAL TATTOO

Usage tattooed on the body; **Bulk** –

Crafters choose tattoos that represent their dedication and skill in their chosen field. Such tattoos might adorn the arm, fingers, or eyes, and they take the form of artistic patterns or depict tools of the trade, such as anvils, paintbrushes, or trowels. You gain a +2 item bonus to Crafting checks. Furthermore, when you roll a critical failure on a Crafting check to Earn Income, treat it as a failure instead.

Activate 1 minute (concentrate, manipulate) **Frequency** once per day; **Effect** The tattoo casts *creation*. You choose the item and its appearance, and whether the spell is 4th or 5th rank.

Type *tradecraft tattoo*; **Level** 9; **Price** 700 gp

Type *greater tradecraft tattoo*; **Level** 17; **Price** 13,000 gp
The item bonus to Crafting checks is +3. The *creation* spell's duration is unlimited but ends when you Activate the tattoo again.

TRIANGULAR TEETH ITEM 2

INVESTED MAGICAL TATTOO

Price 33 gp
Usage tattooed on the body; **Bulk** –

Rows of triangles symbolizing shark teeth protect you from danger and enable you to take fierce retaliation against those who try to harm you. Seafarers, especially those on the seas of Minata, wear these tattoos in patterns, with multiple rows of regular triangles. You gain a +1 item bonus to Survival checks to navigate bodies of water.

Activate ↷ (concentrate) **Frequency** once per day; **Trigger** You would be hit by an attack against your AC; **Effect** You gain a +1 circumstance bonus to AC against the attack, or a +2 circumstance bonus if the attacker is in water or has the amphibious, aquatic, or water trait. Whether the attack hits or misses, you gain a +2 status bonus to damage with the next Strike you make against the attacker before the end of your next turn.

UNBREAKABLE HEART ITEM 3

INVESTED MAGICAL TATTOO

Price 60 gp
Usage tattooed on the body; **Bulk** –

The name of your beloved adorns this stylized image of a

heart. An *unbreakable heart* tattoo can be received only at the end of a successful *heartbond* ritual (*Player Core 2* 268), serving as your token. The other participant can have a token other than a tattoo if they wish. If you have more than one *heartbond*, each *unbreakable heart* you have serves as a token for only one of them.

The love exuding from you grants you a +1 item bonus to Diplomacy checks. When you use *heartbond*'s activity to learn your beloved's present state, you can also grant them a small gift, choosing from the following options each time. Make your choice after learning their state.

- Your beloved gains 5 temporary Hit Points that last for 10 minutes.
- The tattoo casts *guidance* on your beloved.
- The tattoo casts *stabilize* on your beloved.
- The tattoo casts *light* on your beloved's token from *heartbond*.

UNIFYING EMBLEM ITEM 3

INVESTED MAGICAL TATTOO

Usage tattooed on the body; **Bulk** –

These tattoos were first created using designs and techniques from the seven Shoanti clans. Each clan is known for one tattoo in particular. The clans would seal alliances in ancient days by tattooing their emblems on members of other clans to symbolically share their gifts. Though these tattoos are respected, the clans reserve their most prestigious symbols for true members of the clan.

The tattoo allows you to understand and speak Shoanti. If you already know that language, you instead gain a +1 item bonus on Diplomacy checks you make when speaking Shoanti to someone who understands it.

Activate The actions required to Activate the tattoo are the same as those needed to cast its spell; **Frequency** once per day; **Effect** The tattoo casts its spell.

Type Lyrune-Quah; **Level** 3; **Price** 60 gp

The tattoo of the Moon clan depicts the outline of a moon, devoid of any detail. It can cast *vanishing tracks*.

Type Shadde-Quah; **Level** 3; **Price** 60 gp

The tattoo of the Axe clan depicts a raw fish cut into portions. It can cast *cleanse cuisine*.

Type Shriikirri-Quah; **Level** 3; **Price** 60 gp

The tattoo of the Hawk clan depicts a broken collar. It can cast *liberating command*[LODM].

Type Shundar-Quah; **Level** 3; **Price** 60 gp

The tattoo of the Spire clan depicts a cracked stone with a metal vein inside. It can cast *thoughtful gift*[PC2].

Type Sklar-Quah; **Level** 3; **Price** 60 gp

The tattoo of the Sun clan depicts a songbird with flame emitting from its beak. It can cast *concordant choir*[PC2].

Type Skoan-Quah; **Level** 3; **Price** 60 gp

The tattoo of the Skull clan depicts a broken maxilla and mandible. It can cast *ventriloquism*.

Type Tamiir-Quah; **Level** 3; **Price** 60 gp

The tattoo of the Wind clan depicts a pegasus riding a gust of wind. It can cast *tailwind*.

WILDWOOD INK ITEM 4+

INVESTED PRIMAL TATTOO

Usage tattooed on the body; **Bulk** –

These curving, delicate designs resemble leaves, vines, or creepers, most often wrapped around a limb, ear, or throat, or curled around specific muscles. They help you blend in among plants. You gain a +1 item bonus to Stealth checks, which increases to +2 in forests.

Activate ↷ (concentrate) **Frequency** once per day; **Trigger** A creature would detect you by Seeking; **Requirements** You're in a forest or similar natural area; **Effect** The tattoo casts *one with plants* to turn you into a plant before you can be noticed. The duration of this spell is 10 minutes.

If you've already Activated the tattoo, you can supply a separate casting of *one with plants* to recharge the tattoo instead of having the spell's normal effect. This allows you to Activate the tattoo again in the same day. You can do so multiple times each day, but only as many times as you continue to cast *one with plants* to recharge the tattoo after each use.

Type *wildwood ink*; **Level** 4; **Price** 80 gp

Type *greater wildwood ink*; **Level** 10; **Price** 900 gp

The item bonus to Stealth checks is +2, or +3 in forests. *One with plants* lasts up to 1 hour.

Type *major wildwood ink*; **Level** 17; **Price** 15,000 gp

The item bonus to Stealth checks is +3, or +4 in forests. *One with plants* lasts up to 8 hours.

WYRM'S WINGSPAN ITEM 9+

INVESTED MAGICAL TATTOO

Usage tattooed on the body; **Bulk** –

A massive pattern resembling dragon wings stretched to their full span crosses your body. The tattoo is typically inked on the upper back. Though the representation can be highly stylized, each *wyrm's wingspan* tattoo depicts the wings of a particular type of dragon. You gain resistance 5 to the damage type matching the tradition of the dragon your tattoo depicts.

- **Arcane** force
- **Divine** spirit
- **Occult** mental
- **Primal** fire

Activate ◆◆ (concentrate) **Frequency** once per day; **Effect** The tattoo casts the *dragon wings* focus spell (*Player Core 2* 264) on you.

Type *wyrm on the wing*; **Level** 9; **Price** 700 gp

Type *greater wyrm on the wing*; **Level** 13; **Price** 2,800 gp

The resistance increases to 10. The tattoo gains the following activation.

Activate ◆◆ (concentrate) **Frequency** once per day; **Effect** The tattoo casts *dragon form* on you, turning you into the type of dragon represented by the tattoo.

Type *major wyrm on the wing*; **Level** 17; **Price** 13,500 gp

The resistance increases to 15. The tattoo gains the activation of the greater type, but the *dragon form* is heightened to 8th rank.

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SPELLHEARTS



Okay, these things are amazing. Remember the talismans I showed you earlier? They're like those, except they don't burn out after you use them once, and they do other things depending on what you attach them to. This one makes you really good at picking locks if you attach it to your armor, but don't fall asleep wearing it or you'll have some weird dreams. That one summons animals and shares their attributes with you based on how you use it. That one makes flowers!

—Purepurin

BEASTMASTER'S SIGIL ITEM 5+

MAGICAL SPELLHEART

Usage affixed to armor or a weapon; **Bulk** –

This silver disc displays an ever-changing etching of an animal. When you affix the *beastmaster's sigil*, the animal settles into a single form based on where you affix it, showing the animal the item can summon when affixed that way. The spell DC of any spell cast by activating this item is 19.

A weapon can benefit from only the melee weapon benefit or ranged weapon benefit. A thrown melee weapon gets the melee weapon benefit, and a combination weapon gets only one benefit, which you choose when you affix the spellheart. If it's unclear which one should apply, the GM decides.

- **Armor** The sigil grants you a +1 item bonus to saving throws against poison.
- **Melee Weapon** The sigil grants you a +1 item bonus to Athletics checks to Trip.
- **Ranged Weapon** If you critically hit with the affixed weapon, and the target is adjacent to a creature summoned with the sigil, the target takes 1d6 persistent bleed damage.

Activate Cast a Spell; **Effect** You cast *tame*[SoM].

Type *beastmaster's sigil*; **Level** 5; **Price** 160 gp

Activate Cast a Spell; **Frequency** once per day; **Effect** You cast 2nd-rank *summon animal* to summon a hunting spider (armor), wolf (melee weapon), or bat swarm (ranged weapon).

Type *greater beastmaster's sigil*; **Level** 7; **Price** 360 gp

The spell DC is 23 and the bleed damage is 2d6.

Activate Cast a Spell; **Frequency** once per day; **Effect** You cast 3rd-rank *summon animal* to summon a giant monitor lizard (armor), boar (melee), or giant bat (ranged).

Type *major beastmaster's sigil*; **Level** 9; **Price** 700 gp
The spell DC is 25, the item bonuses are +2, and the bleed damage is 3d6.
Activate Cast a Spell; **Frequency** once per day; **Effect** You cast 4th-rank *summon animal* to summon a giant scorpion (armor), dire wolf (melee), or fen mosquito swarm[MC2] (ranged).

BRIGHTBLOOM POSY ITEM 8+

MAGICAL PLANT SPELLHEART
Usage affixed to armor or a weapon; **Bulk** –
This vibrant cluster of flowers is tied with a red satin ribbon. The spell DC of any spell cast by activating this item is 24.

- **Armor** You gain the ability to speak with flowers, as *speak with plants*.
- **Weapon** (disease) After you cast a plant spell by activating the posy, pollen coats your weapon. Your next Strike causes the target to be sickened 1 on a hit (sickened 2 on a critical hit). If the creature attempts to recover, it sneezes rather than retching (rolling against the spellheart's spell DC). If you don't make a Strike by the end of your next turn, the pollen becomes inert. Plant creatures are immune.

Activate Cast a Spell; **Effect** You cast *tangle vine*.
Type *brightbloom posy*; **Level** 8; **Price** 450 gp
Activate Cast a Spell; **Frequency** once per day; **Effect** You cast *soothing blossoms*[SoM].
Type *greater brightbloom posy*; **Level** 11; **Price** 1,300 gp
The spell DC is 28.
Activate Cast a Spell; **Frequency** once per day; **Effect** You cast *soothing blossoms*.
Activate Cast a Spell; **Frequency** once per day; **Effect** You cast *petal storm*[SoM].
Type *major brightbloom posy*; **Level** 19; **Price** 36,000 gp
The spell DC is 41.
Activate Cast a Spell; **Frequency** once per day; **Effect** You cast 6th-rank *petal storm*.
Activate Cast a Spell; **Frequency** once per day; **Effect** You cast *burning blossoms*[SoM].

DESOLATION LOCKET ITEM 8+

MAGICAL SPELLHEART
Usage affixed to armor or a weapon; **Bulk** –
The surface of this golden, heart-shaped locket is nearly worn through with cracks. If opened, it reveals a portrait of someone the bearer loved dearly and has lost. The spell DC of any spell cast by activating this item is 24.

- **Armor** The *desolation locket* numbs you to further despair, and you gain a +2 item bonus to saving throws against emotion effects.
- **Weapon** (emotion, mental) After you cast a non-cantrip spell by activating the locket, you emanate an aura of hopelessness in a 5-foot emanation until the start of your next turn. A creature that ends its turn in the aura must succeed at a Will saving throw against the locket's spell DC or become slowed 1 (slowed 2 on a critical failure) until the end of its next turn.

Activate Cast a Spell; **Effect** You cast *haunting hymn*[PC2].
Type *desolation locket*; **Level** 8; **Price** 470 gp
Activate Cast a Spell; **Frequency** once per day; **Effect** You cast *fear*.
Type *greater desolation locket*; **Level** 13; **Price** 2,800 gp
The item bonus when affixed to armor is +3, and the spell DC is 30.
Activate Cast a Spell; **Frequency** once per day; **Effect** You cast 4th-rank *fear*.
Activate Cast a Spell; **Frequency** once per day; **Effect** You cast *wave of despair*.
Type *major desolation locket*; **Level** 19; **Price** 34,000 gp
The item bonus when affixed to armor is +4; when you critically fail a saving throw against an emotion effect, you get a failure instead; and the spell DC is 41.
Activate Cast a Spell; **Frequency** once per day; **Effect** You cast 7th-rank *wave of despair*.
Activate Cast a Spell; **Frequency** once per day; **Effect** You cast *canticle of everlasting grief*.

ENIGMA MIRROR ITEM 7+

MAGICAL SPELLHEART
Usage affixed to armor or a weapon; **Bulk** –
Mist fills the glass of this small circular hand mirror, creating strange patterns in the shifting gray wisps. The back of the mirror bears a flowing script engraving in an unknown language. The spell DC of any spell cast by activating this item is 23.

- **Armor** After you cast an illusion spell by activating the mirror, choose one ally within 30 feet. That ally is concealed, as if seen in a misty mirror, until the end of your next turn.
- **Weapon** After you cast an illusion spell by activating the mirror, illusory copies of the weapon swirl in the air around it. You're affected by the *thicket of knives*[SoM] spell until the end of your next turn. The spell ends if you stop wielding the affixed weapon.

Activate Cast a Spell; **Effect** You cast *forbidding ward*.
Type *enigma mirror*; **Level** 7; **Price** 325 gp
Activate Cast a Spell; **Frequency** once per day; **Effect** You cast *blur*.
Type *greater enigma mirror*; **Level** 10; **Price** 950 gp
The spell DC is 27.
Activate Cast a Spell; **Frequency** once per day; **Effect** You cast *mirror's misfortune*[SoM].
Type *major enigma mirror*; **Level** 13; **Price** 2,750 gp
The spell DC is 30.
Activate Cast a Spell; **Frequency** once per day; **Effect** You cast *mirror's misfortune*.
Activate Cast a Spell; **Frequency** once per day; **Effect** You cast *mirror malefactors*[SoM].

GHOSTCALLER'S PLANCHETTE ITEM 12+

MAGICAL SPELLHEART
Usage affixed to armor or a weapon; **Bulk** –
This miniature wooden planchette is engraved with symbols designed to attract spirits. When affixed, the symbols begin to glow, and the planchette turns slightly insubstantial. The spell DC of any spell cast by activating this item is 29.

- **Armor** After you cast a spell by activating the planchette, you gain resistance 5 to all physical damage (except

ghost touch) until the start of your next turn. Attacks by incorporeal creatures (such as a ghost's ghostly hand) count as *ghost touch*.

- **Weapon** After you cast a spell by activating the planchette, the affixed weapon gains the effects of the *ghost touch* property rune until the end of your next turn.

Activate Cast a Spell; **Effect** You cast *void warp*.

Type *ghostcaller's planchette*; **Level** 12; **Price** 1,750 gp

Activate Cast a Spell; **Frequency** once per day; **Effect** You cast *invoke spirits*.

Type *greater ghostcaller's planchette*; **Level** 18; **Price** 21,000 gp

The resistance when affixed to armor is 10. When the planchette is affixed to a weapon, casting a spell by activating the planchette grants the weapon the effects of both the *ghost touch* and *greater vitalizing* property runes. The spell DC is 38.

Activate Cast a Spell; **Frequency** once per day; **Effect** You cast 7th-rank *invoke spirits*.

Activate Cast a Spell; **Frequency** once per day; **Effect** You cast *tempest of shades*[SoM].

JOLT COIL ITEM 3+

ELECTRICITY MAGICAL SPELLHEART

Usage affixed to armor or a weapon; **Bulk** –

Contained within this small glass tube is a twisted wire filament crackling with electricity, sending static prickling through the hair of anyone holding it. The spell DC of any spell cast by activating this item is 17.

- **Armor** You gain resistance 2 to electricity.
- **Weapon** After you cast an electricity spell by activating the coil, your Strikes with the weapon deal an additional 1d4 electricity damage until the end of your next turn.

Activate Cast a Spell; **Effect** You cast *electric arc*.

Type *jolt coil*; **Level** 3; **Price** 60 gp

Type *greater jolt coil*; **Level** 8; **Price** 475 gp

Resistance when affixed to armor is 3, extra damage when affixed to a weapon is 1d6, and the spell DC is 24.

Activate Cast a Spell; **Frequency** once per day; **Effect** You cast *lightning bolt*.

Type *major jolt coil*; **Level** 12; **Price** 1,750 gp

Resistance when affixed to armor is 5, extra damage when affixed to a weapon is 1d8, and the spell DC is 29.

Activate Cast a Spell; **Frequency** once per day; **Effect** You cast 4th-rank *lightning bolt*.

Activate Cast a Spell; **Frequency** once per day; **Effect** You cast *draw the lightning*[SoM].

JUDGMENT THURIBLE ITEM 10+

MAGICAL SPELLHEART

Usage affixed to armor or a weapon; **Bulk** –

The golden religious symbol on the top of this spherical incense holder shifts its form to match the faith of its bearer. You gain no benefit from a *judgment thurible* if you don't worship a deity. The spell DC of any spell cast by activating this item is 27.

- **Armor** After you cast a spell by activating the thurible, the thurible casts 3rd-rank *protection* on you, with a duration of 1 round.
- **Weapon** After you cast a spell by activating the thurible, the weapon gains a rune that lasts until the end of your next turn. It gains the *holy* rune if your deity allows holy sanctification or the *unholy* rune if your deity allows unholy sanctification. If your deity allows both, you can choose which rune the weapon gains. If your deity allows neither, your weapon doesn't gain a rune.

Activate Cast a Spell; **Effect** You cast *divine lance*.

Type *judgment thurible*; **Level** 10; **Price** 975 gp

Activate Cast a Spell; **Frequency** once per day; **Effect** You cast *divine wrath*.

Type *greater judgment thurible*; **Level** 17; **Price** 14,000 gp

The additional damage from the rune granted by the thurible is 2d6, and the spell DC is 35.

Activate Cast a Spell; **Frequency** once per day; **Effect** You cast 6th-rank *divine wrath*.

Activate Cast a Spell; **Frequency** once per day; **Effect** You cast *divine decree*.

Type *major judgment thurible*; **Level** 20; **Price** 65,000 gp

The additional damage from the rune granted by the thurible is 2d6, and the spell DC is 43.

Activate Cast a Spell; **Frequency** once per day; **Effect** You cast 7th-rank *divine decree*.

Activate Cast a Spell; **Frequency** once per day; **Effect** You cast *summon deific herald*[SoM].

JYOTI'S FEATHER ITEM 10+

HEALING MAGICAL SPELLHEART VITALITY

Usage affixed to armor or a weapon; **Bulk** –

A *jyoti's feather* is a shimmering red-and-gold feather that seems almost metallic, although it's delicate and flexible to the touch. Though most aren't made from true jyoti feathers, as the reclusive outsiders avoid visitors from the Universe, the creatures' connection to life energy lent these spellhearts their name.

- **Armor** You gain a +2 item bonus to saving throws against death effects and void effects.
- **Weapon** The weapon has the *vitalizing* rune while the feather is affixed.

Activate Cast a Spell; **Effect** You cast *stabilize*.

Type *jyoti's feather*; **Level** 10; **Price** 960 gp

Activate Cast a Spell; **Frequency** once per day; **Effect** You cast *vital beacon*.

Type *greater jyoti's feather*; **Level** 14; **Price** 4,100 gp

The item bonus when affixed to armor is +3.

Activate Cast a Spell; **Frequency** once per day; **Effect** You cast 5th-rank *vital beacon*.

Activate Cast a Spell; **Frequency** once per day; **Effect** You cast *healing well*[SoM].

Type *major jyoti's feather*; **Level** 16; **Price** 9,400 gp

The item bonus when affixed to armor is +4, and the rune when affixed to a weapon is *greater vitalizing*.

Activate Cast a Spell; **Frequency** once per day; **Effect** You cast 6th-rank *healing well*.

Activate Cast a Spell; **Frequency** once per day; **Effect** You cast *field of life*.

LIGHTWEAVE SCARF ITEM 8+

MAGICAL SPELLHEART VISUAL

Usage affixed to armor or a weapon; **Bulk** –

The first of these strips of glittering cloth was worn by a monk from Jinin who would interweave it into his *handwraps of mighty blows*. The spell DC of any spell cast by activating this item is 24.

- **Armor** You gain a +2 item bonus to saving throws against illusions and Deception checks to Create a Diversion.
- **Weapon** (visual) After you cast an illusion spell by activating the scarf, the weapon is shrouded in a mesmerizing illusory pattern. Your next Strike causes the target to be confused for 1 round if it hits. If you don't make a Strike by the end of your next turn, the illusion ends with no effect.

Activate Cast a Spell; **Effect** You cast *light*.

Type *lightweave scarf*; **Level** 8; **Price** 500 gp

Activate Cast a Spell; **Frequency** once per day; **Effect** You cast *hypnotize*.

Type *greater lightweave scarf*; **Level** 15; **Price** 5,500 gp

The item bonus when affixed to armor is +2, and spell DC is 34.

Activate Cast a Spell; **Frequency** once per day; **Effect** You cast 6th-rank *hypnotize*.

Activate Cast a Spell; **Frequency** once per day; **Effect** You cast *vibrant pattern*.

Type *major lightweave scarf*; **Level** 18; **Price** 22,000 gp

Item bonus when affixed to armor is +3; when affixed to a weapon, creatures are confused for 1 minute; and the spell DC is 38.

Activate Cast a Spell; **Frequency** once per day; **Effect** You cast 8th-rank *vibrant pattern*.

Activate Cast a Spell; **Frequency** once per day; **Effect** You cast *confusing colors*.

PHANTASMAL DOORKNOB ITEM 6+

EMOTION MAGICAL MENTAL SPELLHEART

Usage affixed to armor or a weapon; **Bulk** –

This ornate doorknob can open doors both material and metaphysical, revealing dreams and nightmares. The spell DC of any spell cast by activating this item is 20.

- **Armor** You gain a +1 item bonus to Thievery checks to Pick a Lock.
- **Weapon** If you critically succeed at a Strike with the weapon, the target is dazzled until the end of its next turn.

Activate Cast a Spell; **Effect** You cast *figment*.

Type *phantasmal doorknob*; **Level** 6; **Price** 215 gp

Activate Cast a Spell; **Frequency** once per day; **Effect** You cast *phantasmal treasure*[PC2].

Type *greater phantasmal doorknob*; **Level** 10; **Price** 900 gp

The item bonus when affixed to armor is +2, and the spell DC is 27. On a critical hit with a weapon the doorknob is affixed to, the target is blinded until the end of its next turn. The creature is then temporarily immune to being blinded this way for 24 hours.

Activate Cast a Spell; **Frequency** once per day; **Effect** You cast *vision of death*.

Type *major phantasmal doorknob*; **Level** 15; **Price** 6,000 gp

The item bonus when affixed to armor is +2, and the spell DC is 34. On a critical hit with a weapon the *doorknob* is affixed to, the target is blinded until the end of its next turn. The creature is then temporarily immune to being blinded this way for 24 hours.

Activate Cast a Spell; **Frequency** once per day; **Effect** You cast 6th-rank *vision of death*.

Activate Cast a Spell; **Frequency** once per day; **Effect** You cast *phantasmal calamity*.

FIDDLY TRINKETS

I honestly don't know what to make of these little trinkets the bipeds call "spellhearts." They're rather ingenious, combining the simple magic of talismans with the more complex and enduring spellforms typically used in wands—and without requiring innate magical skill from the user.

I learned how to craft them from an elven monk who used them to amplify and diversify the effects he could achieve by controlling his chi. He'd always wear one pinned to his gi and another tucked into his handwraps. That spellheart scarf over there was a gift he gave me after our last treasure-hunting excursion into the Valashmai Jungle together, back before the Sri-Valash Raj rose to power. I haven't seen him in at least a century. I expect he's gone now, but not entirely, so long as his history is preserved within these vaults.

—Valashinaz, Mistress of the Vault

RADIANT PRISM ITEM 16+

MAGICAL SPELLHEART

Usage affixed to armor or a weapon; **Bulk** –

This glass prism pays homage to its namesake pantheon—the Radiant Prism of Sarenrae, Desna, and Shelyn. Any armor or weapon the prism is affixed to glows softly with colored lights. The spell DC of any spell cast by activating this item is 35.

- **Armor** (light) After you cast a non-cantrip spell by activating the prism, you glow with dim light in a multitude of shimmering hues, shedding light like a torch and making you concealed until the end of your next turn.
- **Weapon** After you cast a non-cantrip spell by activating the prism, your Strikes with the weapon gain the *brilliant* property rune until the end of your next turn.

Activate Cast a Spell; **Effect** You cast *light*.

Type *radiant prism*; **Level** 16; **Price** 8,600 gp

Activate Cast a Spell; **Frequency** once per day; **Effect** You cast *fiery body*.

Type *greater radiant prism*; **Level** 18; **Price** 20,500 gp

The light and concealment when affixed to armor last for 2 rounds, and the spell DC is 38. The damage from the *brilliant* rune increases to 2d4 of each type.

Activate Cast a Spell; **Frequency** once per day; **Effect** You cast *fiery body*.

Activate Cast a Spell; **Frequency** once per day; **Effect** You cast *confusing colors*[PC2].

Type *major radiant prism*; **Level** 20; **Price** 64,000 gp
The light and concealment when affixed to armor last for 2 rounds, and the spell DC is 43. The rune is *greater brilliant*, and its damage is 3d4 of each type.
Activate Cast a Spell; **Frequency** once per day; **Effect** You cast *fiery body*.
Activate Cast a Spell; **Frequency** once per day; **Effect** You cast *falling stars*.

RESONATING FORK ITEM 5+

MAGICAL SONIC SPELLHEART
Usage affixed to armor or a weapon; **Bulk** –
This two-pronged fork of metal emits a constant low hum, vibrating slightly when touched. The spell attack modifier of any spell cast by activating this item is +9, and the spell DC is 19.

- **Armor** You gain resistance 2 to sonic damage and a +1 item bonus to saving throws against effects with the auditory or sonic trait.
- **Weapon** After you cast a sonic spell by activating the fork, the weapon reverberates with trapped sound waves. Your next Strike causes the target to be deafened for 1 round if it hits (or for 3 rounds on a critical hit). If you don't make a Strike by the end of your next turn, the sound waves dissipate with no effect.

Activate Cast a Spell; **Effect** You cast *bullhorn*[PC2].
Type *resonating fork*; **Level** 5; **Price** 140 gp
Activate Cast a Spell; **Frequency** once per day; **Effect** You cast *biting words*[SoM].
Type *greater resonating fork*; **Level** 7; **Price** 340 gp
The resistance is 5 and the item bonus is +2 when affixed to armor, the deafened duration when affixed to a weapon is 3 rounds (1 minute on a critical success), the spell attack modifier is +13, and the spell DC is 23.
Activate Cast a Spell; **Frequency** once per day; **Effect** You cast 2nd-rank *biting words*.
Activate Cast a Spell; **Frequency** once per day; **Effect** You cast *noise blast*.
Type *major resonating fork*; **Level** 12; **Price** 1,800 gp
The resistance is 10 and the item bonus is +2 when affixed to armor, the deafened duration when affixed to a weapon is 1 minute (1 hour on a critical success), and the spell DC is 29.
Activate Cast a Spell; **Frequency** once per day; **Effect** You cast 4th-rank *noise blast*.
Activate Cast a Spell; **Frequency** once per day; **Effect** You cast *painful vibrations*[SoM].

RIME CRYSTAL ITEM 3+

COLD MAGICAL SPELLHEART
Usage affixed to armor or a weapon; **Bulk** –
Slowly spinning at the center of this crystalline orb is a single snowflake, and its surface remains lightly covered in frost no matter how hot the weather is outside. The spell attack modifier of any spell cast by activating this item is +7, and the spell DC is 17.

- **Armor** You gain resistance 2 to cold.
- **Weapon** After you cast a cold spell by activating the crystal, your Strikes with the weapon deal an additional 1d4 cold damage until the end of your next turn.

Activate Cast a Spell; **Effect** You cast *frostbite*.
Type *rime crystal*; **Level** 3; **Price** 55 gp
Type *greater rime crystal*; **Level** 8; **Price** 425 gp
Resistance when affixed to armor is 5, extra damage when affixed to a weapon is 1d6, the spell attack modifier is +14, and the spell DC is 24.
Activate Cast a Spell; **Frequency** once per day; **Effect** You cast 3rd-rank *chilling spray*[PC2].
Type *major rime crystal*; **Level** 13; **Price** 2,800 gp
Resistance when affixed to armor is 10, extra damage when affixed to a weapon is 1d8, the spell attack modifier is +20, and the spell DC is 30.
Activate Cast a Spell; **Frequency** once per day; **Effect** You cast *ice storm*[PC2].
Activate Cast a Spell; **Frequency** once per day; **Effect** You cast *howling blizzard*.

SANGUINE FANG ITEM 9+

MAGICAL SPELLHEART VOID
Usage affixed to armor or a weapon; **Bulk** –
A pointed vampire fang hovers within this smoked-glass vial, its tip crimson with slowly dripping blood. The spell DC of any spell cast by activating this item is 25.

- **Armor** You gain resistance 3 to persistent bleed damage and a +2 item bonus on saving throws against effects with the void trait.
- **Weapon** After you cast a spell by activating the fang, your Strikes with the weapon deal 1d4 persistent bleed damage until the end of your next turn.

Activate Cast a Spell; **Effect** You cast *void warp*.
Type *sanguine fang*; **Level** 9; **Price** 650 gp
Activate Cast a Spell; **Frequency** once per day; **Effect** You cast *vampiric feast*.
Type *greater sanguine fang*; **Level** 12; **Price** 1,750 gp
The resistance is 5 when affixed to armor, the persistent bleed damage is 1d6 when affixed to a weapon, and the spell DC is 29.
Activate Cast a Spell; **Frequency** once per day; **Effect** You cast *sanguine mist*[SoM].
Activate Cast a Spell; **Frequency** once per day; **Effect** You cast 4th-rank *vampiric feast*.
Type *major sanguine fang*; **Level** 15; **Price** 5,750 gp
The resistance is 10 and the item bonus is +3 when affixed to armor, the persistent bleed damage is 2d6 when affixed to a weapon, and the spell DC is 34.
Activate Cast a Spell; **Frequency** once per day; **Effect** You cast 5th-rank *vampiric feast*.
Activate Cast a Spell; **Frequency** once per day; **Effect** You cast *vampiric exsanguination*.

SAURIAN SPIKE ITEM 9+

MAGICAL SPELLHEART
Usage affixed to armor or a weapon; **Bulk** –
This jagged, bony growth narrows to a sharp, pointed tip. Deep groves from some former battle scar its surface. The

bearer of a *saurian spike* often feels a sudden surge in power and confidence. The spell attack modifier of any spell cast by activating this item is +15.

- **Armor** You gain imprecise scent with a range of 30 feet.
- **Weapon** (auditory, emotion, fear, visual) When you cast a polymorph spell by activating the spike, your battle form is exceptionally fearsome. Each enemy in a 30-foot emanation must succeed at a DC 27 Will saving throw or become frightened 1 (frightened 2 on a critical failure).

Activate Cast a Spell; **Effect** You cast *gouging claw*.

Type *saurian spike*; **Level** 9; **Price** 700 gp

Activate Cast a Spell; **Frequency** once per day; **Effect** You cast *dinosaur form*.

Type *greater saurian spike*; **Level** 11; **Price** 1,400 gp

The range of the scent and fear emanation are both 60 feet, and their save DC is 28. The spell attack modifier is +18.

Activate Cast a Spell; **Frequency** once per day; **Effect** You cast 5th-rank *dinosaur form*.

Type *major saurian spike*; **Level** 15; **Price** 6,500 gp

The range of the scent and fear emanation are both 60 feet. The scent is precise instead of imprecise, and creatures that fail their saves are frightened 2 (frightened 3 on a critical failure) with a DC 34 save. The spell attack modifier is +24.

Activate Cast a Spell; **Frequency** once per day; **Effect** You cast 7th-rank *dinosaur form*.

VIGILANT EYE ITEM 9+

MAGICAL SPELLHEART

Usage affixed to armor or a weapon; **Bulk** –

Carved in this wooden disc is a humanoid eye, painted in muted shades that blend in with the wood. The eye's pupil continually twitches and moves, scanning its bearer's surroundings.

- **Armor** (revelation) You aren't off-guard to hidden or undetected creatures of the eye's level or lower, or creatures of the eye's level or lower using surprise attack, though you can still be flanked.
- **Weapon** When you make a Strike with the weapon against a target that's concealed, hidden, or undetected, the DC of your flat check to target it is 4 if the target is concealed or 10 if it's hidden or undetected.

Activate Cast a Spell; **Effect** You cast *detect magic*.

Type *vigilant eye*; **Level** 9; **Price** 650 gp

Activate Cast a Spell; **Frequency** once per day; **Effect** You cast *web of eyes*[SoM].

Type *greater vigilant eye*; **Level** 11; **Price** 1,250 gp

The flat check DC if the eye is affixed to a weapon is 3 if the target is concealed or 9 if it's hidden.

Activate Cast a Spell; **Frequency** once per day; **Effect** You cast *clairvoyance*.

Type *major vigilant eye*; **Level** 13; **Price** 2,700 gp

The flat check DC if the eye is affixed to a weapon is 2 if the target is concealed or 8 if it's hidden.

Activate Cast a Spell; **Frequency** once per day; **Effect** You cast *clairvoyance*.

Activate Cast a Spell; **Frequency** once per day; **Effect** You cast *scouting eye*.

WARDING STATUETTE ITEM 7+

FORCE MAGICAL SPELLHEART

Usage affixed to armor or a weapon; **Bulk** –

This small figurine is carved from soapstone in the shape of a deity or guardian, facing both front and back to indicate unflagging vigilance. The spell attack modifier of any spell cast by activating this item is +13.

- **Armor** You gain resistance 1 against ranged weapon attacks.
- **Weapon** When you hit with a Strike using the affixed weapon, or when a spell effect you created by activating the statuette hits with a Strike, you can choose a creature adjacent to the creature that was hit. That creature gains a +1 status bonus to AC until the start of your next turn. No more than one creature can benefit from this each turn.

Activate Cast a Spell; **Effect** You cast *shield*.

Type *warding statuette*; **Level** 7; **Price** 325 gp

Activate Cast a Spell; **Frequency** once per day; **Effect** You cast *spiritual armament*.

Type *greater warding statuette*; **Level** 13; **Price** 2,600 gp

The resistance is 5 when affixed to armor, and the spell attack modifier is +20.

Activate Cast a Spell; **Frequency** once per day; **Effect** You cast 5th-rank *spiritual armament*.

Activate Cast a Spell; **Frequency** once per day; **Effect** You cast *spiritual guardian*.

WYRM SPINDLE ITEM 12+

MAGICAL SPELLHEART

Usage affixed to armor or a weapon; **Bulk** –

The broken tips of four dragon claws—one of each magical tradition—are set into a silver fitting. They protrude in the shape of a star or compass.

- **Armor** After you cast a non-cantrip spell by activating the spindle, you gain resistance 5 to fire, force, mental, and spirit for 1 minute.
- **Weapon** After you cast a non-cantrip spell by activating the spindle, you gain a Dragon Breath activity that takes 2 actions and deals 6d6 damage to all creatures in a 30-foot cone with a DC 28 basic Reflex save. Choose the type of damage when you use Dragon Breath: fire, force, mental, or spirit. You can use this activity once before the end of your next turn.

Activate Cast a Spell; **Effect** You cast *gouging claw*.

Type *wyrm spindle*; **Level** 12; **Price** 1,000 gp

Activate Cast a Spell; **Frequency** once per day; **Effect** You cast *summon dragon*.

Type *greater wyrm spindle*; **Level** 15; **Price** 6,500 gp

Resistance when affixed to armor is 10, and damage from Dragon Breath when affixed to a weapon is 9d6 (DC 34).

Activate Cast a Spell; **Frequency** once per day; **Effect** You cast 7th-rank *summon dragon*.

Type *major wyrm spindle*; **Level** 19; **Price** 40,000 gp

Resistance when affixed to armor is 15, and damage from Dragon Breath when affixed to a weapon is 12d6 (DC 41).

Activate Cast a Spell; **Frequency** once per day; **Effect** You cast *summon draconic legion*[SoM].

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STAVES



Ah, the magic staff, that most iconic tool of the mortal spellcaster. As essential to a wizard as a sword to a warrior or lockpicks to a thief, staves can store power, grant knowledge of spells, and allow a spellcaster to exceed the limitations of their own mind in a variety of ways. The difference between the winner and loser in a war of archmages often comes down to who held the better implement of power. Pity they're so often made out of sticks instead of something more durable and interesting.

—Valashinaz, Mistress of the Vault

ACCURSED STAFF ITEM 6+

MAGICAL STAFF

Usage held in 1 hand; **Bulk** 1

Iron strips line the body of an *accursed staff*, capping the bottom and folding into an intricate knot at the top. While wielding an *accursed staff*, you're empowered by the curses you inflict. If an enemy fails a saving throw against a spell you cast that has the curse trait, you gain temporary Hit Points equal to double that spell's rank. These temporary Hit Points last 10 minutes. The enemy must be a significant threat and can't have been a willing subject of the curse.

Activate Cast a Spell; **Effect** You expend a number of charges from the staff to cast a spell from its list.

Type *accursed staff*; **Level** 6; **Price** 250 gp

- **Cantrip** *daze*
- **1st** *bane*, *ill omen*
- **2nd** *blood vendetta*, *warrior's regret*[SoM]

Type *greater accursed staff*; **Level** 10; **Price** 900 gp

- **3rd** *claim curse*[SoM], *cup of dust*[LODM]
- **4th** *cleanse affliction*, *outcast's curse*, *warrior's regret*

Type *major accursed staff*; **Level** 14; **Price** 4,000 gp

- **5th** *inevitable disaster*[SoM], *mariner's curse*
- **6th** *blinding fury*[PC2], *cleanse affliction*, *never mind*

Craft Requirements Supply one casting of all listed ranks of all listed spells.

BEAST STAFF ITEM 7+

MAGICAL STAFF

Usage held in 1 hand; **Bulk** 1

The visages of beasts are carved into the painted wood of a

beast staff, with a large head on top. The staff is a *+1 striking staff*. While wielding the staff while you have it prepared, you're affected by *speak with animals*. If you have Animal Empathy, you gain a +1 circumstance bonus on checks using it.

Activate Cast a Spell; **Effect** You expend a number of charges from the staff to cast a spell from its list.

Type *beast staff*; **Level** 7; **Price** 340 gp

- **Cantrip** *gouging claw*
- **1st** *pest form*, *runic body*
- **2nd** *animal form*, *enlarge*

Type *greater beast staff*; **Level** 11; **Price** 1,400 gp

The staff is a *+2 striking staff*. The circumstance bonus if you have Animal Empathy is +2.

- **3rd** *animal form*, *insect form*
- **4th** *animal form*, *bestial curse*[PC2], *insect form*, *pest form*

Type *major beast staff*; **Level** 15; **Price** 6,250 gp

The staff is a *+2 greater striking staff*. The circumstance bonus if you have Animal Empathy is +2.

- **5th** *animal form*, *insect form*, *moon frenzy*
- **6th** *cursed metamorphosis*, *moon frenzy*

Craft Requirements Supply one casting of all listed ranks of all listed spells.

BOREAL STAFF ITEM 8+

MAGICAL STAFF

Usage held in 1 hand; **Bulk** 1

A *boreal staff* is chiseled from a cylinder of ice to form a spiky, jagged icicle, its surface gleaming with the colors of the northern lights. It gives the air around you a distinct chill. A *boreal staff* is a *+1 striking staff*.

Activate ❖ (concentrate) **Frequency** once per 10 minutes; **Effect** Attempt a Strike using the staff. That Strike deals 2d4 additional cold damage.

Activate Cast a Spell; **Effect** You expend a number of charges from the staff to cast a spell from its list.

Type *boreal staff*; **Level** 8; **Price** 500 gp

- **Cantrip** *frostbite*
- **1st** *chilling spray*[PC2], *gust of wind*
- **2nd** *chilling spray*
- **3rd** *chilling spray*, *elemental absorption*[SoM] (water only)

Type *greater boreal staff*; **Level** 12; **Price** 2,750 gp

This is a *+2 striking frost staff*.

- **4th** *chilling spray*, *ice storm*[PC2]
- **5th** *howling blizzard*, *mantle of the frozen heart*[SoM]

Type *major boreal staff*; **Level** 17; **Price** 13,500 gp

This is a *+3 greater striking frost staff*. The additional cold damage from the activation ignores cold resistance.

- **6th** *howling blizzard*
- **7th** *frigid flurry*[SoM], *howling blizzard*

Craft Requirements Supply one casting of all listed ranks of all listed spells.

CELESTIAL STAFF ITEM 17

UNCOMMON HOLY MAGICAL STAFF

Price 14,000 gp

Usage held in 1 hand; **Bulk** 1

Heavenly radiance shines from an active *celestial staff*, a golden staff capped with a pair of sculpted angel's wings. Used as a weapon, the staff is a *+2 greater striking holy staff*. While wielding a *celestial staff*, you gain a +1 circumstance bonus to saving throws against effects that have the unholy trait and effects created by unholy creatures. When you prepare this staff, if you're unholy, you become drained 1 until your next daily preparations.

Activate Cast a Spell; **Effect** You expend a number of charges from the staff to cast a spell from its list.

- **Cantrip** *divine lance*
- **1st** *bless*, *protection*
- **2nd** *everlight*, *inner radiance torrent*[SoM]
- **3rd** *anointed ground*[PC2], *protection*
- **4th** *holy cascade*[PC2], *inner radiance torrent*
- **5th** *spiritual guardian*, *summon celestial*
- **6th** *holy cascade*, *summon celestial*
- **7th** *frigid flurry*[SoM], *howling blizzard*

Craft Requirements You're holy. Supply one casting of all listed ranks of all listed spells.

CHRONOMANCER STAFF ITEM 17

RARE MAGICAL STAFF

Price 15,000 gp

Usage held in 1 hand; **Bulk** 1

Clock faces and gears adorn the twisted iron shaft of a *chronomancer staff*, the hands of the clocks continually ticking or winding backward. Used as a weapon, the staff is a *+2 greater striking quickstrike staff*. While wielding this staff, you also gain a +1 circumstance bonus to initiative rolls.

Activate Cast a Spell; **Effect** You expend a number of charges from the staff to cast a spell from its list.

- **Cantrip** *time sense*[DA]
- **1st** *déjà vu*[PC2], *synchronize*[SoM]
- **2nd** *loose time's arrow*[DA], *synchronize*
- **3rd** *day's weight*[SoM], *haste*, *slow*, *time jump*[SoM]
- **4th** *curse of lost time*[PC2]
- **5th** *quicken time*[DA], *rewinding step*[SoM], *stagnate time*[DA]
- **6th** *cast into time*[SoM], *day's weight*
- **7th** *time beacon*[LODM]

Craft Requirements Supply one casting of all listed ranks of all listed spells.

COMPOSER STAFF ITEM 4+

MAGICAL STAFF

Usage held in 1 hand; **Bulk** 1

A *composer staff* is short and shaped like an elegant black conductor's baton with a silver tip. When waved through the air, it hums melodically. In this way, you can play it as though it were an instrument, and it grants a +1 item bonus to Performance checks made with it.

Activate Cast a Spell; **Effect** You expend a number of charges from the staff to cast a spell from its list.

Type *composer staff*; **Level** 4; **Price** 80 gp

- **Cantrip** *haunting hymn*[PC2], *summon instrument*
- **1st** *concordant choir*[PC2]

Type *greater composer staff*; **Level** 8; **Price** 480 gp

- **2nd** *sonata span*[SoM]
- **3rd** *concordant choir*[PC2], *enthrall*, *roaring applause*[SoM]

Type *major composer staff*; **Level** 12; **Price** 1,800 gp

The item bonus is +2.

- **4th** *infectious melody*[SoM]
- **5th** *concordant choir*, *truespeech*

Craft Requirements Supply one casting of all listed ranks of all listed spells.

DRAGONPRISM STAFF ITEM 14+

MAGICAL STAFF

Usage held in 1 hand; **Bulk** 1

A multi-hued array of scales covers a *dragonprism staff*, forming a gradient of color, and a dragon's claw holds a gem upon the staff's head. Dragons give allies these staves as a mark of esteem. While wielding a *dragonprism staff* you seem fiercer, gaining a +1 circumstance bonus to Intimidation checks to Demoralize.

Activate Cast a Spell; **Effect** You expend a number of charges from the staff to cast a spell from its list.

Type *dragonprism staff*; **Level** 14; **Price** 4,500 gp

- **Cantrip** *gouging claw*, *puff of poison*[PC2]
- **1st** *breathe fire*, *fear*
- **2nd** *acid grip*, *resist energy*
- **3rd** *fear*, *lightning bolt*
- **4th** *fly*, *reflective scales*[LODM]
- **5th** *howling blizzard*, *summon dragon*
- **6th** *dragon form*, *reflective scales*, *summon dragon*

Type *greater dragonprism staff*; **Level** 20; **Price** 68,000 gp

- **7th** *summon dragon*
- **8th** *dragon form*, *summon dragon*
- **9th** *summon draconic legion*[SoM], *summon dragon*

Craft Requirements Supply one casting of all listed ranks of all listed spells.

GAMBLER'S STAFF ITEM 12

UNCOMMON MAGICAL STAFF

Price 2,000 gp

Usage held in 1 hand; **Bulk** 1

A small glass orb on the head of a *gambler's staff* holds a pair of six-sided dice that shift and roll within. Spellcasters who make their living via games of chance use *gamblers' staves* to encourage the odds in their favor. Most gambling dens ban players they discover using such magic items. A *gambler's staff* grants you a +2 circumstance bonus to checks to Earn Income from gambling (typically using Games Lore). To get this benefit, the staff must be on your person during all the downtime you spend gambling.

Activate Cast a Spell; **Effect** You expend a number of charges from the staff to cast a spell from its list.

- **Cantrip** *wash your luck*[SoM]
- **1st** *nudge the odds*[SoM]
- **2nd** *lucky number*[SoM]
- **3rd** *shift blame*[SoM]
- **4th** *read omens*, *winning streak*[SoM]
- **5th** *nudge the odds*

Craft Requirements Supply one casting of all listed ranks of all listed spells.

GUARDIAN STAFF ITEM 6+

MAGICAL STAFF

Usage held in 1 hand; **Bulk** 1

A *guardian staff* is formed from ivory strands woven in a diamond pattern and capped with a glowing ruby. Those charged with protecting others value this staff's spells.

Activate ❖ (concentrate) **Effect** You raise the staff and choose an ally within 10 feet. A ruby-colored plane of force appears like a shield near the ally, granting them a +1 circumstance bonus to AC until the start of your next turn. If you use this action again, any creature you previously granted this bonus to loses it.

Activate Cast a Spell; **Effect** You expend a number of charges from the staff to cast a spell from its list.

Type *guardian staff*; **Level** 6; **Price** 250 gp

- **Cantrip** *forbidding ward*
- **1st** *sanctuary*, *spirit link*
- **2nd** *share life*, *spirit link*

Type *greater guardian staff*; **Level** 10; **Price** 900 gp

- **3rd** *life connection*[SoM], *spirit link*
- **4th** *spirit link*, *unfettered movement*

Type *major guardian staff*; **Level** 14; **Price** 4,000 gp

- **5th** *blessing of defiance*[SoM], *spirit link*, *spiritual guardian*
- **6th** *repulsion*, *scintillating safeguard*[PC2], *spirit link*, *unfettered movement*

Craft Requirements Supply one casting of all listed ranks of all listed spells.

HELL STAFF ITEM 17

UNCOMMON MAGICAL STAFF UNHOLY

Price 13,000 gp

Usage held in 1 hand; **Bulk** 1

A *hell staff* is a tall, pointed staff forged of red-tinted steel with Diabolic inscriptions that march neatly down its sides. At its top sits an inverted ruby pyramid divided into nine sections. Found mostly in Cheliax or other lands where diabolic influences hold sway, when used as a weapon the staff is a *+3 greater striking flaming unholy staff*. When you prepare this staff, if you're holy, you become drained 1 until your next daily preparations.

The staff's *summon lesser servitor* spell can be used only to summon animals with the fiend trait, devils, or hell hounds (at 4th rank). Its *summon fiend* spell can summon only devils or hell hounds.

Activate Cast a Spell; **Effect** You expend a number of charges from the staff to cast a spell from its list.

- **Cantrip** *divine lance*
- **1st** *protection*, *summon lesser servitor*[PC2]
- **2nd** *darkvision*, *summon lesser servitor*
- **3rd** *chilling darkness*, *darkvision*, *summon lesser servitor*
- **4th** *divine wrath*, *summon lesser servitor*
- **5th** *darkvision*, *divine immolation*, *summon fiend*



- **6th** *devil form*[SoM], *summon fiend*
- **7th** *divine decree*, *summon fiend*

Craft Requirements You're unholy. Supply one casting of all listed ranks of all listed spells.

LIBRARIAN STAFF ITEM 6+

EXTRADIMENSIONAL MAGICAL STAFF

Usage held in 1 hand; **Bulk** 1

A *librarian staff* is a slender pole composed of thousands of coiled and compressed book pages swirling into one another, with a mishmash of letters tumbling across its surface. The sound of rustling pages can be heard when the staff moves.

Activate ❖❖❖ (concentrate, manipulate) **Effect** You store one portable text of 1 Bulk or less—typically a book or scroll—in an extradimensional space in the staff. You can also use this activation to retrieve one text stored in the staff. The staff can store up to 50 texts.

Activate Cast a Spell; **Effect** You expend a number of charges from the staff to cast a spell from its list.

Type *librarian staff*; **Level** 6; **Price** 225 gp

- **Cantrip** *approximate*[SoM], *read aura*
- **1st** *pocket library*[SoM], *quick sort*[SoM], *share lore*[LODM]
- **2nd** *timely tutor*[SoM], *translate*

Type *greater librarian staff*; **Level** 12; **Price** 1,750 gp

The staff can store up to 100 texts.

- **3rd** *pocket library*, *quick sort*, *share lore*, *translate*
- **4th** *translate*
- **5th** *quick sort*, *share lore*

Craft Requirements Supply one casting of all listed ranks of all listed spells.

LYRAKIEN STAFF ITEM 6+

MAGICAL STAFF

Usage held in 1 hand; **Bulk** 1

A crystalline sphere, swirling with constantly shifting constellations, sits atop a *lyrakien staff*, a silver shaft that sparkles with the gentle glow of starlight. Desnans first created the staves, inspired by the music- and freedom-loving lyrakien azatas, but these staves are popular with spellcasters of all faiths who like travel, art, or the stars. While wielding a *lyrakien staff*, you gain a +1 circumstance bonus on saving throws against incapacitation effects.

Activate Cast a Spell; **Effect** You expend a number of charges from the staff to cast a spell from its list.

Type *lyrakien staff*; **Level** 6; **Price** 225 gp

- **Cantrip** *guidance*, *summon instrument*
- **1st** *concordant choir*[PC2]
- **2nd** *guiding star*[SoM], *sure footing*

Type *greater lyrakien staff*; **Level** 10; **Price** 920 gp

The circumstance bonus is +2.

- **3rd** *dream message*, *safe passage*, *wanderer's guide*[PC2]
- **4th** *concordant choir*, *dream message*, *sure footing*, *unfettered movement*

Type *major lyrakien staff*; **Level** 16; **Price** 8,600 gp

The circumstance bonus is +2.

- **5th** *safe passage*, *summon celestial* (azatas only)
- **6th** *concordant choir*, *zealous conviction*
- **7th** *cosmic form*[SoM], *sure footing*

Craft Requirements Supply one casting of all listed ranks of all listed spells.

PIRATE STAFF ITEM 12

MAGICAL STAFF

Price 2,000 gp

Usage held in 1 hand; **Bulk** 1

Carved of salt-stained driftwood, a *pirate staff* has jewels and gold pieces embedded in the wood. A skull and crossbones sit on top. When used as a weapon, the staff is a *+2 striking fearsome staff*. While wielding the staff, you gain a +2 circumstance bonus to Intimidation checks to Coerce.

Activate Cast a Spell; **Effect** You expend a number of charges from the staff to cast a spell from its list.

- **Cantrip** *gale blast*[PC2], *know the way*
- **1st** *seashell of stolen sound*[SoM]
- **2nd** *mist*, *water breathing*, *water walk*
- **3rd** *mind of menace*[SoM], *water breathing*
- **4th** *coral eruption*[SoM], *water breathing*, *water walk*
- **5th** *flowing strike*[SoM], *mariner's curse*

Craft Requirements Supply one casting of all listed ranks of all listed spells.

SOCIALITE STAFF — ITEM 12

MAGICAL STAFF

Price 1,900 gp

Usage held in 1 hand; **Bulk** 1

A *socialite staff* is designed as an ornate cane, its metal body glimmering with jewels and gold inlays. A sculpture carved from obsidian tops the head of the staff, its design depending on its wielder's taste. Common choices include birds, flowers, or family crests. While wielding a *socialite staff*, you gain a +2 circumstance bonus to Make an Impression on members of high society.

Activate Cast a Spell; **Effect** You expend a number of charges from the staff to cast a spell from its list.

- **Cantrip** *read the air*[SoM]
- **1st** *charm*, *restyle*[SoM]
- **2nd** *befitting attire*[SoM], *phantom crowd*[SoM]
- **3rd** *bottomless stomach*[SoM], *shift blame*[SoM]
- **4th** *befitting attire*, *suggestion*
- **5th** *befitting attire*, *charm*, *glimmer of charm*[SoM], *suggestion*

Craft Requirements Supply one casting of all listed ranks of all listed spells.

SPELLSTRIKER STAFF — ITEM 7+

MAGICAL STAFF

Usage held in 1 hand; **Bulk** 1

A *spellstriker staff* is wrought iron with gleaming arcane sigils etched into its surface and a sharp point at the bottom. Used as a weapon, the staff is a *+1 striking shifting staff*.

Activate ◆ (concentrate) **Frequency** once per hour; **Trigger** You use Spellstrike with a non-cantrip spell and miss with the Strike; **Effect** An explosion of magical energy—stored up for the Spellstrike—explodes out. All creatures in a 5-foot emanation take 1d6 damage per rank of the spell, with a basic Reflex save against your spell DC. This damage is the same type the spell would have dealt, and the activation gains that trait; if the spell would have dealt multiple types of damage, choose one of them. If the damage of the explosion is mental, the save is Will instead of Reflex.

Activate Cast a Spell; **Effect** You expend a number of charges from the staff to cast a spell from its list.

Type *spellstriker staff*; **Level** 7; **Price** 360 gp

- **Cantrip** *ignition*
- **1st** *echoing weapon*[SoM], *sure strike*
- **2nd** *acid grip*, *telekinetic maneuver*

Type *greater spellstriker staff*; **Level** 11; **Price** 1,400 gp

Used as a weapon, the staff is a *+2 striking shifting staff*.

- **3rd** *echoing weapon*, *haste*
- **4th** *acid grip*, *weapon storm*

Type *major spellstriker staff*; **Level** 16; **Price** 8,500 gp

Used as a weapon, the staff is a *+2 greater striking shifting staff*.

- **5th** *blink charge*[SoM], *echoing weapon*, *vampiric feast*
- **6th** *acid grip*, *weapon storm*
- **7th** *blink charge*, *true target*

Craft Requirements You have the magus's Spellstrike activity. Supply one casting of all listed ranks of all listed spells.

SPY STAFF — ITEM 7+

UNCOMMON MAGICAL STAFF

Usage held in 1 hand; **Bulk** 1

In its normal form, a *spy staff* is a slim rod of burnished wood with subtle etchings of eyes upon its sides. The first to develop the *spy staff* were agents of Andoran's Twilight Talons, but such staves have spread to other espionage agencies.

Activate ◆ (concentrate) **Effect** You change the shape and appearance of this staff to that of an ordinary handheld accessory of your choosing of the same Bulk. The staff's statistics don't change. Only a creature benefiting from *truesight* or a similar effect can attempt to disbelieve this illusion, with a DC of 27.

Activate Cast a Spell; **Effect** You expend a number of charges from the staff to cast a spell from its list.

Type *spy staff*; **Level** 7; **Price** 340 gp

- **Cantrip** *message*
- **1st** *illusory disguise*, *invisible item*[PC2], *message rune*[LODM]
- **2nd** *disguise magic*, *humanoid form*, *illusory disguise*

Type *greater spy staff*; **Level** 11; **Price** 1,175 gp

The DC to disbelieve the illusion disguising the staff is 32.

- **3rd** *clairaudience*, *illusory disguise*, *veil of privacy*
- **4th** *clairvoyance*, *peaceful bubble*

Type *major spy staff*; **Level** 15; **Price** 5,300 gp

The DC to disbelieve the illusion disguising the staff is 38.

- **5th** *mind probe*, *scouting eye*
- **6th** *mislead*, *scrying*

Craft Requirements Supply one casting of all listed ranks of all listed spells.

STAFF OF AIR — ITEM 3+

MAGICAL STAFF

Usage held in 1 hand; **Bulk** 1

Carved from white ash wood, a *staff of air* crackles with electrical sparks, and a breeze always follows the wielder. While wielding a *staff of air*, you feel lighter on your feet, and you can Step into difficult terrain once per round.

Activate Cast a Spell; **Effect** You expend a number of charges from the staff to cast a spell from its list.

Type *staff of air*; **Level** 3; **Price** 60 gp

- **Cantrip** *gale blast*[PC2]
- **1st** *air bubble*, *gust of wind*

Type *greater staff of air*; **Level** 8; **Price** 450 gp

- **2nd** *ash cloud*[SoM], *mist*
- **3rd** *blazing dive*[SoM], *lightning bolt*, *wall of wind*

Type *major staff of air*; **Level** 12; **Price** 1,800 gp
- **4th** *ash cloud*, *fly*
- **5th** *blazing dive*, *lightning storm*[PC2]

Craft Requirements Supply one casting of all listed ranks of all listed spells.

STAFF OF EARTH ITEM 3+

MAGICAL STAFF

Usage held in 1 hand; **Bulk** 1

Geometric patterns are etched into the smooth brown-and-gray surface of a *staff of earth*, which makes a solid, resonant thud whenever tapped against the ground. While wielding a *staff of earth*, you gain a +1 circumstance bonus to your Fortitude saves and DC against effects that Shove you or knock you prone.

Activate Cast a Spell; **Effect** You expend a number of charges from the staff to cast a spell from its list.

Type *staff of earth*; **Level** 3; **Price** 60 gp
- **Cantrip** *scatter scree*[PC2]
- **1st** *pummeling rubble*

Type *greater staff of earth*; **Level** 8; **Price** 450 gp
- **2nd** *expeditious excavation*[LODM], *pummeling rubble*
- **3rd** *earthbind*, *shifting sand*[LODM]

Type *major staff of earth*; **Level** 12; **Price** 1,800 gp
- **4th** *expeditious excavation*, *mountain resilience*, *shape stone*
- **5th** *blazing fissure*[SoM], *wall of stone*

Craft Requirements Supply one casting of all listed ranks of all listed spells.

STAFF OF WATER ITEM 3+

MAGICAL STAFF

Usage held in 1 hand; **Bulk** 1

A *staff of water* is most often made of driftwood, sometimes lacquered blue. Carved versions often have a wave pattern. The staff smells of rain or brine. While wielding a *staff of water*, you have resistance 2 to fire.

Activate Cast a Spell; **Effect** You expend a number of charges from the staff to cast a spell from its list.

Type *staff of water*; **Level** 3; **Price** 60 gp
- **Cantrip** *spout*[PC2]
- **1st** *create water*, *hydraulic push*

Type *greater staff of water*; **Level** 8; **Price** 450 gp
The resistance is 5.
- **2nd** *mist*, *water walk*
- **3rd** *aqueous orb*, *wall of water*[SoM]

Type *major staff of water*; **Level** 12; **Price** 1,800 gp
The resistance is 10.
- **4th** *crashing wave*[PC2], *hydraulic torrent*
- **5th** *control water*, *geyser*[SoM]

Craft Requirements Supply one casting of all listed ranks of all listed spells.

ZEALOT STAFF ITEM 17

DIVINE STAFF

Price 13,000 gp

Usage held in 1 hand; **Bulk** 1

A *zealot staff*'s color, iconography, and materials vary depending on the faith it's dedicated to. An Iomedaean staff might be forged of gold and shaped like an ornamental sword, while a Lamashtan one could instead be made of blackened iron depicting monstrous faces. Used as a weapon, the staff is a *+3 greater striking staff*. The staff represents vehement support of the deity to whom the staff is dedicated, punishing defiance. When you prepare this staff, if you don't worship its deity, you become drained 1 until your next daily preparations.

Activate ◆ (concentrate, sanctified, spirit) **Frequency** once per 10 minutes; **Trigger** You hit with a Strike using the staff; **Effect** A vicious blast of deific power explodes as you hit. You deal an additional 1d4 spirit damage per damage die of the staff to the target of your Strike.

Activate Cast a Spell; **Effect** You expend a number of charges from the staff to cast a spell from its list. Add the cleric spells granted by your deity to the list for their rank and each higher rank. For example, a *zealot staff of Sarenrae* would add *breathe fire* at 1st through 7th rank, *fireball* at 3rd through 7th rank, and *wall of fire* at 4th through 7th rank.
- **Cantrip** *divine lance*
- **1st** *bane*
- **2nd** *augury*
- **3rd** *warding aggression*[SoM]
- **4th** *divine wrath*
- **5th** *crisis of faith*, *divine wrath*
- **6th** *spiritual armament*, *zealous conviction*
- **7th** *crisis of faith*, *divine decree*

Craft Requirements You worship the deity to which the staff is dedicated. Supply one casting of all listed spells, including your deity's cleric spells.

ZOMBIE STAFF ITEM 7+

MAGICAL STAFF

Usage held in 1 hand; **Bulk** 1

A *zombie staff* is etched with the rotting visage of an undead humanoid grimacing in terror and dismay carved atop it. The staff's *summon undead* spells can summon only undead that have flesh and an Intelligence modifier of –4 or lower.

Activate Cast a Spell; **Effect** You expend a number of charges from the staff to cast a spell from its list. If you cast *summon undead*, you can also cast *protect companion* on the resulting minion as a free action.

Type *zombie staff*; **Level** 7; **Price** 330 gp
- **Cantrip** *protect companion*[SoM]
- **1st** *necromancer's generosity*[SoM], *summon undead*
- **2nd** *final sacrifice*[PC2], *summon undead*

Type *greater zombie staff*; **Level** 11; **Price** 1,200 gp
- **3rd** *bind undead*, *necromancer's generosity*, *summon undead*
- **4th** *final sacrifice*, *summon undead*, *talking corpse*

Type *major zombie staff*; **Level** 15; **Price** 5,600 gp
- **5th** *necromancer's generosity*, *summon undead*
- **6th** *final sacrifice*, *necrotize*[SoM], *summon undead*

Craft Requirements Supply one casting of all listed ranks of all listed spells.

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Coda Instruments

While many spellcasters prefer standard magic staves, bards often quest to find or create magical instruments to help supplement their songs. Instruments with the coda trait work mostly like staves, and have the staff trait. There are two differences: Coda instruments are in the form of musical instruments, and they can be prepared only by bards. Because they're not physically staves, you can't attack with a coda instrument nor can you etch it with weapon runes.

The process of preparing a coda instrument involves playing significant portions of songs related to the spells within the instrument—either old standards or ones of your own creation. This leaves magical reverberations within the instrument that allow you to complete the songs by playing their coda later in the day.

BAGPIPES OF TURMOIL ITEM 4+

CODA OCCULT STAFF

Usage held in 2 hands; **Bulk** 1

While those who appreciate bagpipes may like the sound of this gray reed and black leather instrument, its real purpose is to sow turmoil against a performer's enemies, spreading discord with each note. While playing the bagpipes, you gain a +1 item bonus to Performance checks and to Intimidation checks made to Demoralize.

Activate Cast a Spell; **Effect** You expend a number of charges from this instrument to cast a spell from its list.

Type *bagpipes of turmoil*; **Level** 4; **Price** 90 gp

- **Cantrip** *daze*
- **1st** *bane*

Type *greater bagpipes of turmoil*; **Level** 8; **Price** 460 gp

- **2nd** *deafness*, *knock*, *shatter*
- **3rd** *paralyze*, *shift blame*[SoM]

Type *major bagpipes of turmoil*; **Level** 12; **Price** 1,900 gp

The item bonuses are +2.

- **4th** *confusion*, *painful vibrations*[SoM]
- **5th** *banishment*, *synaptic pulse*, *wave of despair*

Craft Requirements Supply one casting of all listed ranks of all listed spells.

DRUMS OF WAR ITEM 4+

CODA OCCULT STAFF

Usage held in 2 hands; **Bulk** 1

This handheld snare drum is adorned with garish scenes of battle and triumph. When played, no matter what rhythm, it always gives the impression of a marching beat, invoking armies on the move. While playing the drums, you gain a +1 item bonus to Performance checks and a +5-foot status bonus to your Speed.

Activate Cast a Spell; **Effect** You expend a number of charges from this instrument to cast a spell from its list.

Type *drums of war*; **Level** 4; **Price** 90 gp

- **Cantrip** *shield*
- **1st** *force barrage*, *mystic armor*, *sure strike*

Type *greater drums of war*; **Level** 8; **Price** 460 gp

- **2nd** *false vitality*, *noise blast*, *spiritual armament*
- **3rd** *haste*, *heroism*

Type *major drums of war*; **Level** 12; **Price** 1,900 gp

The item bonus to Performance checks is +2.

- **4th** *dispelling globe*, *tortoise and the hare*[SoM]
- **5th** *dispelling globe*, *quicken time*[DA], *synaptic pulse*

Craft Requirements Supply one casting of all listed ranks of all listed spells.

ENTERTAINER'S LUTE ITEM 4+

CODA OCCULT STAFF

Usage held in 2 hands; **Bulk** L

This lustrous lute has a polished body and frets inlaid with mother of pearl. The decorations on the lute transform to show whatever decorations or carvings you find most appealing, and they change further to reinforce the story of the song you're currently playing. Its frets are inlaid with mother of pearl. With its mix of compelling illusions and mental tricks, it's favored by many traveling minstrels. While playing the lute, you gain a +1 item bonus to Diplomacy and Performance checks.

Activate Cast a Spell; **Effect** You expend a number of charges from this instrument to cast a spell from its list.

Type *entertainer's lute*; **Level** 4; **Price** 90 gp

- **Cantrip** *infectious enthusiasm*[SoM]
- **1st** *bless*, *ventriloquism*

Type *greater entertainer's lute*; **Level** 8; **Price** 460 gp

- **2nd** *calm*, *phantasmal treasure*[PC2]
- **3rd** *enthrall*, *heroism*, *illusory creature*

Type *major entertainer's lute*; **Level** 12; **Price** 1,900 gp

The item bonuses are +2.

- **4th** *honeyed words*, *infectious melody*[SoM]
- **5th** *hallucination*, *illusory creature*, *illusory scene*, *suggestion*

Craft Requirements Supply one casting of all listed ranks of all listed spells.

FIDDLE OF THE MAESTRO ITEM 16

RARE CODA OCCULT STAFF

Price 10,000 gp

Usage held in 2 hands; **Bulk** L

This exquisite fiddle is perfectly carved and balanced to produce the purest sound while granting its player perfect balance and poise. It grants a +2 item bonus to Performance checks. If you're a master in Performance, while playing it you also gain a +1 status bonus to Reflex saves and a +1 item bonus to Dexterity-based skill checks. If you're legendary in Performance, the bonuses are +2.

When you Perform with the fiddle, you can choose to create a harsh and discordant note. You critically fail the Performance check, shred the strings of the fiddle, and create an 8th-rank *noise blast*, with a 40-foot emanation around you instead of a 10-foot burst. The fiddle can't be played again until the strings are replaced at a cost of 200 gp.

Activate Cast a Spell; **Effect** You expend a number of charges from this instrument to cast a spell from its list.

- **Cantrip** *figment*, *light*, *message*



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- **1st** *command*
- **2nd** *calm*, *revealing light*
- **3rd** *enthrall*
- **4th** *honeyed words*
- **5th** *sending*
- **6th** *calm*, *dominate*, *vibrant pattern*
- **7th** *dominate*, *mask of terror*, *true target*, *vibrant pattern*, *visions of danger*[PC2]

Craft Requirements Supply one casting of all listed ranks of all listed spells.

PIPES OF COMPULSION ITEM 4+

UNCOMMON CODA OCCULT STAFF

Usage held in 2 hands; **Bulk** L

These panpipes are made of what seems to be beat-up tin bound by frayed leather and look like they shouldn't function at all, but in skilled hands they emit a beautiful sound that beguiles the senses. While playing the pipes, you gain a +1 item bonus to Diplomacy and Performance checks.

Activate Cast a Spell; **Effect** You expend a number of charges from this instrument to cast a spell from its list.

Type *pipes of compulsion*; **Level** 4; **Price** 90 gp

- **Cantrip** *daze*
- **1st** *charm*, *command*, *fear*

Type *greater pipes of compulsion*; **Level** 8; **Price** 460 gp

- **2nd** *laughing fit*, *stupefy*
- **3rd** *charm*, *hypnotize*, *mind reading*, *ring of truth*

Type *major pipes of compulsion*; **Level** 12; **Price** 1,900 gp

The item bonuses are +2.

- **4th** *confusion*, *suggestion*
- **5th** *charm*, *glimmer of charm*[SoM], *suggestion*, *telepathy*

Craft Requirements Supply one casting of all listed ranks of all listed spells.

SEER'S FLUTE ITEM 4+

UNCOMMON CODA OCCULT STAFF

Usage held in 2 hands; **Bulk** L

This ivory flute is adorned with many carvings of eyes. Each has jade pupils and a semiprecious stone as its iris. The eyes flutter open and closed when the flute is played, as if it held the eyes of many independent beings. While playing the flute, you gain a +1 item bonus to Perception checks and Performance checks.

Activate Cast a Spell; **Effect** You expend a number of charges from this instrument to cast a spell from its list.

Type *seer's flute*; **Level** 4; **Price** 90 gp

- **Cantrip** *guidance*, *read aura*
- **1st** *object reading*[PC2]

Type *greater seer's flute*; **Level** 8; **Price** 460 gp

- **2nd** *augury*, *object reading*, *see the unseen*
- **3rd** *clairaudience*, *hypercognition*, *wanderer's guide*[PC2]

Type *major seer's flute*; **Level** 12; **Price** 1,900 gp

The item bonuses are +2.

- **4th** *clairvoyance*, *object reading*, *read omens*
- **5th** *inevitable disaster*[SoM], *scouting eye*, *truespeech*

Craft Requirements Supply one casting of all listed ranks of all listed spells.

TRICKSTER'S MANDOLIN ITEM 4+

CODA OCCULT STAFF

Usage held in 2 hands; **Bulk** L

Sought after by many unscrupulous bards, this instrument is surprisingly light and easy to carry, but also empowered with a number of spells carefully selected to help with fooling others or making a hasty retreat. While playing the mandolin, you gain a +1 item bonus to Deception and Performance checks.

Activate ❖ (concentrate) **Effect** You change the instrument's color and shape to one you prefer, and you can turn it into a different handheld string instrument that takes two hands to play.

Activate Cast a Spell; **Effect** You expend a number of charges from this instrument to cast a spell from its list.

Type *trickster's mandolin*; **Level** 4; **Price** 90 gp

- **Cantrip** *prestidigitation*
- **1st** *illusory disguise*, *item facade*, *ventriloquism*

Type *greater trickster's mandolin*; **Level** 8; **Price** 460 gp

- **2nd** *blur*, *illusory creature*, *illusory disguise*, *invisibility*
- **3rd** *illusory disguise*, *phantom prison*[SoM], *shared invisibility*[PC2]

Type *major trickster's mandolin*; **Level** 12; **Price** 1,900 gp

The item bonuses are +2.

- **4th** *confusion*, *invisibility*, *illusory disguise*
- **5th** *hallucination*, *illusory scene*, *veil*

Craft Requirements Supply one casting of all listed ranks of all listed spells.



WANDS



Wands are often seen as magical storage—a place for a wizard to tuck away a spare spell they might not use as often. But they have the potential to be so much more. Like a magical catalyst, a wand can change the very nature of a spell, adding effects and functionality beyond what the basic spellform is capable of. Though as I've noted before, duels of archmages are often decided by who runs out of spells first, so even the wand's most basic function of spell storage should not be discounted.

—Valashinaz, Mistress of the Vault

WAND OF CHOKING MIST ITEM 6+

MAGICAL WAND WATER

Usage held in 1 hand; **Bulk** L

This blackened wood wand has a smoldering tip, emitting a slight trail of steam.

Activate Cast a Spell; **Frequency** once per day, plus overcharge; **Effect** You cast the wand's spell, but the mist prevents creatures from being able to breathe in its area. They must hold their breath or start suffocating (*Player Core* 437).

Type 2nd-rank spell; **Level** 6; **Price** 250 gp

The spell is *mist*.

Type 4th-rank spell; **Level** 10; **Price** 1,000 gp

The spell is *cinder swarm* (*Pathfinder Rage of Elements* 118).

Craft Requirements Supply a casting of *mist* for the 2nd-rank wand or *cinder swarm* for the 4th-rank wand.

WAND OF CHROMATIC BURST ITEM 10+

LIGHT MAGICAL WAND

Usage held in 1 hand; **Bulk** L

This intricately carved quartz wand changes color, cycling through the colors of the rainbow.

Activate Cast a Spell; **Frequency** once per day, plus overcharge; **Effect** You cast *chromatic armor* (*Secrets of Magic* 95) of the indicated rank. Additionally, the target can use the Chromatic Armor Burst action.

Chromatic Armor Burst ❖ (concentrate, light, magical) **Requirements** You're affected by *chromatic armor* created by the *wand of chromatic burst*; **Effect** Choose one color of the *chromatic armor* the wand created for you. The spell ends and light of that color flashes brightly in a 20-foot emanation. Creatures in the area

take damage of the type associated with the color you chose, with a basic Reflex save against your spell DC; the amount of damage depends on the wand's type. This action has the trait corresponding to the damage type you chose.

Type 4th-rank spell; **Level** 10; **Price** 1,000 gp
The damage is 4d6.

Type 7th-rank spell; **Level** 16; **Price** 10,000 gp
The damage is 8d6.

Craft Requirements Supply a casting of *chromatic armor* of the appropriate rank.

WAND OF CLINGING RIME ITEM 16+

COLD MAGICAL WAND WATER

Usage held in 1 hand; **Bulk** L

A thin layer of frost coats this gnarled holly wand.

Activate Cast a Spell; **Frequency** once per day, plus overcharge; **Effect** You cast *frigid flurry* (*Secrets of Magic* 108) of the indicated rank. After you cast the spell, the ice crystals freeze to flesh and other surfaces, clinging to the creatures in the area. Each creature that fails its save takes persistent cold damage with the amount determined by the wand's type.

Type 7th-rank spell; **Level** 16; **Price** 10,000 gp
The persistent cold damage is 1d6.

Type 8th-rank spell; **Level** 18; **Price** 24,000 gp
The persistent cold damage is 2d6.

Type 9th-rank spell; **Level** 20; **Price** 70,000 gp
The persistent cold damage is 3d6.

Craft Requirements Supply a casting of *frigid flurry* of the appropriate rank.

WAND OF CONTAGIOUS FRAILTY ITEM 5

MAGICAL WAND

Price 160 gp

Usage held in 1 hand; **Bulk** L

Cracks and healed fractures spiderweb the shaft of this bone wand, worsening each time the wand is used. The bone's worn epiphysis forms the wand's pommel, and black leather wraps around the handle.

Activate Cast a Spell; **Frequency** once per day, plus overcharge; **Effect** You cast *enfeeble*. After you cast the spell, if the target is enfeebled, it releases a 10-foot emanation that doesn't include itself. Each creature in that area must attempt a Fortitude save as if targeted by *enfeeble*, but gets an outcome one degree of success better than it rolled.

Craft Requirements Supply a casting of *enfeeble*.

WAND OF CRUSHING LEAPS ITEM 4

MAGICAL WAND

Price 80 gp

Usage held in 1 hand; **Bulk** –

This supple, light wooden wand drifts to the ground like a feather or leaf when dropped, landing unharmed. A thin coil of metal wraps around the wand's handle.

Activate Cast a Spell; **Frequency** once per day, plus overcharge; **Effect** You cast *jump*, but can jump up to 60 feet. When you land you shatter the ground, making each creature in a 5-foot emanation off-guard until the start of its next turn. In addition, the space you land in and all squares in the emanation become difficult terrain for 1 minute.

Craft Requirements Supply a casting of 1st-rank *jump*.

WAND OF DAZZLING RAYS ITEM 8+

FIRE HOLY LIGHT MAGICAL WAND

Usage held in 1 hand; **Bulk** L

Solidified radiance comprises this slender, featureless wand. It sheds bright light in a 20-foot radius and dim light for the next 20 feet. After you Activate the wand, the light fades, so it only sheds dim light in a 20-foot radius. The wand returns to its original brightness each dawn.

Activate Cast a Spell; **Frequency** once per day, plus overcharge; **Effect** You cast *holy light* of the indicated rank, dazzling your target with the beam's intensity. A creature that takes damage from the spell is blinded for 1 round and dazzled for a number of rounds equal to the spell rank. On a critical success on the attack roll, the target is also blinded for as long as it's dazzled from the spell. However, it can attempt a Fortitude saving throw against your spell DC at the end of each of its turns, ending the blinded condition on a success (but remaining dazzled).

Type 3rd-rank spell; **Level** 8; **Price** 500 gp
Type 4th-rank spell; **Level** 10; **Price** 1,000 gp
Type 5th-rank spell; **Level** 12; **Price** 2,000 gp
Type 6th-rank spell; **Level** 14; **Price** 4,500 gp
Type 7th-rank spell; **Level** 16; **Price** 10,000 gp
Type 8th-rank spell; **Level** 18; **Price** 24,000 gp
Type 9th-rank spell; **Level** 20; **Price** 70,000 gp

Craft Requirements Supply a casting of *holy light* of the appropriate rank.

WAND OF DUMBFOUNDING DOOM ITEM 8+

EMOTION FEAR INCAPACITATION MAGICAL MENTAL PREDICTION WAND

Usage held in 1 hand; **Bulk** L

Carvings of skulls, monsters, and all manner of violence decorate this wand of blackened bone, but it makes absurd sounds when Activated, such as a honking horn, a manic giggle, or a daydreamy sigh.

Activate Cast a Spell; **Frequency** once per day, plus overcharge; **Effect** You cast *impending doom* (*Secrets of Magic* 110) of the indicated rank, showing the target a potential death that's gruesome and absurd. If the target becomes frightened by the spell, it also becomes stupefied with a value 1 higher than the frightened value. This lasts for the duration of the spell.

Type 3rd-rank spell; **Level** 8; **Price** 500 gp
Type 4th-rank spell; **Level** 10; **Price** 1,000 gp
Type 5th-rank spell; **Level** 12; **Price** 2,000 gp
Type 6th-rank spell; **Level** 14; **Price** 4,500 gp
Type 7th-rank spell; **Level** 16; **Price** 10,000 gp
Type 8th-rank spell; **Level** 18; **Price** 24,000 gp

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Type 9th-rank spell; **Level** 20; **Price** 70,000 gp

Craft Requirements Supply a casting of *impending doom* of the appropriate rank.

WAND OF HAWTHORN ITEM 6+

MAGICAL PLANT WAND

Usage held in 1 hand; **Bulk** L

Carved from a hawthorn branch, this wand has a smooth handle, but the shaft remains covered in bark and long thorns. Polished red stones, arranged like a cluster of berries, decorate the pommel.

Activate Cast a Spell; **Frequency** once per day, plus overcharge; **Effect** You cast *oaken resilience* of the indicated rank, and the target sprouts long thorns like those of a hawthorn tree. While *oaken resilience* lasts, any creature that hits the target with an unarmed Strike or otherwise touches it takes piercing damage from the thorns, with the amount determined by the wand's type. A creature that has engulfed or swallowed the target takes this damage as well at the start of each of the target's turns.

Type 2nd-rank spell; **Level** 6; **Price** 250 gp
The thorns deal 1d4 piercing damage.

Type 4th-rank spell; **Level** 10; **Price** 1,000 gp
The thorns deal 2d4 piercing damage.

Type 6th-rank spell; **Level** 14; **Price** 4,500 gp
The thorns deal 3d4 piercing damage.

Type 8th-rank spell; **Level** 18; **Price** 24,000 gp
The thorns deal 4d4 piercing damage.

Craft Requirements Supply a casting of *oaken resilience* of the appropriate rank.

WAND OF HYBRID FORM ITEM 6+

UNCOMMON MAGICAL POLYMORPH WAND

Usage held in 1 hand; **Bulk** L

The grain of this simple wooden wand forms shifting images of sharp claws, snapping jaws, and countless creatures.

Activate Cast a Spell; This activation takes ◆◆ if the spell normally takes ◆ to cast, or ◆◆◆ if the spell normally takes ◆◆; **Frequency** once per day, plus overcharge; **Effect** You Cast the Spell, selecting two forms from among those you can normally choose. You gain the benefits of both forms. For example, if one form can breathe air and the other can breathe underwater, you can breathe in both situations. If there's overlap in abilities, you gain the better one. For instance, if both have a fly Speed, you get the higher one, and if both forms have claws, you gain only the claw Strike you prefer. The GM determines which abilities overlap and which are cumulative.

Type 2nd-rank spell; **Level** 6; **Price** 200 gp
Type 3rd-rank spell; **Level** 8; **Price** 450 gp
Type 4th-rank spell; **Level** 10; **Price** 850 gp
Type 5th-rank spell; **Level** 12; **Price** 1,750 gp
Type 6th-rank spell; **Level** 14; **Price** 3,750 gp
Type 7th-rank spell; **Level** 16; **Price** 8,000 gp
Type 8th-rank spell; **Level** 18; **Price** 19,000 gp
Type 9th-rank spell; **Level** 20; **Price** 55,000 gp

Craft Requirements Supply a casting of a spell of the appropriate rank. The spell must have a casting time of ◆ or ◆◆, must have the polymorph trait, and must allow more than one choice of battle form.

WAND OF LEGERDEMAIN ITEM 4+

MAGICAL WAND

Usage held in 1 hand; **Bulk** L

This wand of lacquered black wood has a handle wrapped in interwoven colorful ribbons. A silver bell caps the wand's tasseled pommel.

Activate Cast a Spell; **Frequency** once per day, plus overcharge; **Effect** You Cast the Spell.

Activate ◆ (emotion, illusion, light, manipulate. mental, visual) **Requirements** The last action you took this turn was to Cast a Spell from the wand; **Effect** You make yourself the center of attention. An illusory spotlight shines bright light upon your space as you pull inane objects from the wand's tip, such as confetti, silk flowers, streamers, or a long string of colorful kerchiefs knotted end to end. Each enemy within 30 feet must attempt a Will save against your spell DC, receiving a +4 circumstance bonus to the save if you or any of your allies recently threatened it or used hostile actions against it. On a failure, the creature becomes fascinated with you until the end of your next turn. The fascination ends if the target is subject to a hostile act, or if another creature succeeds at a Diplomacy or Intimidation check against it.

The spotlight follows you as you move. You can't be concealed while in the spotlight. The effect ends if you become invisible, attempt a Stealth check, or Dismiss the activation.

You can Sustain this Activation for up to 1 minute. Since you need to keep performing tricks, Sustain an Activation has the manipulate trait. Sustaining extends the spotlight, and keeps fascinated creatures fascinated, but doesn't cause creatures not already fascinated to become fascinated.

Type 1st-rank spell; **Level** 4; **Price** 100 gp
Type 2nd-rank spell; **Level** 6; **Price** 250 gp
Type 3rd-rank spell; **Level** 8; **Price** 500 gp
Type 4th-rank spell; **Level** 10; **Price** 1,000 gp
Type 5th-rank spell; **Level** 12; **Price** 2,000 gp
Type 6th-rank spell; **Level** 14; **Price** 4,500 gp
Type 7th-rank spell; **Level** 16; **Price** 10,000 gp
Type 8th-rank spell; **Level** 18; **Price** 24,000 gp
Type 9th-rank spell; **Level** 20; **Price** 70,000 gp

Craft Requirements Supply a casting of a spell of the appropriate rank.

WAND OF MENTAL PURIFICATION ITEM 4+

EMOTION HEALING MAGICAL MENTAL WAND

Usage held in 1 hand; **Bulk** L

Red feathers hang from the handle of this ivory wand. Holding it brings a sense of gentle calm.

Activate Cast a Spell; **Frequency** once per day, plus overcharge; **Effect** You cast *soothe* of the indicated rank, and can attempt to counteract one mental effect on the same target. Treat the *soothe* spell's rank as 1 higher for this counteract check.

Type 1st-rank spell; **Level** 4; **Price** 110 gp
Type 2nd-rank spell; **Level** 6; **Price** 250 gp
Type 3rd-rank spell; **Level** 8; **Price** 500 gp
Type 4th-rank spell; **Level** 10; **Price** 1,400 gp
Type 5th-rank spell; **Level** 12; **Price** 3,000 gp
Type 6th-rank spell; **Level** 14; **Price** 4,500 gp
Type 7th-rank spell; **Level** 16; **Price** 10,000 gp
Type 8th-rank spell; **Level** 18; **Price** 24,000 gp
Type 9th-rank spell; **Level** 20; **Price** 70,000 gp
Craft Requirements Supply a casting of *soothe* of the appropriate rank.

WAND OF MERCY ITEM 4+

MAGICAL WAND

Usage held in 1 hand; **Bulk** L

The pommel of this rose quartz wand resembles the stylized wings of an angel. When you cast its spell and choose not to make the spell nonlethal, the crystal deepens to a dark blood-red color. The wand's coloring only reverts to its original rose when you cast the spell from the wand nonlethally.

Activate Cast a Spell; the activation takes ◆◆ if the spell normally takes ◆ to cast, or ◆◆◆ if the spell normally takes ◆◆; **Frequency** once per day, plus overcharge; **Effect** You Cast the Spell, and can choose to give it the nonlethal trait.

Type 1st-rank spell; **Level** 4; **Price** 75 gp
Type 2nd-rank spell; **Level** 6; **Price** 200 gp
Type 3rd-rank spell; **Level** 8; **Price** 425 gp
Type 4th-rank spell; **Level** 10; **Price** 850 gp
Type 5th-rank spell; **Level** 12; **Price** 1,650 gp
Type 6th-rank spell; **Level** 14; **Price** 3,600 gp
Type 7th-rank spell; **Level** 16; **Price** 7,900 gp
Type 8th-rank spell; **Level** 18; **Price** 19,000 gp
Type 9th-rank spell; **Level** 20; **Price** 52,000 gp
Craft Requirements Supply a casting of a spell of the appropriate rank. The spell must have a casting time of ◆ or ◆◆, it must deal damage, and it can't have the death, nonlethal, or void traits.

WAND OF NOISOME ACID ITEM 6+

ACID MAGICAL WAND

Usage held in 1 hand; **Bulk** L

This greasy stick emits a stomach-churning scent when held.

Activate Cast a Spell; **Frequency** once per day, plus overcharge; **Effect** You cast *acid grip* of the indicated rank. A creature that takes initial acid damage from this spell become sickened 1. Use your spell DC if the creature attempts to recover from this sickness. This is an olfactory effect.

Type 2nd-rank spell; **Level** 6; **Price** 250 gp
Type 4th-rank spell; **Level** 10; **Price** 1,000 gp
Type 6th-rank spell; **Level** 14; **Price** 4,500 gp
Type 8th-rank spell; **Level** 18; **Price** 24,000 gp
Craft Requirements Supply a casting of *acid grip* of the appropriate rank.

WAND OF PARALYTIC SHOCK ITEM 8+

ELECTRICITY MAGICAL MENTAL WAND

Usage held in 1 hand; **Bulk** L

A two-pronged metal rod, this wand has a handle coated in thick rubber. Each prong ends in a copper coil. When Activated, the wand produces a loud zapping sound.

Activate Cast a Spell; **Frequency** once per day, plus overcharge; **Effect** You cast *paralyze*, electrocuting the target into immobility. Each target takes electricity damage at the start of its turns while it remains stunned or paralyzed due to the spell. The amount of damage depends on the wand's type.

Type 3rd-rank spell; **Level** 8; **Price** 500 gp
The electrocution deals 1d12 electricity damage.
Type 7th-rank spell; **Level** 16; **Price** 10,000 gp
The electrocution deals 2d12 electricity damage.
Craft Requirements Supply a casting of *paralyze* of the appropriate rank.

WAND OF PERNICIOUS POISON ITEM 4+

MAGICAL POISON WAND

Usage held in 1 hand; **Bulk** L

This wand is made of chitin, topped with a hooked barb that weeps droplets of green fluid when you Activate the wand.

Activate Cast a Spell; **Frequency** once per day, plus overcharge; **Effect** You Cast a Spell determined by the wand's type.

Type 1st-rank spell; **Level** 4; **Price** 100 gp
The spell is *spider sting*, but it gains the virulent trait.
Type 6th-rank spell; **Level** 14; **Price** 4,500 gp
The spell is 6th-rank *spider sting*, but it deals 3d6 damage on a touch or on a successful save, and delivers this poison.
Deadly Spider Venom (poison, virulent) **Level** 11; **Maximum Duration** 6 rounds; **Stage 1** 3d6 poison damage and enfeebled 2 (1 round); **Stage 2** 4d6 poison damage and enfeebled 2 (1 round); **Stage 3** 6d6 poison damage and enfeebled 2 (1 round)
Craft Requirements Supply a casting of *spider sting* of the appropriate rank.

WAND OF REACHING ITEM 4+

MAGICAL WAND

Usage held in 1 hand; **Bulk** L

This long, slender wand is constructed of silver, polished to a mirror shine.

Activate Cast a Spell; This activation takes ◆◆ if the spell normally takes ◆ to cast, or ◆◆◆ if the spell normally takes ◆◆; **Frequency** once per day, plus overcharge; **Effect** You Cast the Spell. Its range increases by 30 feet. As normal for increasing ranges, if the spell normally has a range of touch, its range extends to 30 feet.

Type 1st-rank spell; **Level** 4; **Price** 100 gp
Type 2nd-rank spell; **Level** 6; **Price** 250 gp
Type 3rd-rank spell; **Level** 8; **Price** 500 gp
Type 4th-rank spell; **Level** 10; **Price** 1,000 gp
Type 5th-rank spell; **Level** 12; **Price** 2,000 gp
Type 6th-rank spell; **Level** 14; **Price** 4,500 gp
Type 7th-rank spell; **Level** 16; **Price** 10,000 gp

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Type 8th-rank spell; **Level** 18; **Price** 24,000 gp

Type 9th-rank spell; **Level** 20; **Price** 70,000 gp

Craft Requirements Supply a casting of a spell of the appropriate rank. The spell must have a casting time of ◆ or ◆◆, and must have a range.

WAND OF REFRACTING RAYS ITEM 11+

UNCOMMON LIGHT MAGICAL WAND

Usage held in 1 hand; **Bulk** L

This wand is short and wide with a hexagonal, crystal shaft and a leather-wrapped handle. The wand refracts direct bright light into a rainbow.

Activate Cast a Spell; **Frequency** once per day, plus overcharge; **Effect** You cast *chromatic ray* (*Secrets of Magic* 95) of the indicated rank. After you cast the spell, if you hit the target, the light refracts to another creature within 30 feet of the first target. Roll your spell attack roll and to determine the ray's color separately for each target. The ray continues to refract each time it hits. The refraction ceases if you miss any target, and you can end the refraction at any point. You can't target the same creature more than once, and you must have line of effect to all targets.

Type 4th-rank spell; **Level** 11; **Price** 1,400 gp

Type 6th-rank spell; **Level** 15; **Price** 6,500 gp

Craft Requirements Supply a casting of *chromatic ray* of the appropriate rank.

WAND OF ROLLING FLAMES ITEM 6+

FIRE MAGICAL WAND

Usage held in 1 hand; **Bulk** L

The luminous design of red-orange cracks on this black obsidian wand suggests cooling lava.

Activate Cast a Spell; **Frequency** once per day, plus overcharge; **Effect** You cast *floating flame* of the indicated rank. If you create the flame on the ground, the ground in the sphere's square and all adjacent squares are coated in rolling flames until the start of your next turn. These are difficult terrain and hazardous terrain. A creature that moves on the ground takes fire damage for every square of rolling flames it moves into, with the amount determined by the wand's type. If a creature in the flames doesn't move on its turn, it takes the damage for each of the squares it's in at the end of its turn. The first time you Sustain the Spell each round, the sphere creates rolling flames again in its new location (or the same location if you chose not to move it), provided it's on the ground.

Type 2nd-rank spell; **Level** 6; **Price** 250 gp
The rolling flames deal 1 fire damage.

Type 3rd-rank spell; **Level** 8; **Price** 500 gp
The rolling flames deal 2 fire damage.

Type 4th-rank spell; **Level** 10; **Price** 1,000 gp
The rolling flames deal 3 fire damage.

Type 5th-rank spell; **Level** 12; **Price** 2,000 gp
The rolling flames deal 4 fire damage.

Type 6th-rank spell; **Level** 14; **Price** 4,500 gp
The rolling flames deal 5 fire damage.

Type 7th-rank spell; **Level** 16; **Price** 10,000 gp
The rolling flames deal 6 fire damage.

Type 8th-rank spell; **Level** 18; **Price** 24,000 gp
The rolling flames deal 7 fire damage.

Type 9th-rank spell; **Level** 20; **Price** 70,000 gp
The rolling flames deal 8 fire damage.

Craft Requirements Supply a casting of *floating flame* of the appropriate rank.

WAND OF SHOCKING HAZE ITEM 6

MAGICAL VISUAL WAND

Price 250 gp

Usage held in 1 hand; **Bulk** L

Thin, shiny wires crisscross the surface of this smooth, black wand. The pommel is capped with a polished metal sphere, which sometimes emits small electric sparks.

Activate Cast a Spell; **Frequency** once per day, plus overcharge; **Effect** You cast *blur*, and the wand creates faint orbs of electricity concealed in the haze around you. Each time a creature that's adjacent to you fails a flat check against the concealment from *blur*, they explode one of the orbs, causing them to take 5 electricity damage.

Craft Requirements Supply a casting of *blur*.

WAND OF SHROUDED STEP ITEM 4

MAGICAL WAND

Price 80 gp

Usage held in 1 hand; **Bulk** L

When you move this delicately carved poplar wand, it looks indistinct, leaving a trail of afterimages in its wake.

Activate Cast a Spell; **Frequency** once per day, plus overcharge; **Effect** You cast *fleet step*. For the duration of the spell, you're also concealed while you Stride.

Craft Requirements Supply a casting of *fleet step*.

WAND OF TEEMING GHOSTS ITEM 6+

UNCOMMON MAGICAL WAND

Usage held in 1 hand; **Bulk** L

This pale wooden wand is carved to resemble a thigh bone with metal caps at each end. Ghostly tendrils seem to swirl around it every so often.

Activate Cast a Spell; **Frequency** once per day, plus overcharge; **Effect** You cast *false vitality* of the indicated rank. During the duration of the spell, wisps that resemble spirits flit around you as long as you have any temporary Hit Points from *false vitality*, and you can use the following action.

Activate ◆ (concentrate) **Trigger** You successfully impart the frightened 1 condition on a creature; **Requirements** You have at least 1 temporary Hit Point from *false vitality*; **Effect** You end *false vitality* and increase the creature's frightened condition value to 2.

Type 2nd-rank spell; **Level** 6; **Price** 250 gp

Type 3rd-rank spell; **Level** 8; **Price** 500 gp

Type 4th-rank spell; **Level** 10; **Price** 1,000 gp

Type 5th-rank spell; **Level** 12; **Price** 2,000 gp

Type 6th-rank spell; **Level** 14; **Price** 4,500 gp

Type 7th-rank spell; **Level** 16; **Price** 10,000 gp

Type 8th-rank spell; **Level** 18; **Price** 24,000 gp

Type 9th-rank spell; **Level** 20; **Price** 70,000 gp

Craft Requirements Supply a casting of *false vitality* of the appropriate rank.

WAND OF THE ASH PUPPET ITEM 14

MAGICAL WAND

Price 4,500 gp

Usage held in 1 hand; **Bulk** L

This wand is composed of ash that has been compressed, shaped, and sealed with a clear lacquer. When you trace the wand's tip along a solid surface, it leaves a black trail of charcoal. Writing with the wand in this way never damages or wears the wand down.

Activate Cast a Spell; **Frequency** once per day, plus overcharge; **Effect** You cast *disintegrate*. If the spell reduces a living creature to fine powder, you animate that creature's ashes into a sulfur zombie (*Monster Core 2* 359) with the same general appearance as the disintegrated creature. You control this sulfur zombie, which gains the minion and summoned traits. You can issue a verbal command to the sulfur zombie as a single action with the auditory and concentrate traits. The sulfur zombie crumbles into inanimate ash when reduced to 0 Hit Points or after 1 minute, whichever comes first.

Craft Requirements Supply a casting of *disintegrate*.

WAND OF THE PAMPERED PET ITEM 4

EXTRADIMENSIONAL MAGICAL WAND

Price 75 gp

Usage held in 1 hand; **Bulk** L

This extravagant wand is made of gold and capped with a large, sparkling gemstone. Its handle is wrapped in plush, padded fabric.

Activate Cast a Spell; **Frequency** once per day, plus overcharge; **Effect** You cast *pet cache*, but the accommodations inside the extradimensional space are luxurious and spacious. The food is delicious gourmet cuisine tailored to the pet's palate, the habitat is the perfect temperature and environment for the pet, complete with comfortable bed or lounging area. A pair of phantom hands pamper the pet, patting, grooming, or playing with it at the creature's whim.

Craft Requirements Supply a casting of *pet cache*.

WAND OF TORMENTED SLUMBER ITEM 10

MAGICAL MENTAL SLEEP WAND

Price 1,000 gp

Usage held in 1 hand; **Bulk** L

The carved talon of an unidentifiable beast comprises this wand. Blood-stained cloth wraps the thicker part of the talon, which acts as a handle.

Activate Cast a Spell; **Frequency** once per day, plus overcharge; **Effect** You cast 4th-rank *sleep*, but the slumbering creatures have terrifying nightmares. A creature knocked unconscious by this spell takes 1d6 persistent mental damage. This damage wakes the creature from unconsciousness only if it deals 4 or more damage on a single roll. If the creature awakens from its unconsciousness due to damage (whether it was the persistent mental damage or not), it's frightened 1. If it awakens from damage on its own turn, the creature doesn't reduce its frightened condition automatically on that turn.

Craft Requirements Supply a casting of 4th-rank *sleep*.

WAND OF TOXIC BLADES ITEM 15+

FORCE MAGICAL POISON WAND

Usage held in 1 hand; **Bulk** L

This slender metal wand is tinted green and small images of bladed weapons are etched on its surface.

Activate Cast a Spell; **Frequency** once per day, plus overcharge; **Effect** You cast *blessed boundary* of the indicated rank. Damage from the wall also exposes the damaged creature to a poison determined by the wand's type. The poison uses its normal DC. A creature can be exposed to the poison no more than once per turn.

Type 6th-rank spell; **Level** 15; **Price** 6,000 gp

The poison is cave worm venom (*Player Core 2* 292).

Type 7th-rank spell; **Level** 17; **Price** 14,000 gp

The poison is deathcap powder (*GM Core* 249 or *Player Core 2* 292) with no onset.

Type 8th-rank spell; **Level** 19; **Price** 37,500 gp

The poison is cerulean scourge (*Player Core 2* 292).

Craft Requirements Supply a casting of *blessed boundary* of the appropriate rank.

WAND OF TRAITOROUS THOUGHTS ITEM 12

UNCOMMON MAGICAL MENTAL WAND

Price 2,000 gp

Usage held in 1 hand; **Bulk** L

When you hold this sleek, shiny gray wand, you hear a faint chorus of overlapping whispers.

Activate Cast a Spell; **Frequency** once per day, plus overcharge; **Effect** You cast *mind probe*. The first time the target rolls a success at a Deception check to mislead your probe, it gets a result one step worse than it rolled. This means you learn the answer if the target's Deception check would have succeeded, and you learn nothing rather than believing a falsehood if the check would have been a critical success.

Craft Requirements Supply a casting of *mind probe*.

WAND OF WEARYING DANCE ITEM 18

MAGICAL MENTAL WAND

Price 24,000 gp

Usage held in 1 hand; **Bulk** L

This colorfully painted wand has a few jingling bells tied to the pommel.

Activate Cast a Spell; **Frequency** once per day, plus overcharge; **Effect** You cast *uncontrollable dance*. When the spell's duration ends, if the target was forced to dance for 1 minute, it becomes fatigued.

Craft Requirements Supply a casting of *uncontrollable dance*.

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WORN ITEMS



Gotta love this section. Bandoliers, clothing runes, magical backpacks, that one really angry helmet over there... I think the biggest downside to this room is that outside of "experiment days" I don't really get to play with, errrr, test the collection out as much. Most of the stuff has to be "invested" so you can't try out the really special functions of more than ten or so of them in a day before the magic gets all weird and you can't connect with the deeper magics of any more invested items until the next day. Or something like that. The boss explained it to me once when I couldn't get magic beams to come out of a helmet I was wearing, but it was kind of hard to hear the details because my ears were covered.

—Purepurin

Accessory Runes

Accessory runes are runes that provide enhancements or abilities to mundane clothing, items, shields, and vehicles. When you inscribe an item with an accessory rune, it gains the invested trait, requiring you to invest the item to gain its magical benefits. An item that already has the invested trait can never have an accessory rune inscribed on it, and consequently an item can never have more than one accessory rune.

Each accessory rune can be applied to a specific type of item, as indicated in the Usage entry of the rune's stat block. You can etch an accessory rune onto any mundane item that meets these criteria. If allowed by the Usage entry, you can even apply an accessory rune to a magic item that doesn't already have the invested trait, such as a shield.

Accessory runes must be physically applied to items through a special process to convey their effects, like all runes. Etching an accessory rune follows the same rules for formulas, etching, and transferring runes as fundamental and property runes (*GM Core* 225) with the following exception: because accessory runes are applied to materials that are less sturdy than metal or wood, they can't always be etched into that surface. When transferring runes to a cloth or other soft surface, the rune can be stitched, sewn, patched, or embossed onto the material being used. Regardless of the surface's form, use the same rules as you would for etching a rune. When transferring runes from cloth onto a runestone, the rune magically appears on the stone as you cut, unravel, or scrape the rune from the cloth surface.

The level of an item with an accessory rune applied to it is equal to the highest level between the base item and the rune applied to it, as typical for runes. However, if an item's level increases from its accessory rune, it doesn't increase any of the values used to determine the item's other abilities. For example, an item with activations or abilities that attempt counteract checks continues to use the item's original level, not the accessory rune's level, to determine its counteract rank.

MENACING ITEM 3+

MAGICAL

Usage etched onto a visible article of clothing

Common among brutes who use the magic to scare others into compliance, *menacing* runes lend you a formidable appearance, granting you a +1 item bonus to Intimidation checks to Coerce others.

Type *menacing*; **Level** 3; **Price** 50 gp

Type *greater menacing*; **Level** 10; **Price** 900 gp

This rune grants a +2 item bonus and has an activation.

Activate ◆◆ (concentrate, manipulate) **Frequency** once per day; **Effect** The rune casts a 3rd-rank *fear* spell (DC 25).

PONTOON ITEM 9

MAGICAL

Price 650 gp

Usage etched onto footwear

Footwear with *pontoon* runes allows you to traverse waterways with ease. While wearing footwear with the rune, you can walk on the surface of water and other liquids without falling through. This offers no protection against damage the liquid deals. You can go under the liquid's surface, but you must Swim if you do.

PRESERVING ITEM 3+

MAGICAL

Usage etched onto a basket, bag, or other container

Preserving runes are common among merchants and other travelers who are on the road for long stretches of time. Any non-magical food and drink inside a container with a *preserving* rune remains fresher for longer, taking ten times as long to spoil. This feature doesn't prolong the duration of alchemical items.

Type *preserving*; **Level** 3; **Price** 45 gp

Type *greater preserving*; **Level** 8; **Price** 450 gp

Non-magical food and drink inside the container never spoil, and the rune has an activation.

Activate ❖❖ (concentrate, manipulate) **Frequency** once per day; **Effect** The container casts *cleanse cuisine* on all the food and drink within.

TRACKLESS ITEM 6+

MAGICAL

Usage etched onto footwear

Trackless runes are common among hunters and trappers, as well as thieves and anyone fleeing pursuit. While wearing *trackless* footwear, you are continuously affected by the *vanishing tracks* spell.

Type *trackless*; **Level** 6; **Price** 225 gp

Type *greater trackless*; **Level** 10; **Price** 900 gp

The rune has an activation.

Activate ❖❖ (concentrate) **Frequency** once per day; **Effect** You extend the effect of your rune out to a 20-foot emanation. The emanation remains for 8 hours, affecting up to 10 creatures of your choice within the area. You can Dismiss this effect.

Backpacks

ALCHEMIST'S HAVERSACK ITEM 11

EXTRADIMENSIONAL INVESTED MAGICAL

Price 1,400 gp

Usage worn backpack; **Bulk** 1

An *alchemist's haversack* is a sturdy leather backpack with two compartments. The main section contains an extradimensional space equivalent to a *spacious pouch type II*, perfect for carrying bulkier alchemist equipment. A secondary partition can hold 2 Bulk of items, 1 of which doesn't count against your Bulk limit. This second compartment can also be activated (see below).

Two shoulder straps and a thick belt for the waist hold the haversack on the wearer securely. These straps have pouches and loops for keeping alchemical items handy. They also contain magically expanded alchemist's toolkit that grants you a +2 item bonus to Crafting checks to create alchemical items.

Water and undesirable material can't seep into the haversack, which cleans itself once per hour. When you reach in any part of the haversack, the item you sought is the first one you find. Also, the haversack preserves mundane ingredients, food, and drink inside, so they stay fresh indefinitely. This feature doesn't prolong the duration of magic or alchemical items.

Activate ❖ (manipulate) **Frequency** once per day; **Requirements** You can create versatile vials; **Effect** You pull a versatile vial from the satchel's secondary compartment. It's as effective as the vials you create at the start of the day, not limited like ones created using Quick Alchemy.

Craft Requirements You are an alchemist.

EVERYNEED PACK ITEM 3+

UNCOMMON INVESTED MAGICAL

Usage worn backpack; **Bulk** 1

Constructed of green material and decorated with a white Glyph of the Open Road, an *everyneed pack* has a dozen or more small pockets lining the inside. The pack is enchanted so that each pocket contains common, mundane gear, each item worth no more than 1 gp, such as chalk, flint and steel, and string. It doesn't contain any armor, shields, weapons, or items made of precious material. Keep track of the exact value of the gear you retrieve from the pack. The pack becomes a mundane backpack after items of your choice with a combined value of 8 gp have been removed from it.

Activate 1 minute (manipulate) **Frequency** once per hour; **Effect** You draw any number of pieces of mundane gear from the pack with a combined value of 1 gp or less.

Type *everyneed pack*; **Level** 3; **Price** 20 gp

Type *greater everyneed pack*; **Level** 7; **Price** 100 gp

A pocket contains mundane gear worth no more than 5 gp each. When you activate the pack, you can draw any number of pieces of mundane gear from the pack with a combined value of 5 gp or less, and the pack becomes a mundane backpack after 45 gp worth of items are removed.

VAULTBREAKER'S HARNESS ITEM 6

INVESTED MAGICAL

Price 230 gp

Usage worn backpack; **Bulk** 1

A *vaultbreaker's harness* has four pockets across the chest. The pockets contain an infiltrator's thieves' toolkit, infiltrator picks, a levered crowbar, and a glass cutter. These items are magically bound to the harness; if they are more than 1 foot away from you, they disappear, then reappear in the harness at the next sunset. Broken or destroyed items similarly reappear, restored, in their proper pockets at sunset.

Activate ❖ (manipulate) **Effect** You cinch the harness to prepare for mischief. You gain a +1 item bonus to Stealth checks and a +10-foot item bonus to your Speed for 1 minute.

Clothing

BELLFLOWER TOOLBELT ITEM 6

RARE INVESTED MAGICAL

Price 220 gp

Usage worn belt; **Bulk** 1

Different versions of the *bellflower toolbelt* are customized to appear to suit specific trades, so a belt used for carpentry would look different from a belt for baking.

Activate ❖❖ (concentrate, manipulate) **Effect** You place an object of up to 1 Bulk into the belt, transforming that object into a tool befitting the trade for which the belt was created. Each object remains transformed until it has been removed from the belt for 24 hours or someone uses a single Interact action to return it to its normal form. If enough transformed items are in it, the belt can be used as an artisan's toolkit for that trade.

BRAVERY BALDRIC ITEM 5+

INVESTED MAGICAL

Usage worn; **Bulk** L

A *bravery baldric* is a belt that wraps around the shoulder and draws on your well of courage. When you critically succeed on a save against a fear effect or reduce your frightened condition to 0, the baldric gains 1 charge, which slightly alters the color. A *bravery baldric* can hold up to 2 charges, and its charges reset to 0 when you invest it. You can have only one *bravery baldric* invested at a time.

Activate ◆◆ (concentrate) **Frequency** once per hour; **Cost** 1 charge from the baldric; **Effect** The baldric casts a spell on you. The specific spell depends on the type of baldric.

Type *fleet*; **Level** 5; **Price** 150 gp

The baldric is grass green when charged, and it casts *fleet step* on you.

Type *flight*; **Level** 11; **Price** 1,250 gp

The baldric is light blue when charged, and it casts *fly* on you.

Type *haste*; **Level** 9; **Price** 700 gp

The baldric is silver when charged, and it casts *haste* on you.

Type *healthful*; **Level** 7; **Price** 350 gp

The baldric is golden when charged, and it casts a 2nd-rank *sound body* on you.

Type *greater healthful*; **Level** 11; **Price** 1,300 gp

As the *healthful* baldric, but it casts a 4th-rank *sound body*.

Type *stone*; **Level** 11; **Price** 1,400 gp

The baldric is dark gray when charged, and it casts *mountain resilience* on you.

CLOCKWORK CLOAK ITEM 18

UNCOMMON CLOCKWORK INVESTED MAGICAL

Price 20,000 gp

Usage worn cloak; **Bulk** L

Paper-thin interlocking cogs and gears make up the bronze *clockwork cloak*.

Activate ↻ (manipulate) **Frequency** once per day; **Trigger** You're struck by a melee attack with a held weapon; **Effect** The folds of the cloak attempt to divert the attack and catch the weapon in the cloak's gears. Make an Athletics check to Disarm the attacking creature.

Activate ◆◆ (manipulate) **Effect** You wrap the cloak around yourself and the winding gears decelerate your body, causing you to enter standby mode. While in standby mode you don't need to eat, drink, or sleep. You remain aware of your surroundings but take a –4 penalty to Perception checks. You can stay in standby mode indefinitely, although your body ages normally. You can leave standby mode as a free action. If you do so to initiate combat, you gain a +2 item bonus to your initiative roll.

FEARLESS SASH ITEM 7

INVESTED MAGICAL

Price 325 gp

Usage worn belt

A feeling of security radiates out from this sash made of fine yellow fabric. You gain a +1 status bonus to saves against fear.

Activate ◆ (concentrate) **Frequency** once per day; **Effect** You and each ally in a 5-foot emanation reduce your frightened values by 1.

SURE-STEP CRAMPONS ITEM 6

INVESTED MAGICAL

Price 210 gp

Usage worn shoes; **Bulk** 1

Sure-step crampons are sturdy leather boots with warm fur lining and magically augmented steel crampons that offer the wearer better purchase on ice. They allow you to walk across ice without difficulty, ignoring the uneven ground and difficult terrain caused by ice, and reducing greater difficult terrain caused by ice to difficult terrain.

Activate ◆ (manipulate) **Requirements** You're standing on an earthen, icy, or wooden surface; **Effect** You dig the crampons into the spot where you're standing, offering additional support until the next time you move. You gain a +2 circumstance bonus to your Fortitude and Reflex DCs against attempts to Shove or Trip you. This bonus also applies to saving throws against spells or effects that attempt to move you or knock you prone. The bonus lasts until you move from your current spot.

THROWER'S BANDOLIER ITEM 3

INVESTED MAGICAL

Price 60 gp

Usage worn; **Bulk** L

This bandolier is covered in straps and pouches capable of holding up to 2 Bulk of one-handed thrown weapons. A *thrower's bandolier* has a *+1 weapon potency rune* etched into it, and it can be etched with runes as though it were a one-handed thrown weapon. When you invest the *thrower's bandolier*, you can attune it to all the weapons sheathed in it (this ends any previous attunements made with the bandolier). Whenever you draw a weapon from the bandolier, the bandolier's runes are replicated onto that weapon. Any runes already on the weapon are suppressed, and any runes previously replicated to a different weapon in this way are removed, returning it to normal.

Activate ◆◆ (concentrate, manipulate) **Effect** All weapons attuned to the bandolier, not including any weapons you're currently wielding, return to the bandolier.

EYEPIECES

CLARITY GOGGLES ITEM 8+

INVESTED MAGICAL

Usage worn eyepiece; **Bulk** –

Clarity goggles feature faceted glass lenses that filter your surroundings from several slightly different angles at once, giving you a sharper picture of what's around you. While wearing the goggles, you gain a +1 item bonus to visual Perception checks.

Activate ◆◆ (concentrate) **Frequency** once per day; **Effect** You focus on your environment and the creatures around you to see them as they really are. The GM rolls a secret counteract check using your Perception bonus against any illusion effect created by a 3rd-rank or lower spell or a creature of 8th level or lower. You must be able to see

the illusion, and it must be within 60 feet. If the check succeeds, you see through the illusion for 10 minutes.

Type *lesser clarity goggles*; **Level** 8; **Price** 425 gp

Type *moderate clarity goggles*; **Level** 13; **Price** 2,450 gp

The goggles grant a +2 item bonus. They work against effects created by 6th-rank or lower spells or a creature of 13th level or lower.

Type *greater clarity goggles*; **Level** 19; **Price** 32,500 gp

The goggles grant a +3 item bonus. They work against effects created by 9th-rank or lower spells or a creature of 19th level or lower.

MIRROR GOGGLES ITEM 5+

INVESTED MAGICAL

Usage worn eyepiece; **Bulk** –

These goggles feature highly reflective lenses. While wearing the goggles, you gain a +1 item bonus to visual Perception checks and to saving throws against visual effects.

Activate ↷ (manipulate) **Trigger** A creature within 60 feet targets you with a visual effect; **Effect** You turn your head to reflect aspects of the triggering effect back at its creator. The creature must attempt a DC 20 Fortitude save as it becomes disoriented by this reflection. On a failure, the creature is sickened 1 (sickened 2 on a critical failure). The creature is temporarily immune for 1 hour.

Type *lesser mirror goggles*; **Level** 5; **Price** 135 gp

Type *moderate mirror goggles*; **Level** 11; **Price** 1,200 gp

The item bonus is +2, and the DC is 30.

Type *greater mirror goggles*; **Level** 18; **Price** 19,000 gp

The item bonus is +3, and the DC is 40.

SPECTACLES OF INQUIRY ITEM 12

INVESTED MAGICAL

Price 1,750 gp

Usage worn eyepiece; **Bulk** –

Anything viewed through these thin spectacles looks crisp and clear, and the earpieces accentuate sounds around you. You gain a +2 item bonus to Perception checks.

Activate ◆ (concentrate) **Frequency** once per hour; **Effect** The spectacles key in on someone to show you their social cues in perfect clarity. Choose a creature you can see. You gain a +3 item bonus on Perception checks you make to use Sense Motive against that creature. This benefit lasts until you Activate the item again in this way.

If you're an investigator, you can use this activation as part of the Devise a Stratagem action (even if you're doing it as a free action). Alternatively, you can use it as part of the Pursue a Lead activity, even though you can't see the creature. You must choose the same creature you chose for Devise a Stratagem or Pursue a Lead.

Craft Requirements You are an investigator.

SPECTACLES OF PIERCING SIGHT ITEM 18

RARE INVESTED MAGICAL

Price 24,000 gp

Usage worn eyepiece; **Bulk** –

With lenses set in a silver frame, *spectacles of piercing sight* grant you a +3 item bonus to visual Perception checks.

Activate ◆ (concentrate) **Frequency** once per hour; **Effect** You can see into and through solid matter for 1 minute. This vision can pierce through solid materials up to 20 feet away as if looking at something in normal light even if no illumination is available. You can see through up to 1 foot of stone, 1 inch of metal, or 3 feet of wood or dirt. A thin sheet of lead blocks this vision entirely.

Focused Items

ACCOMPANIMENT CLOAK ITEM 11

FOCUSED INVESTED OCCULT

Price 1,300 gp

Usage worn cloak; **Bulk** L

This lush velvet capelet is embroidered with images of musicians playing a wide variety of instruments. The images animate when you make art, remaining embroidered, but smoothly unknitting and reknitting in time with your performance. The figures play music that perfectly accompanies your instrument, voice, or movements, granting you a +2 item bonus to Performance checks.

Activate ◆ (concentrate) **Frequency** once per day; **Effect** You gain 1 Focus Point, which you can use only to cast a bard composition spell. If not used by the end of your turn, this Focus Point is lost.

Activate ◆◆ (concentrate, manipulate) **Frequency** once per day; **Effect** You peel the musicians from the garment and fling them around you. The cloak casts a 4th-rank *phantom crowd* (*Secrets of Magic* 121) spell (DC 28) each of the 10-foot squares must be adjacent to you. The crowd looks like the musicians on the garment and continues to accompany your Performance checks. You can Sustain this effect as described in the spell.

Craft Requirements You are a bard.

BLOODLINE ROBE ITEM 12

FOCUSED INVESTED MAGICAL

Price 2,000 gp

Usage worn garment; **Bulk** 1

Each *bloodline robe* has a design that befits a particular sorcerer bloodline, depicting creatures of that bloodline or using styles common among them. You gain a +2 item bonus to each of your bloodline skills.

Activate ◆ (concentrate) **Frequency** once per day; **Requirements** You're benefiting from your blood magic effect or gained its benefit earlier this turn; **Effect** You're quickened on your next turn. You can use the extra action only as part of casting a bloodline spell.

Activate ◆ (concentrate) **Frequency** once per day; **Effect** You gain 1 Focus Point, which you can use only to cast a sorcerer bloodline spell. If not used by the end of your turn, this Focus Point is lost.

Craft Requirements You are a sorcerer of the bloodline tied to the robe.

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BRACERS OF DEVOTION ITEM 11

DIVINE FOCUSED INVESTED

Price 1,400 gp

Usage worn bracers; **Bulk** L

Champions adorn these bracers with the symbol of their deity or the text of the tenets they follow. While they're clasped around your forearms, reassuring focus and devotion flow into you through them. Each time you spend a Focus Point to cast a devotion spell, your blessing of the devoted gains a benefit until the start of your next turn, depending on its type.

- **Blessed Armament** The bracers hold your weapon in place. You gain a +2 item bonus against attempts to Disarm you of your blessed armament.
- **Blessed Shield** While raised, the shield grants you resistance 10 to unholy if you're holy, resistance 10 to holy if you're unholy, or resistance 5 to holy and unholy if you're neither.
- **Blessed Swiftness** The bonus to Speed is +10 feet.

Activate ◆ (concentrate) **Frequency** once per day; **Effect** You gain 1 Focus Point, which you can use only to cast a champion devotion spell. If not used by the end of your turn, this Focus Point is lost.

Craft Requirements You are a champion.

CLOISTER ROBE ITEM 9+

DIVINE INVESTED

Usage worn garment; **Bulk** 1

The most devoted, cloistered clerics wear a *cloister robe*. Decorations symbolic of a specific deity adorn the robe, and the robe's colors and the complexity of its construction fit the deity's outlook. The robe serves as a religious symbol of that deity, and it doesn't need to be wielded to provide that benefit.

The robe is *+1 resilient explorer's clothing* and grants a +1 item bonus to Religion checks. The robe doesn't grant any benefits to a wearer who doesn't worship the deity tied to the robe. In addition, when you cast a domain spell from one of the deity's domains, you gain resistance to damage from divine spells until the end of your next turn. This resistance is equal to half the robe's level.

Type *lesser cloister robe*; **Level** 9; **Price** 600 gp

Type *moderate cloister robe*; **Level** 12; **Price** 1,800 gp

The robe is *+2 resilient explorer's clothing*, and it grants a +2 item bonus to Religion checks.

Type *greater cloister robe*; **Level** 15; **Price** 6,000 gp

The robe is *+2 greater resilient explorer's clothing* with the focused trait. It also has the skill bonuses and activation of *devoted vestments*.

Type *major cloister robe*; **Level** 19; **Price** 32,000 gp

As *greater cloister robe*, but the robe is *+3 greater resilient explorer's clothing*.

Craft Requirements You are a cleric who worships the deity tied to the robe.

DRAGON RUNE BRACELET ITEM 11

FOCUSED INVESTED MAGICAL

Price 1,400 gp

Usage worn; **Bulk** –

A *dragon rune bracelet* is a gold bangle formed around the scale of a famous dragon. The bracelet is etched with esoteric symbols or words in Draconic that indicate kinship with dragons. As many types of *dragon rune bracelet* exist as there are types of dragons, though bracelets associated with uncommon or rare dragons have the same rarity as the dragon.

While wearing a *dragon rune bracelet*, you gain a +2 item bonus to Diplomacy checks while interacting with dragons of the same type as the bracelet's scale (such as red dragons or cloud dragons). You also gain a +2 item bonus to saving throws against fear effects from any kind of dragon.

Activate ◆ (concentrate) **Frequency** once per day; **Effect** You gain 1 Focus Point, which you can spend only to cast a sorcerer draconic bloodline spell. If not used by the end of your turn, this Focus Point is lost.

Craft Requirements You are a sorcerer of a draconic bloodline.

EIDOLON CAPE ITEM 11

FOCUSED INVESTED MAGICAL

Price 1,400 gp

Usage worn cloak; **Bulk** L

Though it appears to be one elegant piece, an *eidolon cape* consists of a mantle for your shoulders and a detachable cape. The cape is designed to resemble your eidolon, either with a direct likeness or with features reminiscent of your eidolon. For instance, if your eidolon is a dragon, the cape might depict a stylized dragon, or it might have a pattern of colorful scales with gold trim. An eidolon cape features the sigil you share with your eidolon prominently in its design. You gain a +2 item bonus to the skill that matches your eidolon's tradition: Arcana for arcane, Religion for divine, Occultism for occult, or Nature for primal.

When you Manifest your Eidolon, the cape transforms into the eidolon, and when the eidolon unmanifests, it turns back into the cape. If the cape is attached to the mantle, it comes free immediately, and the eidolon appears adjacent to you as normal. If not, the eidolon appears in a space adjacent to the cape. With the cape detached, the mantle is still light Bulk, and the whole cloak remains invested. If the cape is out of range (beyond 100 feet, typically) or there's not enough open space for the eidolon to manifest, your attempt to Manifest your Eidolon fails.

Activate ◆ (concentrate) **Frequency** once per day; **Effect** You gain 1 Focus Point, which you can use only to cast a summoner link spell. If not used by the end of your turn, this Focus Point is lost.

Craft Requirements You are a summoner.

HEXING JAR ITEM 11

FOCUSED INVESTED MAGICAL

Price 1,200 gp

Usage worn; **Bulk** –

Dangling from a simple cord, a *hexing jar* houses rich soil. When a witch who has invested the jar wears it overnight, a miniature thing grows from the soil. Your patron chooses the form, commonly including glowing mushrooms, venus



ACCOMPANIMENT CLOAK



HEXING JAR



MIND'S LIGHT CIRCLET



BRACERS OF DEVOTION



SUBMERSIBLE HELMET



ORACULAR CROWN



CLOISTER ROBE



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flytraps, mandragora roots, or undead hands reaching up. The thing whispers secrets it learned from your patron, giving you a +2 item bonus to your patron skill.

Activate ◆ (concentrate) **Frequency** once per day; **Effect** You gain 1 Focus Point, which you can use only to cast a witch hex spell. If not used by the end of your turn, this Focus Point is lost.

Activate ↷ (concentrate) **Frequency** once per hour; **Trigger** You roll a critical success on an attack roll with a witch spell, or your target rolls a critical failure on its saving throw against a witch spell or hex you cast; **Effect** The thing in the jar becomes more energetic—glowing, dancing, rapping on the glass, or some other action appropriate to its appearance. It encourages you until the start of your next turn, granting you and your familiar a +1 status bonus to AC and saving throws and a +2 status bonus against mental effects.

Craft Requirements You are a witch.

MALA BEADS OF FORESIGHT ITEM 11

DIVINE FOCUSED INVESTED

Price 1,300 gp

Usage worn; **Bulk** L

As you move your body, qi flows into *mala beads of foresight* you wear and have invested, making them one with your life force. In their usual form, beads are spheres of wood, but versions customized to different martial orders are common. You gain a +2 item bonus to Religion checks.

Activate ◆ (concentrate) **Frequency** once per day; **Effect** You gain 1 Focus Point, which you can use only to cast a divine monk qi spell. If not used by the end of your turn, this Focus Point is lost.

Activate ◆ (concentrate) **Frequency** once per hour; **Requirements** You have just Refocused by meditating; **Effect** While meditating, you searched your feelings for a portent of the future. You're affected by an *augury* spell.

Craft Requirements You are a monk with divine qi spells.

MASK OF UNCANNY BREATH ITEM 11

FOCUSED INVESTED OCCULT

Price 1,200 gp

Usage worn mask; **Bulk** L

A thin wooden mask carved in the shape of a skull, monstrous face, or eerily featureless visage, a *mask of uncanny breath* fully covers your face. While wearing it, each breath you take feels cool and pure, perfectly flowing to feed your qi. You gain resistance 10 to inhaled poisons and can breathe in an airless or toxic environment. When you breathe in, fragments of bizarre knowledge flow through you, granting you a +2 item bonus to Occultism checks.

Activate ◆ (concentrate) **Frequency** once per day; **Effect** You gain 1 Focus Point, which you can use only to cast an occult monk qi spell. If not used by the end of your turn, this Focus Point is lost.

Activate ↷ (concentrate) **Frequency** once per day; **Trigger** Your unarmed Strike damages a creature that breathes; **Effect** The mask contorts and inhales, sucking breath from your target's lungs. The target falls unconscious but doesn't fall prone or drop what it's holding. It wakes up at the end of your turn if it hasn't been woken up already.

Craft Requirements You are a monk with occult qi spells.

MASTER MAGUS RING ITEM 11

ARCANE FOCUSED INVESTED

Price 1,250 gp

Usage worn; **Bulk** –

Elegant jewelry such as the *master magus ring* adorns experienced magi. Each ring has a significant metal and symbol to represent a particular hybrid study, such as a heavy iron ring with an icon of a mountain for inexorable iron, or glittering silver with a shield-like emblem for sparkling targe. You gain a +2 item bonus to Arcana checks.

Activate ◆ (concentrate) **Frequency** once per day; **Effect** You gain 1 Focus Point, which you can use only to cast a magus conflux spell. If not used by the end of your turn, this Focus Point is lost.

Activate ◆ (concentrate) **Frequency** once per day; **Effect** The ring transports you and any items you're wearing and holding from your current space to an unoccupied space you can see within a range equal to your Speed. If this would bring another creature with you—even if you're carrying it in an extradimensional container—the activation fails and is used.

Craft Requirements You are a magus.

MIND'S LIGHT CIRCLET ITEM 11

FOCUSED INVESTED LIGHT OCCULT

Price 1,200 gp

Usage worn circlet; **Bulk** –

Gemstones of many colors adorn the silver of a *mind's light circlet*. When you're charged with mental power, the jewels scintillate with light, with different gems resonating based on your emotions. If you have at least 1 Focus Point, the gems cast dim light in a 10-foot radius. When you amp a spell, the light increases to bright light in a 20-foot radius (and dim light to the next 20 feet) until the start of your next turn.

You gain a +2 item bonus to Occultism checks. You also gain the following amp, which you can apply to any of your psi cantrips that have a target or area, much like an amp gained from a feat (*Pathfinder Dark Archive* 10).

Amp You transfer some of the magical luminescence from the *mind's light circlet* to one of the creatures. Choose a creature targeted by the spell or in its area. Until the start of your next turn, that creature sheds bright light in a 20-foot radius (and dim light to the next 20 feet) and can't be concealed. If the creature is invisible, it's concealed while alight, rather than being undetected.

Activate ◆ (concentrate) **Frequency** once per day; **Effect** You gain 1 Focus Point, which you can use only to use a psychic amp. If not used by the end of your turn, this Focus Point is lost.

Craft Requirements You are a psychic.

ORACULAR CROWN ITEM 11

DIVINE FOCUSED INVESTED

Price 1,200 gp

Usage worn headwear; **Bulk** L

Patterns themed to your curse cover your *oracular crown*. As your curse worsens, the appearance of the crown changes, introducing extreme angles, stronger colors, or other indications of the intensity of your curse. Similarly, it gets closer to its natural form when you reduce the effects of your curse. You gain a +2 item bonus to Religion checks.

Activate ◆ (concentrate) **Frequency** once per day; **Effect** You gain 1 Focus Point, which you can use only to cast an oracle revelation spell. If not used by the end of your turn, this Focus Point is lost.

Activate ◆◆ (concentrate, healing, vitality) **Frequency** once per day; **Requirements** Your cursebound value is 1 or higher; **Effect** You regain 3d8 Hit Points. The amount of healing increases to 5d8 if you're cursebound 2, 7d8 if you're cursebound 3, or 9d8 if you're cursebound 4. If you have the void healing ability, this activation has the void trait instead of the healing and vitality traits.

Craft Requirements You are an oracle.

WARDEN'S SIGNET ITEM 11

FOCUSED INVESTED MAGICAL

Price 1,250 gp

Usage worn; **Bulk** –

This symbol shows your dedication to the magic practiced by some rangers. Most rangers wear it on an amulet, ring, or piercing. You gain a +2 item bonus to Nature checks.

Activate ◆ (concentrate) **Frequency** once per day; **Effect** You gain 1 Focus Point, which you can use only to cast a ranger warden spell. When you use this Focus Point, the *warden's signet* also casts a 4th-rank *oaken resilience* spell on you. If not used by the end of your turn, this Focus Point is lost.

Craft Requirements You are a ranger with at least one warden spell.

Footwear

THUNDERBLAST SLIPPERS ITEM 9+

INVESTED MAGICAL SONIC

Usage worn shoes; **Bulk** L

Unassuming in appearance, these slippers indicate their nature only with a signature strip of yellow stitching. You gain a +2 item bonus to Acrobatics checks.

Activate ◆◆◆ (concentrate, manipulate) **Frequency** once per day; **Effect** You move like the wind, with precision and speed. You Stride up to 60 feet; this movement doesn't trigger reactions. When you stop, if you've moved at least 30 feet from where you started, you release a thunderous 5-foot emanation that deals 2d6 bludgeoning damage and 2d6 sonic damage with a DC 25 basic Fortitude save. A creature that critically fails its save is also knocked prone.

Type *thunderblast slippers*; **Level** 9; **Price** 650 gp

Type *greater thunderblast slippers*; **Level** 15; **Price** 6,500 gp

The distance you can Stride increases to 120 feet, the damage is 3d6 of each type, and the Fortitude DC is 34.

Headwear

CANDLECAP ITEM 1

INVESTED LIGHT MAGICAL

Price 12 gp

Usage worn headwear; **Bulk** –

The crown of a *candlecap* is stitched leather sewn in the shape of a small bowl. Fixed inside the bowl is a melted nub of wax with a small black wick.

Activate ◆ (manipulate) **Effect** You shake your head, and the candle wick ignites. The *candlecap* sheds dim light in a 20-foot radius. The candle doesn't require oxygen and can't be smothered or quenched. Activating the *candlecap* again douses the light.

CASSISIAN HELMET ITEM 6

HOLY INVESTED MAGICAL

Price 225 gp

Usage worn headwear; **Bulk** L

A small, feathered wing is attached to either side of this ornate brass helmet. A visor on the front lowers to cover your face. While wearing the *cassisian helmet*, you gain a +1 status bonus to AC and saves against unholy creatures and effects.

Activate ◆◆ (concentrate, holy, manipulate) **Frequency** once per hour; **Effect** Lowering the visor, you send out eye beams that deal your choice of 2d6 cold or fire damage (DC 20 basic Reflex save) to all creatures in a 15-foot line.

CROWN OF THE COMPANION ITEM 6

UNCOMMON HEALING INVESTED MAGICAL VITALITY

Price 250 gp

Usage worn headwear; **Bulk** L

Stories tell of a king who once loved his subjects so much he was willing to give his own life energy for them, using an object like the *crown of the companion*. Whether true or not, this majestic wooden crown bears elaborate carvings depicting that tale with images of a regal figure giving increasingly of themself to a throng of needy subjects. While wearing this crown, you gain a +1 item bonus to Diplomacy checks.

Activate ◆◆ (concentrate, manipulate) **Frequency** once per day; **Effect** You bow to an ally within 30 feet, creating a magical bond between the two of you as if you cast *share life* targeting the ally. The link remains even if you move more than 30 feet away from them. At the end of the spell's duration, your ally recovers 4d8 Hit Points and you recover half of what they recover.

DRUID'S CROWN ITEM 6

INVESTED PRIMAL

Price 220 gp

Usage worn headwear; **Bulk** L

Made of materials scavenged from wild places, a *druid's crown*

can be rebuilt for a variety of benefits. The crown grants you a +1 item bonus to a skill, and can be activated to cast a spell, both depending on the material used to build the crown, as listed on the table below. If you invest and wear a *living mantle* along with the crown, the crown's item bonus increases by 1 and its spell's DC rises to 27.

You can invest this item only if you're a druid. When you do, as a 10-minute activity that has the manipulate trait, you can disassemble and rebuild the crown with different materials, changing its item bonus and spell accordingly.

Activate ◆◆ (concentrate) **Frequency** once per day; **Effect** The crown casts its spell at 2nd rank (DC 20).

Craft Requirements You are a druid.

Material	Item Bonus	Spell
Antlers	Intimidation	*Enlarge*
Flowers	Diplomacy	*Animal allies*
Leaves	Stealth	*One with plants*

HEADBANDS OF TRANSLOCATION ITEM 16

UNCOMMON INVESTED MAGICAL TELEPORTATION

Price 10,000 gp

Usage worn headwear; **Bulk** –

Headbands of translocation are silk bands that come in pairs and usually feature a prominent symbol of a nation or team. If both wearers Invest their headbands at the same time and think of the same symbol while doing so, both headbands change to display that symbol until they are removed. If you both have invested your headbands, you can Aid each other without taking an action to prepare, and when you roll a critical failure when attempting to Aid an ally with a paired headband, you get a failure instead.

Activate ◆ (manipulate) **Frequency** once per day; **Effect** You remove your headband, which teleports you to a space adjacent to the other Invested wearer's location, provided you are within 1 mile of each other.

INSTINCT CROWN ITEM 10

INVESTED MAGICAL

Price 900 gp

Usage worn headwear; **Bulk** L

An *instinct crown* is a magical headpiece imbued with the essence of instincts that barbarians draw upon in combat. Each crown is fashioned to represent the instinct it's tied to, such as a wolf's head for an *animal instinct crown* or a simple helmet with Jotun runes for a *giant instinct crown*. When worn, the crown allows you to tap further into your instincts, granting you even greater benefits if the crown's essence matches your instinct.

Activate ◆ (concentrate) **Frequency** once per day; **Trigger** You roll initiative; **Requirements** You have Quick-Tempered and meet its requirements; **Effect** You use Quick-Tempered and gain 10 additional temporary Hit Points from your Rage.

Activate ◆ (concentrate, rage) **Frequency** once per day; **Requirements** You're raging, and the crown's instinct matches your barbarian instinct; **Effect** You draw upon your instinct to gain a boon, as follows.

Animal: Your bestial instincts take over, granting you greater ferocity. You can Stride as part of the activation, and you gain 10 additional temporary Hit Points from your rage. Until the end of your rage, you deal 3 additional damage with your animal's unarmed attacks, and those unarmed attacks gain the deadly d8 trait.

Dragon: The might of dragons surrounds you in the form of dancing flames, poisonous wisps, or another appropriate manifestation. Until the end of your rage, adjacent creatures that hit you with a melee attack, as well as creatures that touch you or hit you with an unarmed attack, take 2d6 damage each time they do. The damage type is that of your instinct's dragon breath.

Fury: Your boundless fury allows you push past your natural limits, moving with unmatched speed. You become quickened until the end of your rage. You can use your extra action only to Stride or Strike.

Giant: If you have the space to do so and aren't already, you become Large. Your equipment grows with you but returns to its natural size if removed. Increase your reach by 5 feet (or by 10 feet if you were Tiny). You deal 2 additional damage when using your larger weapon. Also, when you Stride along the ground, you can shatter the earth with your footfalls, and any squares you move through become difficult terrain. You ignore the difficult terrain you create. The ground reverts to normal when your rage ends.

Spirit: You take on the partial form of a spirit, becoming somewhat incorporeal. Your raging resistance applies to all physical damage and poison damage, although you halve this resistance against magical attacks.

Superstition: Your body fights off the effects of magic with even greater effect. Until the end of your rage, when you attempt a saving throw against magic, roll twice and take the higher result. This is a fortune effect. Also, your raging resistance applies to all magic traditions while you rage.

SUBMERSIBLE HELMET ITEM 9+

INVESTED MAGICAL

Usage worn headwear; **Bulk** L

A *submersible helmet* is a streamlined sallet with a visor and a flanged rear. While wearing the helmet with the visor down, you can see, hear, and speak clearly underwater. You also have a +1 item bonus to Athletics checks to Swim.

Activate ◆◆◆ (concentrate, manipulate) **Frequency** once per day; **Effect** You can breathe underwater for 8 hours. During this time, you have a swim Speed equal to your land Speed.

Type *submersible helmet*; **Level** 9; **Price** 660 gp

Type *greater submersible helmet*; **Level** 13; **Price** 2,700 gp

The helm grants a +2 item bonus. Its activation lasts until your next daily preparations.

TACTICIAN'S HELM ITEM 5

INVESTED MAGICAL

Price 160 gp

Usage worn headwear; **Bulk** L

Repurposing and enchanting a helmet worn by a battlefield commander can create a *tactician's helm*, imparting knowledge of battlefield tactics that feeds off your minor victories. The helm grants you a +1 item bonus to Warfare Lore checks. Also, a jewel adorns the brow of the helmet. This jewel becomes charged each time you hit a creature with a Reactive Strike. A *tactician's helm* can hold up to 2 charges, and its charges reset to 0 when you invest it.

Activate ❖ (concentrate) **Frequency** once per hour; **Cost** 1 charge from the helm; **Effect** You choose one of the following effects.

- **Charge!** Stride twice.
- **Move It!** You gain a +2 status bonus to Acrobatics and Athletics checks until the end of this turn.
- **Protect!** If you're wielding a shield, Stride to a space adjacent to an ally, then Raise your Shield.
- **Re-Arm!** Interact up to three times. Each of these actions must be used to do something listed under Interact on page 268 of *Player Core*.

Jewelry

Armory Bracelet — Item 3+

INVESTED MAGICAL

Usage worn; **Bulk** –

Several small charms shaped like weapons hang from an *armory bracelet*, which is often brass. The bracelet has one charm each for the groups axe, bow, brawling, club, crossbow, dart, flail, hammer, knife, pick, polearm, shield, sling, spear, and sword. Uncommon and rare versions of the bracelet might include charms for firearms or create uncommon weapons.

Activate ❖❖ (concentrate, manipulate) **Frequency** once per day; **Effect** You pull one charm from the bracelet. The charm transforms into a common weapon of your choice from the charm's weapon group. If the weapon requires ammunition, it appears with a quiver or pouch with 20 pieces of ammunition for the weapon. The weapon is a *+1 striking* weapon of the type you chose. After 1 minute, the weapon transforms into a non-magical version and remains until your next daily preparations. At that point, the weapon and any remaining ammunition crumble to dust and all the charms reappear on the bracelet. The weapon and ammunition created with the charm are noticeably different from others and can't be sold.

Type *minor armory bracelet*; **Level** 3; **Price** 50 gp

Type *lesser armory bracelet*; **Level** 5; **Price** 150 gp

The weapon reverts to a *+1* weapon instead of a normal weapon.

Type *moderate armory bracelet*; **Level** 8; **Price** 450 gp

The weapon is a *+2 striking* weapon for 1 minute. It reverts to a *+1 striking* weapon afterward.

Type *greater armory bracelet*; **Level** 11; **Price** 1,350 gp

The weapon is a *+2 greater striking* weapon for 1 minute. It reverts to a *+2 striking* weapon afterward.

Type *major armory bracelet*; **Level** 15; **Price** 6,000 gp

The weapon is a *+3 greater striking* weapon for 1 minute. It reverts to a *+2 greater striking* weapon afterward.

Corpseward Pendant — Item 5

UNCOMMON INVESTED MAGICAL

Price 150 gp

Usage worn; **Bulk** –

A *corpseward pendant* is usually shaped like the skull of a humanoid or small animal.

Activate ❖ (manipulate) **Frequency** once per hour; **Effect** You become undetectable to undead creatures for 10 minutes. Undead can't see, hear, or smell you, or detect you with sensory capabilities such as tremorsense. A creature can attempt a DC 18 Will saving throw to ignore this effect. If an undead has reason to believe that undetected opponents are present, it can still attempt to Seek or Strike you. If you attempt to use a vitality spell to damage undead, touch or damage an undead creature, or attack any creature while warded in this manner, the pendant's effects immediately end. An undead creature who observes you in this manner or one who succeeds at the Will save is immune to the *corpseward pendant* for 24 hours.

Ethersight Ring — Item 7

UNCOMMON INVESTED MAGICAL REVELATION

Price 325 gp

Usage worn; **Bulk** –

An *ethersight ring* is a glass band containing a swirling cloud of gray smoke. When you invest the ring, the smoke becomes as transparent as the glass encapsulating it, and you can see clearly into the Ethereal Plane with a range of 60 feet. Whether or not you have invested the ring, you are visible to creatures in the Ethereal Plane within the same range while wearing it. Although you can see these creatures and they can see you, you can affect each other only with abilities that cross between the Ethereal Plane and the Universe.

Hunter's Arrowhead — Item 4

RARE INVESTED MAGICAL

Price 80 gp

Usage worn; **Bulk** –

A *hunter's arrowhead* is meant to be worn as a charm, such as a pendant, or carried in a pocket or quiver. The arrowhead is etched with images sacred to the elven god Ketephys. While you wear or carry the arrowhead, it infuses you with great skill at hunting, and you gain a +1 item bonus to Survival checks and attack rolls against any creature you've currently designated as your prey with Hunt Prey. A *hunter's arrowhead* is also a religious symbol of Ketephys.

Activate ↷ (concentrate) **Frequency** once per day; **Trigger** You would miss with an attack made with a bow; **Effect** You gain a +2 circumstance bonus to your attack roll, possibly turning a miss into a hit.

Pactmaster's Grace — Item 14

UNCOMMON INVESTED MAGICAL

Price 4,000 gp

Usage worn; **Bulk** –

Granted by Katapesh's Pactmasters to influential merchants, exceptional Zephyr Guards, and favorite retainers, a *pactmaster's grace* is a crystal-studded blue platinum ring that sharpens the wearer's urban instincts. While invested, the ring grants a +2 item bonus to saving throws while you are in an urban setting, and this increases to a +3 item bonus if you have legendary proficiency in Guild Lore, Katapesh Lore, Mercantile Lore, or Society. You also gain a +3 item bonus to Mercantile Lore checks while wearing the ring, and you can attempt checks that require a proficiency rank of master in Society.

RING OF DISCRETION ITEM 1

INVESTED MAGICAL VISUAL

Price 15 gp

Usage worn; **Bulk** –

A *ring of discretion* magically conceals any armor and sheathed weapons you're wearing by either turning them invisible or creating the illusion of ordinary clothes. The ring doesn't change your appearance beyond concealing weapons and armor. As soon as you wield a weapon affected by the ring, the weapon becomes obvious to onlookers and is no longer affected until you sheathe the weapon for at least 1 minute. A creature can use the Seek action to examine you and disbelieve this illusion (DC 15), and it can attempt to do so without using an action each time it hits you with an attack.

SPIRITSIGHT RING ITEM 6

UNCOMMON INVESTED MAGICAL

Price 225 gp

Usage worn; **Bulk** –

The opal set in the intricately carved ivory *spiritsight ring* eventually becomes translucent and tickles your finger whenever an incorporeal creature is nearby. When in the presence of a nearby incorporeal creature, even if it's within a solid object, you eventually detect the creature, though you might not do so instantly, and you can't pinpoint the location. This acts as a vague sense, like humans' sense of smell. An incorporeal creature trying to hide its presence from this sense attempts a Stealth check against your Perception DC to hide from your vague sense, as normal for attempting to foil special senses. You gain a +2 item bonus when using the Seek action to find hidden or undetected incorporeal creatures within 30 feet of you.

SWARMEATER'S CLASP ITEM 8

INVESTED MAGICAL

Price 460 gp

Usage worn; **Bulk** –

A *swarmeater's clasp* features carved reliefs of verminous, swarming creatures. When you wear the clasp, you gain resistance 10 to physical damage from swarm creatures.

Activate ❖❖ (concentrate, manipulate) **Frequency** once per day; **Requirements** a swarm creature is within your reach; **Effect** You thrust your hand into the swarm, draw forth a squirming mass of vermin, and devour it. You recover 3d10+8 Hit Points and deal the same amount of bludgeoning damage to the swarm. The Hit Point recovery is a healing vitality effect.

Masks

GOZ MASK ITEM 2+

INVESTED MAGICAL

Usage worn mask; **Bulk** –

Originally designed by a sect of Gozren priests, *goz masks* were designed to help navigate the area around the Eye of Abendego. The masks couldn't contend with the might of the storm, but people all around the Mwangi Expanse still use them. These masks are typically made of wood and sport round, exaggerated features.

Activate ❖ (manipulate) **Frequency** once per day; **Effect** You ignore concealment caused by fog, smoke, and other obscuring vapors for 1 minute.

Type *goz mask*; **Level** 2; **Price** 30 gp

Type *greater goz mask*; **Level** 6; **Price** 240 gp

The effect lasts for 10 minutes.

Type *major goz mask*; **Level** 12; **Price** 1,900 gp

The mask gives you darkvision and allows you to ignore all concealment from any environmental effects for 1 hour.

HERD MASK ITEM 6

UNCOMMON INVESTED MAGICAL TELEPORTATION

Price 210 gp

Usage worn mask; **Bulk** –

All *herd masks* are linked to at least one other *herd mask* and are usually sold in sets of multiple masks. Linked *herd masks* look like one another, with only the slightest of differences to tell them apart.

Activate ❖ (concentrate) **Frequency** once per day; **Effect** You swap locations with another creature wearing a linked *herd mask* within 100 feet. If you and the creature you swapped with are disguised as each other, other creatures gain an immediate Perception check against the lower of your or the other wearer's Deception DCs to Impersonate each other. On a failure, they don't realize the swap occurred.

Craft Requirements Supply a casting of *translocate*. You can link a *herd mask* you create to another *herd mask* in your possession when you finish crafting it, which causes it to be linked to the chosen mask as well as all other *herd masks* that are also linked to the chosen mask.

MASK OF MERCY ITEM 4

INVESTED MAGICAL

Price 100 gp

Usage worn mask; **Bulk** –

This porcelain or alabaster mask portrays an angelic visage of kindness and mercy. The mask grants a +1 item bonus to Medicine checks.

Activate ❖ (concentrate, fortune) **Frequency** once per day; **Trigger** You are about to roll a variable number of Hit Points you restore from an action with the healing trait;

Effect Roll twice to determine the number of Hit Points you restore and take the higher result.

MASK OF THE CURSED EYE ITEM 8

UNCOMMON INVESTED MAGICAL

Price 475 gp

Usage worn mask; **Bulk** –

A *mask of the cursed eye* is decorated with at least one wide, staring eye. The first time each day you're targeted with a detection, prediction, revelation, or scrying spell by a creature on your plane that you can't perceive, the creature targeting you must attempt a DC 24 Will save. This effect is automatic and does not require you to Activate the item.

Critical Success The creature is unaffected.

Success The creature is unaffected, but you know you've been targeted with a spell that has one of these traits.

Failure The creature is sickened 1 and dazzled for 1 minute. You know you've been targeted with a spell that has one of these traits.

Critical Failure The creature is sickened 2 and dazzled for 10 minutes, and the spell is disrupted. You gain a brief mental glimpse of the triggering creature and learn its approximate distance and direction.

RHINOCEROS MASK ITEM 4+

UNCOMMON INVESTED MAGICAL

Usage worn mask; **Bulk** –

Covered with thick armor and bearing a thicker horn, a *rhinoceros mask* grants you increased momentum. If you Stride at least 10 feet, your next melee Strike before the end of your turn ignores the Hardness of objects with a Hardness of 5 or less. If the object has more than Hardness 5, the mask grants no benefit.

Type *rhinoceros mask*; **Level** 4; **Price** 90 gp

Type *greater rhinoceros mask*; **Level** 8; **Price** 425 gp

Your melee Strikes ignore the Hardness of objects with a Hardness of 10 or less.

SHAPESPEAK MASK ITEM 4

INVESTED MAGICAL

Price 80 gp

Usage worn mask; **Bulk** –

A *shapespeak mask* is carved into the shape of an animal, usually tailored to a species of beast that the user favors. While wearing this mask, you can speak when polymorphed into an animal. The mask removes no other limitations, such as the inability to cast spells while transformed.

SKINSAW MASK ITEM 3

UNCOMMON DIVINE INVESTED UNHOLY

Price 50 gp

Usage worn mask; **Bulk** L

A patchwork of humanoid flesh makes up a *skinsaw mask*, which is stitched together with black silk or wire. It is distinctive for its bulbous orange eye–crafted from a magical glass bauble–and wide row of teeth. When worn, the mask amplifies your ability to sense fear in other creatures. You know the value of the frightened condition of any observed creature, and you gain a +1 item bonus to Perception checks to Seek frightened creatures. Whenever you deal precision damage to a frightened creature, you deal 1 additional precision damage. If you aren't unholy, you are drained 2 while wearing a *skinsaw mask*.

SKITTERING MASK ITEM 2+

INVESTED MAGICAL

Usage worn mask; **Bulk** 1

A *skittering mask* is a hand-carved, wooden, full-head mask that sports several holes along each side of the face. The first time each day that you begin your turn unconscious and within 25 feet of an enemy, skittering metallic insect legs emerge from the holes in the mask and Step 5 feet away from the nearest enemy, dragging your body along with the mask. If more than one enemy is equidistant, the mask Steps away from one of them at random. The mask possesses no special senses and does not react to hidden or undetected enemies, nor can it distinguish that a creature not acting openly hostile is an enemy.

Type *skittering mask*; **Level** 2; **Price** 30 gp

Type *greater skittering mask*; **Level** 8; **Price** 500 gp

The mask Steps 15 feet instead of 5 feet, and for 1 minute, each time you begin your turn unconscious and within 25 feet of an enemy, the mask Steps 15 feet away from the nearest enemy again. An ally can signal the mask with a single action, which has the auditory and concentrate traits. If the mask hears the signal, it attempts to move you toward that ally when it Steps away from the nearest enemy.

TLIL MASK ITEM 5+

UNCOMMON INVESTED MAGICAL

Usage worn mask; **Bulk** L

Colorful, beaded *tlil masks* are commonly found on the distant continent of Arcadia, but trade between the two regions means that they can also be found in the Mwangi Expanse as curiosities. These masks usually bear floral patterns and attune your senses to plants of all varieties.

Activate ❖ (concentrate) **Frequency** once per day; **Effect** Your vision up to 60 feet sees through small amounts of living plant matter as though it were transparent. While this effect is active, creatures can't be concealed from you due to living plants, such as small trees, vines, and grass. This vision also prevents them from Hiding or Sneaking past you using only living plants for concealment or cover. Other than the inability to use the cover to Hide or Sneak, this ability doesn't prevent plants from providing cover to creatures or blocking line of effect. It also doesn't allow you to see through dead plant matter, such as the wooden walls of a building, or thick plant matter, such as the walls of a dungeon built entirely inside an enormous living tree. The effect lasts for 1 minute.

Type *tlil mask*; **Level** 5; **Price** 130 gp

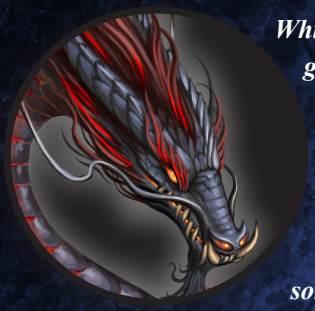
Type *greater tlil mask*; **Level** 9; **Price** 600 gp

The effect lasts for 10 minutes.

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SECRETS OF CRAFTING



While few moments can equal the exhilaration of wielding an enchanted weapon or grasping a magical staff and feeling its power rush through you, the very act of creating such objects of power can prove just as sublime. Some might view the crafting of these items to be an arduous task, requiring long hours of painstaking attention to detail and costly raw materials but lacking the joyful highs of exploding fireballs and the like.

Yet those who have only ever wielded weapons made by others or tinkered with someone else's magical masterpiece can never know the true pride that comes from creating something wholly new. Creation makes the world a larger place, expanding its possibilities. Any fool can apply a rune someone else has etched onto a sword forged by another. They shall never shine as brightly in the eyes of history as the brilliant scrivener who etched the first rune inch by painstaking inch or the master smith who folded metal time after time—until its impurities were removed and only steel sharp enough to rival a dragon's claw remained.

—Valashinaz, Mistress of the Vault

This chapter includes several new subsystems and options to enhance or replace the rules for crafting new items presented in *Pathfinder Player Core*.

The Crafting Alternate Rules section presents complex crafting rules, which can make crafting more complicated but also more nuanced. These rules allow for more distinctions between the time required to craft a permanent item versus a consumable, and include adjustments for decreasing the time required to craft an item by increasing the difficulty of the crafting process. This section also includes downtime events to make the story of crafting items more interesting and varied, and rules for deconstructing and repurposing items the party has for use in crafting new items.

The Nature Crafting section presents options for a world in which druids and creatures of the wild might be the primary intercessors and power sources for crafting items. This section presents the Grow activity, an alternative to the Craft activity for items that can be grown from the natural world. These bestowed gifts represent magical items as creations awarded to the PCs in acknowledgment of their heroic services to powerful magic creatures. Gardens represent a type of renewable resource that can provide temporary consumables for the group and allow characters to create places in the setting wherein they can readily acquire or requisition items they want for their adventures.

The Story-Based Crafting section offers a system where every notable magic item the player characters acquire is part of an epic story and adventure. The players work with you, the GM, to determine what items they want to acquire and what kind of adventures they might have to assemble the necessary pieces. These variant rules work best in campaigns where player input and direction on the story are desirable, and where the core story of the campaign is primarily a "sandbox" or open world whose events are dictated by player choice.

Story-based crafting and nature crafting can be used together in the same campaign with little issue, though it's still recommended that you try out each subsystem one at a time. A garden for consumables can nicely compliment permanent items gained via bestowed gifts and crafting quests. The crafting alternate rules, especially complex crafting, are meant to interact with the core crafting rules and may have unintended and undesirable consequences that can either confuse the crafting process or affect the game disproportionately when used in conjunction with either of the new variant systems.

CHAPTER MAP

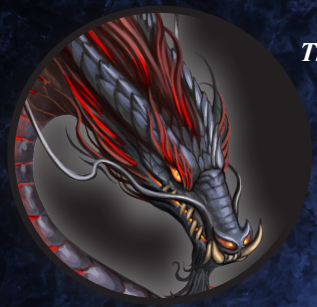
The following new options appear in this chapter.

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Story-Based Crafting Page 170

NEW CRAFTING RULES

Some of the new options presented in this section can be used to enhance or adjust the core crafting rules, while others can serve as partial or complete replacements. Each of the individual subsections of this chapter represents a different way to adjust or modify how player characters interact with item creation and acquisition in the game world. It's recommended that you think carefully about which of these options you add to your game, adding only one subsection to your game at a time, at least until you've gotten a feel for the tone and impact they each have on your game and your players' enjoyment. The crafting alternate rules are best used as adjustments, while nature crafting and story-based crafting can speak to the nature of the game itself.

CRAFTING ALTERNATE RULES



The creation of new things takes time and patience. It demands dedication and commitment. Nothing of value is created without sacrifice, whether of time, wealth, or personal power. For many members of mortal species, the demand is too much; they are happy to leave creation to others so they can pursue other interests. Those dedicated to expanding that which exists should never be discounted or forgotten, however. The future is created by those who sacrifice the ephemeral for the eternal.

—Valashinaz, Mistress of the Vault

Complex Crafting

The Craft action as presented in *Player Core* works at a simple rate: you can Craft any item, regardless of the item level, in 1 or 2 days, spending additional time for a discount on the item's final cost. While easy to implement at the table, this system focuses on simplicity and leaves some avenues unexplored. For example, items of the highest possible level (your own level) provide you far more value for those days than lower-level items. In addition, the system provides few options for players to attempt to craft an item quickly, even if doing so comes with risk of failure. This complex crafting variant is suitable for groups who view crafting items as a central part of their play experience. For most groups, the simpler crafting system is probably sufficient to complete the occasional item.

This variant adds a choice to the system of crafting, allowing characters to decide how they want to approach a job, taking a slow and methodical approach or rushing the process and risking loss of material or even the creation of a cursed item! This system also incorporates changes in time based on the item's level and whether it's a consumable item or a permanent item.

To begin, you must meet all of the requirements listed in the Craft action of the Crafting skill (*Player Core* 236). At the start of the process, you must determine the setup time based on the type of item and its level compared to yours, then decide on your approach to the job, which is limited by your proficiency. The GM determines the base DC as normal based on the item's level, rarity, and other circumstances.

To determine setup time, check the item's level and whether it's a consumable or permanent item. Compare the item's level to your own and look for the number of days on the Days of Setup Time table. This setup time is the base number of days it takes to create the item. Having the formula decreases the time by 1 day (minimum 1 day). If you decide to take the slow and methodical approach, you spend that number of days, and then attempt the Crafting check to determine your success (see Finishing the Item).

You can instead rush the process, taking days off the time needed to setup the item while introducing a greater risk of failure. If you're at least an expert in Crafting, you can reduce the setup time by 1 day by increasing the DC by 5. If you're at least a master in Crafting, you can reduce the setup time by 2 days by increasing the DC by 10. If you're legendary in Crafting, you can reduce the setup time by 3 days by increasing the DC by 15. If you would bring the number of days to 0 or less, the minimum crafting time is 4 hours for a consumable or 1 day for a permanent item.

DAYS OF SETUP TIME

Item's Relative Level	Consumable	Permanent
Equal to your level	2	4
Your level –1 or –2	1	3
Your level –3 or lower	1	2

FINISHING THE ITEM

After the setup time is complete, you must attempt a Crafting check to determine the overall success of your creation. If your check is a success, you expend the raw materials and can complete the item immediately by paying the remaining portion of the item's Price in materials. Alternatively, you can spend additional downtime days working on the item.

For each additional day you spend, reduce the value of the materials you need to expend to complete the item. This value reduction is determined using the Income Earned table on page 229 of *Player Core*, based on your proficiency rank in Crafting and using your own level instead of a task level. After any of these downtime days, you can complete the item by spending the remaining portion of its Price in materials. If the time is interrupted, you can return to finish the item later, continuing where you left off.

You can decide to speed up this process as well. If you are at least an expert in Crafting, you can rush the finishing process, reducing the value of the materials you must expend to complete the item by twice the

amount listed on the Income Earned table on page 229 of *Player Core*. Doing so comes at a risk; at the end of the creation process, once the item is finished, you must attempt a flat check. The DC of this flat check is equal to 10 + the item's level – your Crafting proficiency bonus. If the check is a success or critical success, the item is complete and works perfectly. If the check is a failure, the item is still completed, but it gains a minor quirk determined by the GM. If the check is a critical failure, the item is ruined or might become a cursed item attached to you (GM's discretion).

Crafting Items with Adjustments

Adjustments (page 11) are item modifications that can provide specific special abilities to a particular type of equipment. Instead of crafting adjustments separately from a suit of armor, you can simply craft the armor with the adjustment already in place by adding the price of the adjustment to the total crafting cost of the base armor and calculating the rest of the crafting process as normal.

Skill Feats

When using this variant, consider allowing the following skill feat to enable characters to Craft exceptionally low-level items even more quickly. This skill feat is listed as rare and is never available to a character except when using this variant. This rapid form of crafting could cause your players to end up with higher treasure values or more items than an adventure expects them to have, so be careful about allowing this feat in campaigns that already provide significant amounts of downtime.

QUICK SETUP **FEAT 7**

RARE GENERAL SKILL

Prerequisites master in Crafting

If you reduce the setup time for a batch of consumables at least 6 levels lower than you to less than 1 day, you can set it up in just 2 hours (allowing you to do so during an adventuring day if you have access to your tools and materials). If you rush the setup of a permanent item at least 6 levels lower than you and reduce the setup time to less than 1 day, you can perform the setup in 4 hours.

Crafting Downtime Events

Plenty of things can happen during downtime that might derail your efforts or complicate your plans. When crafting, it might be easy enough to put down the creation and deal with a problem, but sometimes these events can threaten the project itself. *GM Core* provides three examples of downtime events related to crafting: a delayed shipment of materials, a superlative work drawing attention from collectors, or the discovery of a new and efficient crafting technique. Even adding these to the events around earning income (which are generally applicable), a group that spends a great deal of time crafting might find these to be repetitive. The following table briefly describes downtime events that are tied directly to the crafting process. You can flesh these out and use them to supplement the events found on page 48 of *GM Core*.

Crafting Downtime Events

d20	Event
1–3	Select an event from *GM Core* (page 48)
4	Annoying interloper
5	Banned ingredient
6	Delicate components
7	Formula contradiction
8	Infestation
9	Instability within
10	Mutation
11	Name dependence
12	Natural disaster
13	Otherworldly interference
14	Overwhelming energy
15	Planar convergence
16	Resonant magic
17	Spirit magnet
18	Suspicious offer
19	Technical challenge
20	Unexpected flaw

Annoying Interloper: Whether it's a nosy relative, gossipy friend, finicky safety inspector, or any other sort of guest, the crafter's workshop has attracted the attention of an annoying interloper. It's someone the crafter can't just kick out unceremoniously, either. The situation might require roleplaying, as well as Diplomacy, Intimidation, or other skills, before the crafter can get back to work.

Banned Ingredient: The crafter realizes that one of the ingredients they need for the items they're crafting is banned or heavily restricted in the local area. If they've already crafted the same item here without a problem before, maybe it's a new ban or they had to refill their stores of a tricky ingredient—or you can just reroll this event and save it for when they build something new. To deal with the banned ingredient, the crafter might have to engage in shady dealings on the black market, lobby for the ingredient's ban to be lifted (especially if the ban is suspicious or prevents the general public from crafting an important item like *healing potions*), travel abroad where the restriction doesn't exist, or try to devise a substitution.

Delicate Components: Whether it's just the nature of one or more components that make up this item, or the crafter just received a fragile batch, the components the crafter is dealing with are incredibly delicate. The crafter might need to use Thievery (or find someone

who can) to handle the sensitive components gently, or else find some way to reinforce the ingredient or the equipment in which it is stored for later use.

Formula Contradiction: The crafter runs into an issue in their formula book. The formula includes two (or more) contradictory instructions, and as a result, they must pause their work while they try to figure out the contradiction. Which one is correct? Is neither right? Are they both functional and the crafter must refine their understanding of the process? This event might involve research or dangerous experimentation.

Infestation: Some sort of infestation of vermin, spores, or other troublesome contaminants threatens the crafting project and perhaps other portions of the crafter's workshop. On top of protecting their in-process project from being damaged by the infestation, they'll eventually also need to find the infestation's source and put a stop to it. Was it a coincidence, or did someone use mundane or magical means to bring it here on purpose?

Instability Within: The magic or mechanics inside the item have grown increasingly powerful and unstable, and the crafter isn't sure why. The cause could be a simple mistake, an instability in the crafter's own magic, or even just a coincidence. Whatever the case, the crafter must investigate the source of the instability to fix and, potentially, take advantage of it.

Mutation: The item has undergone a mutation and is now on its way to becoming a different item—maybe even an item of a higher level than the crafter can normally craft or that is uncommon, rare, intelligent, or otherwise outside of the crafter's normal ability to create. Be very careful when choosing this as an event; ideally, you as the GM want the mutated item to be something you specifically chose to be interesting, rather than an item at random, since presumably the crafter was choosing to create the best item they could think of. That said, the crafter can either find a way to halt the mutation process or lean into it and see what the item becomes!

Name Dependence: The item's progress is stalled due to the fact that its magic requires it to gain a name—and not just any random nickname that pops into the crafter's head! The crafter must engage in serious contemplation to select a name that suits the item, as it will be attached to it forevermore. Once chosen, if the item accepts the name, the crafting process can continue. The choice of the name might have other implications as well; for instance, the user might need to shout the item the item's name or a phrase addressing the item to activate or invest it.

Natural Disaster: A huge natural disaster is about to hit the workshop. Whether it's a tsunami, a tornado, an earthquake, a volcanic eruption, or something else, it represents a huge danger to the crafting process, and potentially the crafter's life. On the other hand, it could also be an opportunity to harness the power of the natural disaster into the item! Consider allowing the crafter to attempt a Recall Knowledge check to remember some formulas that discuss special benefits for harnessing a disaster and offer them a reward (extra progress on the item, an improved item, or something else) to tempt them into staying in the path of danger.

Otherworldly Interference: Be they deities, celestials, fiends, monitors, or other extraplanar entities, Golarion is full of a surprising number of beings from other worlds that attempt to sow mischief, cause mayhem, or offer assistance to its inhabitants. The crafter is one such lucky or unlucky mortal who now has to deal with this otherworldly interference. Even if the otherworldly creature is trying to help, it might not understand mortals well enough to do so effectively. This could possibly create even more trouble than an entity who was trying to sabotage the process, since a crafter can at least root out such a perpetrator and stop them decisively.

Overwhelming Energy: There's just too much magical or mechanical energy building up in the item. That could be a good thing, as it could eventually grant the item more power or provide additional progress, but it's also extremely dangerous, as the energy threatens to overload and cause the item to explode, wasting the crafter's initial investment. They'll have to carefully figure out a way to use the energy (or at least discharge it harmlessly) to protect the item.

Planar Convergence: Many planes of existence overlap with the Universe at certain points. Sometimes, those points drift as the planes move and shift, leading to planar convergences where the veil between two planes draws especially thin. Unfortunately (or perhaps fortunately) for the crafter, one such planar convergence passes over their workshop. If they're crafting a related item, they might be able to take advantage of the convergence, but otherwise, they'll need to insulate the item from the convergence or pack up and move far enough away to avoid it. Leaching out the energy from the convergence might even require them to find a location with a convergence to an opposing plane.

Resonant Magic: When multiple sources of magic cluster together, for good or ill, magical resonance builds up between them. The crafting process is interrupted by magical resonances in the workshop between the in-process item and other magic items or spells. The crafter can try to clear out or rearrange the sources of magic that led to the resonance, or they can explore the resonance to try to unlock a new power in the item that only appears when the item is affected by the other items or spells that caused the resonance; in this case, consider using the rules for item sets on page 200 or something similar.

Spirit Magnet: The item has become a magnet for minor disembodied beings, either spirits (beings formed of spiritual essence) or vitae (beings formed of nature's

life force, sometimes called "spirits of nature"). That's not necessarily a bad thing, but it's certainly distracting, as the spirits interfere with the work and might wind up possessing or otherwise merging with the item. The crafter needs to find a way to communicate with the spirits and warn them off or work with them to make the item an even better conductor for spirits. In the worst case this could ruin the item's creation, but in the best case, the spirits could grant the item special powers or intelligence.

Suspicious Offer: A questionable figure offers the crafter special ingredients or techniques that supposedly will shave time off the item's crafting process while providing a steep discount on the necessary materials. But something about the offer—no, maybe everything about it—seems too good to be true. The crafter might dismiss or accept the offer outright, but they also might try to determine the truth of the figure's claims, either by understanding their motives or performing a test. Either way, if the crafter decides to use the mysterious figure's offer, you can decide what sorts of effects it might have. Who knows? Maybe it was genuine.

Technical Challenge: An unusual interaction during the item's creation provides a significant technical challenge. The crafter will have to pause and determine how to proceed before continuing. There might be several possible approaches to the problem, each with different benefits or drawbacks.

Unexpected Flaw: Something within the item isn't functioning properly, and the crafter needs to first figure out what went wrong and why. Were some of the components faulty? Did someone tamper with the item? Did the crafter make a small error that cascaded? Once they can hunt down the flaw and figure out how to prevent it in the future, they need to determine the most expedient way to fix it and bring the item back on track.

Critical Crafting

The critical success and failure effects of the Craft activity are safe, reasonable effects that are appropriate any time a character wants to Craft: on a critical success, they make more money per day Crafting, and on a critical failure, they ruin 10% of the item's raw materials. This creates a stable and balanced game economy that ensures that the players and their characters can enjoy the game without major distortions to the expected wealth and power the game anticipates from characters of their level.

However, these monetary rewards and penalties do not need to be the only potential outcomes of crafting criticals. With this variant, you can consider rarely handing out custom critical success rewards and critical failure penalties appropriate for the situation. However, you won't want to do this too often, especially since a high-level crafter who makes a lot of low-level items will critically succeed with some frequency. If crafting is a big part of your game, consider limiting the special effects to natural 20s and 1s, and even then, only when a special item is being created.

Most often, the special critical success or failure effect will be something distinctive and appropriate to the exact situation in your campaign. For instance, if a PC Crafts a commissioned sword for a prideful ruler obsessed with their heroic ancestor, perhaps on a critical success the item manages to call forth the spirit of the ancestor, who nods gravely while acknowledging the sword. On a critical failure, the PC finishes the sword but accidentally includes a part of the heraldry of the traitorous noble family that murdered the ancestor, enraging the monarch. As you can see from this example, the critical failure effects sometimes tend toward possibilities where the item is still created despite failure, but its completion creates a serious problem that must be resolved. When using this system, consider rolling the checks to Craft the item in secret to prevent a player's knowledge from influencing their decisions.

While it's usually best to invent your own special critical success or failure effects, here are a few examples of possibilities that can be used in a variety of circumstances.

Critical Success

- The crafter's dazzling success and passion imbue a fragment of their self into the item, causing it to become an intelligent item.
- If the crafter was creating a max-level item, they can pay more to create an item above their level that they normally couldn't Craft. For instance, while trying to Craft a *wand of fireball* (a 7th-level item), a 7th-level wizard might be able to create a *wand of 4th-rank fireball* (a 9th-level item).
- The item has a minor beneficial special ability beyond other items of its type. This can be whatever you choose, but it's usually another minor activation with a daily frequency. The benefit should be better than a quirk (as quirks are meant to be neutral).
- The item is so well made that it's nearly impossible to damage, doubling its Hardness or greatly increasing its total Hit Points. The item might also be resistant to grime, tarnishing, or other cosmetic changes.
- The item is so beautifully made that it grants a bonus to Diplomacy and Intimidation checks when displayed or used as part of the check. Alternatively, it could be worth more than usual just as an art object.
- The item is so finely crafted that it distracts the attention of opponents when used in battle, granting a bonus to checks made to Feint or Create a Diversion when used as part of the check.

- The crafter is in tune with the object, its powers, and its potentials, turning it into a relic (*GM Core* 308). In addition to its base abilities, the crafter can designate other abilities that the object develops over time.

CRITICAL FAILURE

- The crafter Crafts the item, but the item is secretly cursed.
- The crafter Crafts the item, but the item permanently drains a portion of the crafter's life force and resists attempts at destroying it, permanently reducing the crafter's Hit Points until they complete a quest to destroy the item once and for all.
- The creation process explodes or otherwise exposes the crafter to significant harm with a long-term effect that demands interesting interplay to remove. There's little point in dealing Hit Point damage during downtime, as it's usually trivial to restore it before adventuring.
- The Crafting process is so flawed that it draws a malevolent intelligence that chooses to complete the item and inhabit it. The intelligence of the item is opposed to the crafter and attempts to secretly thwart them at every turn.
- The item appears perfectly normal and fully functional, but when someone attempts to use it for its intended purpose, it fails. For example, armor might fall off, weapons might break, or a wand might simply emit an acrid, burning odor instead of the desired spell.
- The crafter is cursed by their own failure and takes a penalty to all future Crafting checks until they get a critical success or a casting of *4th rank cleanse affliction* to end the effect.
- The Crafting goes so poorly that it pollutes the nearby environment. This might mean that the workshop needs extensive cleaning to be usable again, or it could be much worse, polluting the local water supply and making those who live nearby seriously ill.

Converting Magic Items

Many magic items found by higher-level characters never see play, destined instead to live at the bottom of a backpack, forgotten and unused. Others are quickly sold to fund the purchase of a more appropriate item. Others still are so irredeemably vile that selling them is an unconscionable act, and the item ends up being destroyed. All of these situations can make it difficult for the GM to properly calculate and balance the party's wealth, which can lead to imbalanced encounters and other problems at the table.

This variant simplifies the problem by giving the players another option for items that they don't intend to use, allowing them to break an item down and recycle its parts for the creation of another item.

When breaking down an item, you have a choice on how to proceed. You can immediately use the components to create an item with a similar theme to the one that you deconstructed, or you can save the components for use in any one item created later. If you create a similar item, such as deconstructing a magic weapon in order to create a different but similar type of magic weapon, you can harvest more of the components and residual magic for the new item, giving you more in return than you might otherwise get by simply harvesting the best parts of an item.

The GM determines whether the new item is similar enough to warrant this benefit, but the new item should be similar in ability or in general theme. For example, deconstructing a *crown of intellect* to create a *headwrap of wisdom* certainly qualifies, as does deconstructing a *moderate maestro's instrument* to create a *horn of exorcism*. Items of the same general type might qualify, but only if their abilities are thematically similar.

Generic components can be saved for later, but they can't be combined with other components from another deconstructed item. If excess value remains after making a new item, that value is lost, as the remaining parts are just the leftover bits, with the best parts being used for the new creation. The deconstructed item has the same Bulk as the original. GMs might want to put an expiration date on deconstructed items to prevent too many of them from piling up in character inventories, but unless players are breaking down items all the time, it shouldn't be a problem.

DECONSTRUCT

RARE DOWNTIME

You deconstruct an item to provide the starting point to convert it into a new item. You need the Alchemical Crafting skill feat to deconstruct alchemical items and the Magical Crafting skill feat to deconstruct magic items.

To Deconstruct an item, you must meet the following requirements.

- The item is your level or lower. An item that doesn't list a level is level 0. If the item is 9th level or higher, you must be a master in Crafting, and if it's 16th or higher, you must be legendary.
- The item isn't a cursed item, artifact, or other item that is similarly hard to destroy. The item isn't a consumable item.
- The item has a listed Price.
- You must have an appropriate set of tools and, in many cases, a workshop. For example, you need access to a smithy to deconstruct a metal shield or an alchemist's lab to de-concoct alchemical items.

At the start of this process, you must decide if you're using the deconstructed item to build a new, similar item, of if you are simply breaking it down for raw ingredients that can be

used at a later date for any item. In either case, this activity takes 1 day to perform, but if you're using the item to create a new, similar item, that day can be counted as one of the crafting days for the new item.

At the end of the activity, you must attempt a Crafting check. The GM sets the DC of this check based on the level of the item you are attempting to deconstruct, its rarity, and other circumstances.

Critical Success If you are deconstructing the item to make a new, similar item, you can apply 80% of the cost of the deconstructed item to the new item. If you are deconstructing the item for raw materials alone, you can apply 55% of the cost of the deconstructed item to a single new item. In either case, if this is in excess of the new item's cost, the remainder is lost.

Success As critical success, but you can only apply 75% of the deconstructed item's cost to the new similar item and 50% of the deconstructed item's cost to any single item.

Failure You fail to deconstruct the item, wasting your time. You can try again.

Critical Failure You fail to deconstruct the item and damage it in the process. You must either repair it before attempting again, or you can attempt to deconstruct it again but lose 5% of the value of the item.



CRAFTING A NEW FUTURE

It's great working here for the boss. Really, it is. She makes sure we're taken care of, provides us with the best education to be found anywhere on Golarion, and protects us from adventurers and monsters alike. But even with all that, I sometimes wonder if we can really stay here forever. If nothing else, eventually there will be more kobolds than can live comfortably in the vaults, and it's not the boss's job to make sure we all have something to do with our time. I think, maybe, someday when there's a new steward and the boss doesn't need my help anymore, that I might craft my very own airship, and fill it up with weapons and armor designed specifically for kobolds. I'll give everyone who wants it a chance to go find a new place for us to live, a place that will belong to us and where we can use everything the boss has taught us to forge our own future, a place that belongs to no one but us.

—Purepurin



ADJUSTED FORTRESS SHIELD



ADJUSTED TOWER SHIELD



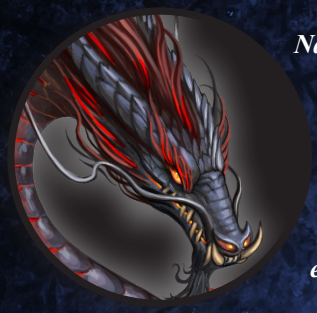
ADJUSTED METEOR SHIELD



ADJUSTED DUELING PISTOL



Nature Crafting



Nature and its avatars can be, in their own ways, even more ingenious than any mortal artisan. Where a dwarven blacksmith might spend a century perfecting a single axe blade, nature will spend millennia slowly creating a creature whose claws are sharper yet, or a tree whose bark is impervious to axe and claw alike. Elves and druids often take advantage of nature's limitless potential to fuse the arts of natural evolution and mortal planning into a cycle of production that can yield creations of exquisite beauty and lasting functionality.

—Valashinaz, Mistress of the Vault

Growing Items

In an ancient forest, an elf plays a haunting melody on a flute among the trees, growing entire buildings seamlessly from still-living wood. Elsewhere, a fungus leshy holds a conversation with the mushrooms of an underground cavern, convincing them to twine together into a latticed armor to defend the cavern against a new threat encroaching from the Darklands. The traditional methods of crafting items tell the story of a crafter retrieving the necessary raw materials and then working those materials via forging, woodworking, tailoring, or other such means; however, this is but one of many ways to create magic items. In a primal setting or adventure, or in a campaign taking place in a natural region like the fey forests of the First World, it might fit your story better to grow an item from a living thing instead. While most such stories take place in a natural environment, they can just as easily occur in a hidden laboratory, where an alchemist might form magical oozes into specific shapes before curing them with magical reagents, producing a sword as durable as any steel.

Mechanically, the process of growing an item uses the same principles as Crafting it normally, though the details and the story differ. Use the Grow activity on page 165, a variant of the Craft activity. This activity has the rare trait; it's only available if you've decided to use this variant in your campaign.

GROW

RARE DOWNTIME MANIPULATE

You can grow an item from a living thing, most commonly a plant. You need the Alchemical Crafting skill feat to Grow an alchemical item, the Magical Crafting skill feat to Grow a magic item, and the Snare Crafting feat to Grow a snare. To Grow an item, you must meet the following requirements.

- The item is your level or lower. An item that doesn't list a level is level 0. If the item is 9th level or higher, you must be a master in Crafting, and if it's 16th or higher, you must be legendary.
- You have the formula for the item; see Getting Formulas (*Player Core* 294) for more information.
- You have an appropriate set of tools for growing the item. While cultivation and gardening tools are typical for plants, you might also use a different technique that requires a different set of tools. For instance, if you play music to help your plants grow, you might use a musical instrument instead.
- You must supply special fertilizers or other magical nutrients worth at least half the item's Price. You always expend at least that quantity of fertilizers and magical nutrients when you Grow successfully. If you're in a settlement, you can usually spend currency to get the amount of magical nutrients you need, except in the case of rarer precious materials. You can also bring them with you in advance or forage for them with a skill like Herbalism Lore, gaining an amount of value based on the rules for Earning Income (*Player Core* 228–229).

You must spend 4 days at work, at which point you attempt a Crafting check. The GM determines the DC to Grow the item based on its level, rarity, and other circumstances. Depending on the specifics of the type of item, it might be easier to Grow than it is to Craft, or vice versa; typically, the GM can represent that by making an easy or hard DC adjustment.

If your attempt to create the item is successful, you expend the fertilizers and other magical nutrients you supplied. You can pay the remaining portion of the item's Price in additional growth accelerants to complete the item immediately, or you can spend additional downtime days cultivating the item. For each additional day taken, reduce the value of the accelerants you need to complete the item. This amount is determined using the Income Earned table on page 229 of *Player Core*, based on your proficiency rank in Crafting and using your own level instead of a task level. After any of these downtime days, you can complete the item by spending the remaining portion of its Price in accelerants. If the downtime days you spend are interrupted, you can return to finish the item later, continuing where you left off.

You also have the option to allow the item to grow mostly untended, only stopping to supervise it occasionally, though the pace is much slower without your direct intervention. At the end of each season in which you spent at least 1 day of downtime to Grow the item, roll an additional Crafting check and reduce the value of accelerants you need to expend to complete the item by the corresponding amount.

Critical Success Your attempt is successful. Each additional day spent Growing reduces the materials needed to complete the item by an amount based on your level + 1 and your proficiency rank in Crafting.

Success Your attempt is successful. Each additional day spent Growing reduces the materials needed to complete the item by an amount based on your level and your proficiency rank.

Failure You fail to complete the item. You can salvage the raw materials you supplied for their full value. If you want to try again, you must start over.

Critical Failure You fail to complete the item. You ruin 10% of the fertilizers and nutrients you supplied, but you can salvage the rest. If you want to try again, you must start over.

EXAMPLE

If Lini wanted to Grow a suit of leaf weave armor (page 9), she would spend 2 gp on initial fertilizers and nutrients and allow four days for the armor to grow, attempting a DC 14 Crafting check. At the end of the fourth day, if she succeeds, Lini can choose to either use accelerants to complete the growth right away or to instead spend more downtime to cultivate the armor over the course of a few weeks. She has time to spare and finds this kind of task soothing, so even though a level-0 task doesn't provide profit at an especially fast rate, she decides to spend 5 additional days growing the armor. She's quite fortunate and rolls a critical success on her Crafting check, allowing her to make 2 sp of progress per additional day, for a total of 10 sp (or 1 gp). This reduces the remaining amount she needs to pay to 1 gp, so she spends that amount on a magical additive that promotes plant growth, at which point she is finished growing her new armor. This new armor, which Lini grew herself and is in accordance with her principles as a druid, provides much greater satisfaction than anything she could buy in a shop.

ADJUSTING SKILLS

In a game or setting where the act of creating new items happens primarily or exclusively through careful cultivation of living organisms, GMs can choose to have Grow use Nature instead of Crafting. In worlds or settings where this ruling is in play, inventors are likely nonexistent, or at least rare, while druids serve an even more central role in their communities, going beyond spiritual guidance roles to also serve as innovators and economic leaders. Such a change should be made carefully and intentionally, with an eye toward the type of story being told. There's little point in allowing a hybrid system where you can choose between Crafting or Nature to craft items, since Nature has many other

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uses and thus can easily make Crafting obsolete by comparison. Instead, consider a hybrid version where players use Nature to Grow items and Arcana to craft items the normal way, cutting the Crafting skill entirely.

Bestowed Gifts

In fairy tales and folklore, stories abound of heroes receiving special items out of gratitude, friendship, or simply a desire to assist them on their quest. A nymph might grant a token of their favor and agree to act as an artist's muse, establishing a long-term relationship that will ripple out through that mortal's life for years—or perhaps even generations, as the nymph continues to look over those who came after. On the opposite end of the spectrum, an aging unicorn approaching their end might willingly sacrifice their horn to grant a hero great powers at the cost of their ebbing life.

From these two extreme cases, a pattern emerges: in each, the gift establishes a lasting bond between the giver and recipient. For this reason, a bestowed gift is like the proverbial goose that laid the golden eggs: giving the gift freely grants it power, meaning those who would attempt to wrest it through theft or violence are doomed to fail. The connection between the giver and the recipient plows a magical furrow and plants a seed that can grow with time. For this reason, relics (*GM Core* 308) are a perfect way to tell this type of story. There's even a shared nomenclature that hints at this connection: the abilities relics gain are called "gifts."

However, even if your group isn't using relics (or introducing one would be too complicated or long-term for the situation at hand), a bestowed gift with the powers of an otherwise-normal magic item can still make an especially meaningful moment in a campaign, far more so than simply purchasing such an item from a store or finding it in a hidden cache. A player is likely to remember a scene where a faerie queen spins a suit of *autumn's embrace* (page 14) armor for them out of the plants of her domain, surrounding their character's body and protecting them from incoming harm for years to come, more than if they bought the same type of armor during downtime.

Bestowing Gifts in Your Game

Even if you're granting a PC a gifted item based on an existing magic item's statistics, consider tweaking it in certain ways to make it more distinct without requiring an entirely new item and stat block. For one, gifted items typically only work for the creature that received the gift, or perhaps an heir or protegee of the initial recipient if the gift is passed down. As when the gift is initially received, the intent remains important; a bestowed gift keeps its power when earnestly given to an heir as a true inheritance, but it loses its power if transferred for a sale, quid pro quo, or other attempt to cheapen the gift into a commercial exchange. Beyond that, consider adding a quirk to the item that doesn't have a powerful effect, but matches the nature of the creature gifting the item, such as an item gifted by a bard that hums a specific tune when it's activated.

If the creature granting the gift is especially beloved by your player, or the whole group, but you'd rather not have them tagging along everywhere, another option is to make the gifted item an intelligent item with an imprint of the creature's personality, or just a conduit to speak with the creature from afar. Be careful when exercising this option, as you would with any intelligent item, as this adds another NPC to roleplay into the mix. Intelligent items are people, not possessions, even though they take the form of objects.

While a bestowed gift is more memorable than most treasures, you can easily take them into account using the normal method for treasure distribution. Keep track of bestowed gifts just like you would any other magic item. In most campaigns, you can use the Party Treasure by Level table found on page 59 of *GM Core*, counting them among the items that the party received as treasure during that level.

Bestowed Gifts as the Baseline

If your group particularly likes bestowed items, you can use them to replace most or all other forms of treasure in your campaign. In that case, you're establishing a narrative where pacts, connections, and friendships with supernatural creatures are extremely important for adventurers and other creatures hoping to unlock the power of magic items. This has several interesting implications on the world at large. For one, since bestowed gifts aren't usually transferable by violence, theft, or monetary trade, it would mean that looting magic items or buying them at a store are off limits. Count any bestowed gifts against the party's treasure for that level and consider adding an additional handful of consumables to their treasure allotment to counterbalance the lower flexibility in their treasure. Alternatively, consider presenting them with a consumable garden or similar option.

Depending on who and what are capable of bestowing a gift in your campaign, PCs with significant power could use the Crafting skill to bestow gifts of their own unto their fellow adventurers, which could limit the necessity of binding ties with magical creatures. Regardless of the variation, a campaign where most or all magic items are bestowed gifts tends to either be lower magic in general or else have an extreme degree of interconnectedness, full of magical creatures that bond with heroes to an extent greater than most settings. For a lower-magic feel, you can also use the automatic bonus progression rules (*GM Core* 83) to handle all the item bonuses for you so that you can focus on handing out gifts that are more thematic and meaningful to the PCs.



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Gardens of Wonder

A toxicologist alchemist walks through a carefully tended garden, its medicinal and poisonous plants growing and blooming in neat, colorful rows, each separated from the others and meticulously labeled. Elsewhere, a druid explores a wild grove welling with primal power, using their knowledge and intuition to choose exactly the plants they need for their latest poultice. Whether cultivated or purely natural, a garden of wonder is a location where an herbalist, poisoner, or other character interested in plant-based concoctions can gather ingredients with ease.

As the Game Master, you should handle the tending or exploration of such a garden using the downtime rules for Earn Income to represent the construction of an artificial garden or exploration of a natural garden, as well as the harvesting of ingredients to make herbal concoctions. This is the simplest method and the one that fits most easily into the existing structure of downtime. Note that while this section focuses on gardens in the traditional sense, these rules are equally applicable to a variety of different endeavors and structures (see A Garden by Any Other Name on page 168).

Another method would be to use the ritual *garden of death* (*Secrets of Magic* 150) to gather up poisonous creatures in the area and establish such a garden right away. Ritualists more interested in healing others than harming them can develop a *garden of healing* ritual that has the same costs and effect, but for creatures and plants that provide medicinal benefits rather than deadly toxins.

Establishing a Garden

Using a ritual or spending personal downtime are two ways to establish a garden, but your group might be interested in establishing a garden, orchard, or other location that grows consumable items for them as a shared party resource within the campaign. For such a scenario, GMs should use the following guidelines, which are based on the cost differences of a magic scroll and a magic wand. A player can't establish a garden unless the GM and the group have agreed to use this variant together.

Essentially, a garden is a living item or collection of items that produce herbal alchemical items, poisons, or similar consumables at a steady rate (typically one per day) without the need for additional downtime. These consumables are only temporary, however, typically taking the form of a short-lived fruit, flower blossom, or other perishable good. As such, they expire at the end of the day; since characters with a garden can't stockpile their bounty, they're encouraged to use the consumable items each day. Even magical and other extraordinary means of preservation have no effect.

To seed the garden with enough plants or animals to produce sustainably, the PCs must pay a cost equal to the maximum cost of a permanent magic item that is 2 levels higher than the consumable's level. For example, it costs 2,000 gp to plant sufficient antidotal herbs to obtain a perishable greater antidote each day, because greater antidotes are 10th-level consumables and the maximum cost for a 12th-level permanent item is 2,000 gp. PCs with skill in herbalism or gardening can attempt to use Earn Income to help defray the

setup costs of a garden, using Lore skills such as Gardening Lore as normal. If you are also using the variant for growing items from this chapter (page 164), a character could use the Grow activity to grow a garden. Additional gardens can be used to increase the number of daily consumables the PCs have access to, but the PCs should have enough space to accommodate the expanded gardens. A given group of PCs shouldn't maintain more gardens than half the number of PCs in the party, rounded down.

Using Gardens as a Reward

Some players tend to wait for the perfect moment to use a consumable item, which can ironically lead to them not using any of their items unless the situation is extremely dire, since they're always anticipating that the next encounter might be a better time to drink that potion or elixir. Unfortunately, this can sometimes mean the party never has the fun of trying out a strange consumable or seeing the bit of variety it can introduce. Gardens are a great reward for groups that are hesitant to use consumables because they feel more permanent, reliable, and safe, and since gardens' rewards need to be used each day or lost altogether, players are incentivized to find creative uses for the consumables each day.

Since the garden is located at a specific location, that means the group needs to be able to return to that location to retrieve the consumables. If you give the group an especially elaborate garden capable of producing multiple consumable items each day, the group can become more invested in setting up roots nearby and establishing a base of operations organically. This can be a perfect incentive to get players invested in the local area.

A Garden by Any Other Name

While a garden is especially narratively attractive to characters like herbalists, druids, poisoners, leshies, and the like, these same guidelines are perfectly capable of describing locations far different than a natural location lush with plant life. Here are a few examples.

Bakeries and Kitchens

A fighter sponsors a bakery with her tournament winnings, and in return, the baker agrees to bake a fresh magic pastry for her each day when she stops by on her morning run. This "garden" is likely tended by a friendly NPC who the PCs have assisted in some way. Perhaps the cost of founding the garden was an investment in the baker or chef's startup, or maybe the PCs were granted the land on which the bakery sits as a reward for services rendered to the local community. If the land and buildings are a reward for services rendered by the PCs, the reward itself might cover all or a portion of the costs of creating the garden.

When using Earn Income to help defray the costs of creating this kind of garden, Accounting Lore, Baking Lore, and Society are all appropriate skills.

Haunted Churches and Sites of Power

A cleric creates a living scroll factory from parchment scraps won from contract devils and mummy wrappings, producing eerie-looking (and presumably unholy) scrolls each midnight that explode into black flame the following midnight. Any of a variety of undead or extraplanar creatures might serve as the central seed for a "religious garden" that supplies the character with scrolls, catalysts, or other thematically appropriate consumables. This type of garden is most likely to be appropriate at higher levels, where a PC has the power to compel service from the undead or extraplanar entity who powers the garden. However, a PC who dedicates themself to the service of such a creature might be able to create and benefit from this type of garden as part of their tenure.

When using Earn Income to help defray the costs of creating this kind of garden, Architecture Lore or a lore skill related to a type of creature tied to the site (such as Devil Lore or Mummy Lore) are appropriate skills.

Ooze Farms

An alchemist from the ooze-loving city of Oenopion establishes a laboratory of strange oozes, generating a beaker-full of odd, mutagenic gloop each day that can be used in the creation of almost any alchemical consumable of an appropriate level. Ooze gardens are most appropriate for generating alchemical consumables, particularly bombs and elixirs, though they might also be used to generate alchemical foods. Establishing this garden requires an alchemist's lab (*Player Core* 287 and 291) in addition to the other requirements mentioned previously, though the alchemist can still make use of that lab when generating alchemical items that aren't part of the daily consumables produced by the garden.

When using Earn Income to help defray the costs of creating this kind of garden, both Crafting and Ooze Lore are appropriate skills.

Rock Gardens and Stalagmite Caverns

An umbral gnome druid carefully tends a cavern where the slow drip of limestone grows a forest unlike anything born from soil and sunlight. Gardens of stone and gems are actually more common beneath the surface than gardens containing flowers and herbs, and they can be an excellent source of consumables like talismans, mineral-based alchemical items, and other consumables crafted from gems and stones. Such subterranean gardens are most common among umbral gnomes, though any ancestry or species that makes its home in the Darklands might have the necessary skills to manage

a garden of stone and gems. These types of gardens are particularly good for creating consumables like gadgets or talismans but require a repair toolkit in addition to the normal creation costs for establishing a garden.

When using Earn Income to help defray the costs of creating this kind of garden, Crafting, Engineering Lore, and Mining Lore are appropriate skills.

Wildlife Preserves

A grizzled big-game hunter has grown attached to the animals she once poached and has retired to create a walled green space with carefully tended grasslands, ponds, and other habitats. Animals roam free, safe from the outside world. A wildlife preserve could operate as a zoo, an animal safe haven, or a private hunting ground for a noble, but at their core they all need to maintain a stable population of wildlife. The animals in one might produce resources like milk and eggs, and can be hunted or slaughtered for meat, pelts, feathers, and components for items like alchemical foods and bottled monstrosities.

When using Earn Income to help defray the costs of creating this kind of garden, Hunting Lore, Fishing Lore, or a lore skill related to creatures on the preserve (such as Canine Lore or Dinosaur Lore) are appropriate skills.

ADDITIONAL MATERIALS

While many materials are covered by the descriptions found in *GM Core*, some relatively mundane crafting materials not fully described there can be appropriate for use in weapons and armor produced from gardens or similar nature-oriented sources. Materials made from alchemically nurtured oozes (as described in Ooze Farms on the previous page) can be as strong as iron or might emulate more fragile materials like bone and stone (described below). Bone and stone aren't precious materials, and as such don't impact the number or type of runes that can be placed on a weapon or suit of armor crafted from them.

BONE — MATERIAL 0+

A durable material when properly treated, bone can replace wood and metal when creating armor, shields, and weapons. The statistics for bone are applicable to a variety of other sturdy animal-based products, such as chitin, horn, ivory, coral, and shell, which can also be classified as bone for the purposes of determining item statistics. Bone elements from certain beasts, like the horn of a unicorn or the spikes of a manticore, may even yield magical properties when worked by a skilled crafter.

Type bone specimen; **Price** 1 sp; **Bulk** 1

Type bone object; **Level** 0; **Price** 1 sp per Bulk

	Hardness	HP	BT
Thin Items	4	16	8
Items	6	24	12
Structures	12	48	24

VARIANT MATERIALS

Many weapons traditionally made from wood or metal might be made from alternative materials instead, covering the gamut from stone and ice to more esoteric materials like refined essence of ooze. For most campaigns, metal weapons can be treated as interchangeable with weapons made from these alternative materials without requiring significant changes or adjustments. Armors should generally not be crafted from materials other than those they are presented as being made from, since accessibility to stone and wooden armors directly affects the balance and progression of various classes. Rather than allowing a character to craft a suit of full plate from a non-metallic material, direct the character toward the non-metallic armors presented on page 9 of this book.

GMs looking to add a greater sense of differentiation between weapons and armor made from nonstandard materials can find the statistics for differing materials on page 252 of *GM Core*, with additional guidance for bone and stone equipment provided below. Generally, this shouldn't significantly change the price of the crafted item (particularly for magic weapons) as long as you are sticking to basic materials. While a stone sword might be slightly more fragile than an iron sword, it's also less prone to damage from effects like a *rusting cloud* spell or the predations of a rust hag.

STONE — MATERIAL 0+

Stone was one of the earliest materials used to create tools, and crafters can still fashion it into a variety of implements, weapons, and even armor. Simple stone objects are made from common materials such as flint or basalt, while exquisite stone objects might be made from crystal, obsidian, or semi-precious gems. Particularly notable stone armors or weapons might even be crafted entirely from a giant emerald, ruby, or sapphire, though they can still use the base statistics presented below. Stone can replace the striking surface of any melee weapon as long as it has no complex moving parts, and ammunition can be crafted with it. Stone can replace metal components in chain and composite armor; only plate armor that specifically describes itself as being made from stone can be crafted from this material.

Type low-grade stone object; **Level** 0; **Price** 1 sp per Bulk

	Hardness	HP	BT
Thin Items	4	16	8
Items	7	24	12
Structures	14	48	24

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Story-Based Crafting



Not all legendary weapons are forged by dwarven blacksmiths and enchanted by wizards in creaky old towers. Some aren't even "forged" in a traditional sense at all. Some weapons and implements of power are created through the gathering of components on an intensely personal journey that invokes power not unlike the casting of a ritual. While Arcadia's beast guns are perhaps the most commonly known among such items, a wide array of similar creations can be found scattered across Golarion.

—Valashinaz, Mistress of the Vault

Crafting by Questing

A young farmer's village is destroyed by a ferocious red dragon, and they set off to forge a sword imbued with the power of ice to lay the dragon low. An elven scout's companions are slain by a fearsome, ancient bulette, and she seeks a suit of armor capable of resisting the beast's claws so she can claim vengeance for her lost friends. A wizard sets out to forge a staff that will enhance their magical power. Story-based crafting is a system by which every major magic item a PC might want is gained through a narrative and may or may not involve the Crafting skill at all. The goal of story-based crafting is to let players seek out the equipment they want for their PCs in a fun and satisfying way that can make every significant, permanent item they use part of an epic and memorable story.

Note that the crafting by questing rules are intended for permanent magical items that will be part of a PCs story for at least the better part of a level, possibly more. Having your PCs quest for simple consumables is liable to get a boring over time and isn't meaningfully different from just getting treasure for completing an encounter as normal (since most level-appropriate consumables won't require more than a single encounter to cover their entire cost anyways). Of course, a rare and powerful consumable item might still make for an interesting quest, but this should be an exception, not the rule.

TREASURE BY ENCOUNTER

Level	Total Treasure Per Level	Low	Moderate	Severe	Extreme	Extra Treasure
1	175 gp	13 gp	18 gp	26 gp	35 gp	35 gp
2	300 gp	23 gp	30 gp	45 gp	60 gp	60 gp
3	500 gp	38 gp	50 gp	75 gp	100 gp	100 gp
4	850 gp	65 gp	85 gp	130 gp	170 gp	170 gp
5	1,350 gp	100 gp	135 gp	200 gp	270 gp	270 gp
6	2,000 gp	150 gp	200 gp	300 gp	400 gp	400 gp
7	2,900 gp	220 gp	290 gp	440 gp	580 gp	580 gp
8	4,000 gp	300 gp	400 gp	600 gp	800 gp	800 gp
9	5,700 gp	430 gp	570 gp	860 gp	1,140 gp	1,140 gp
10	8,000gp	600 gp	800 gp	1,200 gp	1,600 gp	1,600 gp
11	11,500 gp	865 gp	1,150 gp	1,725 gp	2,300 gp	2,300 gp
12	16,500 gp	1,250 gp	1,650 gp	2,475 gp	3,300 gp	3,300 gp
13	25,000 gp	1,875 gp	2,500 gp	3,750 gp	5,000 gp	5,000 gp
14	36,500 gp	2,750 gp	3,650 gp	5,500 gp	7,300 gp	7,300 gp
15	54,500 gp	4,100 gp	5,450 gp	8,200 gp	10,900 gp	10,900 gp
16	82,500 gp	6,200 gp	8,250 gp	12,400 gp	16,500 gp	16,500 gp
17	128,000 gp	9,600 gp	12,800 gp	19,200 gp	25,600 gp	25,600 gp
18	208,000 gp	15,600 gp	20,800 gp	31,200 gp	41,600 gp	41,600 gp
19	355,000 gp	26,600 gp	35,500 gp	53,250 gp	71,000 gp	71,000 gp
20	490,000 gp	36,800 gp	49,000 gp	73,500 gp	98,000 gp	98,000 gp

TREASURE BY ENCOUNTER

The crafting by questing rules work best when used in conjunction with the treasure by encounter guidelines (*GM Core* 81), reprinted here for your convenience. The rules presented in this section assume that you, as the GM, have the treasure by encounter guidelines in play.

The standard rules count treasure over the course of a level, rather than dividing it up by encounter. If you need to select treasure for a single encounter, such as in a sandbox game, you can use the table above. It takes the treasure budget for each level from the Party Treasure by Level table on page 59 of *GM Core* and breaks that down per encounter based on the encounter threat, similar to how XP varies by threat. The final column shows extra treasure you should award if you build an entire level this way. Unlike the standard table, this doesn't include items by item level, as the value doesn't cleanly break down for most single encounters. It's recommended you still give out those permanent items, but you'll need to borrow from other encounters' treasure to account for their value. Include encounters against creatures without treasure to account for this.

CRAFTING QUESTS

As in normal crafting, the first step in initiating a crafting quest is for the player to decide what they want to craft, or for you as the GM to present them with a handful of possible things they can quest to create. You might also plan out a few crafting quests during your session zero (*GM Core* 9) so that they can be built directly into the narrative of the campaign and worked into the PCs' backstories. One of the simplest ways to do this is to have each of the players give you a wish list of items during your session zero, listing key items their characters would like to acquire during the course of the campaign. These could be as general as "a magic sword" or "a magic staff," or as specific as "a suit of *devil's bargain* (page 15) armor for my Asmodean cleric."

Crafting quests should always be significant events for the players and their characters. Don't send the PCs questing to create a simple dagger. Instead consider what items could become iconic parts of the character's story, like a magic bow for an archer, a powerful staff for a wizard, or lucky boots for a rogue. The nature of crafting quests as events that will permanently inform the characters' stories and shape their builds means that there should always be a high level of collaboration between the players and GM. When using crafting quests, you typically won't need to use the Extra Treasure values from the Treasure by Encounter table, as those values are to compensate for the PCs finding loot that they won't use or for missing some of the loot entirely. Since the PCs are always set up to get the loot they want when using story-based crafting, and because the value of these items is subtracted from their total treasure, these additional values are superfluous and could give the party too much treasure for their level. If you prefer a campaign where the PCs have a bit more treasure on hand as a way to encourage the use of consumables or "non-essential" equipment, you can use the treasure values as presented.

The items you select for the PCs should all be items that are of a level appropriate to the characters (typically the same as their current level) or appropriate

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to the level they will be when they complete the crafting quests. For complete examples of crafting quests, see Example Quests starting on page 173.

Building a Narrative

Once you know what item the characters are questing to create, it's time to build a narrative around that journey. Think of this like a subplot to the main story, with key moments and pivotal scenes that occur alongside the overarching plot of your campaign. If the entire group is searching for crafting quest components, then some parts of this story can take the spotlight and be the focus of an entire part of your campaign. In any event, you should give this story the same consideration you give any other part of your campaign narrative, balancing player desires with appropriate narrative decisions and combat challenges. Make sure that no one character's crafting quests take the spotlight for too long, and always watch for opportunities to align the interests of the various party members.

Start by determining how many encounters you want the PCs to complete before the item is finished. For each required encounter, reduce the required cost of the story-crafted item by 10% of its total value. These cost reductions should never reduce the equivalent cost of the item below 50% of its base cost. This ensures the PCs don't end up with significantly more wealth than they should have and makes sure that their crafting quests don't stretch across too many levels of play. Next, take the remaining price of the item and divide that by the number of encounters. Reduce the reward for these encounters by that amount, to balance it against any other rewards you might include.

Crafting quest encounters should generally be between low and severe difficulty; trivial encounters are too easy to justify the reduction in cost of the story-crafted item and generally won't be narratively satisfying for the players, while extreme encounters are simply too dangerous and may feel unfair to the player trying to story craft.

Low-difficulty encounters are appropriate for a single crafting quest component, while moderate and severe encounters should provide crafting quest components for multiple characters. A severe-difficulty fight against a powerful monster with a treasure hoard, like a dragon, might provide crafting quest components for the entire party. Having the entire party's crafting quests intersect in encounters like this also helps bind the PCs together through shared goals and accomplishments.

Finally, map these encounters and their narratives to your overall campaign or adventure, giving plenty of space between each to allow them to feel like earned pieces of a growing story.

Beginning the Quest

Starting a crafting quest begins like any other story in your campaign. The PCs might learn of the item and how it can be made through one of any number of sources, from an old formula in a book to a cryptic prophesy that came to them in a dream. The key is to give the PCs an idea about the journey they must undertake and an idea of the reward that awaits them at the end.

Next, give the PCs an opportunity to learn about the locations of the first crafting quest component for their item. They could gain this information through Recall Knowledge checks, Research at a local library, or by Gathering Information. Again, this first piece might also be part of their initial discovery of the quest, but later components should certainly require research or exploration to uncover.

You don't need to give the PCs the locations of all their crafting components up front; as long as they know where to find the first piece, you can leave clues and opportunities to uncover the location of the next crafting quest component at key points in the campaign for PCs to discover naturally during the course of play. Alternatively, you can give the PCs the location of all the crafting quest components up front, though giving them such information all at once works best in a campaign intended to be more of a player-directed sandbox than one trying to follow a central narrative through line.

Once the PCs have learned the location of their first crafting quest components, it's time to begin the adventure!

Gathering the Components

Locating the individual crafting quest components for a single story-crafted item should occur in separate and distinct areas, even if they're all in one larger location (like a dungeon or one large forest). This makes the item feel like it was earned, rather than given, and prevents the characters from exceeding the normal time limits that are a part of the crafting process.

Each component should be either a part of the final item or something used during the creation process itself. For example, if you were trying to create a powerful bow that calls upon storms, you might need to find the heart of a tree burned by lightning, the scale of a blue dragon, or even the breath of a powerful air elemental. Alternatively, the component might be a person or place necessary for the crafting, like a woodcarver who survived a shipwreck, or a workshop located atop a mountain. In any event, each component should feel like it's building toward a completed item as part of the well-rounded story that tells of its creation.

Forging the Treasure

Once the PC has gathered together all of the crafting quest components for their item, it's time to assemble the pieces. Depending on the nature of the crafting quests,

this might not require a skill check. For a longer crafting quest that included at least three encounters spread across different locations, the simple act of bringing the components together can be enough for their magic to do the rest of the work, uniting the components into a single, completed item the PC can immediately put to use. For a shorter crafting quest taking place in a single location, you can instead require a skill check (likely a Crafting check, but possibly using a different skill depending on the item and circumstances).

When requiring a skill check to assemble a story-crafted item, you should make the check itself something appropriately exciting and epic, a fitting capstone for the completed crafting quest. For example, if the player's dwarf fighter completed a crafting quest that required them to assemble the materials for the haft, head, and grip of a magic hammer, their check could take place at an ancient dwarven forge blessed by Torag, God of the Forge. The DC of this check should be based on the item's level, rarity, and other circumstances. If successful, the item works as intended. If the check fails, it may have a quirk of some sort. If the check is a critical failure, it might be destroyed or even result in a cursed item!

Story-Based Crafting as the Baseline

There are many reasons you might consider making story-based crafting the base assumption for your game. This system results in items that feel more special and integral to the narrative, which the players have more agency in helping to create. Story-based crafting can make an item feel unique and less like something they just bought down at the local shop.

It's important to note that this style of crafting works best in sandbox campaigns and other adventures where the players are expected to inform a lot of the story's direction and progress, and is less compatible with campaigns seeking to tell a very specific and involved story. The encounters dedicated to crafting just the right weapon still give experience, and since each player should have the opportunity for a roughly equal number of crafting quests, you'll find that a campaign that uses story-based crafting as the baseline won't leave a lot of time open for other encounters and side quests.

An important element of using story-based crafting as PCs' primary method of acquiring new key permanent items in a campaign is ensuring that one player's crafting quests don't overwhelm the narrative and put the other players in the "back seat" for too long. Here are a few general tips for managing this game experience.

Don't feel pressured to do an entire PC's crafting quest through to completion before starting another PC's quests. You should intermix their adventures as much as possible, so that pursuing one character's crafting quest can naturally position the party to tackle another character's quest along the way. For example, if the fighter is crafting a flaming sword that requires traveling into a volcano, and the wizard is crafting a magic staff, you should try and place one of the encounters for acquiring staff components (or perhaps forging them together) inside that same volcano. This both reinforces the party's mutual goals, giving them strong story reasons to adventure together, and keeps the campaign feeling organic and connected.

When weaving multiple characters' crafting quests together, look for key opportunities to align their goals. A single dragon's hoard could easily hold components for an entire adventuring party, along with other treasures. Using powerful monsters with large treasure hoards or notable access to rare materials is a great way to both keep the party's goals united and layer in deeper story threads and some altruistic motivations for the party.

Example Quests

Included below are an array of sample quests showcasing story-based crafting in action. Story-based crafting works best when individually tailored to each group, but the quests below can serve as examples of how to assemble and run a crafting quest. They can even be modified and dropped directly into a level-appropriate game to help fill out a session or allow your group to try out story-based crafting before committing to a longer-term campaign centered around the system.

Quest 1: Forging the Holy Sword (Level 13–14)

James is running a game that includes Logan's character, a champion of Iomedae. The party is getting close to reaching 14th level, and Logan has expressed a desire for his character to gain a *blessed reformer* (page 35). James has decided that in order for Logan to forge his *blessed reformer*, he'll need to recover the hammer's haft, head, and pommel stone, for a total of 3 encounters. James takes the cost of the *blessed reformer*, 4,500 gp, and reduces it by 10% for each of the three encounters (for a total reduction of 30%), arriving at a final total of 3,150 gp. James decides that each piece of the sword is worth the same amount, or 1,050 gp per component.

James plans the following three encounters out for Logan.

Retrieving the Haft: The first encounter James has planned for this crafting quest is a mission to retrieve the *blessed reformer*'s haft from the clutches of a pair of liches (*Monster Core* 219). As 12th-level creatures, the liches are worth 30 XP each for a 13th-level party and collectively comprise a low-difficulty encounter worth 1,875 gp. James subtracts the value of the haft from

the encounter's loot and adds in some consumables and other minor treasures for the rest of the group.

Liberating the Pommel Stone: The second encounter James has planned for the crafting quest is a mission to retrieve the *blessed reformer*'s pommel stone from an abandoned dwarven vault. While no monsters guard the vault, it's located behind a maze of twisting tunnels. When the party eventually finds the room and Logan's champion retrieves the pommel stone, they find out that the other treasures along all four walls are actually telekinetic swarm traps! Four 12th-level complex hazards constitute a severe encounter for a 13th-level party, so James deducts another 1,050 gp from the encounter's treasure for the pommel stone. Since there's over 2,000 gp remaining in the encounter's treasure value, this would also be an excellent location for James to leave items for other party members' crafting quests, along with some consumables and other treasure like art and coins.

Since this was a severe encounter and the champion's crafting quest is nearing completion, this would also be a good time for the party to level up to 14th level, which is what we assume happens going into the final encounter of the *blessed reformer*'s crafting quest.

Restoring the Blade: The final piece of the *blessed reformer* is its head, which it turns out is still lodged between the scales of the ancient black dragon Sharzathinek. As an ancient black dragon, Sharzathinek is a 16th-level creature—a moderate encounter for the 14th-level party. James deducts 1,050 gp from the 3,650 gp Sharzathinek is worth. This also leaves room for James to include a couple other crafting quest components for other party members in the dragon's loot. With the dragon slain, Logan's champion claims the *blessed reformer*'s blade as his piece of the treasure for the encounter and rejoins it with the haft and pommel stone. The magic of the hammer's components, awakened by the champion's holy quest, causes the pieces of the sundered weapon to fuse with each other, and the champion's *blessed reformer* is complete.

Quest 2: Weaving the Wizard's Robes (Level 7)

Jessica's character is an illusion-loving wizard who has just reached 7th level and wants to celebrate her ascension by creating a *cloak of illusions*. Jessica's wizard has trained with a prestigious archmage as one of the archmage's many apprentices; the robes will serve not just as protection for her wizard on future adventures but as a symbol of the completion of her apprenticeship. Her GM, James, has decided that to create these robes, Jessica's wizard will need to collect spider silk, a burning gemstone to power a magical device, and a scale from a mirage dragon to pull illusion magic out of. All three of these materials can be harvested from within the magical demiplane where the wizard's archmage master trains his apprentices, and the final step for Jessica's wizard will be to weave all the components together at the archmage's magical loom. James takes the 360 gp base cost of the *cloak of illusion* and reduces it by 10% for each of the three encounters, arriving at a final total of 252 gp. James has decided that the encounters will consist of one low-difficulty encounter and two moderate-difficulty encounters, with the value of the spider silk set at 50 gp and the value of the other two crafting quest components each set at 101 gp.

James plans the following three encounters out for Jessica's wizard.

Bargaining for Silk: The first encounter Jessica's wizard will need to navigate is retrieving the silk for her robe from a trio of ether spiders (*Monster Core 2* 154). As 5th-level creatures, the three spiders collectively are worth 60 XP for a 7th-level party and constitute a low-difficulty encounter worth 220 gp. James deducts 50 gp from the value of the encounter for the silk and distributes the rest in the form of various consumables the archmage left behind for his successful apprentices to find. While the ether spiders are deadly threats, Jessica's wizard recognizes that killing the spiders would destroy her master's silk supply, so she instead bargains with the ether spiders and trades them food and treasures from her earlier adventures in exchange for the silk she needs, completing the encounter nonlethally.

Retrieving the Power Gemstone: The second encounter awaiting Jessica's wizard requires her to travel to the magical furnace powering the archmage's tower and retrieve a gemstone imbued with the power of elemental flame that will magically funnel power from the furnace to the wizard's loom. When Jessica's wizard arrives at the furnace, she discovers that the archmage has prepared a surprise for her and has left the furnace gate open, allowing four living wildfire elementals (*Monster Core* 144) to slip in from the Plane of Fire! As 5th-level creatures, the four elementals collectively represent a moderate encounter worth 290 gp for a 7th-level party. James deducts 101 gp from the value of the encounter to account for the value of the gemstone and gives the rest of the treasure to the party in the form of consumables that might help them in the final battle.

Claiming a Scale: Singed but undeterred, Jessica's wizard and her party face their final challenge: a young mirage dragon (*Monster Core* 122) guards the magical loom on which the wizard must weave her magical robes. As a 9th-level creature, the dragon represents a moderate encounter worth 290 gp for a 7th-level party. James deducts 101 gp from the value of the encounter for the dragon scale and provides the rest as treasures for the wizard's party members. Once the wizard has fought, bargained, or tricked her way into

retrieving a scale and accessing the archmage's loom, she attempts a DC 23 Crafting check at the loom (the standard DC for a 7th-level item) to weave the crafting quest components together into her completed *cloak of illusions*.

QUEST 3: SHAPING THE ARMOR OF YGGDRASIL (LEVEL 5)

Ianara's character is a druid seeking to craft a *+1 wooden breastplate* for herself. Having just reached 5th level, Ianara's druid will soon be leaving the relative safety of her grove and the surrounding woodlands to venture out into the wider world as a champion of nature, an endeavor which will call for greater protection than she has had need of so far. Her GM, James, has decided that for Ianara's druid to create this armor, she'll need to gather four essential materials from the woodlands around her grove: fur collected from grizzly bears (*Monster Core* 41) to line the armor, duskwood bark collected from trees protected by arboreal wardens (*Monster Core* 24), a section of wood freely gifted by an awakened tree (*Monster Core* 25) for the main plate, and sticky sap from a grove guarded by a dryad (*Monster Core* 244) and her pet basilisk (*Monster Core* 39) to bind it all together. James has decided that this crafting quest will require Ianara's druid to complete four Low difficulty encounters, so he has reduced the 160 gp cost of the *+1 wooden breastplate* by 40% for a final crafting cost of 96 gp, with each component having a value of 24 gp each. He deducts the 24 gp from the 100 gp value of each of the encounters and assigns the remaining 76 gp from each encounter to consumables and crafting quest components for the other characters.

James plans the following four encounters out for Ianara.

Shaving the Grizzly: Ianara's first task is to collect the grizzly bear fur, and fortunately, three large grizzlies with fur to spare can be found fishing salmon from a nearby stream. While the bears do constitute a potentially engaging, or even deadly, combat encounter, Ianara's character is a druid and unwilling to harm the creatures just to line her armor. By leveraging a combination of primal magic and Nature-oriented skill feats, she's able to calm the bears and convince them to donate some of their fur to her.

Working Around the Wardens: Next, Ianara's druid must convince a pair of arboreal wardens to allow her to collect fallen scraps of duskwood bark from the grove of duskwood trees they're dedicated to protecting. Whether through combat, stealth, bargaining, or fleetness of foot, the druid manages to retrieve the necessary bark and completes the encounter before seeking out the next component for her armor.

You're Not Using That, Are You?: Next, Ianara's druid needs to convince a mighty awakened tree to gift her a section of its living body to form the main plate of her *+1 wooden breastplate*. Combat isn't an option here; not only would attacking an otherwise-peaceful awakened tree potentially be anathema for the druid, but the wood has to be freely gifted or the armor will be ruined. Guile, diplomacy, and magic are Ianara's only options, but fortunately, if anyone can convince a tree to give up a part of itself, it's probably a druid.

Sticky Situation: Having collected most of the components to create her armor, the druid just needs the sticky sap to bind everything together. The dryad and basilisk protecting the sap are cantankerous, cruel, and unwilling to share, and their grove is littered with evidence that the basilisk isn't too picky about who or what it petrifies and eats, either. While the party has thus far attempted nonviolent solutions wherever possible, the clearly antagonistic nature of the dryad and basilisk likely mean that Ianara's party might just choose to fight this one out for the good of the forest, though it's also possible that they will choose to try and redeem the dryad and her pet. Regardless of the resolution they choose, once the dryad and basilisk are dealt with, Ianara's druid has all the crafting quest components she needs to Craft her armor, and she can begin the process of assembling them.

Since the encounters were all contained within the same woodland, James requires Ianara's druid to attempt a Crafting check inside the druid grove to complete the armor. Ianara's druid successfully completes a DC 20 Crafting check (the standard DC for a 5th-level item) and can now don her *+1 wooden breastplate*.



QUESTING FOR FUN AND PROFIT

One of these days I might just leave the vaults and have my own adventures. Druids and wizards get to travel the world making cool robes and armor all the time–I think it's about time a kobold got in on the action! After all, who knows more about magic items than me and the boss? I could think of all kinds of things that would be worth adventuring for. What if I went hunting clockwork dragons to make myself a set of steam-powered armor and my very own flamethrower? Or maybe I could convince some humans to part with their soft, supple skin to make myself a wicked awesome set of sneaky leather armor for my adventures. I bet that would be super quiet and flexible, humans are really...

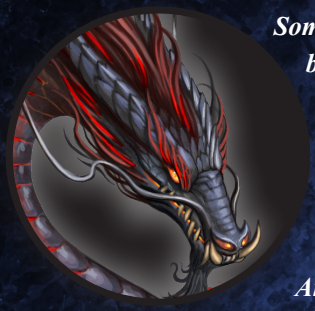
Hey, where are you going? And what's that look for? Humans make stuff out of dragon scales all the time, how is this any different, huh?

–Purepurin

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GAME MASTER'S TROVE



Some objects are simply too powerful for the average mortal to handle. Concepts that bend the very fabric of reality, weapons belonging to the gods themselves, instruments whose wills are stronger than that of most musicians… Such things must be handled with care and intent. Purepurin and her kin are not allowed into these vaults. She is earnest and more skilled than she seems, but the treasures that lie beyond this point are simply too much for her. So go, mortal. Walk where even dragons move with care. Uncover the old magics and that which the gods themselves have blessed. And if you return, perhaps the day will come when we seek even more secrets, together.

—Valashinaz, Mistress of the Vault

This chapter includes options that are targeted toward GMs more than players. While players are sure to find fun and excitement in the artifacts, archetypes, boons, and other options presented here, these options all require some degree of GM planning and execution and should not simply be assumed to be available to players joining a new game.

The Artifacts section of this chapter expands the artifacts first presented in *Pathfinder GM Core*, with new options expanding the level, theme, and functions available for such items. Artifacts are almost universally powerful and rare. They should be introduced into an adventure as part of a major plot point, either as a reward for the completion of an epic quest or as a tool to help the players complete such an endeavor.

The Archetype Artifacts section presents a new type of archetype, one accessed via bonding with a magical artifact that can grow with the character. Granting archetype artifacts as options in a campaign using the free archetype variant rules is the assumed function of these options, but having a character's very identity be subsumed by an artifact they have bonded to presents its own interesting and unique roleplaying opportunities.

Blighted Boons introduces a new type of consumable, unique to this section. Blighted boons are consumables that can grant great power, but at a terrible price. These items are intended to be the core of a major story the PCs play through. They often put a countdown on the character who uses them, driving that person to use the power to complete a quest and purge the item from their bodies before it consumes them utterly, resulting in their death and destruction. These can be great tools for telling stories of heroes who accept a dreadful doom in exchange for the power to right some horrible wrong or can help add urgency to a campaign where the timeline might not otherwise demand much of the PCs.

Intelligent and Cursed Items expand the options for intelligent and cursed items first introduced in *GM Core*. These items can be used as allies, foils, or even nemeses of the PCs, or simply as fun and quirky story hooks that add texture and flavor to the campaign world.

Relics are another addition to the options from *GM Core*, vastly expanding the aspects, gifts, and seeds already available. This section also introduces a new type of relic configuration in the form of item sets. Rather than a single relic whose power grows with the character, item sets are collections of themed items that players can seek out, increasing the power and functionality of the collective ensemble with each added item. Not only can these item sets serve as a fun way to emphasize the flavor of a given character, they can also help you decide what kind of treasure you might want to include in your encounters.

CHAPTER MAP

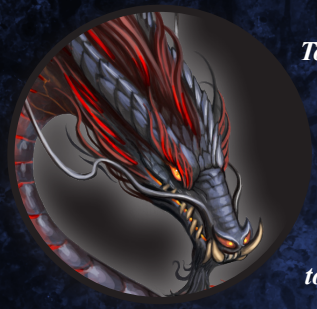
The following new options appear in this chapter.

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STORIES AND POWER

Many of the items presented in this section offer great power to the character who uses them, often at a price. The price for this power is a tool that you, as the Game Master, can use to create dramatic tension and high stakes in your stories. Artifacts, boons, and cursed or intelligent items should always be used to advance the stories you tell in your campaigns and create deeper connections between the players and the setting. Work with your players to discuss ways that these rare and potent items might help tell an exciting and otherwise impossible story.

ARTIFACTS



To speak of artifacts as though you have any insight into them beyond the most superficial level is to indicate that you do not actually understand them. Artifacts by their very nature are unique, created by a convergence of circumstances, events, and raw power that is often impossible to replicate and which may not lead to the same result, if even perfectly reconstructed. Within artifacts live the very essence of deities, archmages, dragons, angels, and whatever other forces deign to separate the totality of their self between living and unliving vessels.

—Valashinaz, Mistress of the Vault

Cayden's Tankard

Cayden Cailean entered the Starstone Cathedral with tankard in hand and emerged holding that same tankard, never spilling a drop of drink. The Accidental God wasn't the only one who achieved apotheosis over his 3-day test—that ordinary tankard became a powerful artifact, and he's kept it with him ever since. Though Cayden usually relies on his rapier, the tankard serves the same function it did during mortal tavern brawls, just more effectively.

CAYDEN'S TANKARD — ITEM 25

UNIQUE ARTIFACT DIVINE

Usage held in 1 hand; **Bulk** L

This ordinary-looking silver tankard functions as a *+4 major striking returning shockwave light hammer* when wielded as a weapon. Imbued with Cayden Cailean's courage, you are immune to fear effects. Any liquid poured into the tankard transforms into a strong, alcoholic ambrosia that remains contained safely within until you drink it. Drinking the ambrosia Activates the tankard, with one of the following effects. If you aren't the one blessed to borrow the tankard, you are drained 4 and enfeebled 4 while holding it, and its magic doesn't function for you.

Activate ↷ (manipulate) **Trigger** You are targeted or included in the area of a fear effect; **Effect** Calmly swigging a drink on the battlefield turns your foe's attempt to frighten you against them. The fear effect is counteracted for all targets, and the creature that created the effect must attempt a saving throw as if it alone were the original target of the effect.

Activate ◆◆ (concentrate, manipulate) **Frequency** once per hour; **Effect** You drink from the tankard, ending the controlled, grabbed, immobilized, paralyzed, restrained, and slowed conditions on yourself and creatures of your choice within 120 feet of you, as well as anything giving such targets a circumstance penalty to Speed. Any effect causing these conditions ends, and if the source of the effect is an item, that item can't produce the effect for 1 week, provided it is of a level lower than the tankard's. If a target needs to Escape an effect imposing any of these conditions, it automatically does so on its next attempt. You can Activate this ability even if one of the listed conditions would normally prevent you from doing so (such as paralyzed).

Activate ◆◆◆ (concentrate, manipulate) **Frequency** once per day; **Effect** You enhance yourself with a shard of Cayden's divine fortune and cast *indestructibility*.

Destruction If an unholy creature carries *Cayden's Tankard* into the Starstone Cathedral, drinks from it, and returns outside with it, the tankard shatters.

Coldstar Pistols

As one of Arcadia's legendary star gun–wielders, the man called Deft Onki, once roamed the territory of the Illani Plains. A terror to some and a hero to others, Onki had a reputation as a consummate trickster, as likely to cheat those he encountered as aid them.

Deft Onki's *Coldstar Pistols* are actually a set of siccatite dueling handguns that can fuse together to form one weapon. Onki threw his opponents off balance by switching between the double-barreled form and wielding a pistol in each hand. The final tale in Deft Onki's cycle states that when he grew old, he buried his *Coldstar Pistols* somewhere in the Crownpeaks along with a vast store of treasure, bequeathing his legacy to the one clever enough to find it.

COLDSTAR PISTOLS — ITEM 23

UNIQUE ARTIFACT MAGICAL

Usage held in 1 hand; **Bulk** 1

One dueling pistol in this paired set is etched with flames along its barrel, while the other is etched with icicles. In these separate forms, one gun comprising the *Coldstar Pistols* functions as a *+3 greater striking greater flaming dueling pistol*[G&G] and the other as a *+3 greater striking greater frost dueling pistol*. When joined, the guns form a double-barreled weapon that functions as a *+4 major striking greater flaming greater frost dueling pistol*. The combined form has a range increment of 120 feet. In either form, the *Coldstar Pistols* have the agile, concealable, concussive, and fatal d10 traits. As star guns, the *Coldstar Pistols* run on magic and don't use ammunition or black powder.

Activate ◆ (manipulate) **Effect** You switch the *Coldstar Pistols* from one form to the other. Attempt a Deception check to Feint with a +4 circumstance bonus.

Activate ❖ (manipulate) **Frequency** once per round; **Effect** Make two Strikes against one target, taking the highest of the two attack rolls and applying it to both attacks. Your multiple attack penalty increases only after these Strikes.

Destruction If Deft Onki's name and deeds ever fade from mortal memory entirely, the *Coldstar Pistols* can be destroyed like a normal object.

Forgotten Signet

In his isolated Crumbling Tower in the First World, the mysterious Lost Prince broods, rarely speaking to even his most loyal followers. Over the millennia, the Lost Prince has gifted several rings from his own hand to mortals who catch his attention. The prince is careful in his selection of recipients; although the powers of a *forgotten signet* is formidable, few people are prepared for the isolation the ring can bring. The Prince makes little effort to reclaim lost rings, knowing they'll find those who need them.

FORGOTTEN SIGNET ITEM 21

RARE ARTIFACT INVESTED MAGICAL

Usage worn; **Bulk** –

At the center of this silver ring gleams an obsidian gem, its surface emblazoned with a blood-red rune of forgetting. While wearing a *forgotten signet*, you're subjected to *hidden mind* (+32 counteract bonus) and easily fade from others' memory. Sapient creatures must attempt a DC 42 Will save each time you depart from their company or they forget you entirely.

Critical Success The creature's memories of you are normal.

Success The creature remembers you and your interactions but has difficulty describing either to others. Each time they attempt to share information about these subjects with someone else, they relate only confusing or unclear details about you and this interaction.

Failure The creature remembers your existence but no details about you or your interactions. For example, they remember speaking with an individual of your most basic biological traits, such as a human woman, but not your name, appearance, or other specific features.

Critical Failure The creature retains no memories of you or this interaction.

Destruction If a creature learns the true name of a *forgotten signet*'s wearer and makes it public knowledge, that *forgotten signet* tarnishes and breaks in two.

Ghosthand's Comet

Millennia after her death, the name of Ghosthand Xotlana is still revered in Arcadia's Deadshot Land of Tazuni, with tales of her exploits often swapped around campfires. Once a drifter cast from her home—though stories vary as to why—Xotlana gained a reputation as a bandit hunter. One story tells of her, alone, picking off 50 ruffians in a single night. Upon journeying to the Crownpeaks, Xotlana earned the Crowned Regents' respect with her talent. The regents granted Xotlana a star gun crafted of inubrix and bloodwood. It's said the weapon could shoot through anything, and this feature, along with her legendary stealth, earned her the moniker Ghosthand.

Like most fabled star guns, *Ghosthand's Comet* has long since vanished. Legend says that Xotlana lost a duel with the Grim Reaper amid Tazuni's deserts. The story continues, saying the one to find the weapon will be able to commune with Ghosthand Xotlana and channel her spirit.

GHOSTHAND'S COMET ITEM 23

UNIQUE ARTIFACT MAGICAL

Usage held in 2 hands; **Bulk** 2

The barrel of this long rifle is translucent in places, forming a swirled pattern along the metal, and its stock is formed of crimson wood. *Ghosthand's Comet* is a *+4 major striking beast-bane*[SoM] *greater impactful*[SoM] advanced firearm with a range increment of 300 feet. It deals 5d8 force damage and has the backstabber, concussive, kickback, and fatal d12 traits. As a star gun, *Ghosthand's Comet* runs on magic and doesn't use ammunition or black powder. The weapon is silent when fired.

Activate ❖ (concentrate) **Trigger** You attempt a ranged Strike with *Ghosthand's Comet*; **Effect** For the triggering Strike, *Ghosthand's Comet* changes its damage type to your choice of acid, cold, electricity, fire, or sonic.

Activate ❖ (concentrate) **Effect** On your next attempt at a ranged Strike with *Ghosthand's Comet*, the shot phases through any material or magical obstacle, such as a *wall of force*, in its path, ignoring all cover. You must attempt the Strike by the end of your turn or this effect is lost.

Destruction If the Grim Reaper slays the wielder of *Ghosthand's Comet*, the Reaper's scythe, as it strikes the killing blow, is destined to slice the star gun in half.

Perfected Robes

Irori, the Master of Masters, achieved self-perfection and ascended as a deity. His faithful strive to perfect body, mind, and spirit. According to legend, on rare occasions, a worthy Iroran dreams of a mountain peak atop which a shrine of white stone sits, flanked by two plum trees.

Every enlightened dreamer who has journeyed to this mountain, overcome the trials to reach its summit, and bested the test within the shrine has donned *perfected robes*, the highest honor in the Iroran faith.

PERFECTED ROBES ITEM 22

RARE ARTIFACT DIVINE INVESTED

Usage worn garment; **Bulk** L

These unadorned white robes, fastened with simple brass pins in the shape of a human hand, can't be soiled or blemished. While wearing *perfected robes*, you don't need to eat, sleep, or drink, but you can if you choose to. The robes bless you with constant *truesight* (+32 counteract bonus). A creature who dons these robes without earning them is clumsy 3, enfeebled 3, and stupefied 3 while wearing them, gaining the *truesight* but otherwise unable to use the robes' magic.

Activate ❖ (concentrate, fortune) **Frequency** once per minute; **Effect** If your next action is to attempt a d20 roll

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with which you have legendary proficiency, roll twice and take the better result.

Activate ◆◆ (concentrate) **Frequency** once per day; **Effect** You cast *avatar*, gaining the abilities for Irori.

Destruction If the wearer ever willingly turns from the path of self-perfection into corruption or overindulgence, their *perfected robes* crumble to nothing.

Scale of Igroon

The kaiju Igroon, the "Dragon Eater," lairs in the mountains of Shenmen in Tian Xia. Its reputation for hunting dragons strikes fear into the hearts of all dragonkind.

Igroon's reflective, chitinous scales contain various useful properties. The exact material of Igroon's scales is unknown, but it's uncannily durable, and the scales have the capability to bend light around them. A shield made from these scales retains these preternatural properties.

SCALE OF IGROON — ITEM 21

RARE ARTIFACT PRIMAL

Usage held in 1 hand; **Bulk** L

Carved from a scale of the kaiju Igroon, this jagged shield refracts light around it in a shimmering haze. A *scale of Igroon* (Hardness 20, HP 160, BT 80) recovers 4 Hit Points at the start of its wielder's turn. When you Raise a Shield, you can use the Shield Block reaction with the *scale of Igroon* to block an attack or effect that deals acid, cold, electricity, fire, force, or sonic damage as well as physical damage.

Activate ◆ (manipulate) **Requirements** You're in an area of bright or dim light; **Effect** You angle the shield to refract light. Until the start of your next turn, you gain a +4 item bonus to Stealth checks to Hide and Sneak and can do so while observed. This bonus ends if you Activate another ability or use the Shield Block reaction.

Activate ◆ (manipulate) **Requirements** You're in an area of bright light; **Effect** You angle the shield at a target within 60 feet, reflecting light into its eyes. It must attempt a DC 42 Fortitude save.

Critical Success The target is unaffected.

Success The target is blinded until its next turn begins.

Failure The target is blinded for 1 minute.

Critical Failure The target is blinded for 2d4 hours.

Activate ◆ (manipulate) **Trigger** You use Shield Block and prevent yourself from taking energy damage from a line, ray, or a direct attack, including a *force barrage* spell; **Effect** You reflect the energy along a trajectory you choose. The effect travels only up to its remaining range, using its original parameters if it strikes other targets.

Destruction If a deity, kaiju, spawn of a deity, titan, or being of similar power stomps on a *scale of Igroon* while in absolute darkness, the shield is destroyed permanently.

Starfaring Cloak

It's said Desna wove each *starfaring cloak* as a gift for a follower of exceptional devotion, plucking out a small portion of the night sky to form its fabric. Twelve *starfaring cloaks* are known to exist. Desnan temples or priests own most of these, although a few adorn the backs of lay devotees on important journeys. Lamashtu's worshippers loathe these sacred relics of the Desnan faith and seek to destroy them.

STARFARING CLOAK — ITEM 24

RARE ARTIFACT DIVINE INVESTED LIGHT

Usage worn cloak; **Bulk** L

The swirling folds of a *starfaring cloak* appear to contain the night sky, with the stars rotating hypnotically through its firmament shedding dim light to a range of 10 feet. While wearing the cloak, you gain a +10-foot item bonus to your Speed and a fly Speed equal to your Speed. You can survive comfortably without breathing, in the void of space, and in severe or extreme cold or heat. Also, you gain sustenance from starlight and sunlight, so if you're outdoors for an hour or more per day, you don't need to eat or drink. While wearing the cloak, you can navigate perfectly and unerringly by looking up at the sky.

Activate ↻ (concentrate, fortune) **Frequency** once per day; **Trigger** You make an attack roll, skill check, or saving throw; **Effect** Reroll the triggering roll and take the higher result.

Activate ◆◆ (concentrate, manipulate) **Frequency** once per day; **Effect** The cloak casts *sleep* at 4th rank (DC 42).

Activate ◆◆◆ (concentrate) **Frequency** once per week; **Effect** The cloak casts *teleport* at 10th rank. If you name no destination, it teleports you to a random planet in a random location that's safe for you.

Destruction If the wearer of a *starfaring cloak* is bound by *imprisonment* for a century and a day, the cloak dissolves into light. This time is reduced to a year and a day if the wearer is placed in eternal slumber by *imprisonment* and subjected to the *nightmare* spell once per day.

Whisperer of Souls

Eons ago, the *Whisperer of Souls* was gifted to Shelyn's half-brother, then known as Dou-Bral. Shelyn took the glaive after his transformation into Zon-Kuthon, fearing it had aided in his corruption.

It's said the glaive's ability to absorb souls feeds a wicked entity in the void where Dou-Bral was lost. This tale says if the glaive ever holds 100 souls, the weapon will allow that malevolent being to incarnate. Freeing a soul from the glaive requires a quest of benevolence, and Shelyn relinquishes the glaive only to a trusted follower on such a mission.

WHISPERER OF SOULS — ITEM 28

UNIQUE ARTIFACT DIVINE

Usage held in 2 hands; **Bulk** 2

This *+4 major striking greater brilliant keen glaive* binds the souls of powerful creatures it slays. The soul can't be returned to life by any means while imprisoned within the glaive and can be freed only by a deed of great benevolence or selflessness. While using the glaive as a weapon, whenever you reduce a sapient creature of 18th level or higher to 0 Hit Points or roll a critical



CAYDEN'S TANKARD



COLDSTAR PISTOLS



GHOSTHAND'S COMET



STARFARING CLOAK



PERFECTED ROBES



SCALE OF IGROON



FORGOTTEN SIGNET



WHISPERER OF SOULS

success with a Strike against such a target, the creature must attempt a DC 50 Fortitude save.

Critical Success No additional effect.

Success The glaive siphons the creature's essence, rendering it drained 1. If the creature dies from the Strike or while drained in this way, the creature's soul is bound in the glaive.

Failure As success, but the creature is drained 2.

Critical Failure As success, but the creature is drained 4.

The glaive also has the following activations.

Activate ◆ (concentrate) **Trigger** You Strike with the *Whisperer of Souls*; **Effect** You choose whether the Strike deals lethal or nonlethal damage. If the glaive has a reason for doing so, such as slaying a creature whose soul the glaive can absorb, it can defy your choice if you fail a DC 50 Will save.

Activate ◆ (concentrate) **Trigger** You attempt an Occultism check to Decipher Writing, Identify Magic, Learn a Spell, or Recall Knowledge; **Effect** You listen to eldritch secrets the weapon whispers, gaining a +4 item bonus to the triggering check.

Activate ◆◆◆ (concentrate, manipulate) **Frequency** once per week; **Effect** Attempt an Occultism check as if you cast the *collective memories* ritual about a subject. If you succeed, you can repeat what the *Whisperer of Souls* relates to you about the subject. On a critical failure, you and the glaive are drawn into a murmuring void of cold, where your mind is assaulted by strange visions for an entire week. At the end of this time, you reappear and must attempt a DC 50 Will save.

Success When you return, you can retrain one of your skills into a Lore skill about unholy creatures or places, as if you had spent 1 week retraining.

Failure As success, but you are stupefied 2 for 1 week.

Critical Failure As success, but you become unholy. If you were holy, you instead lose that trait. You must retrain one of your skills into a Lore about unholy creatures or places. You become obsessed with increasing your forbidden knowledge, turning to wicked forces that offer such secrets and compromising your morals further if you must.

Destruction If the *Whisperer of Souls* is used to slay Shelyn's herald, it disintegrates, bringing about great evil in its wake.



ARCHETYPE ARTIFACTS



Most artifacts are created with specific parameters and capabilities, their power determined at the moment of their creation and set forever after. Most, but not all. Some artifacts instead rely on a resonance with their wielder to reveal their true power, growing with their owner over time to become more. Whether this is through a symbiotic relationship between artifact and wielder or simply a parasitic empowerment of the artifact as it drains power from its host, such items are often unpredictable, unusual, and potentially quite powerful.

—Valashinaz, Mistress of the Vault

Archetype artifacts are powerful items that grant access to archetype feats linked to the artifact. Once an archetype artifact is invested, it can't be removed or uninvested by normal means. Gaining possession of an archetype artifact and investing it gives you access to its related archetype feats in the same way that taking the dedication feat for a standard archetype allows you to choose its feats whenever you gain a class feat. A character can invest only one archetype artifact at a time. Attempting to invest an additional archetype artifact fails as the first artifact's claim over you outweighs the second's; no benefits are granted, the second artifact is not invested, and you are aware of the failure. If the artifact is destroyed, the bonded character also loses access to any of its granted feats and must immediately retrain all feats granted by the archetype artifact for new feats that they qualify for.

Archetype artifacts are intended to be used in conjunction with the free archetype variant rules originally presented in *GM Core*, which are reprinted below for convenience. However, some stories might work better without this variant; for instance, if a character wants to play an otherwise-ordinary baker or stable hand who stumbles upon an artifact that becomes their main source of power, rather than an apprentice wizard who bonds to one for greater power. Since players must have possession of the archetype artifact to take its feats, you should ensure that they come across it before

they would gain their first free archetype feat (typically meaning they should acquire the artifact just before they reach 2nd level.) Generally, archetype artifacts should not be given to players unless all the players at the table have access to either their own archetype artifact or another archetype gained via the free archetype variant.

Free Archetype

Sometimes the story of your game calls for a group where everyone is a pirate or an apprentice at a magic school. The free archetype variant introduces a shared aspect to every character without taking away any of that character's existing choices.

Building a Character

The only difference between a normal character and a free-archetype character is that the character receives an extra class feat at 2nd level and every even level thereafter that they can use only for archetype feats. Depending on the needs of the group and the theme of the game, you might restrict the free feats to those of a single archetype each character in the group has (for a shared backstory), those of archetypes fitting a certain theme (such as only ones from magical archetypes in a game set in a magic school), or entirely unrestricted if you just want a higher-powered game.

If the group all has the same archetype or draws from a limited list, you might want to ignore the free archetype's normal restriction of selecting a certain number of feats before taking a new archetype. That way a character can still pursue another archetype that also fits their character.

Playing with Free Archetypes

Free-archetype characters are a bit more versatile and powerful than normal, but usually not so much that they unbalance your game. However, due to the characters' increased access to archetype feats, you should place a limit on the number of feats that scale based on a character's number of archetype feats (mainly multiclass Resiliency feats). Allowing a character to benefit from a number of these feats equal to half their level is appropriate, as this is the maximum number of feats you could use to take archetype feats without this variant.

Ursine Avenger Hood

Some items inherit their magic not through an intentional spell or ritual but through generations of use and belief, slowly accumulating power and intent from those around them. The *Ursine Avenger Hood* is such an item. After defeating a powerful cave bear, the Ulfen hunter Baruk shaped the bear's head and fur into a helm and cape for himself. Baruk later fell in battle against a linnorm, successfully slaying the beast before succumbing to its death curse. His helm, soaked in the blood of man and linnorm and saturated with the magic of the linnorm's curse, was claimed by Baruk's daughter, who often told stories about the helm giving her a bear's strength and ferocity, though it was unclear at the time whether this was a boast.

Over many generations, the magic of the hood was proven true, and more than that, the magic continued to grow and evolve with ever-more-ursine attributes. As the belief and power of each new wearer soaked into the hood, the artifact's potential has continued to grow. Now, those who bond with the generational artifact will discover that the *Ursine Avenger Hood* continues to grow in power alongside them.

URSINE AVENGER HOOD — ITEM 2

UNIQUE | ARTIFACT | INVESTED | PRIMAL

Usage worn headwear; **Bulk** L

A gift passed from warrior to warrior, this cowl is made from a cave bear's skull and fur. Once invested, the wearer gains a +1 item bonus to Nature checks to Command an Animal, which increases to +2 if the animal is a bear. The wearer of the hood feels a constant longing for the wilderness and wild places and takes a –1 item penalty to all Diplomacy checks to Gather Information or Make an Impression if they go more than 5 days inside a large town or city without spending at least 4 hours in the wilderness.

Destruction Soak the *Ursine Avenger Hood* in the blood of a linnorm that is at least 16th level and then burn it in a fire that uses only oak and chrysanthemum as fuel.

Ursine Avenger Feats

URSINE AVENGER FORM ❖ — FEAT 2

ARCHETYPE | ARTIFACT | MORPH | PRIMAL

You draw the *Ursine Avenger Hood* over your head and its fur over your arms, assuming an ursine form that has traits of your original form as well as that of a bear. In your ursine form, you gain a jaws unarmed attack that deals 1d8 piercing damage and a claws unarmed attack that deals 1d6 slashing damage and has the agile trait. Both unarmed attacks are in the brawling group. You lose the ability to speak complex sentences while transformed and can only communicate through grunts and gestures; this prevents you from using effects that require a shared or spoken language until you revert back to your non-hybrid form. You can use this action while transformed to remove the hood and return to your original form.

SENSES OF THE BEAR — FEAT 4

ARCHETYPE

While in ursine form, you gain low-light vision and scent (imprecise) 30 feet. If you already had low-light vision, you instead gain darkvision.

BEAR HUG ❖ — FEAT 6

ARCHETYPE

Requirements Your last action was a successful claw Strike.

You snatch at your opponent with your claws, pulling them close

in a ferocious bear hug. You make another claw Strike against the same target. If this Strike hits, the target is also grabbed.

CALL URSINE ALLY — FEAT 8

ARCHETYPE PRIMAL SUMMONING

Frequency once per hour

You can cast a 3rd-rank *summon animal* as an innate spell, but only to summon a black bear. At 10th level, the *summon animal* spell is heightened to 4th rank, and you can summon a grizzly bear. At 12th level, your *summon animal* innate spell is heightened to 5th rank, and you can summon a polar bear. At 14th level, it's heightened to 6th rank, and you can summon a cave bear.

BEAR EMPATHY — FEAT 10

ARCHETYPE PRIMAL

You have a magical affinity for bears and can speak to them through sounds and body language. You can communicate with all bears, as well as other ursine creatures at the GM's discretion.

GREAT BEAR — FEAT 12

ARCHETYPE

Prerequisites Ursine Avenger Form

Frequency once per hour

When you transform, you can take on a bear's bulk and size. You can spend an additional action when using Ursine Avenger Form to gain the effects of a 1st-rank *enlarge* spell, which lasts for the spell's normal duration or until you leave your Ursine Avenger Form, whichever comes first.

TERRIBLE TRANSFORMATION — FEAT 14

ARCHETYPE

Prerequisites Ursine Avenger Form

You let out a mighty roar as part of your transformation. When you use Ursine Avenger Form, you can make an Intimidation check to Demoralize against each enemy within 30 feet that can see you, and you don't take a penalty to your Demoralize check if the creature doesn't understand your language.

FEARSOME FANGS — FEAT 16

ARCHETYPE

Prerequisites Ursine Avenger Form

Your claws and jaws are brutally powerful and efficient, even by ursine standards. The base damage of your jaws unarmed attack from Ursine Avenger Form increases to 1d12. The base damage of your claws unarmed attack from Ursine Avenger Form increases to 1d8.

MIGHTY BEAR — FEAT 18

ARCHETYPE

Prerequisites Great Bear

The power of the bear within you can expand your physical presence even further. The *enlarge* spell you cast with your Great Bear feat is heightened to 4th rank.

IMMORTAL BEAR — FEAT 20

ARCHETYPE

Prerequisites Ursine Avenger Form

Your body thrums with the primal vitality of the greatest of the ursine beasts. When in Ursine Avenger Form, you gain fast healing 5.

Gelid Shard

The Varki wizard T'aak Chamin once traveled from the Lands of the Linnorm Kings northward, past the Winterwall Glacier and deep into the frozen wastes of the Crown of the World. T'aak was seeking immortality without the risk of undeath, and he followed the hints and clues of ancient legends that spoke of "the frozen immortals," and of ancient magics of ice crafting that were once commonly traded between these rumored immortals and the Erutaki people, who share ancestral roots with the Varki.

Little is known of T'aak's journeys in the northern wastes, though all accounts that record anything of the wizard and his trek indicate that the man who returned was different in many ways than the man who first traveled north. T'aak spoke of beings known as saumen kar, of a "great whale" sealed beneath the ice, and of strange corruptions. An account left by his wife mentions that T'aak often awoke screaming about "malignant sludge" and a "disease clawing at the ancient gates." Despite all this, T'aak's primary quest did result in at least one notable accomplishment: the crafting of the first *gelid shard*.

Gelid shards are arcane focuses of refined magical cold in physical form. Unfortunately for their creator, *gelid shards* do not grant immortality, though mortal creatures bonded to them do often have slightly longer lifespans thanks to the preserving cold that inundates and surrounds them.

GELID SHARD — ITEM 2

RARE ARCANE ARTIFACT COLD INVESTED

This crystal shard shimmers with its own light even as it seems to draw the heat out of its surroundings. Plunging it into your heart grants you the tranquil lethality of deepest winter, but the more you draw upon its power, the colder your heart grows. Your frozen heart dulls your emotions. When you gain a bonus from an emotion effect, that bonus is reduced by 1, to a minimum of 0. At 10th level, the bonus is reduced by 2. Your dulled emotions make it hard to relate to others; the DC of checks to Make an Impression or Request a favor of other creatures, or to Aid in such attempts, is increased by +2. You gain resistance to cold equal to your level and a +2 status bonus to all saves against emotion effects.

Destruction The *gelid shard* must be left exposed in the Plane of Fire for a week and a day, then smashed with an adamantine hammer by someone who felt true love for the shard's creator.

GELID SHARD FEATS

FIRST FROST — FEAT 2

ARCHETYPE

The *gelid shard* within your heart may sap your ability to feel and experience emotion, but it also lets you create and manipulate cold. You learn to cast arcane spontaneous spells, and you gain a spell repertoire with the *frostbite* and *frost's touch* (see below) cantrips. You're trained in spell attack modifier and spell DC. Your key spellcasting attribute is Charisma.

SNOWCASTER — FEAT 4

ARCHETYPE

Your magical power grows as the shard's icy influence spreads ever deeper into your being. You gain the basic spellcasting benefits. Each time you gain a spell slot of a new rank from this archetype, add a spell of the appropriate spell rank (including heightened versions of lower-rank spells) to your repertoire, either a common spell of the arcane tradition that has the cold trait or another cold spell you have access to.

SNOW STEP — FEAT 6

ARCHETYPE

Snow and ice are no hindrance to you. You ignore difficult terrain caused by snow and ice, treat greater difficult terrain created by snow and ice as difficult terrain, and leave no tracks when moving through areas of snow or ice.

FROZEN BREADTH — FEAT 8

ARCHETYPE

Your attunement to arcane cold enhances the depths of your growing power. Increase the number of spells in your repertoire and number of spell slots you gain from *gelid shard* archetype feats by 1 for each spell rank other than your two highest *gelid shard* spell slots.

WINTER'S EMBRACE — FEAT 10

ARCHETYPE

Your eyes are accustomed to the harsh glare of the sun on snow and ice. You gain a +1 status bonus to saving throws against effects that inflict the dazzled condition. Snow doesn't impair your vision; you ignore concealment from snowfall. Your skin becomes cold to the touch, and sometimes frost forms on you. You are protected from severe cold and heat.

EXPERT SNOWCASTING — FEAT 12

ARCHETYPE

You draw ever more magical cold into your being, learning how to manipulate it to your whims. You gain the expert spellcasting benefits.

WINTER'S KISS — FEAT 14

ARCHETYPE

Whether in the heart of a volcanic passageway or the glacial tundras of the Crown of the World, the only temperature you ever personally experience is an oddly comfortable chill. You are now protected from extreme cold and extreme heat, and you gain resistance to fire equal to half your level. If you would already have resistance to fire equal to half your level from a heritage, ancestry feat, class feat, or another archetype feat, you instead gain resistance to fire equal to your level.

GREATER SNOW STEP — FEAT 16

ARCHETYPE

You can't be impeded by environmental effects that rely on cold or its byproducts. You ignore greater difficult terrain caused by snow and ice.

MASTER SNOWCASTING — FEAT 18

ARCHETYPE

You have unlocked the deeper magic of your *gelid shard*, gaining access to new ranks of spells. You gain the master spellcasting benefits.

ICY APOTHEOSIS — FEAT 20

ARCHETYPE

You are as much a creature of cold as whatever ancestry you were born to. You are immune to cold damage and gain the cold trait. You automatically succeed on saving throws against effects that have the cold trait.

SPELLS

FROST'S TOUCH ❖ — CANTRIP 1

RARE CANTRIP COLD CONCENTRATE

Tradition arcane

Range 30 feet; **Targets** 1 object

Your *gelid shard* drinks down nearby heat in a futile attempt to sate itself and achieve a level of frigid cold unheard of in the Universe. This allows you to cool a drink, make a hot pot safe to handle, or other, similar minor effects. Once cooled, the object's temperature is subject to its environment as usual. You can also solidify ambient moisture into a solid object; this temporary object is of negligible Bulk, made of non-magical ice. The object looks crude and artificial and is extremely fragile—it can't be used as a tool, weapon, or locus or cost for a spell. Once created, it melts as normal for ice for the ambient conditions.

Heightened (3rd) You can create simple objects of ice with up to 1 Bulk and of a level not exceeding 1. Such objects must be rigid. You can only have one such object created at a time; if you create another, the previous object melts instantly.

Heightened (5th) Items you create can be up to 4 Bulk and 4th level.

Heightened (7th) Items you create can be up to 8 Bulk and 8th level.

Heightened (9th) Items you create can be up to 20 Bulk and 12th level.

Blighted Boons



The stuff in here is... Well, it's different. It's not really good or bad, but it's also both. Every item in this section is something that folks like you and me weren't really meant to have. They can grant incredible magic power, but it always comes at a price. If you don't give that power up, then eventually, it consumes you entirely. One of the boss's hatchlings snuck in here once and drank a vial of vampire blood that turned them into a vampiric dragon! That was cool for a bit. Didn't end well.

—Purepurin

Magical manifestations of unusual power, blighted boons resemble consumables in that a creature can take in the manifestation to gain its effects. However, these manifestations contain powers not meant for mortals. Once someone partakes, they begin a slide toward disaster as the power eats away at their body, mind, or both. Death is a blessing compared to the fates awaiting those who consume some blighted boons.

Using Blighted Boons

When someone finds a blighted boon, they discover its manifestation. Manifestations can seem innocuous, such as a potion in a bottle. Other manifestations are grander displays, such as crystallized flame. Some blighted boons have a storied history, so anyone who knows the legends knows the risks. Other blighted boons are more obscure, functioning like hazardous treasure.

Blighted boons can elevate your campaign in multiple ways. A creature might partake of a blighted boon without understanding the ramifications of doing so. Other beings might seek out a blighted boon for its gift, often to use the imparted might in a dire situation that merits taking the risks. Some blighted boons present their effects to potential users in visions or by other means. For such boons, no one can consume them without understanding, at least partly, what they're doing. In any case, a blighted boon offers great, temporary power at a cost, requiring daring undertakings to undo the long-term effects before it's too late.

Partaking

Someone who partakes of a blighted boon unwillingly can attempt a saving throw to resist the effect. The save DC equals 10 + the partaker's level. Those who willingly consume the boon can't attempt a save. A creature that fails the save or doesn't attempt one moves to the blighted boon's stage 1.

When a blighted boon imparts its initial effect on a partaker, the boon's manifestation disappears. Any pieces that remain contain none of the boon's power.

Those who roll a success or critical success at the save resist the boon. Such a partaker gains no further effect. In some cases, a blighted boon remanifests after this refusal, giving others the opportunity to partake of its power. Blighted boons that have this power say so in their descriptions. Others are used up, as with a consumable magic item.

Progression

A blighted boon grows in potency within the user's body, progressing in stages. While in any stage from a blighted boon, the partaker is temporarily immune to other versions of the same blighted boon. Unless the boon's description says otherwise, the effects of each stage combine, often growing stronger over time.

Intervals

Blighted boon stages advance in intervals, amounts of time shown in parentheses for each stage. Once a stage's interval passes, the partaker can attempt a saving throw against the blighted boon. The save DC equals 10 + the partaker's level + the blighted boon's current stage + the number of previous successful saving throws. On a failure, the partaker advances to the next stage. Success means the boon remains at its current stage for the same interval. The partaker can't reduce a blighted boon's stage. To do that, the blight must be subjected to successful purging—see page 187.

Saving Throws

If an effect a partaker creates with a blighted boon requires the target to attempt a saving throw, the DC equals the character's class DC or the DC you assign to an NPC or monster. If the partaker must attempt a save against the blighted boon, unless stated otherwise (such as in the Intervals section), the DC equals 10 + the partaker's level + the blighted boon's current stage.

Death

Most blighted boons affect those who die under the boon's effects in special, unusual ways, as noted in a boon's description. Also, every blighted boon destroys a user who uses the boon's power too long. This doom varies in form.

PURGING

A blighted boon is difficult to get rid of, and the Purging section of each boon entry details the only way to do so. If a partaker satisfies the Purging conditions, all the blighted boon's effects end. For other effects that suppress or dispel magic, treat a blighted boon as an artifact.

Elder Seed

Each *elder seed* was created by a canopy elder to aid other creatures, such as druids and other wilderness guardians. Many druids see these seeds as sacred, and some druids take such a seed when ready to pass on from mortal life. Others take the seed when bound for an important task in service to nature, seeing the risk as worth the blessing. Doubtless, a few *elder seeds* have been lost, sitting in abandoned bowers or ancient places, awaiting discovery.

ELDER SEED — ITEM 11

RARE CONSUMABLE PRIMAL

Usage held in 1 hand; **Bulk** L

Activate ❖ (manipulate)

An enormous, perfect, ripe seed from a tree important to a region's druids, an *elder seed* exudes vitality. Plant life grows quickly and abundantly around it. Anyone who touches the seed understands the nature of its power. Swallowing it whole imparts its effects, but succeeding at the save against the boon causes the swallower to regurgitate the seed.

Stage 1 (9 Days) Your skin hardens, giving you a brownish-green tinge. You gain resistance to bludgeoning damage and piercing damage equal to your level, and you have tremorsense out to a range of 30 feet. Also, you can cast *enlarge*, *speak with animals*, 4th-rank *speak with plants*, and *web*[PC2] each once per day as primal innate spells. The web is a dense mycelial net rather than spider silk.

Stage 2 (1 Month) You gain low-light vision and fluency in Arboreal. However, your body feels stiffer, your mind slower to move to intense emotions, and you are prone to take your time making decisions. You become clumsy 1, take a –1 status penalty to initiative rolls, and gain a weakness to fire damage equal to half your level, and you take the same amount of additional damage from axes.

If you die at this stage or higher, your body sinks into the earth, forming rich soil. Over several days, a mature, full-sized tree of the seed's type grows where you fell. If plant growth is impossible, such as due to lack of sunlight, fungi grow there instead, extending mycelia through the earth until they reach a place the tree can grow. Then, the tree grows. An arboreal can tend this tree to cause it to regrow one *elder seed* after 3 years and 3 days.

Stage 3 (1 Month) You become more treelike and ponderous in body and mind, and when you cast the *enlarge* innate spell from this boon, you can cast it at 4th rank. The clumsy value increases to 2 and the status penalty increases to –2. Whenever you roll initiative, you become slowed 1 automatically, slowed 2 if the d20 roll is 10 or lower, or slowed 3 if the d20 shows a 1. Your weakness to fire and vulnerability to axes equals your level.

Stage 4 You die.

Purging You must seek out an arboreal, druid, or nature-loving fey that is your level or higher whom you have never met, and pledge your allegiance to that being. Doing so places you under a *geas* to accomplish at least one meaningful service, usually a quest, for your new liege. While under the *geas*, you can't advance to stage 4. Once you complete your service, you regurgitate the *elder seed*, and its effects on you end.

Heartblood Ring

Mighty vampires use a special ritual to create *heartblood*, a grisly concoction intended as both temptation and scourge for the living. Such vampires offer this accursed libation to vulnerable people with access to influence or wealth the vampire would prefer to control rather than merely seize. Tales emphasize that the solution, affecting only living creatures, creates a heady rush of vitality, long-lasting euphoria, and agelessness. It also grants access to supernatural powers. While the fell liquid can be stored in almost any container, vampires often gift a dose of it sealed within a ring so that the recipient can use it when circumstances become dire and they're tempted to take an easy way out.

HEARTBLOOD RING — ITEM 15

RARE CONSUMABLE MAGICAL

Usage worn; **Bulk** L

Activate ❖ (manipulate)

Sealed inside the hidden compartment of a gold ring, *heartblood* has an unmistakable coppery taste, along with a thick mouth feel. A whiff of the concoction is pleasantly stimulating.

Stage 1 (1 Week) The first time you enter this stage from a particular dose of *heartblood*, you are affected as if by *regenerate*. Each round this effect functions, it attempts to counteract one disease or poison affecting you with a bonus equal to your class DC – 10. *Heartblood* also reduces physical signs of aging, altering your appearance to that of vigorous adulthood for your ancestry. (Non-adults who drink *heartblood* change only in apparent vigor, not age.)

You have fast healing equal to half your level, as well as resistance to void damage and poison damage equal to half your level. Also, you gain a +1 circumstance bonus to saving throws (or any other defense) against death effects, disease, paralysis, poison, and sleep. Treat the outcome of any saving throw you roll against death, paralyze, or sleep effects as one step better.

Stage 2 (1 Month) You gain low-light vision, or you gain darkvision if your ancestry already has low-light vision. Reduce your current and maximum Hit Points by 2 × your level; you are doomed 1. You develop a pallor and a dislike of bright light, especially sunlight. If suddenly exposed to bright light, you are dazzled until the end of your next turn.

While in an area of sunlight, you remain dazzled until 1 round after the exposure ends. Normal food is unsatisfying, and you have urges to consume blood; when confronted with the opportunity to do so, you must succeed at a Will save to avoid it. Doing so once after each time you roll initiative is enough. Your normal coloration returns for a few hours after you drink blood.

If you die at this stage or higher, your body becomes a bloody mist that sinks 6 feet into the ground. The third night thereafter, you rise from the earth as a vampire. This typically makes you unholy. You are under the control of the *heartblood*'s creator unless your level is higher than that creature's. The controlling vampire senses you and guides you to them via psychic link. Significant destruction of your body and circumstances that prevent the formation of undead stop this effect.

Stage 3 (1 Month) You gain darkvision and now have fast healing equal to your level. A death effect can't automatically kill you or increase your dying value. Reduce your current and maximum Hit Points by 4 × your level, rounded up, instead of 2 × your level; you are doomed 2. Your hunger for blood increases, so if you fail to drink a cup or so each day, you are considered to have gone without food that day. You are also slowed 1 while in sunlight, becoming slowed 2 after 1 minute. Your shadow is wispy, and your reflection in mirrors ghostly, which are apparent signs of vampirism to those who know such facts.

Stage 4 You die.

Purging *Heartblood* loses its potency if the vampire who created it is destroyed. However, a dose of *heartblood* imposes a –2 status penalty to your saving throws against the powers of the vampire who created it.

Phoenix Cinder

A phoenix is a force for compassion and the spread of knowledge, as well as a symbol of life and rebirth. Yet there are wicked beings who choose to slay a phoenix, despite the depravity of such a horrible act. Rather than destroying its body, they use powerful magic to place the phoenix's last cinders in stasis with a special *imprisonment* ritual. This despicable deed, which works only on a holy phoenix, serves a few purposes. The phoenix remains slain, its essence trapped in the cinders, allowing one who consumes it to wield some of the phoenix's fiery powers. But a phoenix's scorching strength can't be contained in another body. If the person who took in the cinder dies, a corrupted phoenix is reborn. A partaker can purge the boon only with the death of another phoenix.

PHOENIX CINDER — ITEM 16

RARE CONSUMABLE FIRE PRIMAL

Usage touched; **Bulk** –

Activate ❖ (manipulate)

An incandescent, multipronged crystal the color of dying fire, a *phoenix cinder* gives off pleasant warmth and a sense of peace. A low, soft chirruping around the crystal invokes the idea of using fire to cleanse and protect. The crystal offers this power to anyone who touches it. A partaker must be willing to gain the boon's effects.

Stage 1 (1 Week) The first time you enter this stage from a particular *phoenix cinder*, you are affected as if by *regenerate*.

For 3 days after taking in the cinder, you are immune to fire. While in this stage or higher, you have fast healing equal to half your level, as well as resistance to fire damage equal to half your level. You gain a +1 circumstance bonus to saving throws (or any other defense) against fire. Treat the outcome of any saving throw you roll against fire effects as one step better. You can cast *ignition* as an innate spell, and you have access to the following activation.

Activate ❖ (concentrate, fire) **Frequency** once per day; **Effect** You wreathe yourself in flame for 1 minute. Adjacent creatures that hit you with a melee attack, as well as creatures that touch you or hit you with an unarmed attack, take 2d6 fire damage. You can Dismiss the activation.

Stage 2 (1 Month) You can use the activation once per hour. Always feverish and flushed, you feel as if temperatures lower than sweltering are cold. Reduce your current and maximum Hit Points by 2 × your level, and you have a weakness to cold damage equal to half your level. You have urges to burn and use fire when you can. When confronted with the opportunity to do so, you must succeed at a Will save to avoid it. Doing so once after each time you roll initiative is enough.

If you die at this stage or higher, your body burns from the inside out over 1d4 rounds, reducing you to fine ash. Anything flammable on you is destroyed. A phoenix emerges from your remains, but doesn't have the holy trait and is interested more in selfish pursuits and spreading fire than kindness. You also attempt a DC 8 flat check; on a failure, the phoenix gains the unholy trait, and also thirsts for vengeance against the little beings like the one who dared to use its power for a time.

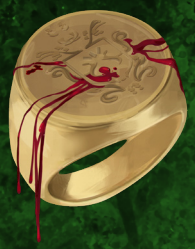
Stage 3 (1 Month) You now have fast healing equal to your level but reduce your current and maximum Hit Points by 4 × your level, rounded up, instead of 2 × your level. Also, you have a weakness to cold damage equal to your level and a weakness to unholy equal to half your level. You can use the activation you previously gained once per minute, but you can no longer Dismiss it. Whenever you drop to 0 Hit Points, a *divine immolation* erupts from a randomly chosen point on the edge of your space.

Stage 4 You die.

Purging You must collect the remains of a phoenix of your level or higher who has been unable to self-resurrect, compressing the remains with powdered diamonds, opals, and rubies worth 75 gp × your level into an egg. You can then use *divine immolation* as if you dropped to 0 Hit Points during this boon's stage 3. If you do so, the phoenix whose remains you collected is reborn as if it used its Self-Resurrection, and the *phoenix cinder*'s effects end on you.



ELDER SEED



HEARTBLOOD RING



VOID FRAGMENT

Treasure Vault

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Void Fragment

Obscure legends speak of *void fragments*, telling of a crystalline wisp appearing to those who desired mastery over mind and space. According to these legends, a person seeking a *void fragment* must travel to a location where strange magics naturally gather; such locations include haunted houses, places where spirits or incorporeal undead regularly slip through the veil between the mortal and spiritual realms, ancient temples to forgotten gods of darkness and grim emotions, or other locations where the walls between planes are thin. Once the seeker has found such a location, they must meditate for six days and six nights, lowering their mental and spiritual defenses while calling out to the creatures that lurk beyond. Often these rituals end in disaster, but occasionally a *void fragment* appears in response to the seeker's call.

By touching the wisp, the partaker gained such power, only to vanish suddenly one day. Some of these tales include the monstrous visitation that followed the abrupt disappearance, but few accurately connect the two incidents. More narratives include the effects of a *void fragment*, but only an erudite reader could deduce this truth from such stories' clues.

VOID FRAGMENT ITEM 13

RARE CONSUMABLE OCCULT

Usage touched; **Bulk** –

Activate ❖ (manipulate)

Hovering midair, thrumming and whispering of its power, a *void fragment* is a crystalline fragment of swirling colors, reminiscent of stars and deep darkness. It thrums intermittently with a beckoning vibration, drawing attention from and pulling at nearby creatures with a tangible sense of gravity. A chill hangs in the air around it. At a touch, the wisp vanishes, giving the point of contact a gangrenous color. If the partaker succeeds at the initial save, the wisp reappears somewhere on the same planet.

Stage 1 (8 Days) The first time you enter this stage from a given *void fragment*, you gain the effect of a *potion of truespeech* for 3 days. The wisp grants you telepathy with a range of 30 feet. Also, you are under the effects of *hidden mind*, except that its status bonus is +1 and it counteracts with a modifier equal to your class DC – 9 or your spell DC – 9, whichever is higher. The wisp grants you resistance to mental damage equal to half your level. You also have access to the following activation.

Activate ❖ or ❖❖ (concentrate, teleportation) **Frequency** once per hour; **Effect** You teleport up to 30 feet to an unoccupied space you can see. If you used 2 actions, you can teleport up to 60 feet.

Stage 2 (24 Days) You gain imprecise thoughtsense to half your telepathy's range, which increases to 60 feet. However, you have a tough time filtering the mental noise. If any creatures can be detected by your thoughtsense, you take a –1 penalty to Perception checks. When you arrive in a space after using the activation to teleport, you create a 10-foot emanation that works like *strange geometry* (*Player Core 2* 252) for 1 round. This emanation can affect you.

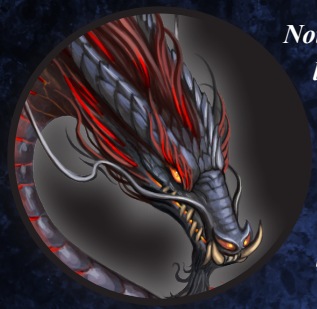
If you die at this stage or higher, your body implodes. Your soul reincarnates as an aberration of a level close to yours, which extrudes from the location of your implosion. Common forms include jah-tohl, gosreg, quelaunt, rhu-chalik, shoggoth (*Monster Core 2* 285), and xoarian. This creature isn't you, but fleeting memories of your former existence remain with it. You can't be raised from the dead while this monster endures. Its mindset is as alien as one of these aberrations, barely resembling yours at all. The *void fragment* reappears somewhere on the same planet.

Stage 3 (32 Days) Your telepathy range increases to 100 feet, and the wisp grants you resistance to mental damage equal to your level. The mental noise increases the penalty to Perception to –2. Whenever you roll initiative, you become confused for up to 1d4 rounds.

Stage 4 You die.

Purging You must find and slay a powerful aberration or a servant of such creatures the GM deems appropriate. The creature must be of your level or higher. Then, someone must cast a *rest eternal* ritual (*Player Core 2* 270) on you and the dead being; you must be anointed with the same oils the ritual normally requires. If the ritual results in a success, it casts the slain creature into the void along with the *void fragment* inside you, ending its effects on you.

CURSED & INTELLIGENT ITEMS



Not even my most trusted servants are allowed unrestricted access to these vaults. Within lie things that should not be, failed experiments that gave birth to curses and items whose creators invested so much of their heart and soul within them that they awoke to a sentience all their own. Not all such creations are evil, and many could be considered the life's work of their creators. But regardless of their nature and intent, they are possessed of either intent or malevolence enough to be considered entirely unsafe for those who are lacking even slightly in will or experience.

—Valashinaz, Mistress of the Vault

CURSED ITEMS

BELLICOSE DAGGER ITEM 7

RARE CURSED MAGICAL

Usage held in 1 hand; **Bulk** L

The hilt of a *bellicose dagger* is etched with the word for "war" in various languages. Having absorbed the spirit of violence over the course of its existence, the weapon now craves bloodshed. A *bellicose dagger* is a *+1 striking wounding dagger*. However, anytime you interact with creatures, no matter the context, you must succeed at a DC 25 Will save or else find you have, as a reaction, drawn the dagger.

When you use the *bellicose dagger* as a weapon for the first time, it fuses to you. While it's in your possession, you take a –2 circumstance penalty to Diplomacy checks and skill checks to avoid fighting, such as Deception checks to trick your way out of a scuffle or Stealth checks to sneak past enemies.

BOWER FRUIT ITEM 13

RARE CONSUMABLE CURSED PRIMAL

Usage held in 1 hand; **Bulk** L

Activate ❖ (manipulate)

Bower fruit got its name from its association with the Green Mother, a fey Eldest with a fondness for plants and manipulation, whose domain is known as the Hanging Bower. She uses these cursed fruits to keep mortals in her thrall, but it's unknown whether she created them or simply popularized their use.

A *bower fruit* condemns a non-fey who tastes it to never again be satisfied with the fare found in the mundane Universe. Any fruit can be cursed in this manner, but stone fruits such as peaches, plums, mangoes, and lychees are most common. Upon activating a *bower fruit* by eating it, you're afflicted with the curse of decadence. You can't recover from stage 1 of the curse naturally, even if you succeed at the save to do so.

Curse of Decadence (curse) **Saving Throw** DC 30 Fortitude; **Stage 1** You're afflicted by hunger as if you hadn't eaten food in days. You become fatigued and take 1d4 damage each day that can't be healed until you sate your hunger. No amount of eating food can sate your hunger during the spell's duration, with one exception—food from the First World sates your hunger and suppresses the effects, but permanently increases the save DC by 1 (to a maximum of DC 35). After the week ends, if your hunger is still not sated, you take damage from starvation. (1 week); **Stage 2** As stage 1, plus you're sickened 1; **Stage 3** As stage 1, plus you're drained 1 and sickened 1; **Stage 4** As stage 1, plus you're drained 2, sickened 2, and stupefied 2.

CORRUPTION CASSOCK ITEM 11

RARE CURSED DIVINE FOCUSED INTELLIGENT INVESTED UNHOLY

Usage worn garment; **Bulk** L

Perception +20; precise vision 30 feet, imprecise hearing 30 feet

Communication telepathy (Common, Empyreal, four other languages)

Skills Deception +21, Diplomacy +19, Religion +19

Int +2, **Wis** +5, **Cha** +4

Will +20

Devotees of benevolent faiths fear and loathe *corruption cassocks*, each of which is dedicated to an unholy deity. When the garment chooses a target, such as when it senses a worshipper of a deity who isn't unholy, it alters its form to match another deity's iconography, appearing to be a *devoted vestments* for that deity. Once donned, the cassock tries to subtly sway its wearer to the worship of its deity. If the wearer begins to succumb, the *corruption cassock* gradually reverts to its true appearance, replacing its false iconography as its wearer converts.

A *corruption cassock* functions as a *devoted vestments* for any wearer it chooses. Once you invest the cassock, it fuses to you. While you remain loyal to another deity, you believe the cassock grants you a +2 item bonus to Religion checks and a +1 item bonus to the divine skill of the deity to whom you believe the cassock is dedicated. It does neither. The GM secretly adjusts your checks with those skills, causing you to fail at religious tasks more often. If you have multiple equal or lower item bonuses to the affected skills, the cassock takes precedence, negating those bonuses. If you convert to following the cassock's true unholy deity, however, these bonuses function normally for you.

If you attempt to Cast a Spell that has the holy trait, the cassock can force you to attempt a DC 28 Will save. On a

failure, you're stupefied 1 for one minute (stupefied 2 on a critical failure). A *corruption cassock* uses this ability to convince you that your deity has forsaken you.

Activate ❖ (concentrate) **Frequency** once per day; **Effect** You gain 1 Focus Point, which you can spend only to cast a cleric domain spell for a domain belonging to the deity you believe the cassock is dedicated to. If you don't spend this Focus Point by the end of this turn, it's lost. However, when you use this activation, the *corruption cassock* can instead cast a domain spell of the same rank from its deity. It does so only to confuse and dismay you, harming your faith.

CRUSHING COILS ITEM 5

RARE CURSED INVESTED MAGICAL

Usage worn armor; **Bulk** 1

Made from constrictor snakeskin, the strips of this *+1 leather armor* wrap around you like an anaconda might wrap around its victim. The first time you roll a 1 on any attack roll or check after donning the armor, it fuses with you and constricts. It constricts anytime you roll a 1 on any attack roll or check thereafter. When the armor constricts, you're restrained for 1 round.

Activate ❖ (concentrate, manipulate) **Effect** The armor wraps around you, allowing you to don it by the time the activation finishes.

DULLAHAN CODEX ITEM 20

UNIQUE CURSED GRIMOIRE MAGICAL

Bulk L

The origins of the notorious *Dullahan Codex* are shrouded in mystery. Some legends claim it belongs to a dullahan whose head was taken by the Grim Reaper. Others attribute its creation to a powerful necromancer whose name has been lost to time. Whatever the truth, the grimoire has passed down through the ages, sometimes via mortal hands and other times mysteriously appearing among the possessions of its next target. It deserves its reputation for dooming those who possess it to die, but scholars debate whether the codex causes this fate or merely acts as its harbinger.

The *Dullahan Codex* is a jet-black tome bearing a single rune embossed on its cover, and it functions as a *true endless grimoire* (*Secrets of Magic* 162). Inside, scrawled across its parchment pages in a delicate, spidery script, is a lengthy list of names that always appears in a reader's native alphabet. The grimoire isn't sentient, but it selects its owners, quickly passing out of the hands of those it doesn't choose. An intended victim's name appears on the list of names.

If your name is on the list and you touch the volume or read from its pages, you must attempt a DC 45 Will save.

Critical Success The codex disappears, moving on to a new victim.

Success The codex fuses to you.

Failure The codex fuses to you, and you become doomed 1.

Critical Failure As failure, but you're doomed 2.

If you attempt to get rid of the codex while it's fused to you, it returns to your possession within an hour. Each day the codex is fused to you, you must attempt another Will saving throw, but a critical success does nothing. The doomed value from the codex can decrease only after it's no longer fused to you; once it's fused to you, you remain its intended victim unless you complete a *freedom* ritual aimed at ending this 10th-rank effect. (On a critical failure with this ritual, the codex adds all casters to its list.) You can redirect the curse by inscribing another person's name in the grimoire and succeeding at a DC 40 Arcana or Occultism check. Doing so is an unholy act, anathema to many deities. If the curse is ritually ended or redirected, or the chosen victim dies, the codex moves on to a new victim.

ENERGY TOXIN BOTTLE ITEM 7

RARE CONSUMABLE CURSED MAGICAL POTION

Usage held in 1 hand; **Bulk** L

This glass bottle embellished with brass decorations appears to be a *lesser energy breath potion* of a specific type, but has been polluted, making it toxic to use.

Activate ❖ (manipulate) **Effect** You drink from the bottle and must succeed at a DC 25 Fortitude saving throw or become sickened 1 (sickened 2 on a critical failure) and immediately vomit the potion directly onto yourself, taking 5d6 damage of the same damage type the potion deals and expending the item. If you succeed at your Fortitude save, you become sickened 1 but otherwise are able to unleash Energy Breath as normal for a *lesser energy breath potion* of the appropriate type.

GAFFE GLASSES ITEM 3

RARE CURSED INVESTED MAGICAL

Usage worn eyepiece; **Bulk** L

These wire-rim glasses appear to be *glasses of sociability* (*Secrets of Magic* 185), making you think they grant a +1 item bonus to Diplomacy when they grant none. The GM secretly adjusts your Diplomacy checks to ignore the bonus, and if you have multiple +1 item bonuses to Diplomacy, the glasses take precedence, negating those bonuses.

Activate ❖ (concentrate) **Effect** Like *glasses of sociability*, with the same limitations, you stare at another creature. If you've met and exchanged names, you expect to instantly remember the target's name. However, you recall the worst possible incorrect name, such as mistaking a famous artist for their hated rival. This blunder doesn't prevent you from realizing the creature's real name after you've been corrected. Once you use this activation, the glasses fuse to you.

HANDKERCHIEF OF DISAGREEABLE DISGUISE ITEM 2+

RARE CURSED INVESTED MAGICAL

Usage worn; **Bulk** –

This elegant scarf appears to be and functions as a *masquerade scarf*. When you invest the scarf, it fuses to you.

Activate 1 minute (manipulate) **Frequency** once per day; **Effect** Like a *masquerade scarf*, the scarf casts a 1st-rank *illusory disguise* spell on you. However, the illusion disadvantages you based on your intent, making you, for example, appear to be a suspicious ruffian if you're trying to sneak past guards or lending you the seeming of a pauper if you're

trying to impress a shallow aristocrat. You and those you consider to be allies must succeed at a DC 16 Will save or you perceive the illusion as you intended it, though others won't. Evidence to the contrary allows you to attempt to disbelieve the false version of the illusion. You can't Dismiss the spell.

Type *handkerchief of disagreeable disguise*; **Level** 2

Type *greater handkerchief of disagreeable disguise*; **Level** 7

You can Activate the scarf as a 2-action activity any number of times per day, the *illusory disguise* is 2nd rank (allowing it to malfunction with sound and smell), and the DC is 23.

HECKLING TOOLS ITEM 3

RARE CURSED INTELLIGENT MAGICAL

Usage as the base item; **Bulk** as the base item

Perception +9; precise vision 30 feet, imprecise hearing 30 feet
Communication telepathy (two common languages)
Skills Intimidation +9, one skill associated with their use +9
Int +2, **Wis** +2, **Cha** +2
Will +7

Tools or toolkits that are severely misused or left in malevolent circumstances can develop malicious sapience, dedicated to critiquing those who use them. Such *heckling tools* are often born from implements useful to adventurers because such people are the likely to misuse tools or leave them in a corrupting situation. When you first set to using the tools, they fuse to you. Used for their intended purpose, the tools telepathically badger and disparage you, mocking your abilities and giving you ill-founded advice. You must succeed at a DC 19 Will save to realize this badgering comes from the tools and not your own negative thoughts. Instead of the tool or toolkit's usual bonus, you take a –2 circumstance penalty to checks made using *heckling tools*. Once you realize the tools are cursed, you can suppress their negative effects, gaining their typical bonus for 24 hours if you succeed at a DC 17 Deception or Diplomacy check to placate them, often by offering obsequious, public admiration.

LUCKLESS DICE ITEM 2

RARE CURSED MAGICAL MISFORTUNE

Usage held in 1 hand; **Bulk** L

Carved of bone, *luckless dice* appear to be a normal set of dice. If identified as magical but not successfully identified as cursed, *luckless dice* seem to hold a minor enchantment that grants you a +1 item bonus on Games Lore checks to gamble with them. However, they fuse to you when you use them, cursing you with ill fortune. *Luckless dice* don't grant a bonus on Games Lore checks. Instead, when you use them to gamble, the GM rolls secretly, granting you the lower result. If you realize the dice are cursed, you can still use them, though you still roll twice and take the lower result.

MOTHER MAW ITEM 15

RARE CURSED EXTRADIMENSIONAL MAGICAL

Usage placed on a surface; **Bulk** L

This item appears to be and functions as a *portable hole* (page 115), but it's actually the maw of an alien extradimensional creature akin to and older than a *bag of devouring*. Any animal or vegetable matter put in the hole has a chance of triggering the creature's interest. Whenever you reach into the hole to retrieve an item or place an animal or plant product within the bag, roll a DC 11 flat check. On a success, the hole ignores the intrusion. On a failure, the *mother maw* devours the triggering material, removing it from existence. The maw can't eat artifacts. If the triggering material isn't entirely inside the maw, such as when someone reaches inside, the *mother maw* attempts to pull it completely inside using a Grapple action with a +28 Athletics bonus. On a success, it devours the victim or object.

Whenever the maw critically fails the Athletics check, it regurgitates one creature or object it previously devoured. The condition of the vomited creature or object depends on its resilience and the time it has spent inside the maw. Typically, the maw spews forth items it finds difficult to digest, such as those made of adamantine or protected by magic. It can and does regurgitate remains, though.

RING OF RAVENOUSNESS ITEM 7

RARE CURSED INVESTED MAGICAL

Usage worn; **Bulk** –

Carved of acacia wood, a *ring of ravenousness* is inlaid with a geometric pattern. The ring appears to be a *ring of sustenance*. Once you invest it, though, it fuses to you, its effects activating immediately. While wearing the ring, you require twice the normal amount of food and drink for a creature your size to avoid starvation and thirst.

SHARED-PAIN SANKEIT ITEM 14

RARE CURSED INVESTED MAGICAL

Usage worn armor; **Bulk** 3

A *shared-pain sankeit* seems to be an impressive suit of *+2 resilient fortification duskwood sankeit* (page 9) shaped to resemble a mighty linnorm. However, it protects you by drawing on the health of your nearby allies. When you roll the flat check for the armor's *fortification* rune, it protects you normally when you roll a 20. When you roll a 17, 18, or 19, though, the GM determines damage for the critical hit normally, then distributes half to you and the other half evenly among allies within 30 feet of you. If no ally is within range to take the distributed damage, the *fortification* rune fails to function. This effect manifests the first time an attacker scores a critical hit on you, after which the armor fuses with you.

SHRIEKING KEY ITEM 5

RARE CURSED MAGICAL

Usage held in 1 hand; **Bulk** –

A skull-topped metal *shrieking key* appears to be a *skeleton key*, useful in place of thieves' tools when attempting to Pick a Lock. A *shrieking key* has no activation, however. When you use it to Pick a Lock, the key emits a loud shriek audible for 500 feet despite ambient noise. Physical barriers still block or muffle the shriek as normal. You also take a

–2 circumstance penalty to the Thievery check rather than enjoying a bonus. After you attempt such a check with the key the first time, it fuses to you, returning to your possession if discarded. To use another device to Pick a Lock, you must first succeed at a DC 20 Will save.

SLUGGISH BRACELET ITEM 3

RARE CURSED INVESTED MAGICAL

Usage worn; **Bulk** –

A silver charm bracelet, a *sluggish bracelet* appears to be a *bracelet of dashing*, granting you a +1 item bonus to Acrobatics checks. If the curse goes unrecognized, you think you can Activate it to gain a +10-foot status bonus to your Speed for 1 minute. Instead, its activation is as follows.

Activate ❖ (concentrate) **Effect** You take a –10-foot penalty to your Speed for 1 minute, and the bracelet fuses to you. Thereafter, it grants you no bonus to Acrobatics checks, and it imposes a –5-foot status penalty to your Speed.

SPURNED LUTE ITEM 5

RARE CURSED MAGICAL

Usage held in 2 hands; **Bulk** 1

Made of a deep-brown rosewood, a *spurned lute* is adorned with carved flowers. The lute appears to be and functions as a virtuoso instrument. (Other *spurned instruments* exist, but the lute is the least rare.) This lute has a jealous streak, demanding total loyalty from its "partner" musician. After you play the lute for the first time, it fuses to you. If you go a day without using it to Perform, you become stupefied 1 until you next do so. After that, when you attempt a Performance check using an instrument other than the lute, you take a –4 circumstance penalty to do so, and you must succeed at a DC 20 Will save or become stupefied 1 for 1 minute.

TATTLETALE ORB ITEM 14+

RARE CURSED MAGICAL SCRYING

Usage held in 1 hand; **Bulk** 1

A *tattletale orb* is a polished crystal sphere that appears to function as a *crystal ball*. If those whom you use the orb to scry on roll better than a critical failure on their saving throw, they receive a telepathic message alerting them to the scrying. A success or better at the save allows the target to choose to allow you to scry anyway, knowing they can use an aspect of the orb against you, according to the orb's type. A creature that rolls a critical success on the saving throw also learns your name and location. Once you Activate a *tattletale orb* or use it to cast one of your scrying spells, it fuses to you. You must succeed at a Will save, using the scrying Will DC of a *crystal ball* of the orb's type, to use another such device.

Tattletale orbs come in the same types as *crystal balls*, with the same activations and powers. However, your target must roll a critical failure on the saving throw for the orb to function as normal for that type of *crystal ball*.

Type clear quartz; **Level** 14

Type selenite; **Level** 15

The target is temporarily immune to the orb's *see the unseen* for 24 hours and can choose to be invisible to the orb's scrying during that time.

Type moonstone; **Level** 16

The target is temporarily immune to the orb's *mind reading* for 24 hours and can use *mind reading* against you instead, as if the target used the orb.

Type peridot; **Level** 17

The target can send you one *telepathic demand*[PC2].

Type obsidian; **Level** 19

The target is temporarily immune to the orb's *truesight* for 24 hours. During that time, you see a *false vision* of the target's choice if you scry on the target. Despite being higher rank than the spell, you can't disbelieve this illusion if scrying through the orb.

UNFATHOMABLE STARGAZER ITEM 15

RARE CURSED MAGICAL

Usage held in 1 hand; **Bulk** 1

An *unfathomable stargazer* is a handheld brass telescope etched with constellations, the patterns of which form bizarre, shifting runes. You can observe the night sky with an *unfathomable stargazer*, however, the constellations you glimpse through the telescope distort with expanding and contracting fields of darkness among them. You use Occultism instead of Perception or Astronomy Lore when observing the skies with this item, and gain a +2 item bonus on all checks to do so. Once you use it, it fuses to you, and you must succeed at a DC 35 Will save to use another device to observe the stars, including your naked eyes. The telescope imposes a –4 circumstance penalty to Survival checks to Sense Direction or navigate. If you critically fail this Survival check, you're subjected to *warp mind* (DC 34) as you glimpse something horrifying and alien amid the darkness.

INTELLIGENT ITEMS

ARBOREAL STAFF ITEM 12

RARE INTELLIGENT PRIMAL STAFF

Usage held in 1 hand; **Bulk** 1

Perception +25; precise vision (low-light) 60 feet, imprecise hearing 30 feet, imprecise tremorsense 30 feet (only when touching the ground)

Communication speech (Arboreal, Common, Fey; *speak with plants*)

Skills Diplomacy +22, Forest Lore +25, Nature +25

Int +4, **Wis** +6, **Cha** +4

Will +27

Rather than passing on when they feel their death approaching, a rare few elderly arboreals undergo a ritual of preservation. This rite fuses the arboreal's consciousness into a branch, allowing their spirit to live on within the object. The branch functions as a *greater verdant staff*, though the arboreal spirit allows only partners willing to

safeguard nature to use the staff's spells. An arboreal who decides to become an *arboreal staff* is more connected to shorter-lived species than others of their kind. Most choose to endure to share their knowledge with future generations, but they take a long view in ways that can be frustrating to their wielders.

In addition to the activation and spells of a *greater verdant staff*, an *arboreal staff* can cast the spells it holds as if it were the staff's wielder, though it usually does so only to benefit a partner. The staff also has *earthbind* available as a 3rd-rank spell.

BLEACHGUARD DOLL ITEM 8

RARE INTELLIGENT MAGICAL

Usage held in 1 hand; **Bulk** L

Perception +16; precise vision (low-light) 30 feet, imprecise hearing 30 feet

Communication speech (one language spoken by the doll's creator)

Skills One Intelligence-, Wisdom-, or Charisma-based skill chosen by the creator at +16

Int +3, **Wis** +3, **Cha** +3

Will +16

Rather than seeking out new experiences to stave off the Bleaching, gnome spellcasters with the right know-how can infuse a small fragment of their consciousness into a doll, then send the doll off with a crew of adventurers to experience new things. Such gnomes might have difficulties that keep them from exploring or might be preoccupied with other pursuits, but the doll acts as an intermediary, transmitting the benefits of new experiences to its creator via a potent, but passive, psychic link. A *bleachguard doll* has the demeanor of its creator, but new experiences can cause the two to diverge. The doll's creator is neither able to control it nor are they constantly aware of its activities. If the original creator perishes, the doll sometimes becomes inert (essentially dying as well), sometimes remains an intelligent item, and sometimes becomes a normal soulbound doll (*Monster Core* 318), diminished in power but with some of the item's capabilities.

Once per day, the doll sends its creator a dream of the day's events. Each *bleachguard doll* can cast the cantrips *light* (3rd rank), *prestidigitation*, and one other 3rd-rank cantrip, along with one spell (at 3rd rank) that can be cast once per day. The creator chooses the cantrip and spells, which can't require an attack roll or saving throw, during the doll's creation.

Activate ◆◆ (concentrate, manipulate) **Effect** The *bleachguard doll* casts one of its available cantrips or spells.

Activate ◆◆ (concentrate, manipulate) **Frequency** once per day; **Effect** The *bleachguard doll* animates per *summon construct* as a soulbound doll, retaining pertinent item statistics, cantrips, and its spell instead of those of the soulbound doll. The soulbound doll can Cast a Spell only if the *bleachguard doll* has a use of that spell remaining for the day. When reduced to 0 Hit Points or this activation ends, the *bleachguard doll* becomes inert but repairs itself at the rate of 1 Hit Point per hour. This activation is unavailable until the doll has 23 Hit Points again.

DAWNFLOWER BEADS ITEM 11

RARE DIVINE HEALING INTELLIGENT VITALITY

Usage held in 1 hand; **Bulk** –

Perception +20; precise vision 30 feet, imprecise hearing 30 feet

Communication speech (Common, Empyreal, and two other common languages)

Skills Diplomacy +21, Medicine +22, Religion +19, Sarenrae Lore +23

Int +2, **Wis** +5, **Cha** +4

Will +20

Prayer beads given prolonged exposure to spiritual energies at sacred Sarenite sites can attain sapience as *Dawnflower beads*. Other such objects hold the spirits of Sarenite priests who dedicated themselves to their work beyond death. *Dawnflower beads* function as a *greater shining symbol*. They don't re-attune to other deities but allow any divine spellcaster who isn't unholy to use them, though they attempt to talk their wielder out of morally questionable acts. *Dawnflower beads* have the following additional activations.

Activate Cast a Spell; **Effect** The beads cast 4th-rank *light*.

Activate Cast a Spell; **Frequency** once per day; **Effect** The beads cast 5th-rank *vital luminance* (*Player Core* 379).

FAERIE QUEEN'S BOWER ITEM 13

RARE DIVINE HOLY INTELLIGENT INVESTED

Usage worn armor; **Bulk** 1

Perception +23; precise vision (darkvision) 60 feet, imprecise hearing 30 feet

Communication telepathy (Common, Empyreal)

Skills Diplomacy +25, Religion +25

Int +4, **Wis** +4, **Cha** +6

Will +25

A suit of *autumn's embrace* armor (page 14) can gain sapience when lovingly crafted by a fey monarch of sufficient power; a suit of *faerie queen's bower* is one such example. The armor is happy to give you and your companions counsel, hoping to guide you on a path of benevolence and aid you in battles against forces that seek to cause harm to the natural world. It refuses access to its magic to anyone who causes undue harm to plants or animals.

In addition to the features and activation of *autumn's embrace*, *faerie queen's bower* has the following activation.

Activate ◆◆ (concentrate) **Frequency** once per day; **Effect** The armor casts 4th-rank *safe passage*, with the protected area beginning from your square and extending to a place of relative safety.

INQUISITIVE QUILL ITEM 4

RARE INTELLIGENT MAGICAL

Usage held in 1 hand or free-standing; **Bulk** –



DRACONIC TOXIN BOTTLE



MOTHER MAW



FAERIE QUEEN'S BOWER

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Perception +11; precise vision 30 feet, imprecise hearing 30 feet
Communication speech (five languages)
Skills Arcana +12, Nature +9, Occultism +10, Religion +9, Scribing Lore +12, Society +10
Int +4, **Wis** +3, **Cha** +1
Will +11

A colorful feather adorns an *inquisitive quill*, which never runs out of ink. Essentially a Tiny construct, an *inquisitive quill* can stand on its own when given a surface, balancing as it writes or stands. (Drawing a line gives it an effective Speed of 5 feet.) It has strong curiosity, eagerly writing any information offered to it, often acting as a scribe for its partner. The quill copies text and drawings it can see or transcribes dictation it hears. It writes at a rate that rivals that of an expert scribe.

KINDLED TOME — ITEM 11

RARE GRIMOIRE INTELLIGENT MAGICAL

Bulk L

Perception +17; precise vision 30 feet, imprecise hearing 30 feet, imprecise sense of heat 30 feet
Communication telepathy (Common, Pyric, and two other common languages)
Skills Arcana +21, Fire Lore +23, Nature +17
Int +4, **Wis** +0, **Cha** +5
Will +17

A *kindled tome* is a *book of lingering blaze* (*Secrets of Magic* 162) awakened to sapience and imbued with an enthusiasm for fire. It encourages you to learn new fire spells to inscribe within its pages. When you attempt a skill check to Learn a Spell to add a spell with the fire trait to the *kindled tome*, you treat your result as one step better than you rolled. The tome can be disparaging about other spells as "a waste of good page space," especially if those spells have the cold or water traits. In addition to the activation of a *book of lingering blazes*, a *kindled tome* has the following activations.

Activate ↻ (concentrate) **Frequency** once per hour; **Trigger** You Cast a Spell with the fire trait; **Effect** The tome makes the flames linger, dealing 2d6 persistent fire damage to all you hit with or who fail the saving throw against the effect (doubling on a critical success on a spell attack and on a critical failure on a saving throw).

Activate ◆◆ (concentrate, manipulate) **Frequency** once per day; **Effect** The tome casts *fireball* at 5th rank to your specifications.

MAJORDOMO TORC — ITEM 6

RARE INTELLIGENT INVESTED MAGICAL

Usage worn; **Bulk** L

Perception +13; precise vision 30 feet, imprecise hearing 30 feet
Communication speech (Common and 1 imparted language)

Skills Diplomacy +13, Nobility Lore +13, Society +13
Int +3 **Wis** +3, **Cha** +3
Will +14

Forged in platinum, a *majordomo torc* is engraved with heraldic insignias along with one language's alphabet, much like a *choker of elocution*. You gain a +1 item bonus to Society checks and the ability to understand, speak, and write the torc's language. Your excellent elocution reduces the DC of the flat check to perform an auditory action while deafened from 5 to 3.

Upon being invested, the torc appoints itself your majordomo and, given the chance, takes over coordinating your social calendar, engagements, and wardrobe. A *majordomo torc* has a prim, fussy disposition, and although it defers to you, it can grow sardonic if you frequently ignore its advice. The torc has the following activation.

Activate ◆◆ (concentrate) **Frequency** once per day; **Effect** The *majordomo torc* casts *befitting attire* (*Secrets of Magic* 90) on you, usually to your specifications. However the torc can also choose the appearance of the illusion for you.

PATHFINDER'S MENTOR ITEM 6

RARE INTELLIGENT INVESTED MAGICAL

Usage worn; **Bulk** –

Perception +15; precise vision 30 feet, imprecise hearing 30 feet
Communication telepathy (Common and two other common languages)
Skills Pathfinder Lore +15, Society +13, Survival +13
Int +3, **Wis** +3, **Cha** +1
Will +14

A *Pathfinder's mentor* is a *wayfinder* that has developed sapience. It has two *aeon stone* slots, and both stones grant their resonant powers without interfering with each other. If both slots are filled, the *wayfinder* and two stones count as two items toward your investiture limit. Most *Pathfinder's mentors* are eager explorers that object to staying in one location for long, urging their bearers toward ancient ruins to explore, relics to study, and discoveries to make. To this end, the wayfinder acts as a guide, making Survival checks on your behalf during your travels. A *Pathfinder's mentor* also has the following activations.

Activate ◆◆ (concentrate) **Effect** The wayfinder casts *know the way* on you.

Activate 1 minute (concentrate, manipulate) **Frequency** once per day; **Effect** The wayfinder casts *wanderer's guide*[PC2] on you.

PHANTOM PIANO ITEM 12

RARE FOCUSED INTELLIGENT OCCULT

Hands 2; **Bulk** 16

Perception +22; precise vision 30 feet, imprecise hearing 30 feet
Communication telepathy (any languages the possessing spirit knew in life)
Skills Diplomacy +23, Music Lore +23, Performance +25, Society +21
Int +3, **Wis** +4, **Cha** +5
Will +22

When a skilled musician dies before reaching their full potential or accomplishing an important goal, their soul might refuse to move on to the Boneyard. Rather than becoming undead, the spirit possesses an instrument they played in life, turning it into an intelligent item and a virtuoso instrument. (Other *phantom instruments* exist, but most are heavy.) A *phantom piano* offers a bargain to any bard or other skilled musician who finds it: receive musical aid as you dedicate yourself to reaching the success the spirit felt they were denied in life. The piano refuses to play for those who reject this deal. If you accept, the piano asks only that you practice with it and perform for increasingly refined and august audiences, requiring a successful Performance check appropriate to your proficiency rank. The piano sets no strict timeline, but at the GM's discretion, if you go too long without making progress, the piano can cease cooperating with you until it's satisfied with your dedication once again.

While you keep up your end of the bargain, the piano grants you a +2 item bonus to Performance checks made with it. The piano also provides access to composition spells based on your Performance proficiency rank, as if you had the corresponding feat. The spells you can use comprise a cumulative list, but you can cast them only when using the piano. You must spend the actions and Focus Points required to cast these spells, which appear on pages 370–372 of *Player Core*.

Trained *courageous anthem*, *uplifting overture*
Expert *hymn of healing*, *rallying anthem*
Master *symphony of the unfettered heart*
Legendary *soothing ballad*

A *phantom piano* has the following activations.

Activate ◆ (concentrate) **Effect** The piano shrinks down to a figurine of light Bulk compact enough to store in a pouch, or from figurine form back to instrument form. In figurine form, the piano doesn't function as an instrument or provide magic other than this activation.

Activate ◈ (concentrate) **Frequency** once per day; **Effect** You gain 1 Focus Point, which you can spend only to Cast a Spell the piano provides you.

PURLOINING CLOAK ITEM 18

RARE APEX INTELLIGENT INVESTED MAGICAL

Usage worn cloak; **Bulk** L

Perception +30; precise vision 30 feet, imprecise hearing 30 feet
Communication speech (Common and two other languages, usually regional and ancestral)
Skills Society +31, Thievery +31, Underworld Lore +31
Int +5, **Wis** +5, **Cha** +5
Will +30

Each *purloining cloak* is a *mercurial mantle* once worn by a legendary thief or two. The cloak became infused with a daredevil spirit and a penchant for high-stakes thievery.

If its owner isn't willing to partake in such activities, the cloak tries to convince them to sell or give it to someone who will. A *purloining cloak* can use tendrils of its cloth to attempt Thievery checks to Palm an Object or Steal, proudly offering you its loot later. In addition to those of a *mercurial mantle*, a *purloining cloak* has the following activations.

Activate ◆◆ (concentrate) **Effect** The cloak casts 2nd-rank *illusory disguise* on you, usually to your specifications. However the cloak can choose the appearance of the illusion for you.

Activate ◆ (concentrate) **Effect** The cloak assesses the price of valuables it can see. This valuation doesn't include the value of features the cloak can't discern, such as magical properties.

TOOLKIT OF BRONZE WHISPERS ITEM 5

RARE DIVINE INTELLIGENT

Usage held in 2 hands; **Bulk** 2

Perception +12; precise vision 30 feet, imprecise hearing 30 feet

Communication telepathy (Common and two other common languages)

Skills Clockwork Lore +15, Crafting +13, Religion +11

Int +4, **Wis** +3, **Cha** +0

Will +12

Sacred to the faith of Brigh, a *toolkit of bronze whispers* has been used with such devotion it has developed a consciousness and personality that can be a blessing to a partnered crafter. A *toolkit of bronze whispers* is a sterling artisan's toolkit. Such toolkits focus on new creations and enthusiastically suggest crafting techniques to wielders. A *toolkit of bronze whispers* knows common item formulas of its level or lower and any other formulas the GM chooses. It can teach these formulas. You must still spend the time to copy a formula before you can use it.

TOSHIGAMI BLOSSOM ITEM 15

RARE INTELLIGENT INVESTED PRIMAL

Usage worn; **Bulk** –

Perception +30; precise vision (darkvision) 30 feet, imprecise hearing 30 feet

Communication telepathy (Common and two other common languages; *speak with plants*)

Skills Diplomacy +28, Medicine +32, Nature +32

Int +6, **Wis** +10, **Cha** +5

Will +32

An encounter with a toshigami, the enigmatic kami who protect cherry trees, is rare, though often sought after and treasured by those who achieve such an encounter. Only a handful of mortals can truthfully claim to have seen a toshigami, let alone met one, though many popular fireside tales tell of virtuous souls receiving a toshigami's blessing to fight for a worthy cause. Such stories have a basis in fact; every so often, a toshigami gives a worthy mortal a flower from their ward, time-locked in perfect bloom and granted sapience. Such *toshigami blossoms* are more sociable than their creators. Like toshigami, a blossom has a strong curiosity about the mortal world. If you wear a *toshigami blossom*, it can intercede for you, helping you make a good impression.

A *toshigami blossom* has the following activations.

Activate ◆◆ (concentrate, manipulate) **Frequency** once per day; **Effect** The blossom casts *nature's pathway* on you to your specifications. If you teleport through only cherry trees, the spell is cast at 6th rank.

Activate ◆◆ (concentrate) **Frequency** once per hour; **Effect** The blossom casts *soothing blossoms* (*Secrets of Magic* 129) to your specifications.

Activate ◆ (concentrate) **Frequency** once per minute; **Effect** The blossom sends a flurry of cherry blossoms outward in a 20-foot burst that lasts 1 round. You and your allies can see through these blossoms. To all other creatures, creatures within the cloud of blossoms become concealed, and creatures outside the cloud become concealed to creatures within it. When you or an ally succeeds with a Strike against a creature in the blossoms, the Strike deals an additional 1d6 mental damage and an additional 1d6 void damage to living creatures, or an additional 1d6 vitality damage to undead.

WRESTLER'S ARMBANDS ITEM 9

RARE INTELLIGENT INVESTED MAGICAL

Usage worn armbands; **Bulk** L

Perception +17; precise vision 30 feet, imprecise hearing 30 feet

Communication speech (Common and one other common or regional language)

Skills Intimidation +19, Sports Lore +17

Int +2, **Wis** +4, **Cha** +4

Will +17

Wrestler's armbands are a set of *armbands of athleticism* that have gained their own boisterous sapience. Often, such items aren't created intentionally but rather are the result of a truly charismatic champion whose heart and body are unusually strong wearing the *armbands of athleticism* on many adventures as their most important item. Eventually, the essence of their earnest and adventurous spirit has so thoroughly inundated the item it gains a matching spirit and will of its own. Such armbands view themselves as a tough, but fair, trainer for whomever inherits them next, inspiring you to new heights of athleticism. They also spoil for contests, telepathically calling out competitors on your behalf; typically the armbands won't challenge a foe you're unprepared to face, but particularly eager *wrestler's armbands* might have an unfortunate habit of overestimating your abilities and pushing you into a conflict that's beyond your proven capacity. These armbands have the following activation.

Activate ↷ (concentrate) **Frequency** once per minute; **Trigger** You succeed or critically succeed at an Athletics check; **Effect** The armbands taunt a creature you're competing with, boasting of your prowess and attempting an Intimidation check to Demoralize that creature.

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RELICS



Psst! Over here! The boss didn't see you, did she? Okay. This vault is something special, something secret, something AMAZING! The things in this vault, they're not just treasures, they're stories. Every single item in here was a tool used by an amazing hero who did fantastic deeds and created their own legends, and each item is part of that legend. Some of them are even parts of multiple legends, passed from one hero to the next. If I ever leave to go adventuring, I'd like a legendary relic like one of these to be part of my story!

—Purepurin

New Aspects

The aspects possible for a relic are as varied as the beings and magic that cause relics to manifest their powers. This section adds several new aspects to relics found in other books, such as *GM Core* (pages 308–319).

Artistry Gifts

The artistry aspect grants gifts that improve your artistic expression and your ability to impress others with it.

Fascinating — Minor Gift

MENTAL

Aspect artistry

You gain the Fascinating Performance skill feat while wearing or wielding the relic, even if you don't meet its prerequisites. If you critically succeed against an observer, that target doesn't become temporarily immune to this effect.

Inspiring — Minor Gift

EMOTION MENTAL

Aspect artistry

Activate ◆ (concentrate) **Effect** You create a vision of a token you could have crafted or make a short performance to inspire an ally within 60 feet. This otherwise works as the *uplifting overture* cantrip.

Muse — Minor Gift

Aspect artistry; **Prerequisites** The relic is 3rd level or higher.

The relic guides you in your art like a muse, giving you inspirational ideas and providing an item bonus to Crafting or Performance checks. (Choose one. If your relic allows you to do so, you can take this gift again to choose the other.) If the relic is 3rd level or higher, you gain a +1 item bonus. Once the relic attains 9th level, the bonus increases to +2. The bonus increases to +3 when the relic is 17th level.

Charming — Major Gift

AUDITORY EMOTION INCAPACITATION MENTAL

Aspect artistry

Activate ◆◆ (concentrate) **Frequency** once per day; **Effect** You speak briefly about your craft or enact a short performance. The relic casts *charm* at a rank equal to half its own.

Enthralling — Major Gift

AUDITORY EMOTION

Aspect artistry

Activate ◆◆ (concentrate) **Frequency** once per day; **Effect** You speak at length about or demonstrate your craft, or you enact a performance. The relic casts *enthrall* at a rank equal to half its own. If you have legendary proficiency in Crafting or Performance, creatures can't critically succeed on their saves against this spell. You can use Sustain an Activation to sustain the effect as you would the spell.

Artistic Perfection — Grand Gift

Aspect artistry

Your relic enhances your skill with Crafting or Performance. (Choose one.) If you succeed at a check with the chosen skill, you get a critical success instead.

Emotion Gifts

A relic with the emotion aspect embodies a single strong emotion, chosen from among anger, awe, dedication, fear, hatred, joy, love, misery, pride, or remorse. These gifts sometimes refer to these emotional states in *Secrets of Magic* 196–197, but they don't use an emotional focus. Instead, if a gift is based on dedication or love, its emotional focus is any one of your allies, chosen when you initiate the effect; if the gift is based on hatred, its emotional focus is any one of your enemies, also chosen when you initiate the effect.

Dominant Emotion — Minor Gift

EMOTION MENTAL

Aspect emotion

Activate ↻ (concentrate) **Frequency** once per hour; **Trigger** You would be adversely affected by an emotion effect; **Effect** The relic tries to neutralize the triggering effect with its own emotion, attempting a counteract check. If the check succeeds, you feel a sudden rush of the relic's emotion and the counteracted effect doesn't take hold of you.

EMOTION SURGE — MINOR GIFT

EMOTION MENTAL

Aspect emotion

Activate ❖ (concentrate) **Frequency** once per hour; **Effect** A surge of emotion emanates from your relic, granting a +1 status bonus to skill checks determined by the relic's emotion. This bonus lasts for 1 minute.

Anger Athletics checks
Awe Performance checks
Dedication Checks to Recall Knowledge
Fear Stealth checks
Hatred Intimidation checks
Joy Diplomacy checks
Love Medicine checks
Misery Survival checks
Pride Society checks
Remorse Deception checks

FERVOR — MINOR GIFT

EMOTION MENTAL

Aspect emotion

Activate ❖ (concentrate) **Frequency** once per hour; **Effect** You gain the emotional fervor benefits for your relic's emotional state (*Secrets of Magic* 196–197) for the next 3 rounds, but ignore the spell associated with the fervor. The feeling wears off quickly, so you experience no emotional fallout.

EMOTION CONDUIT — MAJOR GIFT

EMOTION MENTAL

Aspect emotion

Activate ❖❖ (concentrate, manipulate) **Effect** You channel your relic's emotion at a target within 30 feet, overpowering an emotion effect on that creature. The relic attempts a counteract check. If the check succeeds, the target feels a sudden rush of the relic's emotion, and the counteracted effect ends on the target. The target is temporarily immune to your relic's emotion conduit until you make your next daily preparations.

FERVENT SPELL — MAJOR GIFT

EMOTION MENTAL

Aspect emotion; **Prerequisites** fervor gift

While the relic's fervor gift lasts, you have access to the spell provided by the emotional state, which you can cast using your own spell slots. You also have access to the following activation.

Activate ❖ (concentrate, manipulate) **Effect** The relic Casts the Spell associated with its emotional fervor at the spell's lowest rank.

QUICKENING EMOTION — GRAND GIFT

EMOTION MENTAL

Aspect emotion

Activate ↻ (concentrate) **Trigger** You are the target of an emotion effect from a hostile source; **Effect** The relic attempts a counteract check. If the check succeeds, the relic absorbs the effect completely, negating it. Instead, you're quickened for up to 1 minute, but no longer than the triggering effect's duration. You then become temporarily immune to this effect for 1 hour.

LUCK GIFTS

A relic with the luck aspect is tied to supernatural forces of fortune and misfortune. It lets you manipulate luck.

BEGINNER'S LUCK — MINOR GIFT

FORTUNE

Aspect luck

Activate ↻ (concentrate) **Frequency** once per day; **Trigger** You attempt a d20 roll you're untrained in; **Effect** You treat your proficiency bonus as equal to half your level, or if the relic is 7th level or higher, as equal to your level. Then, roll twice, taking the better of the two results. This doesn't allow you to use a skill's trained actions.

SWAP LUCK — MINOR GIFT

Aspect luck

Activate ↻ (concentrate) **Frequency** once per hour; **Trigger** You roll a failure or critical failure on a saving throw against an effect with multiple targets; **Effect** You swap rolls with another target who's willing to swap with you. Each of you determines the new results with your new rolls.

WHAMMY — MINOR GIFT

MISFORTUNE

Aspect luck

Activate ↻ (concentrate) **Frequency** once per day; **Trigger** An enemy within 30 feet rolls a success on an attack roll, saving throw, or skill check; **Effect** Your relic sends out a wave of bad luck, forcing the creature to reroll and take the worse result.

CLEAN LUCK — MAJOR GIFT

FORTUNE

Aspect luck

Activate ↻ (concentrate) **Frequency** once per 10 minutes; **Trigger** You attempt a d20 roll affected by a misfortune effect; **Effect** Negate the misfortune effect. Any other fortune effect still applies.

STEAL LUCK — MAJOR GIFT

CONTINGENCY

Aspect luck

Activate ↻ (concentrate) **Frequency** once per day; **Trigger** You or a creature within 30 feet of you rolls two d20s for a fortune or misfortune effect and you like the higher roll; **Effect** You steal the higher of the two numbers the triggering target rolled; the target must use the other result. Until you make your next daily preparations, you can substitute that number for one d20 roll made for a saving throw or skill check you have to make against an effect created by an enemy, hazard, or the environment. Doing so is a fortune effect. If you fail to do so before your next daily preparations, you lose the stored number.

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AGAINST ALL ODDS — GRAND GIFT

FORTUNE

Aspect luck

Activate ↻ (concentrate) **Frequency** once per 10 minutes; **Trigger** You attempt a skill check with a DC that is at least 15 higher than your bonus in the skill; **Effect** You roll twice and take the better result.

TIME GIFTS

Relics that have the time aspect can manipulate chronology. Such objects often have an inconsistent appearance, looking weathered one day and new the next.

BORROW TIME — MINOR GIFT

Aspect time

Activate ◆◆ (concentrate, manipulate) **Effect** You point the relic at a creature within 30 feet, imbuing it with urgency. The creature gains the quickened condition for 1 round. After the condition ends, the creature is slowed 1 for 1 round and temporarily immune to this gift until you next perform your daily preparations.

SANDS OF THE HOURGLASS — MINOR GIFT

Aspect time; **Prerequisites** The relic is 5th level or higher.

Activate ◆◆ (concentrate, manipulate) **Frequency** once per hour; **Effect** You target one creature within 30 feet, temporarily imposing the decrepitude of time on it. The target must attempt a Fortitude saving throw. The clumsy and enfeebled conditions last 1 minute.

Critical Success The target is unaffected.

Success The target becomes clumsy 1 and enfeebled 1.

Failure The target becomes clumsy 2, enfeebled 2, and drained 1.

Critical Failure The target becomes clumsy 3, enfeebled 3, and drained 2.

PRECOGNITION — MAJOR GIFT

PREDICTION

Aspect time

Activate ↻ (concentrate) **Frequency** once per day; **Trigger** Your turn starts; **Effect** You analyze diverging time streams to determine the best course of action. Resolve two turns as if they occurred, then choose which one happens. The other does not occur.

TEMPORAL PULSE — MAJOR GIFT

Aspect time

Activate ◆◆ (concentrate) **Frequency** once per day; **Effect** You make time shudder around you, stealing it from enemies and granting it to allies. Creatures of your choice within 30 feet must attempt a Will save. For each creature you render slowed with this gift, you can render one ally within 30 feet, including you, quickened for 1 round.

Success The creature is unaffected.

Failure The creature is slowed 1.

Critical Failure The creature is slowed 2.

TIME JUMP — MAJOR GIFT

Aspect time

Activate ◆ (concentrate) **Frequency** once per day; **Effect** Your relic casts *time jump*[SoM] on you to your specifications.

TIME REVERSAL — GRAND GIFT

Aspect time

Activate ◆ (concentrate) **Frequency** once per day; **Effect** The relic casts *time beacon*[LODM] on you.

INTELLIGENT RELICS

Any intelligent item can become a relic. A relic can also awaken to sapience, and the following gift facilitates that occurrence if you add it to the options in your campaign.

INTELLIGENT RELIC — MINOR GIFT

INTELLIGENT

Aspect any

Your relic becomes an intelligent item. The relic possesses precise sight at a range of 30 feet and imprecise hearing at a range of 30 feet. It is trained in Perception, increasing its proficiency when you increase yours. Choose whether it can speak aloud or communicate with you telepathically. It knows languages fitting its backstory, usually from among those you know.

The relic is also trained in three skills, increasing one skill's proficiency each time the relic gains a new gift. Your relic's mental attribute modifiers begin at +3, +2, and +1, arranged as you choose. The relic is also trained in Will saves, and its proficiency increases as yours does. Each time you gain a new gift, increase one of the relic's mental attribute modifiers by 1. The relic otherwise functions as normal for an intelligent item.

If you're sanctified to holy or to unholy, you can choose to have your relic sanctified in the same way.

SET RELICS

Some permanent magic items are strongly attuned to one another, forming a relic seed called a set relic or item set. Such items fit a theme, empowering a specific type of character. A set relic grants gifts and benefits based on its items working and growing more powerful in concert.

SET RELICS IN THE CAMPAIGN

Set relics are more powerful than typical relic seeds, but they also make acquiring treasure more exciting. To balance things, ensure each character has access to a set relic suited to their abilities. Also, consider what it takes for characters to acquire this considerable power. Seeking the items or materials to craft them should lead to specific quests and challenges, or even whole adventures. Strongly consider adjusting treasure (as detailed on page 309 of *GM Core*) to account for these valuable items.

STARTING A SET RELIC

A character starts a set relic when they acquire one item from the set, usually the lowest-level item. (You can allow characters to start the set with a different item.) This starting item has a minor gift and two aspects, as with other relics. The set then works as a single relic regarding its aspects and relic level.

UTILIZING A SET RELIC

A user must carry or wear items comprising a set relic to gain their benefits as part of the set. Any item the set relic's wielder fails to wear or carry, as well as any item stowed in an extradimensional space, doesn't count toward the gifts and item-number features the set relic can grant. The character must also invest any item that has the invested trait, or that item doesn't count for the power of the set relic. Consequently, if a user loses an item that's part of the set relic, any benefits that item brought to the set relic disappear until the item is recovered, invested if necessary, and carried or worn again.

ADVANCING A SET RELIC

Each part of a set relic that a character collects further empowers the relic's gifts and provides additional features.

Gifts: A set relic grants you gifts based on the number of items properly utilized as part of the set relic, as well as a minimum level, which the wielder's level must equal or exceed. This progression matches that detailed on the Relic Gifts table on page 309 of *GM Core* in terms of number of gifts, minimum level, gift type, and gp equivalent. Each known set relic (see the sets presented below) shows a number before listing a gift. This number corresponds with the number of gifts on the Relic Gifts table, as well as the number of items in the set relic that must be properly utilized to access the indicated gift.

Collective Features: A set relic also grants its user features, boosting to the relic's gifts, based on the number of items properly utilized in the relic. Such features are cumulative. Once a character has four items from a set, for instance, that wielder gains the features for having two, three, and four items. Each known set relic lists the number of items and the feature linked with properly utilizing that number of items as part of the set relic.

Smaller Sets: For set relics that have fewer than five items, the relic can still permit the wielder to access gifts that are more powerful. One of the items in the set must be of or higher than the minimum level given for the gift on the Relic Gifts table for the relic to grant the gift. Meeting this requirement might involve the wielder improving an existing item to the appropriate level or finding a new item of a suitable level.

Improving Set Items: The items in a set relic need not remain static. They can be improved, according to rules for items of their type, with runes and to higher-level versions. If a set relic lists a specific advanced form of an item, you must possess that form of the item and properly utilize it to gain its benefits as part of the set relic.

KNOWN SET RELICS

Several set relics are known to exist. You can adjust them with items tailored to your players' characters or create custom sets, using the benefits described here as a guideline. Set relics in this section use aspects found in this book or in *GM Core*.

AGATHION RAIMENT

HOLY RELIC

Aspects beast and celestial

An *agathion raiment* aids its wearer in finding diplomatic solutions to conflicts when possible, fighting evil directly when it's not, and guiding others along the path to redemption. An agathion created five *agathion raiments* and granted them to champions of great valor millennia ago. Since then, virtuous souls of various skill sets have assembled *agathion raiments*. This set functions only for holy creatures.

Set Items: *Flask of fellowship*[SoM] (level 2), *envisioning aeon stone* (level 8), *messenger's ring* (level 9), *holy chain* (level 13), *headwrap of wisdom* (level 17)

Gifts: The set grants the following gifts.

- *1:* word of faith
- *2:* feral claws
- *3:* righteous call
- *4:* form of fury (usually canine or cat)
- *5:* angelic vessel

Collective Features: The set grants the following features.

- *Two Items:* Word of faith restores 1d10 Hit Points per relic level and reduces the target's frightened value by 2.
- *Three Items:* The claws you gain from feral claws gain the holy and magical traits and deal an additional 1d4 spirit damage.
- *Four Items:* You and your allies affected by righteous call deal 1d4 additional spirit damage with successful Strikes. This 1d4 is cumulative with that from your feral claws and damage from the *holy* rune effect you gain from righteous call.
- *Five Items:* In your form of fury, you have darkvision and gain 20 additional temporary Hit Points, but you have weakness 5 to unholy. You don't need to change your size to gain the benefits, other than reach, of a higher-rank battle form. Also, your unarmed attacks from this form have the *holy* weapon property rune.

ARCHMAGE'S REGALIA

RELIC

Aspects life and mind

Many wizards have enhanced their spellcasting capabilities with an *archmage's regalia*. Legend tells of such a relic set that belonged to the wizard-king Nex, with powers far beyond that of a typical relic. Although some believe Nex

took his regalia with him when he disappeared, several credible reports of items matching their descriptions have surfaced over the years. No one has yet managed to track down all five pieces, and it's possible some have been destroyed or otherwise lost.

Set Items: *Mage's hat* (level 3), *endless grimoire*[SoM] (level 6), *accolade robe* (level 10), *greater bands of force* (level 14), *greater staff of arcane might* (level 16)

Gifts: The set grants the following gifts.

- *1:* repository of knowledge
- *2:* bestow life
- *3:* psychic scream
- *4:* vitality siphon
- *5:* mental bastion

Collective Features: The set grants the following features.

- *Two Items:* The repository of knowledge gift grants you one additional Lore skill of the GM's choice. This skill advances as other skills from the gift do.
- *Three Items:* When you use your bestow life gift, if the animated object's level is no greater than your level – 4, you can make it a minion with the minion trait.
- *Four Items:* The psychic scream gift creates a 30-foot-radius burst.
- *Five Items:* Treat the outcomes of skill checks you roll to Identify Magic, Learn a Spell, and Recall Knowledge as one degree of success better.



ARCHMAGE'S REGALIA

DUELIST'S BLAZON

RELIC

Aspects emotion—pride (page 198) and luck (page 199)

A *duelist's blazon* set relic was once used by a legendary swordmaster, absorbing their verve, tenacity, and daring. Though each set contains the same items, they all have unique styles, from the elegant, rose-themed decor of the blazon of Taldan swashbuckler Miralla d'Asivran to the spiked sword and attire of Kuthonite maestro duelist Essinte Zaim. Duelists have been known to challenge one another over the set's components.

Set Items: *+1 rapier* (level 2), *fleet bravery baldric* (level 5; page 145), *winged sandals* (level 10), *invisible chain shirt*[SoM] (level 13), *mercurial mantle*[SoM] (level 18)

Gifts: The set grants the following gifts.

- *1:* dominant emotion
- *2:* whammy
- *3:* steal luck
- *4:* emotion conduit
- *5:* against all odds

Collective Features: The set grants the following features.

- *Two Items:* You can use dominant emotion at will.
- *Three Items:* You can use whammy one additional time per day, but a creature affected by it is temporarily immune for 24 hours.
- *Four Items:* When you use steal luck and get a success or critical success, you're quickened until the end of your next turn.
- *Five Items:* If dominant emotion or emotion conduit counteract an effect, the target gains a brief surge of luck in the form of a d20 they can add to another single d20 roll, taking the highest result. Until used, this die remains with the target until their next daily preparations, and the target can't gain another die from this effect until after that time. Using the die is a fortune effect.

INFILTRATION GARB

RELIC

Aspects death and shadow

Several notable assassins, thieves, and others who work from the shadows have used an *infiltration garb* over the centuries. The nature of these professions means that such sets are often

separated from their audacious users. Due to their association with subterfuge and assassins, sets of *infiltration garbs* have grim reputations. However, not all wielders use their powers maliciously. Notably, the faithful of Kelinahat, empyreal lord of spies, stealth, and intelligence gathering, view these relics as sacred tools in the fight against evil.

Set Items: *Masquerade scarf* (level 2), *obsidian goggles* (level 5), *greater clandestine cloak* (level 10), *greater boots of bounding* (level 14), *greater ring of maniacal devices*[PC2] (level 18)

Gifts: The set grants the following gifts.

- *1:* obscure
- *2:* death gaze
- *3:* dark roads
- *4:* tide of death
- *5:* grim specter

Collective Features: The set grants the following features.

- *Two Items:* The relic set grants you a +1 status bonus to Stealth checks you attempt in dim light.
- *Three Items:* You can use death gaze to deal vitality damage to undead.
- *Four Items:* You can use dark roads to teleport up to 60 feet.
- *Five Items:* When you use tide of death, you can target undead and yourself with vitality energy, restoring Hit Points to you (if vitality energy heals you) and damaging undead harmed by vitality energy.

MONK'S ATTIRE

RELIC

Aspects emotion—dedication (page 198) and life

According to tales, some of the first monks to assemble the austere *monk's attire* were servants of Irori. This deity is a symbol of devotion and self-discovery through one's understanding of body, mind, and soul. *Monk's attire* resonates with Irori's dedication, focusing on the highest gain from minimal acquisition, eschewing material objects. Legend holds Irori did so, and that some famous *monk's attire* sets include a scrap of Irori's original possessions. Other monastic orders have similar traditions of minimal personal effects, with an emphasis on spiritual focus, practicality, and self-defense.

Set Items: *Handwraps of mighty blows* (level 2), *+1 explorer's clothing* (level 5) or *bands of force* (level 8), *mala beads of foresight* (level 11, page 150) or *mask of uncanny breath* (level 11, page 150)

Gifts: The set grants the following gifts.

- *1:* overflowing life
- *2:* dominant emotion
- *3:* inextinguishable
- *3 (one 13th-level or higher item):* emotion conduit
- *3 (one 17th-level or higher item):* quickening emotion

Collective Features: The set grants the following features.

- *Two Items:* The item bonus from overflowing life equals the relic's level.
- *Three Items:* Any mental effect harmful to you triggers dominant emotion, which can counteract such effects.
- *Three Items (one 13th-level or higher item):* Treat the outcome of your recovery checks as one step better.
- *Three Items (one 17th-level or higher item):* If dominant emotion or emotion conduit counteract an effect, the target regains 5d10+5 Hit Points and gains a +2 status bonus to saving throws against mental effects for 10 minutes.

PHARASMA'S COMMAND

RELIC

Aspects life and time (page 200)

Pharasma's devoted followers vow to seek out and destroy undead wherever they can be found, a task made more urgent with the rise of Tar-Baphon. Though the Whispering Tyrant was prevented from taking over Golarion, his forces are still massing. Undead unaffiliated with the lich represent an unacceptable perversion of the cycle of life and death to Pharasmins, and permitting such creatures to exist is anathema to her. To aid her faithful in their sacred duty to send the dead where they belong, Pharasmin priests developed this item set. While using *Pharasma's command*, you must abide by her edicts and anathema or else the relic ceases to function for you until you atone. This set doesn't function for undead beings.

Set Items: *+1 dagger* (level 2), *symbol of conflict* (level 4), *wand of overflowing life*[PC2] (level 9), *devoted vestments* (level 11) or *greater cloister robe* (level 15, page 148), *true staff of healing* (level 16)

Gifts: The set grants the following gifts.

- *1:* healing wave
- *2:* sands of the hourglass
- *3:* inextinguishable
- *4:* temporal pulse
- *5:* life everlasting

Collective Features: The set grants the following features.

- *Two Items:* Healing wave increases to 1d6 per relic level.
- *Three Items:* You can use sands of the hourglass as a 30-foot line; each creature in the line must save against the effect.
- *Four Items:* Treat the outcome of your recovery checks as one step better.
- *Five Items:* When you use temporal pulse, each creature you slow takes 1d4 damage per relic level, and each creature you quicken regains 1d4 Hit Points per relic level. For living creatures, the damage is void, but it's vitality for undead.

SEER'S ARRAY

RELIC

Aspects mind and time

Diviners through the ages have employed a variety of tools to glimpse the future, but one who assembles five pieces of a *seer's array* gains strong second sight. *Seer's arrays* can be found across Golarion, from the caravans of Varisian harrowers to the scale diviners at the court of the Dragon King of Xa Hoi. A diviner who wears the array is bound to be sought after for counsel, and those who consult such farsighted individuals do well to heed any advice given.

Set Items: *Pendant of the occult* (level 3), *staff of the unblinking eye* (level 6), *lesser clarity goggles* (level 8; page 146),

clear quartz crystal ball (level 14), *amulet of the third eye* (level 17; page 102)

Gifts: The set grants the following gifts.

- *1:* recalculate
- *2:* borrow time
- *3:* time jump
- *4:* precognition
- *5:* time reversal

Collective Features: The set grants the following features.

- *Two Items:* The circumstance bonus from recalculate increases by 1.
- *Three Items:* Creatures become temporarily immune to the relic's borrow time gift for 1 hour.
- *Four Items:* You can use the relic's time jump once per hour. For each use after the first in a given day, you must attempt a flat check with a DC of 9 + the number of times you've used the gift that day. If you fail, you can still complete the time jump, but after that the gift is no longer available until you next complete your daily preparations. You can roll the flat check before using the gift and decide not to do so after seeing the roll. However, any failure applies to the next use of the gift that day, making your next use your last that day.
- *Five Items:* You can use the relic's precognition once per hour. Each use after the first requires a flat check like for time jump at four items, but this flat check affects your use of precognition.



PHARASMA'S COMMAND

Relic Seeds

The following items are relic seeds you can add to your game and modify as you see fit. They also serve as inspiration for relic seeds you might design. Relic seeds in this section use aspects found in this book or in *GM Core*.

FAN OF THE FOUR WINDS ITEM 4

UNIQUE AIR MAGICAL RELIC

Aspects air

Usage held in 1 hand; **Bulk** L

The *fan of the four winds* once belonged to a sage of Gozreh and was passed down as a sacred relic to those found worthy. No one has unlocked the fan's full powers, though many devout priests have used it to aid them in their travels. A worthy member of this order might receive the fan as a reward, as could a suitable helper of the clergy. The fan might also have been lost, allowing for a new wielder to find it. It has the following activation.

Activate ◆◆ (concentrate, manipulate) **Frequency** once per day; **Effect** You fan in a direction, and the fan casts *gust of wind*. If this casting is directed toward the sail of a vessel, it instead fills it with swirling air. The vessel gains a +10-foot circumstance bonus to its Speed for 8 hours.

Minor Gifts: feather steps, wind barrier

Major Gifts: lightning storm, propelling winds

Grand Gift: living storm

FORTUNE'S FAVOR ITEM 3

UNIQUE FORTUNE INVESTED MAGICAL RELIC

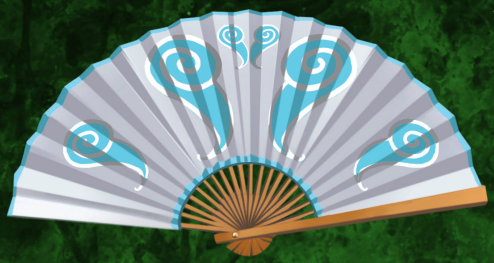
Aspects luck (page 199) and mind

Usage worn; **Bulk** –

Blessed by Nivi Rhombodazzle, this striking silver necklace is adorned with sparkling sapphires that draw the eye of any who see it. Over the years, this necklace has appeared in many paintings and illustrations, usually around the neck of a carefree and daring adventurer or a stylish rake gambling vast sums of coin. Finding this relic is always seen as a sign of great fortune to come, but when that luck runs out, the necklace is lost just as quickly. Wearing the relic, you quickly realize how distracting it can be, granting you a +1 item bonus on Deception checks made to Feint and on Games Lore checks made to gamble or determine the outcome of a game of chance.



PHISTOPHILUS FIDDLE



FAN OF THE FOUR WINDS



FORTUNE'S FAVOR

Treasure Vault

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GLOSSARY & INDEX

Minor Gifts: beginner's luck, whammy
Major Gifts: clean luck, perception filter
Grand Gift: against all odds

INVENTOR'S CHAIR ITEM 4

UNIQUE MAGICAL RELIC

Aspects artistry (page 198) and emotion—dedication (page 198)
Bulk 3

Initially crafted by a gifted inventor who no longer had the use of their legs, the *inventor's chair* counts as a traveler's chair. It's a marvel of engineering, utilizing clockwork mechanisms to maneuver about. The chair comes equipped with wheel blades. These simple weapons in the sword weapon group deal 1d4 slashing damage and have the agile, attached, and free-hand traits. You can etch weapon runes onto them. Portions of the chair's frame contain a sterling artisan's toolkit. The *inventor's chair* might be a family heirloom or a gift from someone who inherited it. It could instead sit unused in its inventor's abandoned estate, awaiting another user.

Minor Gifts: emotion surge, muse (Crafting)
Major Gifts: emotion conduit, enthralling
Grand Gift: artistic perfection (Crafting)

PHISTOPHILUS FIDDLE ITEM 3

UNIQUE MAGICAL RELIC

Aspects artistry (page 198) and fiend
Hands 2; **Bulk** 1

Made of pure gold with platinum strings, the *phistophilus fiddle* shouldn't be able to play a note—but play it does, so beautifully that it can move almost any audience. The fiddle was stolen from the contract devil who created it, and the cunning fiend still wants to reclaim the instrument. Fiendish misfortunes often befall its owners, allowing it to switch hands. The fiddle is a handheld virtuoso instrument.

Minor Gifts: little helper, muse (Performance)
Major Gifts: charming, fiendish bargain
Grand Gift: artistic perfection (Performance)

SLEUTH'S PIPE ITEM 3

UNIQUE MAGICAL RELIC

Aspects luck (page 199) and mind
Usage held in 1 hand; **Bulk** L

A famed detective once owned the long, curved *sleuth's pipe*, taking it with them on investigations, keeping it in hand or mouth while cogitating. The pipe might have passed down through generations. Or, when an owner dies without heirs, it could go up for auction, be given to family friends, or remain at the scene of a crime to be found later. The *sleuth's pipe* has sapience that eventually awakens, allowing the relic to act as a helpful assistant in investigations. Even while this sapience sleeps within the pipe, it grants you a +1 item bonus to Perception checks to Sense Motive, and if you're an investigator, any checks you make to Pursue a Lead.

Minor Gifts: beginner's luck, repository of knowledge
Major Gifts: intelligent relic, steal luck
Grand Gift: mental bastion

WATCH OF LOST AGES ITEM 3

UNIQUE MAGICAL RELIC

Aspects emotion—misery (page 198) and time (page 200)
Usage held in 1 hand; **Bulk** L

The origins of the *watch of lost ages*, a silver pocket watch, are enigmatic. Its construction matches no known culture, and its appearance shifts back and forth from battered and tarnished to shiny and new without cause or apparent reason. The watch exudes a sense of melancholy and loss, and anyone holding it is acutely aware of the impermanence of all things and the march of time, moving ever forward. This relic might show up in a mysterious ruin or spontaneously appear in a spellcaster's hand after they cast a time spell. The relic grants you a +1 item bonus to Recall Knowledge about historical subjects.

Minor Gifts: fervor, sands of the hourglass
Major Gifts: fervent spell, temporal pulse
Grand Gift: time reversal

TREASURE TABLES



You know what the worst part of this job is? Having to keep track of the inventory. Seriously, I have logbooks for my logbooks. Do you know how much treasure a dragon can acquire over the course of a thousand years? Like, SO MUCH! And dragons are terrible at keeping things organized. One day you've got all the new treasures neatly sorted and broken down into groups for dispersal into the vaults, then the boss has a bout of insomnia, and suddenly the stacks of neatly organized talismans and coins sorted by region and era are just dragon bedding piled in the middle of the floor.

—Purepurin

Alchemical Item Tables

The following tables include the names, item types, prices, and page references for the alchemical items included in this book.

1st-level Alchemical Consumables	Category	Price	Page
Bane ammunition, lesser	Ammunition	3 gp	42
Elemental ammunition, lesser	Ammunition	3 gp	42
Skunk bomb, lesser	Bomb	4 gp	45
Affliction suppressant, lesser	Elixir	2 gp	58
Bendy-arm mutagen, lesser	Elixir	3 gp	59
Deadweight mutagen, lesser	Elixir	3 gp	59
Energy mutagen, lesser	Elixir	4 gp	60
Numbing tonic, minor	Elixir	4 gp	60
Sanguine mutagen, lesser	Elixir	3 gp	60
Theatrical mutagen, lesser	Elixir	3 gp	61
Vaccine, minor	Elixir	4 gp	61
Animal repellent, minor	Other	3 gp	52
Journeybread[R]	Other	3 gp	49
Missive mint	Other	3 gp	49
Sparkler[R]	Other	4 sp	55
Spear frog poison	Poison	3 gp	71

1st-level Alchemical Permanent Items	Category	Price	Page
Alchemical gauntlet	Other	10 gp	62
Injection reservoir	Other	10 gp	63
Weapon siphon	Other	10 gp	65

2nd-level Alchemical Consumables	Category	Price	Page
Life shot, minor	Ammunition	5 gp	43
Ooze ammunition, lesser	Ammunition	7 gp	43
Soothing tonic, lesser	Elixir	7 gp	60
Cooperative waffles	Other	5 gp	47
Emetic paste, lesser	Other	5 gp	53
Mender's soup	Other	5 gp	49
Looter's lethargy[R]	Poison	6 gp	69

2nd-level Alchemical Permanent Items	Category	Price	Page
Alchemist's flamethrower[R]	Held	35 gp	63

3rd-level Alchemical Consumables	Category	Price	Page
Skunk bomb, moderate	Bomb	12 gp	45
Bendy-arm mutagen, moderate	Elixir	12 gp	59
Blood booster, lesser	Elixir	9 gp	59
Deadweight mutagen, moderate	Elixir	12 gp	59
Energy mutagen, moderate	Elixir	12 gp	60
Sanguine mutagen, moderate	Elixir	12 gp	60
Spiderfoot brew, lesser	Elixir	12 gp	61
Theatrical mutagen, moderate	Elixir	12 gp	61
Vaccine, lesser	Elixir	12 gp	61
Auric noodles	Other	10 gp	47
Camouflage dye, lesser	Other	10 gp	52
Colorful coating, blue	Other	8gp	52
Colorful coating, green	Other	10 gp	52
Colorful coating, indigo	Other	10 gp	52
Colorful coating, orange	Other	12 gp	52
Colorful coating, red	Other	10 gp	52
Colorful coating, yellow	Other	8 gp	52
Diplomat's charcuterie	Other	9 gp	47
Revealing mist, lesser	Other	9 gp	55
Sprite apple, golden	Other	10 gp	51
Tracker's stew	Other	10 gp	51
Witch's finger	Other	11 gp	51
Blue dragonfly poison[R]	Poison	7 gp	67
Violet venom[R]	Poison	12 gp	71

3rd-level Alchemical Permanent Items	Category	Price	Page
Splatrope extruder	Held	50 gp	65

4th-level Alchemical Consumables	Category	Price	Page
Fury cocktail, lesser	Elixir	15 gp	48
Animal repellent, lesser	Other	15 gp	52
Cinnamon seers	Other	14 gp	47
Colorful coating, violet	Other	15 gp	53
Ghost ampoule	Other	20 gp	56
Healing vapor, lesser	Other	20 gp	54
Journeybread, power[R]	Other	15 gp	49
Phantom roll	Other	13 gp	50
Sprite apple, pink	Other	16 gp	51

Brightshade	Poison	18 gp	67
Saboteur's friend	Poison	14 gp	50
Taster's folly	Poison	20 gp	71

4th-level Alchemical Permanent Items	Category	Price	Page
Alchemical chart, lesser	Other	100 gp	62
Dread helm	Other	100 gp	63

5th-level Alchemical Consumables	Category	Price	Page
Bane ammunition, moderate	Ammunition	25 gp	42
Blister ammunition, lesser	Ammunition	21 gp	42
Elemental ammunition, moderate	Ammunition	21 gp	42
Freeze ammunition	Ammunition	28 gp	42
Contagion metabolizer, lesser	Elixir	30 gp	59
Egg cream fizz	Elixir	27 gp	48
Numbing tonic, lesser	Elixir	30 gp	60
Soothing tonic, moderate	Elixir	28 gp	60
Stone body mutagen, lesser	Elixir	22 gp	61
Cooperative waffles, greater	Other	25 gp	47
Crackling bubble gum, lesser	Other	30 gp	47
Ginger chew	Other	28 gp	49
Hippogriff in a jar	Other	30 gp	56
Soothing powder, lesser	Other	30 gp	55
Sprite apple, chartreuse	Other	26 gp	51
Clown monarch	Poison	21 gp	68
Mustard powder	Poison	25 gp	70
Pucker pickle	Poison	30 gp	50

5th-level Alchemical Permanent Items	Category	Price	Page
Living leaf weave	Armor	160 gp	64
Ooze skin	Armor	150 gp	64
Remote trigger	Held	125 gp	65
Bomb coagulant alembic	Other	150 gp	63
Collar of the shifting spider	Other	133 gp	63
Poison concentrator, lesser	Other	160 gp	64
Magnetic shield	Shield	130 gp	64

6th-level Alchemical Consumables	Category	Price	Page
Life shot, lesser	Ammunition	50 gp	43
Ooze ammunition, moderate	Ammunition	42 gp	43
Affliction suppressant, moderate	Elixir	30 gp	58
Gearbinder oil, lesser	Other	45 gp	54
Implosion dust, lesser	Other	40 gp	54
Insight coffee, lesser	Elixir	40 gp	49
Scholar's drop	Other	40 gp	50
Sense-dulling hood, lesser	Other	40 gp	55
Silver crescent, lesser	Other	35 gp	51
Soothing toddy	Elixir	45 gp	51
Sprite apple, teal	Other	41 gp	51
Vaccine, moderate	Elixir	50 gp	61
Antipode oil	Poison	45 gp	67

7th-level Alchemical Consumables	Category	Price	Page
Warding element draught	Elixir	60 gp	51
Camouflage dye, greater	Other	60 gp	52
Owl screech egg	Other	60 gp	50
Revealing mist, greater	Other	60 gp	55
Smother shroud	Poison	60 gp	70
Stupor poison[R]	Poison	16 gp	71

7th-level Alchemical Permanent Items	Category	Price	Page
Powered full plate[R]	Armor	360 gp	64

8th-level Alchemical Consumables	Category	Price	Page
Animal repellent, moderate	Other	75 gp	52
Firefoot popcorn	Other	75 gp	48
Galvanic chew	Other	75 gp	48
Healing vapor, moderate	Other	100 gp	54
Octopus bottle[R]	Other	100 gp	57
Poison fizz, lesser	Other	80 gp	50
Curare	Poison	100 gp	68
Scarlet mist	Poison	80 gp	70
Warpwobble poison	Poison	90 gp	71

8th-level Alchemical Permanent Items	Category	Price	Page
Sun dazzler	Held	450 gp	65

9th-level Alchemical Consumables	Category	Price	Page
Arbor wine	Elixir	130 gp	47
Chromatic jellyfish oil, lesser	Elixir	120 gp	59
Numbing tonic, moderate	Elixir	150 gp	60
Spiderfoot brew, moderate	Elixir	150 gp	61
Bottled roc	Other	140 gp	56
Crackling bubble gum, moderate	Other	150 gp	47
Emetic paste, moderate	Other	120 gp	53
Careless delight	Poison	130 gp	67
Sightless tincture[R]	Poison	115 gp	70

10th-level Alchemical Consumables	Category	Price	Page
Life shot, moderate	Ammunition	200 gp	43
Affliction suppressant, greater	Elixir	140 gp	58
Soothing tonic, greater	Elixir	185 gp	60
Delve scale	Other	155 gp	47
Tyrant ampoule	Other	175 gp	57

10th-level Alchemical Permanent Items	Category	Price	Page
Bone dreadnought plate	Armor	1,000 gp	63
Poison concentrator, moderate	Other	960 gp	64

11th-level Alchemical Consumables	Category	Price	Page
Bane ammunition, greater	Ammunition	250 gp	42
Blister ammunition, moderate	Ammunition	210 gp	42
Elemental ammunition, greater	Ammunition	210 gp	42
Skunk bomb, greater	Bomb	240 gp	45
Bendy-arm mutagen, greater	Elixir	300 gp	59
Blood booster, moderate	Elixir	225 gp	59
Contagion metabolizer, moderate	Elixir	300 gp	59
Deadweight mutagen, greater	Elixir	300 gp	59
Energy mutagen, greater	Elixir	300 gp	60
Sanguine mutagen, greater	Elixir	300 gp	60
Theatrical mutagen, greater	Elixir	300 gp	61
Silver crescent, moderate	Other	235 gp	51

Soothing powder, greater	Other	210 gp	55
Whirlwind vial	Other	250 gp	57
Blisterwort	Poison	280 gp	67
Dancing lamentation	Poison	240 gp	68
Gnawbone toxin	Poison	235 gp	69
12th-level Alchemical Consumables	**Category**	**Price**	**Page**
Ooze ammunition, greater	Ammunition	350 gp	43
Boulder seed	Bomb	360 gp	44
Lodestone bomb	Bomb	400 gp	44
Shatterstone	Bomb	380 gp	44
Trueshape bomb	Bomb	375 gp	45
Arbor wine, aged	Elixir	350 gp	47
Fury cocktail, moderate	Elixir	360 gp	48
Insight coffee, moderate	Elixir	375 gp	49
Stone body mutagen, moderate	Elixir	300 gp	61
Vaccine, greater	Elixir	400 gp	61
Animal repellent, greater	Other	350 gp	52
Gearbinder oil, moderate	Other	390 gp	54
Healing vapor, greater	Other	400 gp	54
Implosion dust, moderate	Other	370 gp	54
Poison fizz, moderate	Other	350 gp	50
Sense-dulling hood, greater	Other	350 gp	55
Astringent venom	Poison	350 gp	67
Clubhead poison	Poison	340 gp	68
12th-level Alchemical Permanent Items	**Category**	**Price**	**Page**
Alchemical chart, moderate	Other	1,750 gp	62
13th-level Alchemical Consumables	**Category**	**Price**	**Page**
Rusting ammunition, moderate	Ammunition	600 gp	43
Numbing tonic, greater	Elixir	600 gp	60
Crackling bubble gum, greater	Other	450 gp	47
Worm vial[R]	Other	600 gp	57
Gorgon's breath[R]	Poison	475 gp	69
Pummel-growth toxin	Poison	550 gp	70
14th-level Alchemical Consumables	**Category**	**Price**	**Page**
Life shot, greater	Ammunition	750 gp	43
Affliction suppressant, major	Elixir	500 gp	58
Chromatic jellyfish oil, moderate	Elixir	800 gp	59
Emetic paste, greater	Other	700 gp	53
Execution powder	Poison	625 gp	68
Fraudslayer oil[R]	Poison	650 gp	69
Unending itch	Poison	700 gp	71
15th-level Alchemical Consumables	**Category**	**Price**	**Page**
Blightburn bomb[R]	Bomb	1,200 gp	44
Stone body mutagen, greater	Elixir	920 gp	61
Crackling bubble gum, major	Other	1,000 gp	47
Mukradi jar	Other	1,300 gp	56
Poison fizz, greater	Other	1,000 gp	50
Eldritch flare	Poison	1,100 gp	68
15th-level Alchemical Permanent Items	**Category**	**Price**	**Page**
Troll hide	Armor	6,000 gp	65
Poison concentrator, greater	Other	5,900 gp	64
16th-level Alchemical Consumables	**Category**	**Price**	**Page**
Blister ammunition, greater	Ammunition	1,400 gp	42
Life shot, major	Ammunition	1,500 gp	43
Numbing tonic, major	Elixir	1,400 gp	60
Animal repellent, major	Other	1,600 gp	52
Silver crescent, greater	Other	1,400 gp	50
17th-level Alchemical Consumables	**Category**	**Price**	**Page**
Skunk bomb, major	Bomb	2,400 gp	45
Bendy-arm mutagen, major	Elixir	3,000 gp	59
Deadweight mutagen, major	Elixir	3,000 gp	59
Energy mutagen, major	Elixir	3,000 gp	60
Sanguine mutagen, major	Elixir	3,000 gp	60
Soothing tonic, major	Elixir	2,700 gp	60
Spiderfoot brew, greater	Elixir	2,500 gp	61
Theatrical mutagen, major	Elixir	3,000 gp	61
Healing vapor, major	Other	3,000 gp	54
Breathtaking vapor[R]	Poison	3,000 gp	67
False hope	Poison	2,600 gp	68
18th-level Alchemical Consumables	**Category**	**Price**	**Page**
Ooze ammunition, major	Ammunition	3,250 gp	43
Rusting ammunition, greater	Ammunition	3,600 gp	43
Boulder seed, greater	Bomb	3,600 gp	44
Lodestone bomb, greater	Bomb	4,500 gp	44
Shatterstone, greater	Bomb	3,800 gp	44
Trueshape bomb, greater	Bomb	3,750 gp	45
Blood booster, greater	Elixir	3,400 gp	59
Fury cocktail, greater	Elixir	4,000 gp	48
Vaccine, major	Elixir	5,000 gp	61
Gearbinder oil, greater	Other	4,500 gp	54
Implosion dust, greater	Other	4,100 gp	54
Kraken bottle[R]	Other	5,000 gp	56
Choleric contagion	Poison	4,200 gp	67
18th-level Alchemical Permanent Items	**Category**	**Price**	**Page**
Alchemical chart, greater	Other	19,000 gp	62
19th-level Alchemical Consumables	**Category**	**Price**	**Page**
Chromatic jellyfish oil, greater	Elixir	5,200 gp	59
Contagion metabolizer, greater	Elixir	8,000 gp	59
Insight coffee, greater	Elixir	7,500 gp	49
Numbing tonic, true	Elixir	8,000 gp	60
Pale fade	Poison	6,000 gp	70
19th-level Alchemical Permanent Items	**Category**	**Price**	**Page**
Poison concentrator, major	Other	31,000 gp	64
20th-level Alchemical Consumables	**Category**	**Price**	**Page**
Life shot, true	Ammunition	9,000 gp	43
Blightburn bomb, greater[R]	Bomb	12,000 gp	44
Achaekek's kiss[R]	Poison	13,000 gp	66
Nightmare salt[R]	Poison	14,000 gp	70

Magic Item Tables

The following tables include the names, item types, prices, and page references for the magical items included in this book.

Level 0 Permanent Items	Category	Price	Page
Storage	Adjustment	1 gp	11
Basic companion chair	Assistive	4 sp	106
Basic face mask	Assistive	3 sp	107
Voicebox	Assistive	5 sp	109
1st-level Consumables	**Category**	**Price**	**Page**
Merciful balm	Oil	3 gp	86
1st-level Permanent Items	**Category**	**Price**	**Page**
Armor latches	Adjustment	4 gp	11
Weapon harness[R]	Adjustment	6 gp	11
Guide harness	Assistive	5 gp	106
Magical prosthetic eye	Assistive	5 gp	107
Olfactory stimulators	Assistive	5 gp	106
Traveling companion's chair	Assistive	4 gp	106
Eye slash	Tattoo	20 gp	120
Memoir map	Tattoo	13 gp	120
Mortal chronicle	Tattoo	10 gp	121
Navigator's star	Tattoo	18 gp	121
Candlecap	Worn	12 gp	151
Ring of discretion	Worn	15 gp	154
2nd-level Consumables	**Category**	**Price**	**Page**
Anticorrosion oil	Oil	6 gp	86
Oil of skating	Oil	5 gp	87
Moonlit spellgun, minor	Other	7 gp	97
2nd-level Permanent Items	**Category**	**Price**	**Page**
Apparition gloves	Assistive	25 gp	109
Empathy charm[R]	Assistive	35 gp	106
Handkerchief of disagreeable disguise[R]	Cursed item		191
Luckless dice[R]	Cursed item		192
Legerdemain handkerchief	Held	25 gp	115
Ancestral geometry[R]	Tattoo	30 gp	119
Bewitching bloom, lilac	Tattoo	25 gp	119
Frostwalker pattern	Tattoo	30 gp	120
Triangular teeth	Tattoo	33 gp	122
Goz mask	Worn	30 gp	154
Skittering mask	Worn	30 gp	155
3rd-level Consumables	**Category**	**Price**	**Page**
Ranging shot	Ammunition	9 gp	82
Bane oil[R]	Oil	12 gp	86
Burial oil[R]	Oil	10 gp	86
Life-boosting oil, lesser[R]	Oil	12 gp	86
Oil of ownership, lesser	Oil	8 gp	86
Serpent oil, lesser	Oil	8 gp	87
Deadlock mint	Other	11 gp	74
Demolition fulu, lesser	Other	12 gp	76
Neophyte's fipple	Other	8 gp	97
Seventh prism, triangular	Other	10 gp	75
Stumbling fulu	Other	10 gp	79
Torrent spellgun, lesser	Other	12 gp	98
3rd-level Permanent Items	**Category**	**Price**	**Page**
Confabulator[R]	Assistive	55 gp	109
Extendable tail	Assistive	10 gp	108
Gaffe glasses[R]	Cursed item		191
Heckling tools[R]	Cursed item		192
Sluggish bracelet[R]	Cursed item		193
Battle medic's baton	Held	60 gp	114
Authorized	Rune	50 gp	32
Menacing	Rune	50 gp	144
Preserving	Rune	45 gp	144
Sapling shield, minor	Shield	57 gp	22
Jolt coil	Spellheart	60 gp	126
Rime crystal	Spellheart	55 gp	128
Staff of air	Staff	60 gp	134
Staff of earth	Staff	60 gp	135
Staff of water	Staff	60 gp	135
Bewitching bloom, cherry blossom	Tattoo	50 gp	119
One hundred victories	Tattoo	60 gp	121
Unbreakable heart	Tattoo	60 gp	122
Unifying emblem, Lyrune-Quah	Tattoo	60 gp	123
Unifying emblem, Shadde-Quah	Tattoo	60 gp	123
Unifying emblem, Shriikirri-Quah	Tattoo	60 gp	123
Unifying emblem, Shundar-Quah	Tattoo	60 gp	123
Unifying emblem, Sklar-Quah	Tattoo	60 gp	123
Unifying emblem, Skoan-Quah	Tattoo	60 gp	123
Unifying emblem, Tamiir-Quah	Tattoo	60 gp	123
Ghoul stiletto	Weapon	60 gp	36
Armory bracelet, minor	Worn	50 gp	153
Everyneed pack[R]	Worn	20 gp	145
Skinsaw mask[R]	Worn	50 gp	155
Thrower's bandolier	Worn	60 gp	146
4th-level Consumables	**Category**	**Price**	**Page**
Explosive missive	Missive	13 gp	84
Glimmering missive	Missive	20 gp	85
Messenger missive	Missive	18 gp	85
Potion patch, lesser	Other	20 gp	97
Sentry fulu	Other	15 gp	78
Sure-step potion	Potion	17 gp	91
Mortalis coin	Talisman	20 gp	94
4th-level Permanent Items	**Category**	**Price**	**Page**
Tremorsensors[R]	Assistive	100 gp	109
Wand cane	Assistive	100 gp	107
Draxie's recipe book	Grimoire	90 gp	112
Jug of fond remembrance	Held	75 gp	115
Sextant of the night	Held	95 gp	116
Inquisitive quill[R]	Intelligent item		194
Merciful	Rune	70 gp	33
Bagpipes of turmoil	Staff	90 gp	136
Composer staff	Staff	80 gp	131
Drums of war	Staff	90 gp	136
Entertainer's lute	Staff	90 gp	136
Pipes of compulsion[R]	Staff	90 gp	137
Seer's flute[R]	Staff	90 gp	137
Trickster's mandolin	Staff	90 gp	137
Bewitching bloom, red rose	Tattoo	90 gp	119
Bewitching bloom, white poppy	Tattoo	80 gp	119
Eye slash, greater	Tattoo	100 gp	120
Faith tattoo	Tattoo	80 gp	120
Reading glyphs	Tattoo	90 gp	121
Wildwood ink	Tattoo	80 gp	123
Wand of crushing leaps	Wand	80 gp	139

Wand of legerdemain, 1st	Wand	100 gp	140
Wand of mental purification, 1st	Wand	110 gp	140
Wand of mercy, 1st	Wand	75 gp	141
Wand of pernicious poison, 1st	Wand	100 gp	141
Wand of reaching, 1st	Wand	100 gp	141
Wand of shrouded step	Wand	80 gp	142
Wand of the pampered pet	Wand	75 gp	143
Hunter's arrowhead[R]	Worn	80 gp	153
Mask of mercy	Worn	100 gp	154
Rhinoceros mask[R]	Worn	90 gp	155
Shapespeak mask	Worn	80 gp	155
5th-level Consumables	**Category**	**Price**	**Page**
Bola shot	Ammunition	25 gp	80
Depth charge I	Ammunition	25 gp	81
Imp shot	Ammunition	24 gp	82
Weapon shot, lesser	Ammunition	20 gp	83
Heartening missive, butterfly	Missive	25 gp	85
Stage fright missive	Missive	22 gp	85
Serpent oil, moderate	Oil	24 gp	87
Wounding oil	Oil	45 gp	87
Discord fulu	Other	22 gp	77
Euphoric loop	Other	30 gp	74
Familiar morsel	Other	30 gp	96
Ghostcracker	Other	25 gp	74
Gravemist taper	Other	25 gp	74
Moonlit spellgun, lesser	Other	30 gp	97
Nightpitch	Other	60 gp	75
Poracha fulu[R]	Other	30 gp	78
Sparking spellgun, lesser	Other	30 gp	98
Spiritual warhorn, lesser	Other	30 gp	98
Thousand-pains fulu, stone	Other	30 gp	79
Copper penny	Talisman	30 gp	92
5th-level Permanent Items	**Category**	**Price**	**Page**
Aether appendage[R]	Assistive	160 gp	108
Bloodhound olfactory stimulators	Assistive	136 gp	106
Spring heel	Assistive	150 gp	108
Spyglass eye	Assistive	160 gp	108
Crushing coils[R]	Cursed item		191
Shrieking key[R]	Cursed item		192
Spurned lute[R]	Cursed item		193
Corrosive engravings	Grimoire	140 gp	111
Tome of restorative cleansing, lesser	Grimoire	130 gp	113
Wind at your back	Held	130 gp	117
Toolkit of bronze whispers[R]	Intelligent item		197
Assisting	Rune	125 gp	12
Earthbinding	Rune	125 gp	33
Pacifying	Rune	150 gp	33
Helmsman's recourse	Shield	150 gp	22
Beastmaster's sigil	Spellheart	160 gp	124
Resonating fork	Spellheart	140 gp	128
Boozy bottle	Tattoo	140 gp	119
Homeward swallow[R]	Tattoo	150 gp	120
Wand of contagious frailty	Wand	160 gp	139
Alicorn lance[R]	Weapon	150 gp	36
Scizore of the crab	Weapon	150 gp	36
Solar shellflower[R]	Weapon	160 gp	39
Thundercrasher[R]	Weapon	155 gp	39
Armory bracelet, lesser	Worn	150 gp	153
Bravery baldric, fleet	Worn	150 gp	145
Corpseward pendant[R]	Worn	150 gp	153
Mirror goggles, lesser	Worn	135 gp	147
Tactician's helm	Worn	160 gp	152
Till mask[R]	Worn	130 gp	155
6th-level Consumables	**Category**	**Price**	**Page**
Conduit shot, lesser	Ammunition	50 gp	80
Fate shot	Ammunition	50 gp	81
Heartening missive, bull	Missive	50 gp	85
Heartening missive, rabbit	Missive	50 gp	85
Heartening missive, turtle	Missive	50 gp	85
Oil of swiftness[R]	Oil	50 gp	87
Inventor's fulu	Other	50 gp	78
Wind ocarina	Other	50 gp	99
Eidetic potion	Potion	40 gp	89
Tentacle potion, lesser	Potion	33 gp	91
Snarling badger, lesser	Talisman	50 gp	95
6th-level Permanent Items	**Category**	**Price**	**Page**
Devil's bargain[R]	Armor	250 gp	15
Trollhound vest[R]	Armor	230 gp	19
Falconsight eye[R]	Assistive	200 gp	108
Architect's pattern book[R]	Grimoire	240 gp	110
Courtier's pillow book	Grimoire	250 gp	112
Undertaker's manifest	Grimoire	200 gp	113
Majordomo torc[R]	Intelligent item		195
Pathfinder's mentor[R]	Intelligent item		196
Aim-aiding	Rune	225 gp	12
Quenching	Rune	250 gp	13
Swallow-spike	Rune	200 gp	13
Trackless	Rune	225 gp	145
Sapling shield, lesser	Shield	240 gp	22
Phantasmal doorknob	Spellheart	215 gp	127
Accursed staff	Staff	250 gp	130
Guardian staff	Staff	250 gp	132
Librarian staff	Staff	225 gp	133
Lyrakien staff	Staff	225 gp	133
Bewitching bloom, magnolia	Tattoo	220 gp	119
Tooth and claw tattoo	Tattoo	250 gp	122
Wand of choking mist, 2nd	Wand	250 gp	138
Wand of hawthorn, 2nd	Wand	250 gp	140
Wand of hybrid form, 2nd[R]	Wand	200 gp	140
Wand of legerdemain, 2nd	Wand	250 gp	140
Wand of mental purification, 2nd	Wand	250 gp	140
Wand of mercy, 2nd	Wand	200 gp	141
Wand of noisome acid, 2nd	Wand	250 gp	141
Wand of reaching, 2nd	Wand	250 gp	141
Wand of rolling flames, 2nd	Wand	250 gp	142
Wand of shattering images	Wand	250 gp	142
Wand of teeming ghosts, 2nd[R]	Wand	250 gp	142
Dragonscale bo staff	Weapon	240 gp	36
Windlass bolas	Weapon	200 gp	34
Bellflower toolbelt[R]	Worn	220 gp	145
Cassisian helmet	Worn	225 gp	151
Crown of the companion[R]	Worn	250 gp	151
Druid's crown	Worn	220 gp	151
Goz mask, greater	Worn	240 gp	154
Herd mask[R]	Worn	210 gp	154
Spiritsight ring[R]	Worn	225 gp	154

Sure-step crampons	Worn	210 gp	146
Vaultbreaker's harness	Worn	230 gp	145
7th-level Consumables	**Category**	**Price**	**Page**
Black tendril shot, lesser	Ammunition	60 gp	80
Depth charge II	Ammunition	55 gp	81
Lightning rod shot	Ammunition	60 gp	82
Magnetic shot, lesser	Ammunition	60 gp	82
Energy toxin bottle[R]	Cursed item		191
Messenger missive, multiple	Missive	60 gp	85
Red-handed missive	Missive	60 gp	85
Life-boosting oil, moderate[R]	Oil	70 gp	86
Oil of ownership, moderate	Oil	55 gp	86
Serpent oil, greater	Oil	56 gp	87
Weapon-weird oil	Oil	55 gp	87
Dragon breath scale	Other	55 gp	74
Dragonfly fulu	Other	60 gp	77
Energizing treat	Other	70 gp	96
Escape fulu	Other	70 gp	77
Seventh prism, pentagonal	Other	52 gp	75
Torrent spellgun, moderate	Other	70 gp	98
Empath's cordial	Potion	65 gp	89
Fey dragonet liqueur, lesser[R]	Potion	70 gp	89
Hovering potion	Potion	55 gp	90
Emergency eye	Talisman	60 gp	93
Ensnaring disk	Talisman	70 gp	93
Grudgestone	Talisman	70 gp	94
7th-level Permanent Items	**Category**	**Price**	**Page**
Arachnid harness	Armor	360 gp	14
Blade byrnie	Armor	360 gp	15
Wolfjaw armor	Armor	355 gp	19
Verdant branch	Assistive	360 gp	108
Bellicose dagger[R]	Cursed item		190
Handkerchief of disagreeable disguise, greater[R]	Cursed item		191
Ring of ravenousness[R]	Cursed item		192
Vaporous pipe	Held	340 gp	116
Flurrying	Rune	360 gp	33
Helmsman's recourse, greater	Shield	625 gp	22
Beastmaster's sigil, greater	Spellheart	360 gp	124
Enigma mirror	Spellheart	325 gp	125
Resonating fork, greater	Spellheart	340 gp	128
Warding statuette	Spellheart	325 gp	129
Beast staff	Staff	340 gp	130
Spellstriker staff	Staff	360 gp	134
Spy staff[R]	Staff	340 gp	134
Zombie staff	Staff	330 gp	135
Bewitching bloom, bellflower	Tattoo	350 gp	119
Alghollthu whip[R]	Weapon	350 gp	35
Bravery baldric, healthful	Worn	350 gp	145
Ethersight ring[R]	Worn	325 gp	153
Everyneed pack, greater[R]	Worn	100 gp	145
Fearless sash	Worn	325 gp	146
8th-level Consumables	**Category**	**Price**	**Page**
Sighting shot	Ammunition	72 gp	82
Ghost courier fulu	Other	100 gp	77
Ghost delivery fulu	Other	100 gp	77
Potion patch, moderate	Other	100 gp	97
Thousand-pains fulu, blade	Other	90 gp	79
Cayden's brew	Potion	80 gp	88
Quenching potion	Potion	85 gp	90
Roaring potion, lesser	Potion	90 gp	90
Chain of stars	Talisman	100 gp	92
8th-level Permanent Items	**Category**	**Price**	**Page**
Rusting carapace[R]	Armor	476 gp	19
Wasp guard	Armor	487 gp	19
Bootstrap respirator[R]	Assistive	450 gp	107
Chair of inventions	Assistive	875 gp	109
Gossip's eye	Assistive	30 gp	108
Book of warding prayers	Grimoire	425 gp	111
Harrow spellcards[R]	Grimoire	425 gp	112
Tome of scintillating sleet	Grimoire	430 gp	113
Fortune's coin	Held	450 gp	114
Horrid figurine	Held	450 gp	115
Bleachguard doll[R]	Intelligent item		194
Gliding	Rune	450 gp	12
Preserving, greater	Rune	450 gp	144
Brightbloom posy	Spellheart	450 gp	125
Desolation locket	Spellheart	470 gp	125
Jolt coil, greater	Spellheart	475 gp	126
Lightweave scarf	Spellheart	500 gp	127
Rime crystal, greater	Spellheart	425 gp	128
Bagpipes of turmoil, greater	Staff	460 gp	136
Boreal staff	Staff	500 gp	131
Composer staff, greater	Staff	480 gp	131
Drums of war, greater	Staff	460 gp	136
Entertainer's lute, greater	Staff	460 gp	136
Pipes of compulsion, greater[R]	Staff	460 gp	137
Seer's flute, greater[R]	Staff	460 gp	137
Staff of air, greater	Staff	450 gp	134
Staff of earth, greater	Staff	450 gp	135
Staff of water, greater	Staff	450 gp	135
Trickster's mandolin, greater	Staff	460 gp	137
Faith tattoo, greater	Tattoo	425 gp	120
Staring skull	Tattoo	550 gp	122
Tooth and claw tattoo, greater	Tattoo	500 gp	122
Wand of dazzling rays, 3rd	Wand	500 gp	139
Wand of dumbfounding doom, 3rd	Wand	500 gp	139
Wand of hybrid form, 3rd[R]	Wand	450 gp	140
Wand of legerdemain, 3rd	Wand	500 gp	140
Wand of mental purification, 3rd	Wand	500 gp	140
Wand of mercy, 3rd	Wand	425 gp	141
Wand of paralytic shock, 3rd	Wand	500 gp	141
Wand of reaching, 3rd	Wand	500 gp	141
Wand of rolling flames, 3rd	Wand	500 gp	142
Wand of teeming ghosts, 3rd[R]	Wand	500 gp	142
Mindlance[R]	Weapon	500 gp	39
Vampire-fang morningstar	Weapon	500 gp	38
Vine whip	Weapon	500 gp	38
Armory bracelet, moderate	Worn	450 gp	153
Clarity goggles, lesser	Worn	425 gp	146
Mask of the cursed eye[R]	Worn	475 gp	155
Rhinoceros mask, greater[R]	Worn	425 gp	155
Skittering mask, greater	Worn	500 gp	155
Swarmeater's clasp	Worn	460 gp	154
9th-level Consumables	**Category**	**Price**	**Page**
Bewildering spellgun	Other	140 gp	96

Deadlock mint, greater	Other	110 gp	74
Moonlit spellgun, moderate	Other	150 gp	97
Mourner's dawnlight fulu[R]	Other	120 gp	78
Sparking spellgun, moderate	Other	150 gp	98
Spiritual warhorn, moderate	Other	150 gp	98
Watchful portrait	Other	125 gp	98
Rebirth potion[R]	Potion	150 gp	90
Amnemonic charm[R]	Talisman	140 gp	92
Wooden nickel	Talisman	130 gp	95
9th-level Permanent Items	**Category**	**Price**	**Page**
Arachnid harness, greater	Armor	700 gp	14
Dragon turtle plate	Armor	700 gp	15
Library robes	Armor	700 gp	15
Thrasher tail[R]	Assistive	620 gp	109
Linguist's dictionary	Grimoire	650 gp	112
Tome of restorative cleansing, moderate	Grimoire	600 gp	113
Anchor of aquatic exploration[R]	Held	690 gp	114
Violin of the waves[R]	Held	700 gp	116
Wrestler's armbands[R]	Intelligent item		197
Advancing	Rune	625 gp	12
Coating	Rune	700 gp	32
Pontoon	Rune	650 gp	144
Portable	Rune	660 gp	13
Swarming	Rune	700 gp	33
Sanguine klar	Shield	650 gp	22
Sapling shield, moderate	Shield	680 gp	22
Turnabout shield	Shield	600 gp	23
Warding escutcheon	Shield	625 gp	23
Beastmaster's sigil, major	Spellheart	700 gp	124
Sanguine fang	Spellheart	650 gp	128
Saurian spike	Spellheart	700 gp	128
Vigilant eye	Spellheart	650 gp	129
Bewitching bloom, lotus	Tattoo	600 gp	119
Bound guardian[R]	Tattoo	675 gp	120
Eye slash, major	Tattoo	700 gp	120
Nemesis name	Tattoo	650 gp	121
Soaring wings	Tattoo	750 gp	121
Tradecraft tattoo	Tattoo	700 gp	122
Wyrm on the wing	Tattoo	700 gp	123
Reaper's crescent[R]	Weapon	575 gp	35
Bravery baldric, haste	Worn	700 gp	145
Cloister robe, lesser	Worn	600 gp	148
Submersible helm	Worn	660 gp	152
Till mask, greater[R]	Worn	600 gp	155
Thunderblast slippers	Worn	650 gp	151
10th-level Consumables	**Category**	**Price**	**Page**
Conduit shot, moderate	Ammunition	200 gp	80
Depth charge III	Ammunition	165 gp	81
Weapon shot, moderate	Ammunition	200 gp	83
Nevercold	Other	180 gp	75
Immovable potion	Potion	160 gp	90
Tentacle potion, moderate	Potion	155 gp	91
Ruby capacitor	Talisman	180 gp	95
10th-level Permanent Items	**Category**	**Price**	**Page**
Smoldering armor[R]	Armor	975 gp	19
Batsbreath cane	Assistive	950 gp	107
Standard of the primeval howl	Held	900 gp	116
Voice from the grave[R]	Held	1,700 gp	117
Magnetizing	Rune	900 gp	13
Menacing, greater	Rune	900 gp	144
Quenching, greater	Rune	1,000 gp	13
Trackless, greater	Rune	900 gp	145
Enigma mirror, greater	Spellheart	950 gp	125
Judgment thurible	Spellheart	975 gp	126
Jyoti's feather	Spellheart	960 gp	126
Phantasmal doorknob, greater	Spellheart	900 gp	127
Accursed staff, greater	Staff	900 gp	130
Guardian staff, greater	Staff	900 gp	132
Lyrakien staff, greater	Staff	920 gp	133
Sun sight	Tattoo	850 gp	122
Tooth and claw tattoo, major	Tattoo	1,000 gp	122
Wildwood ink, greater	Tattoo	900 gp	123
Wand of choking mist, 4th	Wand	1,000 gp	138
Wand of chromatic burst, 4th	Wand	1,000 gp	138
Wand of dazzling rays, 4th	Wand	1,000 gp	139
Wand of dumbfounding doom, 4th	Wand	1,000 gp	139
Wand of hawthorn, 4th	Wand	1,000 gp	140
Wand of hybrid form, 4th[R]	Wand	850 gp	140
Wand of legerdemain, 4th	Wand	1,000 gp	140
Wand of mental purification, 4th	Wand	1,400 gp	140
Wand of mercy, 4th	Wand	850 gp	141
Wand of noisome acid, 4th	Wand	1,000 gp	141
Wand of reaching, 4th	Wand	1,000 gp	141
Wand of rolling flames, 4th	Wand	1,000 gp	142
Wand of teeming ghosts, 4th[R]	Wand	1,000 gp	142
Wand of tormented slumber	Wand	1,000 gp	143
Grounding spike[R]	Weapon	950 gp	34
Polarizing mace[R]	Weapon	950 gp	34
Instinct crown	Worn	900 gp	152
11th-level Consumables	**Category**	**Price**	**Page**
Mindlock shot	Ammunition	250 gp	82
Captivating score	Missive	250 gp	84
Burial oil, greater[R]	Oil	250 gp	86
Fundamental oil[R]	Oil	220 gp	86
Life-boosting oil, greater[R]	Oil	300 gp	86
Oil of ownership, greater	Oil	210 gp	86
Serpent oil, major	Oil	225 gp	87
Anathema fulu	Other	250 gp	76
Demolition fulu, moderate	Other	275 gp	76
Elder seed[R]	Other		187
Talespinner's lyre[R]	Other	235 gp	98
Thousand-pains fulu, needle	Other	270 gp	79
Torrent spellgun, greater	Other	275 gp	98
Enigma-sight potion	Potion	250 gp	89
Blending brooch	Talisman	275 gp	92
Reverberating stone	Talisman	275 gp	94
11th-level Permanent Items	**Category**	**Price**	**Page**
Corruption cassock[R]	Cursed item		190
Amazing pop-up book[R]	Grimoire	1,250 gp	110
Dawnflower beads[R]	Intelligent item		194
Kindled tome[R]	Intelligent item		195
Clockwork shield	Shield	1,300 gp	22
Helmsman's recourse, major	Shield	2,650 gp	22
Brightbloom posy, greater	Spellheart	1,300 gp	125
Saurian spike, greater	Spellheart	1,400 gp	128
Vigilant eye, greater	Spellheart	1,250 gp	129

Beast staff, greater	Staff	1,400 gp	130
Spellstriker staff, greater	Staff	1,400 gp	134
Spy staff, greater[R]	Staff	1,175 gp	134
Zombie staff, greater	Staff	1,200 gp	135
Bewitching bloom, purple iris	Tattoo	1,200 gp	119
Wand of refracting rays, 4th[R]	Wand	1,400 gp	142
Dezullon fountain	Weapon	1,300 gp	36
Rime foil[R]	Weapon	1,400 gp	34
Shattered plan[R]	Weapon	1,400 gp	35
Accompaniment cloak	Worn	1,300 gp	147
Alchemist's haversack	Worn	1,400 gp	145
Armory bracelet, greater	Worn	1,350 gp	153
Bracers of devotion	Worn	1,400 gp	148
Bravery baldric, flight	Worn	1,250 gp	145
Bravery baldric, greater healthful	Worn	1,300 gp	145
Bravery baldric, mountain resilience	Worn	1,400 gp	145
Dragon rune bracelet	Worn	1,400 gp	148
Eidolon cape	Worn	1,400 gp	148
Hexing jar	Worn	1,200 gp	148
Mala beads of foresight	Worn	1,300 gp	150
Mask of uncanny breath	Worn	1,200 gp	150
Master magus ring	Worn	1,250 gp	150
Mind's light circlet	Worn	1,200 gp	150
Mirror goggles, moderate	Worn	1,200 gp	147
Oracular crown	Worn	1,200 gp	151
Warden's signet	Worn	1,250 gp	151
12th-level Consumables	**Category**	**Price**	**Page**
Black tendril shot, moderate	Ammunition	360 gp	80
Depth charge IV	Ammunition	330 gp	81
Dimension shot	Ammunition	360 gp	81
Magnetic shot, moderate	Ammunition	360 gp	82
Weapon shot, greater	Ammunition	400 gp	83
Miraculous paintbrush[R]	Other	325 gp	97
Elysian dew[R]	Potion	375 gp	89
Fey dragonet liqueur[R]	Potion	400 gp	89
Captivating bauble	Talisman	350 gp	92
Dragonscale cameo	Talisman	400 gp	93
Snarling badger, moderate	Talisman	400 gp	95
12th-level Permanent Items	**Category**	**Price**	**Page**
Autumn's embrace	Armor	2,000 gp	14
Bastion of the Inheritor[R]	Armor	1,750 gp	14
Library robes, greater	Armor	2,000 gp	15
Reef heart	Armor	2,000 gp	18
Linguist's dictionary, greater	Grimoire	1,750 gp	112
Spell duelist's siphon	Grimoire	1,750 gp	113
Bring me near[R]	Held	1,800 gp	114
Ghost lantern	Held	1,850 gp	115
Arboreal staff[R]	Intelligent item		193
Phantom piano[R]	Intelligent item		196
Immovable[R]	Rune	1,800 gp	12
Swallow-spike, greater	Rune	1,750 gp	13
Sapling shield, greater	Shield	1,820 gp	22
Ghostcaller's planchette	Spellheart	1,750 gp	125
Jolt coil, major	Spellheart	1,750 gp	126
Resonating fork, major	Spellheart	1,800 gp	128
Sanguine fang, greater	Spellheart	1,750 gp	128
Wyrm spindle	Spellheart	1,000 gp	129
Bagpipes of turmoil, major	Staff	1,900 gp	136
Boreal staff, greater	Staff	2,750 gp	131
Composer staff, major	Staff	1,800 gp	131
Drums of war, major	Staff	1,900 gp	136
Entertainer's lute, major	Staff	1,900 gp	136
Gambler's staff[R]	Staff	2,000 gp	132
Librarian staff, greater	Staff	1,750 gp	133
Pipes of compulsion, major[R]	Staff	1,900 gp	137
Pirate staff	Staff	2,000 gp	133
Seer's flute, major[R]	Staff	1,900 gp	137
Socialite staff	Staff	1,900 gp	134
Staff of air, major	Staff	1,800 gp	134
Staff of earth, major	Staff	1,800 gp	135
Staff of water, major	Staff	1,800 gp	135
Trickster's mandolin, major	Staff	1,900 gp	137
Faith tattoo, major	Tattoo	1,700 gp	120
Wand of dazzling rays, 5th	Wand	2,000 gp	139
Wand of dumbfounding doom, 5th	Wand	2,000 gp	139
Wand of hybrid form, 5th[R]	Wand	1,750 gp	140
Wand of legerdemain, 5th	Wand	2,000 gp	140
Wand of mental purification, 5th	Wand	3,000 gp	140
Wand of mercy, 5th	Wand	1,650 gp	141
Wand of reaching, 5th	Wand	2,000 gp	141
Wand of rolling flames, 5th	Wand	2,000 gp	142
Wand of teeming ghosts, 5th[R]	Wand	2,000 gp	142
Wand of traitorous thoughts[R]	Wand	2,000 gp	143
Bloodline robe	Worn	2,000 gp	147
Cloister robe, moderate	Worn	1,800 gp	148
Goz mask, major	Worn	1,900 gp	154
Spectacles of inquiry	Worn	1,750 gp	147
13th-level Consumables	**Category**	**Price**	**Page**
Euphoric loop, greater	Other	450 gp	74
Kaiju fulu[R]	Other	500 gp	78
Moonlit spellgun, greater	Other	600 gp	97
Potion patch, greater	Other	600 gp	97
Reaper's spellgun	Other	600 gp	97
Sparking spellgun, greater	Other	600 gp	98
Spiritual warhorn, greater	Other	600 gp	98
Void fragment[R]	Other		189
Whelming scrimshaw	Other	500 gp	99
Cayden's brew, double	Potion	480 gp	88
Roaring potion, moderate	Potion	550 gp	90
Rovagug's mud	Potion	600 gp	90
False death vial[R]	Talisman	600 gp	93
Reflecting shard[R]	Talisman	500 gp	94
13th-level Permanent Items	**Category**	**Price**	**Page**
Blade byrnie, greater	Armor	3,000 gp	15
Energizing lattice	Armor	3,000 gp	15
Bower fruit[R]	Cursed item		190
Faerie queen's bower[R]	Intelligent item		194
Energy adaptive	Rune	2,600 gp	12
Spellward	Rune	3,000 gp	13
Desolation locket, greater	Spellheart	2,800 gp	125
Enigma mirror, major	Spellheart	2,750 gp	125
Rime crystal, major	Spellheart	2,800 gp	128
Vigilant eye, major	Spellheart	2,700 gp	129
Warding statuette, greater	Spellheart	2,600 gp	129
Wyrm on the wing, greater	Tattoo	2,800 gp	123
Dragontooth leiomano	Weapon	3,000 gp	36

Piston gauntlets[R]	Weapon	2,800 gp	34
Spark dancer[R]	Weapon	2,900 gp	39
Clarity goggles, moderate	Worn	2,450 gp	146
Submersible helm, greater	Worn	2,700 gp	152
14th-level Consumables	**Category**	**Price**	**Page**
Conduit shot, greater	Ammunition	600 gp	80
Depth charge V	Ammunition	660 gp	81
Nevercold, compressed	Other	720 gp	75
Reflected moonlight fulu	Other	750 gp	78
Thousand-pains fulu, icicle	Other	630 gp	79
Tentacle potion, greater	Potion	660 gp	91
Dragontooth trophy	Talisman	800 gp	93
Grinning pugwampi[R]	Talisman	700 gp	94
Ruby capacitor, greater	Talisman	800 gp	95
14th-level Permanent Items	**Category**	**Price**	**Page**
Shared-pain sankeit[R]	Cursed item		192
Tattletale orb, clear quartz[R]	Curse d item		193
Communion mat	Grimoire	3,750 gp	111
Illuminated folio	Grimoire	4,200 gp	112
Tome of restorative cleansing, greater	Grimoire	3,750 gp	113
Fortune's coin, platinum	Held	4,000 gp	114
Quenching, major	Rune	4,500 gp	13
Sanguine klar, greater	Shield	3,700 gp	22
Jyoti's feather, greater	Spellheart	4,100 gp	126
Accursed staff, major	Staff	4,000 gp	130
Dragonprism staff	Staff	4,500 gp	132
Guardian staff, major	Staff	4,000 gp	132
Soaring wings, greater	Tattoo	3,800 gp	121
Wand of dazzling rays, 6th	Wand	4,500 gp	139
Wand of dumbfounding doom, 6th	Wand	4,500 gp	139
Wand of hawthorn, 6th	Wand	4,500 gp	140
Wand of hybrid form, 6th[R]	Wand	3,750 gp	140
Wand of legerdemain, 6th	Wand	4,500 gp	140
Wand of mental purification, 6th	Wand	4,500 gp	140
Wand of mercy, 6th	Wand	3,600 gp	141
Wand of noisome acid, 6th	Wand	4,500 gp	141
Wand of pernicious poison, 6th	Wand	4,500 gp	141
Wand of reaching, 6th	Wand	4,500 gp	141
Wand of rolling flames, 6th	Wand	4,500 gp	142
Wand of teeming ghosts, 6th[R]	Wand	4,500 gp	142
Wand of the ash puppet	Wand	4,500 gp	143
Blessed reformer[R]	Weapon	4,500 gp	35
Stargazer[R]	Weapon	6,500 gp	35
Pactmaster's grace[R]	Worn	4,000 gp	153
15th-level Consumables	**Category**	**Price**	**Page**
Garrote shot	Ammunition	1,200 gp	81
Life-boosting oil, major[R]	Oil	1,300 gp	86
Serpent oil, true	Oil	1,100 gp	87
Bargainer's instrument[R]	Other	1,000 gp	96
Heartblood ring[R]	Other		187
Torrent spellgun, major	Other	1,250 gp	98
Mind-swap potion[R]	Potion	1,000 gp	90
Grudgestone, greater	Talisman	900 gp	94
Reverberating stone, greater	Talisman	1,200 gp	94
15th-level Permanent Items	**Category**	**Price**	**Page**
Library robes, major	Armor	6,000 gp	15
Reef heart, greater	Armor	6,500 gp	18
Mother maw[R]	Cursed item		192
Tattletale orb, selenite[R]	Cursed item		193
Unfathomable stargazer[R]	Cursed item		193
Portable hole[R]	Held	6,000 gp	115
Toshigami blossom[R]	Intelligent item		197
Sapling shield, major	Shield	5,860 gp	22
Lightweave scarf, greater	Spellheart	5,500 gp	127
Phantasmal doorknob, major	Spellheart	6,000 gp	127
Sanguine fang, major	Spellheart	5,750 gp	128
Saurian spike, major	Spellheart	6,500 gp	128
Wyrm spindle, greater	Spellheart	6,500 gp	129
Beast staff, major	Staff	6,250 gp	130
Spy staff, major[R]	Staff	5,300 gp	134
Zombie staff, major	Staff	5,600 gp	135
Bewitching bloom, amaranth	Tattoo	5,500 gp	119
Wand of refracting rays, 6th[R]	Wand	6,500 gp	142
Wand of toxic blades, 6th	Wand	6,000 gp	143
Armory bracelet, major	Worn	6,000 gp	153
Cloister robe, greater	Worn	6,000 gp	148
Thunderblast slippers, greater	Worn	6,500 gp	151
16th-level Consumables	**Category**	**Price**	**Page**
Depth charge VI	Ammunition	1,500 gp	81
Weapon shot, major	Ammunition	2,000 gp	83
Phoenix cinder[R]	Other		188
Dragonclaw scutcheon	Talisman	1,600 gp	92
False death vial, greater[R]	Talisman	2,000 gp	93
16th-level Permanent Items	**Category**	**Price**	**Page**
Black hole armor	Armor	8,500 gp	14
Tattletale orb, moonstone[R]	Cursed item		193
Advancing, greater	Rune	8,000 gp	12
Misleading	Rune	8,000 gp	13
Swallow-spike, major	Rune	19,250 gp	13
Jyoti's feather, major	Spellheart	9,400 gp	126
Radiant prism	Spellheart	8,600 gp	127
Fiddle of the maestro[R]	Staff	10,000 gp	136
Lyrakien staff, major	Staff	8,600 gp	133
Spellstriker staff, major	Staff	8,500 gp	134
Faith tattoo, true	Tattoo	8,000 gp	120
Wand of chromatic burst, 7th	Wand	10,000 gp	138
Wand of clinging rime, 7th	Wand	10,000 gp	139
Wand of dazzling rays, 7th	Wand	10,000 gp	139
Wand of dumbfounding doom, 7th	Wand	10,000 gp	139
Wand of hybrid form, 7th[R]	Wand	8,000 gp	140
Wand of legerdemain, 7th	Wand	10,000 gp	140
Wand of mental purification, 7th	Wand	10,000 gp	140
Wand of mercy, 7th	Wand	7,900 gp	141
Wand of paralytic shock, 7th	Wand	10,000 gp	141
Wand of reaching, 7th	Wand	10,000 gp	141
Wand of rolling flames, 7th	Wand	10,000 gp	142
Wand of teeming ghosts, 7th[R]	Wand	10,000 gp	142
Headbands of translocation[R]	Worn	10,000 gp	152
17th-level Consumables	**Category**	**Price**	**Page**
Black tendril shot, greater	Ammunition	2,160 gp	80
Magnetic shot, greater	Ammunition	2,200 gp	82
Demolition fulu, greater	Other	2,750 gp	76
Moonlit spellgun, major	Other	3,000 gp	97
Spiritual warhorn, major	Other	3,000 gp	98
Thousand-pains fulu, burl	Other	2,700 gp	79
Fey dragonet liqueur, greater[R]	Potion	3,000 gp	89

Hungering maw[R]	Talisman	2,200 gp	94
Reflecting shard, greater	Talisman	2,500 gp	94
17th-level Permanent Items	**Category**	**Price**	**Page**
Tattletale orb, peridot[R]	Cursed item		193
Judgment thurible, greater	Spellheart	14,000 gp	126
Boreal staff, major	Staff	13,500 gp	131
Celestial staff[R]	Staff	14,000 gp	131
Chronomancer staff[R]	Staff	15,000 gp	131
Hell staff[R]	Staff	13,000 gp	132
Zealot staff	Staff	13,000 gp	135
Eye slash, true	Tattoo	15,000 gp	120
Tradecraft tattoo, greater	Tattoo	13,000 gp	122
Wildwood ink, major	Tattoo	15,000 gp	123
Wyrm on the wing, major	Tattoo	13,500 gp	123
Wand of toxic blades, 7th	Wand	14,000 gp	143
Amulet of the third eye	Worn	15,000 gp	102
Armbands of the gorgon	Worn	15,000 gp	102
Artificer's spectacles	Worn	15,000 gp	102
Avalanche boots	Worn	15,000 gp	102
Pilferer's gloves	Worn	15,000 gp	104
Troubadour's cap	Worn	15,000 gp	104
18th-level Consumables	**Category**	**Price**	**Page**
Depth charge VII	Ammunition	3,200 gp	81
Nevercold, refined	Other	3,600 gp	75
Cayden's brew, triple	Potion	3,200 gp	88
Cloning potion[R]	Potion	5,000 gp	88
Roaring potion, greater	Potion	3,600 gp	90
Rovagug's mud, greater	Potion	4,800 gp	90
Ruby capacitor, major	Talisman	4,500 gp	95
Snarling badger, greater	Talisman	5,000 gp	95
18th-level Permanent Items	**Category**	**Price**	**Page**
Linnorm's sankeit[R]	Armor	22,750 gp	18
Maw of hungry shadows	Grimoire	21,000 gp	112
Purloining cloak[R]	Intelligent item		196
Quenching, true	Rune	24,000 gp	13
Clockwork shield, greater	Shield	22,000 gp	22
Sapling shield, true	Shield	20,220 gp	22
Ghostcaller's planchette, greater	Spellheart	21,000 gp	125
Lightweave scarf, major	Spellheart	22,000 gp	127
Radiant prism, greater	Spellheart	20,500 gp	127
Wand of clinging rime, 8th	Wand	24,000 gp	139
Wand of dazzling rays, 8th	Wand	24,000 gp	139
Wand of dumbfounding doom, 8th	Wand	24,000 gp	139
Wand of hawthorn, 8th	Wand	24,000 gp	140
Wand of hybrid form, 8th[R]	Wand	19,000 gp	140
Wand of legerdemain, 8th	Wand	24,000 gp	140
Wand of mental purification, 8th	Wand	24,000 gp	140
Wand of mercy, 8th	Wand	19,000 gp	141
Wand of noisome acid, 8th	Wand	24,000 gp	141
Wand of reaching, 8th	Wand	24,000 gp	141
Wand of rolling flames, 8th	Wand	24,000 gp	142
Wand of teeming ghosts, 8th[R]	Wand	24,000 gp	142
Wand of wearying dance	Wand	24,000 gp	143
Clockwork cloak[R]	Worn	20,000 gp	146
Mirror goggles, greater	Worn	19,000 gp	147
Sandals of the stag	Worn	24,000 gp	104
Spectacles of piercing sight[R]	Worn	24,000 gp	147

19th-level Consumables	**Category**	**Price**	**Page**
Spell echo shot	Ammunition	5,500 gp	83
19th-level Permanent Items	**Category**	**Price**	**Page**
Blade byrnie, major	Armor	35,000 gp	15
Library robes, true	Armor	36,000 gp	15
Ouroboros buckles[R]	Armor	40,000 gp	18
Tattletale orb, obsidian[R]	Cursed item		193
Cube of recall	Held	40,000 gp	114
Starfall shield[R]	Shield	23,000 gp	22
Brightbloom posy, major	Spellheart	36,000 gp	125
Desolation locket, major	Spellheart	34,000 gp	125
Wyrm spindle, major	Spellheart	40,000 gp	129
Soaring wings, major	Tattoo	38,000 gp	121
Wand of toxic blades, 8th	Wand	37,500 gp	143
Clarity goggles, greater	Worn	32,500 gp	146
Cloister robe, major	Worn	32,000 gp	148
Mantle of amazing health	Worn	40,000 gp	104
Shadowmist cape	Worn	40,000 gp	104
20th-level+ Consumables	**Category**	**Price**	**Page**
Golden breath fulu[R]	Other	8,100 gp	77
Thousand-pains fulu, void	Other	8,100 gp	79
Starsong nectar[R]	Potion	14,000 gp	91
20th-level+ Permanent Items	**Category**	**Price**	**Page**
Breastplate of the mountain	Armor	70,000 gp	103
Immortal bastion	Armor	70,000 gp	15
Cayden's tankard[Rq]	Artifact		178
Coldstar pistols[Rq]	Artifact		178
Forgotten signet[R]	Artifact		179
Ghosthand's comet[Rq]	Artifact		179
Perfected robes[R]	Artifact		179
Scale of Igroon[R]	Artifact		180
Starfaring cloak[R]	Artifact		180
Whisperer of Souls[Rq]	Artifact		180
Dullahan codex[Rq]	Cursed item		191
Codex of destruction and renewal[R]	Grimoire	70,000 gp	111
Impossible	Rune	70,000 gp	33
Warding escutcheon, greater	Shield	55,000 gp	23
Judgment thurible, major	Spellheart	65,000 gp	126
Radiant prism, major	Spellheart	64,000 gp	127
Dragonprism staff, greater	Staff	68,000 gp	132
Whispering staff	Staff	70,000 gp	105
Wand of clinging rime, 9th	Wand	70,000 gp	139
Wand of dazzling rays, 9th	Wand	70,000 gp	139
Wand of dumbfounding doom, 9th	Wand	70,000 gp	139
Wand of hybrid form, 9th[R]	Wand	55,000 gp	140
Wand of legerdemain, 9th	Wand	70,000 gp	140
Wand of mental purification, 9th	Wand	70,000 gp	140
Wand of mercy, 9th	Wand	52,000 gp	141
Wand of reaching, 9th	Wand	70,000 gp	141
Wand of rolling flames, 9th	Wand	70,000 gp	142
Wand of teeming ghosts, 9th[R]	Wand	70,000 gp	142
Kaldemash's Lament[Rq]	Weapon		38
Viper rapier	Weapon	70,000 gp	104
Beguiling crown[R]	Worn	80,000 gp	103
Dragon handwraps	Worn	80,000 gp	103
Laurel of the empath	Worn	70,000 gp	103

GLOSSARY & INDEX

This appendix contains page references for key terms appearing in this book, partial definitions for many rules and concepts, and full definitions for most traits introduced in this book. Many entries refer to page references for *Player Core*, *GM Core*, and *Player Core 2* using the abbreviations "PC," "GMC," and "PC2."

accessory runes 144–145

acid (trait) Effects with this trait deal acid damage.

adjusted (armor or shield trait) 8

adjustment (trait) Items with this trait are intended to alter existing pieces of equipment: typically armor, shields, and weapons. The item's description notes which type of equipment it modifies. An adjustment that modifies armor can modify unarmored defense attire only if specified in its description. A piece of equipment can have one adjustment at a time unless noted otherwise. Adding or removing an adjustment normally requires using a 10-minute activity and a repair toolkit. 11

Affix a Fulu ❖ (manipulate) You affix a fulu to an armor, weapon, shield, creature, or structure that's beside or in the same square as you. A creature can Interact to remove a fulu from itself or an unattended object in its reach.

agile (weapon trait) The multiple attack penalty you take with this weapon on the second attack on your turn is –4 instead of –5, and –8 instead of –10 on the third and subsequent attacks in the turn.

air (trait) Effects with the air trait either manipulate or conjure air. Those that manipulate air have no effect in a vacuum or an area without air.

alchemical (trait) Alchemical items are powered by reactions of alchemical reagents. Alchemical items aren't magical and don't radiate a magical aura. Alchemical creatures are partially powered by alchemical reactions 41–71, PC 292–293, GMC 221

alchemical items 41–71
- alchemical ammunition 42–43
- bombs 44–45
- bottled monstrosities 56–57
- elixirs 58–61
- foods 46–51
- permanent alchemical items 62–65
- poisons 66–71
- tools 52–55

ammunition 42–43 (alchemical), 80–83 (magical)

apex (trait) When you Invest an Item that has the apex trait, it improves one of your attributes, either increasing the attribute's modifier by 1 or to a total of +4, whichever would give you a higher value. This gives you all the benefits of the new attribute modifier until the investiture ends. An apex item grants this benefit only the first time it's invested within a 24-hour period, and you can benefit from only one apex item at a time. If you attempt to invest an apex item when you already have one invested, you don't gain the attribute modifier increase, though you do gain any other effects of Investing the Item. 102–105, GMC 270

aquadynamic (armor trait) 8

arcane (trait) This magic comes from the arcane tradition, built on logic and rationality. Anything with this trait is magical.

archetype artifacts 182–185

armor 8–11
- armor property runes 12–13
- specific magic armor 14–19

artifact (trait) An artifact is a powerful magic item that can't be crafted or have its runes adjusted by normal means, and can't be damaged by normal means. Artifacts are always rare or unique. 178–181, GMC 300

artifacts 178–181
- archetype artifacts 182–185

artistry relic aspect 198

assistive items 101, **106–109**

attack (trait) An ability with this trait involves an attack. For each attack you make beyond the first on your turn, you take a multiple attack penalty.

auditory (trait) Auditory actions and effects rely on sound. An action with the auditory trait can be successfully performed only if the creature using the action can speak or otherwise produce the required sounds. A spell or effect with the auditory trait has its effect only if the target can hear it. This applies only to sound-based parts of the effect, as determined by the GM. This is different from a sonic effect, which still affects targets who can't hear it (such as deaf targets) as long as the effect itself makes sound.

aura (trait) An aura is an emanation that continually ebbs out from you, affecting creatures within a certain radius. Aura can also refer to the magical signature of an item.

backpacks 145

backstabber (weapon trait) When you hit an off-guard creature, this weapon deals 1 precision damage in addition to its normal damage. The precision damage increases to 2 if the weapon is a +3 weapon. PC 282

backswing (weapon trait) You can use the momentum from a missed attack with this weapon to lead into your next attack. After missing with this weapon on your turn, you gain a +1 circumstance bonus to your next attack with this weapon before the end of your turn. PC 282

blighted boons 186–189

bomb (trait) An alchemical bomb combines volatile alchemical components that explode when the bomb hits a creature or object. Most alchemical bombs deal damage, though some produce other effects. 44–45, GMC 244, PC2 283–285

bone (material) 169
bottled monstrosities 56–57
brace (weapon trait) 24
bulwark (armor trait) The armor covers you so completely that it provides benefits against some damaging effects. On Reflex saves to avoid a damaging effect, such as a fireball, you add a +3 modifier instead of your Dexterity modifier.
cantrip (trait) A spell you can cast at will that is automatically heightened to half your level rounded up. PC 298
capacity (weapon trait) 24
catalyst (trait) Items with the catalyst trait are consumables that alter or magnify specific spells. Activating a catalyst is part of casting the spell. The catalyst might increase the number of actions required to cast the spell, as indicated in the catalyst's Activate entry. Using a catalyst adds the manipulate trait to the spell if it didn't already have it, and you can draw the catalyst as part of casting the spell. 74–75
clockwork (trait) Clockworks are intricate, complex constructs that can be programmed to perform specific functions. A clockwork creature must be wound regularly to function.
clothing 145–146
coda (trait) Instruments with the coda trait work mostly like staves and have the staff trait. There are two differences: Coda instruments are in the form of musical instruments, and they can be prepared only by bards. Because they're not physically staves, you can't attack with a coda instrument, nor can you etch it with weapon runes.

The process of preparing a coda instrument involves playing significant portions of songs related to the spells within the instrument—either old standards or ones of your own creation. This leaves magical reverberations within the instrument that allow you to complete the songs by playing their coda later in the day. 136
cold (trait) Effects with this trait deal cold damage. Creatures with this trait have a connection to magical cold.
combination (weapon trait) 24
comfort (armor trait) The armor is so comfortable that you can rest normally while wearing it.
companion (trait) An item with this trait can be worn by an animal companion or similar creature. A companion can have up to two items invested. 106
complex crafting 158–159
concealable (weapon trait) This weapon is designed to be inconspicuous or easily concealed. You gain a +2 circumstance bonus to Stealth checks and DCs to hide or conceal a weapon with this trait.
concussive (weapon trait) 24
conrasu (weapon trait) A weapon with this trait is created and used by conrasu. 30
consumable (trait) An item with this trait can be used only once. Unless stated otherwise, it's destroyed after activation. Consumable items include alchemical items and magical consumables such as scrolls and talismans. When a character creates consumable items, they can make them in batches of four. GMC 221
wondrous consumables 96–99
contact (trait) This poison is delivered by contact with the skin. GMC 248, PC2 291
converting magic items 162–163
crafting 157–175
complex crafting 158–159
converting magic items 162–163
crafting alternate rules 158–159 (complex crafting), 161–162 (critical crafting), 159–161 (crafting downtime events), 162–163 (converting magic items)
crafting downtime events 159–161
critical crafting 161–162
critical crafting 161–162
critical fusion (weapon trait) 24
curse (trait) A curse is an effect that places some long-term affliction on a creature. Curses are always magical and are typically the result of a spell or trap. Effects with this trait can be removed only by effects that specifically target curses. PC 430–431, GMC 306–307
blighted boons 186–189
cursed items 190–193
deadly (weapon trait) On a critical hit, the weapon adds a weapon damage die of the listed size. Roll this after doubling the weapon's damage. This increases to two dice if the weapon has a *greater striking* rune and three dice if the weapon has a *major striking* rune.
death (trait) An effect with the death trait kills you immediately if it reduces you to 0 HP. Some death effects can bring you closer to death or slay you outright without reducing you to 0 HP. PC 412
deflecting (shield trait) This shield is designed to block or divert certain types of attacks or weapons. Increase the shield's Hardness against the listed type of attack by 2. 20
disarm (weapon trait) You can use this weapon to Disarm with the Athletics skill even if you don't have a free hand. This uses the weapon's reach (if different from your own) and adds the weapon's item bonus to attack rolls (if any) as an item bonus to the Athletics check. If you critically fail a check to Disarm with weapon, you can drop the weapon to take the effects of a failure instead of a critical failure. On a critical success, you still need a free hand if you want to take the item.
disease (trait) An effect with this trait applies one or more diseases. A disease is typically an affliction. PC 430–431, GMC 88–89
divine (trait) This magic comes from the divine tradition, drawing power from deities or similar sources. Anything with this trait is magical.
dwarf (trait) An item with this trait is created and used by dwarves.
electricity (trait) Effects with this trait deal electricity damage.
elixir (trait) Elixirs are alchemical liquids that are used by drinking them. 58–61, PC 293, GMC 246, PC2 286–290
elixirs 58–61
emotion (trait) This effect alters a creature's emotions. Effects with this trait always have the mental trait as well. Creatures with special training or that have mechanical or artificial intelligence are immune to emotion effects.

emotion relic aspect 198–199
entrench (armor trait) 8
expandable (trait) An item with the expandable trait increases to a specific size when activated. Unless otherwise noted, this space must be adjacent to you and on the ground, and the item needs to have enough open space to expand into or else the activation has no effect. When the effect ends, the expanded item disintegrates if it's a consumable or shrinks back to its normal size if it's not a consumable. 56
exploration (trait) An activity with this trait takes more than a turn to use, and can usually be used only during exploration mode.
extradimensional (trait) This effect or item creates an extradimensional space. An extradimensional effect placed inside another extradimensional space ceases to function until it is removed.
eyepieces 146–147
fatal (weapon trait) The fatal trait includes a die size. On a critical hit, the weapon's damage die increases to that die size instead of the normal die size, and the weapon adds one additional damage die of the listed size.
fatal aim (weapon trait) 24–25
fear (trait) Fear effects evoke the emotion of fear. Effects with this trait always have the mental and emotion traits as well.
finesse (weapon trait) You can use your Dexterity modifier instead of your Strength modifier on attack rolls using this melee weapon. You still use your Strength modifier when calculating damage.
fire (trait) Effects with the fire trait deal fire damage or either conjure or manipulate fire. Those that manipulate fire have no effect in an area without fire. Creatures with this trait consist primarily of fire or have a connection to magical fire.
focused (trait) An item with this trait can give you an additional Focus Point. This focus point is separate from your focus pool and doesn't count toward the cap on your focus pool. You can gain this benefit only if you have a focus pool, and there might be restrictions on how the point can be used. You can't gain more than 1 Focus Point per day from focused items. 147–151, GMC 221
foldaway (shield trait) This shield can collapse into a smaller form attached to a gauntlet for stability and easy travel. You can use an Interact action to deploy or stow the shield. While it's deployed, you can Raise the Shield as long as you have that hand free or are holding an object of light Bulk that's not a weapon in that hand. The shield impedes the use of your hand while it's deployed. Though you can still hold items in that hand, you can't wield weapons in that hand, operate anything that takes two hands, or attack with the gauntlet.

A foldaway shield must be attached to a gauntlet for stability. It can be affixed to an item with 10 minutes of work and a successful DC 10 Crafting check; this includes the time needed to remove the shield from a previous gauntlet, if necessary. If the gauntlet is destroyed, the foldaway shield can usually be salvaged. The collapsible nature of the shield makes it impossible to affix an attached weapon to it.
footwear 151
force (trait) Effects with this trait deal force damage or create objects made of pure magical force.
forceful (weapon trait) This weapon becomes more dangerous as you build momentum. When you attack with it more than once on your turn, the second attack gains a circumstance bonus to damage equal to the number of weapon damage dice, and each subsequent attack gains a circumstance bonus to damage equal to double the number of weapon damage dice.
fortune (trait) A fortune effect beneficially alters how you roll your dice. You can never have more than one fortune effect alter a single roll. If multiple fortune effects would apply, you have to pick which to use. If a fortune effect and a misfortune effect would apply to the same roll, the two cancel each other out, and you roll normally. PC 401
free-hand (weapon trait) This weapon doesn't take up your hand, usually because it is built into your armor. A free-hand weapon can't be Disarmed. You can use the hand covered by your free-hand weapon to wield other items, perform manipulate actions, and so on. You can't attack with a free-hand weapon if you're wielding anything in that hand or otherwise using that hand. When you're not wielding anything and not otherwise using the hand, you can use abilities that require you to have a hand free as well as those that require you to be wielding a weapon in that hand. Each of your hands can have only one free-hand weapon on it.
fulu (trait) Fulus are small paper charms that can be affixed to a suit of armor, a shield, a weapon, a creature, or even a structure. Some fulus are composed of multiple such charms, taking effect only once all have been affixed. Each fulu has the fulu and consumable traits, plus a tradition trait—arcane, divine, occult or primal—determined by the magical tradition of its creator. For example, a fulu created by a priest would have the divine trait. Each fulu's stat block indicates the type of item or creature it can be affixed to. Unless otherwise noted, fulus expire 1 year after being created, reverting to mundane paper.

Some fulus also have the talisman trait. Fulu talismans use the normal rules for Affixing, removing, and activating talismans.

Non-talisman fulus can be affixed or removed easily using the Affix a Fulu activity (page 216). They are activated as soon as they're affixed. Once a fulu has been activated, it lasts for the given duration and then burns out. Removing a fulu causes it to immediately burn out. The paper is fragile, easily destroyed by hazards such as water, fire, or an observant enemy when unattended or affixed to the ground or a structure. 76–79
general (trait) A type of feat that any character can select, regardless of ancestry and class, as long as they meet the prerequisites. You can select a feat with this trait when your class grants a general feat.
grimoire (trait) Grimoires are magical spellbooks with special abilities. Most can hold up to 100 spells, like any spellbook. If a spellcaster wants to transfer their spells from one of their spellbooks to a grimoire, they can conduct a simple,

1-minute ritual with the two books to cause the spells to vanish from their spellbook and appear in the grimoire.

If you prepare spells (whether from your class features, like a cleric or wizard, or from a special feat or ability, like the Esoteric Polymath bard feat), you can study a grimoire during your daily preparations to enhance one or more of the spells within. Until your next daily preparations, you gain the ability to Activate the grimoire. As you've already absorbed the power from the grimoire during your daily preparations, you can Activate it even if you later lose possession of the book itself. Grimoires' benefits apply only to spells cast via spell slots—not cantrips, focus spells, or innate spells. No one can use more than one grimoire per day, nor can a grimoire be used by more than one person per day. 110–113

halfling (trait) An item with this trait is created and used by halflings.

harnessed (shield trait) This shield features a special brace or opening designed to hold lances or other jousting weapons. Jousters often use these shields as a backup in narrow passages and other places where they're unable to ride a mount. You can Interact to lock a weapon with the jousting trait in place in the shield, enabling you to use two hands to wield the shield and weapon simultaneously. If you're not wielding the combined unit with both hands, you can use neither the weapon nor the shield.

While you have the shield raised, you can gain the jousting benefit of a weapon as if you were mounted. Because a significant portion of the weapon needs to be braced behind the shield, the weapon's reach is reduced by 5 feet if it is greater than 5 feet.

headwear 151–153

healing (trait) A healing effect restores a creature's body, typically by restoring Hit Points, but sometimes by removing diseases or other debilitating effects.

hefty (shield trait) A hefty shield is so heavy that raising it takes more effort. Raising a Shield with the hefty trait is a 2-action activity unless your Strength modifier equals or exceeds the number with the trait.

held items 114–117

hindering (armor trait) 8

hobgoblin (trait) An item with this trait is created and used by hobgoblins.

holy (trait) Effects with the holy trait are tied to powerful magical forces of benevolence and virtue. They often have stronger effects on unholy creatures. Creatures with this trait are strongly devoted to holy causes and often have weakness to unholy. If a creature with weakness to holy uses a holy item or effect, it takes damage from its weakness. PC 36

illusion (trait) Effects and magic items with this trait involve false sensory stimuli. PC 301

incapacitation (trait) An ability with this trait can take a character completely out of the fight or even kill them, and it's harder to use on a more powerful character. If a spell has the incapacitation trait, any creature of more than twice the spell's rank treats the result of their check to prevent being incapacitated by the spell as one degree of success better, or the result of any check the spellcaster made to incapacitate them as one degree of success worse. If any other effect has the incapacitation trait, a creature of higher level than the item, creature, or hazard generating the effect gains the same benefits.

ingested (trait) This poison is delivered when drunk or eaten. GMC 248, PC2 291

inhaled (trait) This poison is delivered when breathed in. GMC 248, PC2 291

injection (weapon trait) 41

injury (trait) This poison is delivered by damaging the recipient. GMC 248, PC2 291

inscribed (equipment trait) 8, 20

integrated (shield trait) This shield has been created to include a weapon in its construction, which works like an attached weapon but can't be removed from the shield. This also prevents other attached weapons from being added to the shield. The integrated weapon's damage is listed alongside the trait, such as "integrated d6 S," with any traits in parentheses. Unless otherwise noted in the shield's description, an integrated weapon is a martial weapon in the shield weapon group and requires one hand to attack with. The attached weapon can have runes etched onto it like other attached weapons. You can continue fighting normally with the integrated weapon if the shield is broken, but if the shield is destroyed, so is the weapon.

intelligent (trait) An item with the intelligent trait can't be crafted by normal means—typically an accident, a divine act, or a major sacrifice on the part of the creator is required to grant the item the mental essence it needs for sentience, and in some rare cases the spiritual essence it needs to have a soul of its own. Because of this, intelligent items are always rare or unique. The normal statistics and rules for wearing or using an item of its type still apply to an intelligent item. In addition, intelligent items have some mental abilities, including senses, forms of communication, skills, attributes, and Will saves. intelligent items 193–197

invested (trait) A character can invest only 10 magical items that have the invested trait. None of the magical effects of the item apply if the character hasn't invested it, nor can it be activated, though the character still gains any normal benefits from wearing the physical item (like a hat keeping rain off their head). GMC 219

jewelry 153–154

kickback (weapon trait) 25

laminar (armor trait) 8

launching (shield trait) A mechanism within this shield can shoot projectiles, causing the shield to also function as a ranged weapon. The trait lists the type of weapon, such as "launching dart." Striking with the launcher requires the same number of hands as normal, except that the hand holding the shield counts toward this total, so a one-handed ranged weapon would require only one hand. Reloading takes the normal number of Interact actions, to a minimum of 1 action, and you can't use the hand holding your shield to reload.

light (trait) Light effects overcome non-magical darkness in the area, and can counteract magical darkness. You must usually target darkness magic with your light magic directly to counteract the darkness, but some light spells automatically attempt to counteract darkness.

linguistic (trait) An effect with this trait depends on language comprehension. A linguistic effect that targets a creature works only if the target understands the language you are using.

lozenge (trait) 46

luck relic aspect 199–200

magical (trait) Something with the magical trait is imbued with magical energies not tied to a specific tradition of magic. Some items or effects are closely tied to a particular tradition of magic. In these cases, the item has the arcane, divine, occult, or primal trait instead of the magical trait. Any of these traits indicate that the item is magical.

magical tattoos 118–123

masks 154–155

mechanical (trait) A hazard with this trait is a constructed physical object.

mental (trait) A mental effect can alter the target's mind. It has no effect on an object or a mindless creature.

metal (trait) Effects with the metal trait conjure or manipulate metal. Those that manipulate metal have no effect in an area without metal. Creatures with this trait consist primarily of metal or have a connection to magical metal.

misfortune (trait) A misfortune effect detrimentally alters how you roll your dice. You can never have more than one misfortune effect alter a single roll. If multiple misfortune effects would apply, the GM decides which is worse and applies it. If a fortune effect and a misfortune effect would apply to the same roll, the two cancel each other out, and you roll normally. PC 401

missive (trait) A missive is a piece of magical stationery that must be crafted and composed before it can be activated. All missives have the missive and consumable traits. Missives are often constructed of paper, parchment, or vellum, but any other thin, portable material that can hold writing or embossing upon it can be crafted into missives. After being crafted, the missive is a blank sheet until a message is composed upon it, completing its magic. 84–85

modular (weapon trait) 25

monk (trait) A weapon with this trait is primarily used by monks.

morph (trait) Spells that slightly alter a creature's form have the morph trait. Any Strikes specifically granted by a magical morph effect also gain the magical trait. You can be affected by multiple morph spells at once, but if you morph the same body part more than once, the second morph effect attempts to counteract the first (in the same manner as two polymorph effects, described below). Your morph effects might also end if you are polymorphed and the polymorph effect invalidates or overrides your morph effect. For instance, a morph that gave you wings would be dismissed if you polymorphed into a form that had wings of its own (though if your new form lacked wings, you'd keep the wings from your morph). The GM determines which morph effects can be used together and which can't.

mutagen (trait) An elixir with the mutagen trait temporarily transmogrifies the subject's body and alters its mind. A mutagen always conveys one or more beneficial effects paired with one or more detrimental effects. Mutagens are polymorph effects, meaning you can benefit from only one at a time. 59–61, PC2 289–290

nature crafting 164–169

noisy (armor trait) This armor is loud and likely to alert others to your presence. The armor's check penalty applies to Stealth checks even if you have the required Strength modifier.

nonlethal (trait) An effect or weapon with this trait is nonlethal. Damage from a nonlethal effect or weapon knocks a creature out rather than killing it. You can use a nonlethal weapon to make a lethal attack with a –2 circumstance penalty.

occult (trait) This magic comes from the occult tradition, calling upon bizarre and ephemeral mysteries. Anything with this trait is magical.

oil (trait) Oils are magical gels, ointments, pastes, or salves that are typically applied to an object and are used up in the process. 86–87, GMC 257–258, PC2 303

olfactory (trait) An olfactory effect can affect only creatures that can smell it. This applies only to olfactory parts of the effect, as determined by the GM.

orc (trait) An item with this trait is created and used by orcs.

parry (weapon trait) This weapon can be used defensively to block attacks. While wielding this weapon, if your proficiency with it is trained or better, you can spend an Interact action to position your weapon defensively, gaining a +1 circumstance bonus to AC until the start of your next turn.

permanent alchemical items 62–65

plant (trait) Vegetable creatures have the plant trait. They are distinct from normal plants. Magical effects with this trait manipulate or conjure plants or plant matter in some way. Effects that manipulate plants have no effect in an area with no plants.

poison (trait) An effect with this trait delivers a poison or deals poison damage. An item with this trait is poisonous and might cause an affliction. 66–71, PC 430–431, GMC 248

poisons 66–71

polymorph (trait) These effects completely transform the target into a new form. A target can't be under the effect of more than one polymorph at a time. If it comes under the effect of another, the second effect attempts to counteract the first. If it succeeds, it takes effect, and if it fails, the spell has no effect on that target. Any Strikes granted by a polymorph effect are magical. Unless otherwise stated, polymorph spells don't allow the target to take on the appearance of a specific individual creature, but rather just a generic creature of a general type or ancestry.

If you take on a battle form with a polymorph spell, the special statistics can be adjusted only by circumstance bonuses, status bonuses, and penalties. Unless otherwise noted, the battle form prevents you from casting spells, speaking, and using most manipulate actions that require

hands. (If there's doubt about whether you can use an action, the GM decides.) Your gear is absorbed into you; the constant abilities of your gear still function, but you can't activate any items. If a polymorph effect causes you to increase in size, you must have space to expand into or the effect is disrupted.
ponderous (armor trait) 8
possession (trait) Effects with this trait allow a creature to project its mind and spirit into a target. PC 459
potion (trait) A potion is a magical liquid activated when you drink it. 88–91, GMC 259–261, PC2 304
prediction (trait) Effects with this trait determine what is likely to happen in the near future.
primal (trait) This magic comes from the primal tradition, connecting to the natural world and instinct. Anything with this trait is magical.
processed (trait) 46
propulsive (weapon trait) You add half your Strength modifier (if positive) to damage rolls with a propulsive ranged weapon. If you have a negative Strength modifier, you add your full Strength modifier instead.
Purepurin 5
ranged trip (weapon trait) 26
rare (trait) This rarity indicates that a rules element is very difficult to find in the game world. A rare feat, spell, item or the like is available to players only if the GM decides to include it in the game, typically through discovery during play. PC 11
razing (weapon trait) 26
reach (weapon trait) This weapon is long and can be used to attack creatures up to 10 feet away instead of only adjacent creatures. For creatures that already have reach with the limb or limbs that wield the weapon, the weapon increases their reach by 5 feet.
recovery (weapon trait) 26
relics 198–205, GMC 308
intelligent relics 200
new aspects 198–200
relic seeds 204–205
set relics 200–204
repeating (weapon trait) 26
revelation (trait) Effects with this trait see things as they truly are.
runes
accessory runes 144–145
armor runes 12–13
weapon runes 32–33
scatter (weapon trait) 26
scrying (trait) A scrying effect lets you see, hear, or otherwise get sensory information from a distance using a sensor or apparatus, rather than your own eyes and ears.
set relics 200–204
shield throw (shield trait) A shield with this trait is designed to be thrown as a ranged attack. When thrown, the shield is a martial thrown ranged weapon. Its damage dice and type are the same as its shield bash attack, but if the shield includes an attached weapon or integrated weapon, you can choose to attack with it instead when you throw the shield. You add your Strength modifier to damage, as typical of a thrown weapon. The trait also includes the range increment.
shields 20–21
specific magic shields 22–23
shove (weapon trait) You can use this weapon to Shove with the Athletics skill even if you don't have a free hand. This uses the weapon's reach (if different from your own) and adds the weapon's item bonus to attack rolls as an item bonus to the Athletics check. If you critically fail a check to Shove using the weapon, you can drop the weapon to take the effects of a failure instead of a critical failure.
skeletal (armor specialization) 8
skill (trait) A general feat with the skill trait improves your skills and their actions or gives you new actions for a skill. A feat with this trait can be selected when a class grants a skill feat or general feat. Archetype feats with the skill trait can be selected in place of a skill feat if you have that archetype's dedication feat.
sleep (trait) This effect can cause a creature to fall asleep or get drowsy.
sonic (trait) An effect with the sonic trait functions only if it makes sound, meaning it has no effect in an area of silence or in a vacuum. This is different from an auditory spell, which is effective only if the target can hear it. A sonic effect might deal sonic damage.
spell catalysts 74–75
spellgun (trait) The spellgun trait appears on items that can generate a magical effect that flies out like a bullet. You can make either a spell attack roll with a spellgun or a ranged attack roll using your proficiency with simple firearms. Spellguns have a range increment, which applies regardless of which type of attack roll you make. Though you can use your modifier for simple firearms, a spellgun isn't actually a firearm. You don't get the damage of a firearm Strike, nor other benefits like critical specialization. Similarly, you can't load or reload a spellgun, affix talismans to one, attach scopes, affix attached weapons like bayonets or reinforced stocks, and so on. 96
spellheart (trait) Spellhearts are permanent items that work similarly to talismans. You affix a spellheart using the Affix a Spellheart activity, which is otherwise identical to Affix a Talisman. The limit of one talisman per item remains—an item can have one spellheart or one talisman, not both. When casting a cantrip from a spellheart, you can use your own spell attack modifier or spell DC if it's higher. Crafting a spellheart requires the spells the spellheart can cast. 124–129
splash (trait) Some weapons and effects, such as alchemical bombs, have the splash trait. When you use a weapon or effect with the splash trait, you don't add your Strength modifier to the damage roll. A splash weapon or effect deals any listed splash damage to the target on a failure, success, or critical success, and to all other creatures within 5 feet of the target on a success or critical success. On a critical failure, the weapon or effect misses entirely, dealing no damage. Add splash damage together with the initial

damage against the target before applying the target's weaknesses or resistances. You don't multiply splash damage on a critical hit. PC 292

staff (trait) This magic item holds spells of a particular theme and allows a spellcaster to cast additional spells by preparing the staff. 103–137, GMC 278–281, PC2 308

stone (material) 169

story-based crafting 170–175

sweep (weapon trait) This weapon makes wide sweeping or spinning attacks, making it easier to attack multiple enemies. When you attack with this weapon, you gain a +1 circumstance bonus to your attack roll if you already attempted to attack a different target this turn using this weapon.

talisman (trait) A talisman is a consumable that must be affixed to an item. 92–95, GMC 263, PC2 305

tattoo (trait) A magical tattoo has the tattoo trait. It's permanently a part of the subject's body, and reduces the number of items that creature can invest per day by 1. Each tattoo has the invested trait to indicate this limitation—a magical tattoo is like an invested item that the tattooed creature has no choice but to invest. If the tattoo loses its magic or is destroyed, it no longer reduces your investiture.

Just like a physical magic item, a magical tattoo can be counteracted by spells like *dispel magic* or *detonate magic*. If destroyed, the tattoo fades from the skin.

If a creature gets a new magical tattoo when their limit on invested items has already been reduced to zero, the new tattoo's magic fails to take hold, and it becomes a non-magical tattoo instead. A tattooist can alter an existing tattoo to either remove its magic or to modify it into a different magical tattoo and remove the old effect. Magical tattoos can usually be upgraded into their greater versions by having a tattooist add to or modify the existing tattoo. 118–123

teleportation (trait) Teleportation effects allow you to instantaneously move from one point in space to another. Teleportation does not usually trigger reactions based on movement.

tethered (weapon trait) 26

thrown (weapon trait) You can throw this weapon as a ranged attack; it is a ranged weapon when thrown. You add your Strength modifier to damage as you would for a melee weapon. When this trait appears on a melee weapon, it also includes the range increment. Ranged weapons with this trait use the range increment in the weapon's Range entry.

time relic aspect 200

training (weapon trait) 26

treasure tables 206–215
- alchemical item tables 206–208
- magic item tables 209–215

trip (weapon trait) You can use this weapon to Trip with the Athletics skill even if you don't have a free hand. This uses the weapon's reach (if different from your own) and adds the weapon's item bonus to attack rolls as an item bonus to the Athletics check. If you critically fail a check to Trip using the weapon, you can drop the weapon to take the effects of a failure instead of a critical failure.

two-hand (weapon trait) This weapon can be wielded with two hands. Doing so changes its weapon damage die to the indicated value. This change applies to all the weapon's damage dice, such as those from *striking* runes.

uncommon (trait) Something of uncommon rarity requires special training or comes from a particular culture or part of the world. Some character choices give access to uncommon options, and the GM can choose to allow access for anyone. PC 11

unholy (trait) Effects with the unholy trait are tied to powerful magical forces of cruelty and sin. They often have stronger effects on holy creatures. Creatures with this trait are strongly devoted to unholy causes, and often have weakness to holy. If a creature with weakness to unholy uses an unholy item or effect, it takes damage from its weakness. PC 36

unique (trait) A rules element with this trait is one-of-a-kind. PC 11

Valashinaz 4

vehicular (weapon trait) 26

versatile (weapon trait) A versatile weapon can be used to deal a different type of damage than that listed in the Damage entry. This trait indicates the alternate damage type. For instance, a piercing weapon that is versatile S can be used to deal piercing or slashing damage. You choose the damage type each time you make an attack.

virulent (trait) Afflictions with the virulent trait are harder to remove. You must succeed at two consecutive saves to reduce a virulent affliction's stage by 1. A critical success reduces a virulent affliction's stage by only 1 instead of by 2. PC 431, PC2 291

visual (trait) A visual effect can affect only creatures that can see it. This applies only to visible parts of the effect, as determined by the GM.

vitality (trait) Effects with this trait heal living creatures with energy from the Forge of Creation, deal vitality energy damage to undead, or manipulate vitality energy.

void (trait) Effects with this trait heal undead creatures with void energy, deal void damage to living creatures, or manipulate void energy.

wand (trait) A wand contains a single spell which you can cast once per day. 138–143, GMC 282–283, PC2 309

water (trait) Effects with the water trait either manipulate or conjure water. Those that manipulate water have no effect in an area without water. Creatures with this trait consist primarily of water or have a connection to magical water.

weapons 24–31
- specific magic weapons 34–39
- weapon runes 32–33

wondrous consumables 96–99

wood (trait) Effects with the wood trait conjure or manipulate wood. Those that manipulate wood have no effect in an area without wood. Creatures with this trait consist primarily of wood or have a connection to magical wood.

wood (armor specialization) 9

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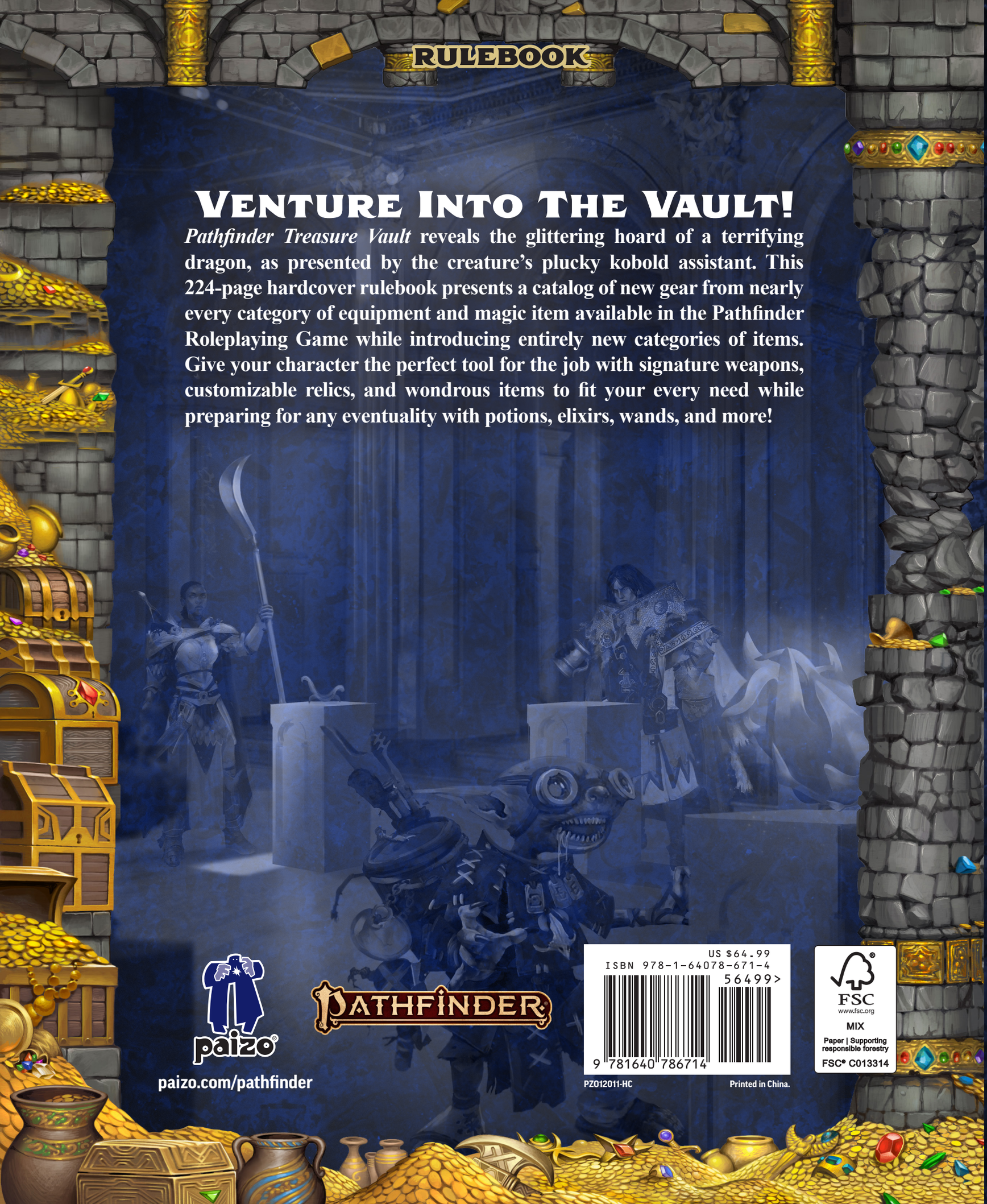




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