

THE CLOCKWORK RELIQUARY

This construct of skymetal and crystal has waited over 10,000 years for its destiny—for the soul of First King Xin to give it life.

CLOCKWORK RELIQUARY

CR 21

XP 409,600

CN Large construct

Init +6; **Senses** *arcane sight*, darkvision 60 ft., low-light vision, *see invisibility*; **Perception** +31

DEFENSE

AC 40, touch 23, flat-footed 37 (+11 deflection, +2 Dex, +1 dodge, +17 natural, -1 size)

hp 442 (25d10+305); fast healing 20

Fort +19, **Ref** +10, **Will** +14

Defensive Abilities skymetal plating; **DR** 15/epic (but see text); **Immune** construct traits; **Resist** cold 20, fire 20; **SR** 32 (but see text)

Weaknesses *Sihedron* vulnerability, susceptible to positive energy, unstable mind

OFFENSE

Speed 40 ft., climb 30 ft., fly 60 ft. (good)

Melee 4 claws +36 (2d10+18/19-20/x4 plus 1d6 cold or fire)

Ranged 6 inubrex darts +26 (2d6+12/x3)

Space 10 ft.; **Reach** 10 ft.

Special Attacks abysium pulse, alloyed claws, conquer construct, djezet blood, rend (4 claws, 2d10+18 plus 1d6 cold or fire)

Spell-Like Abilities (CL 20th; concentration +31)

Constant—*arcane sight*, *fly*, *see invisibility*, *tongues*

At will—*chain lightning* (DC 27), *dispel magic*, *telekinesis* (DC 26)

3/day—quicken *telekinesis* (DC 26)

1/day—*mage's disjunction* (DC 29), *repulsion* (DC 27)

TACTICS

During Combat The clockwork reliquary lashes at the closest target with its djezet blood on the 1st round of combat, then triggers its abysium pulse in the 2nd round. It uses these abilities as often as it can. The construct uses *telekinesis* to try to wrench the *Sihedron* away from its controller (treat this as a disarm combat maneuver, but grant the defender a +10 bonus to its CMD), mixing melee and ranged attacks as appropriate in a round (it prefers attacking with its claws). If reduced to fewer than 150 hit points, it casts *repulsion* and uses *chain lightning* to keep foes at range while using its fast healing. On the fifth round of combat, the reliquary attempts to use *mage's disjunction* to destroy the *Sihedron*. It has a 20% chance to affect the artifact, at which point the item's controller can attempt to resist the effect with a DC 29 Will save made at a -5 penalty. If the clockwork

reliquary is successful, it must succeed at a DC 25 Will save or immediately and permanently lose its spell resistance, fast healing, damage reduction, and all of its spell-like abilities and supernatural special abilities. If it succeeds at this save, the loss of these abilities is only temporary, lasting for 5 rounds.

Morale The clockwork reliquary fights until destroyed.

STATISTICS

Str 34, **Dex** 14, **Con** —, **Int** 39, **Wis** 23, **Cha** 32

Base Atk +25; **CMB** +38; **CMD** 62 (64 vs. trip)

Feats Bleeding Critical, Combat Expertise, Combat Reflexes, Critical Focus, Dodge, Improved Critical (claws), Improved Initiative, Improved Vital Strike, Mobility, Power Attack, Quicken Spell-Like Ability (*telekinesis*), Spring Attack, Vital Strike

Skills **Acrobatics** Climb +45, Fly +42, Knowledge (all types) +39, Perception +31, Sense Motive +31, Spellcraft +39, Use Magic Device +36

SQ haunted

Languages Aboleth, Abyssal, Aquan, Auran, Azlanti, Draconic, Elven, Infernal, Ignan, Shoanti, Terran, Thassilonian, Varisian; *tongues*

SPECIAL ABILITIES

Abysium Pulse (Su) Once every 1d4 rounds as a free action, the two adamantine spheres atop the clockwork reliquary's body can bloom like metal flowers to reveal highly refined abysium rods that immediately pulse with energy. All creatures within a 30-foot-radius spread must succeed at a DC 22 Fortitude save or suffer 1d6 points of Constitution drain and become nauseated for 1 round. On a successful save, creatures in the area suffer only 1 point of Constitution drain and are staggered for 1 round. The reliquary cannot create an abysium pulse in the same round it lashes out with its djezet blood. This is a poison effect. The save DC is Constitution-based.

Alloyed Claws (Ex) The clockwork reliquary's claws are crafted from a strange alloy of adamantine and siccattite. These claws threaten a critical hit on a result of 19-20 and deal $\times 4$ damage on a successful critical hit. They always add 1-1/2 times the reliquary's Strength modifier on damage rolls. The claws bypass hardness and damage reduction as if they were made of adamantine, and on a hit, the reliquary can decide to deal +1d6 points of fire damage or +1d6 points of cold damage as a free action.

Conquer Construct (Su) As a standard action, the clockwork reliquary can target a single mindless construct within

120 feet and attempt to seize control of it. The construct can attempt to resist this control with a DC 33 Will save, but on a failure, it permanently falls under the clockwork reliquary's command. If the reliquary targets a dormant construct (such as an unwound clockwork, or any of the dormant constructs on the risen island of Xin), the construct fails the save automatically and is immediately activated at the start of the next round. The save DC is Charisma-based.

Djezet Blood (Su) The clockwork reliquary's "blood" is composed of djezet. Once every 1d4 rounds as a free action, the reliquary may lash out at a single creature within 30 feet with a tendril of this blood. The reliquary must attempt a +36 touch attack; if it hits, the target must succeed at a DC 22 Will save or become more susceptible to the reliquary's supernatural attacks and spell-like abilities, taking a -10 penalty on all saving throws against these attacks for 24 hours. The reliquary cannot use its blood in this way during the same round it creates an abyssium pulse. The save DC is Constitution-based.

Haunted (Ex) The reliquary gains its Charisma bonus (+11) to its AC as a deflection bonus and on Fortitude saves as a resistance bonus. It gains its Charisma bonus (+11) to each of its Hit Dice as bonus hit points.

Inubrix Darts (Ex) As a full-round action, the clockwork reliquary may fire six inubrix darts from its upper body, or one dart as a standard action. These darts have a range increment of 90 feet and ignore any armor or shield bonus granted by metal armor or shields. The reliquary can fire 100 darts before it must craft replacements.

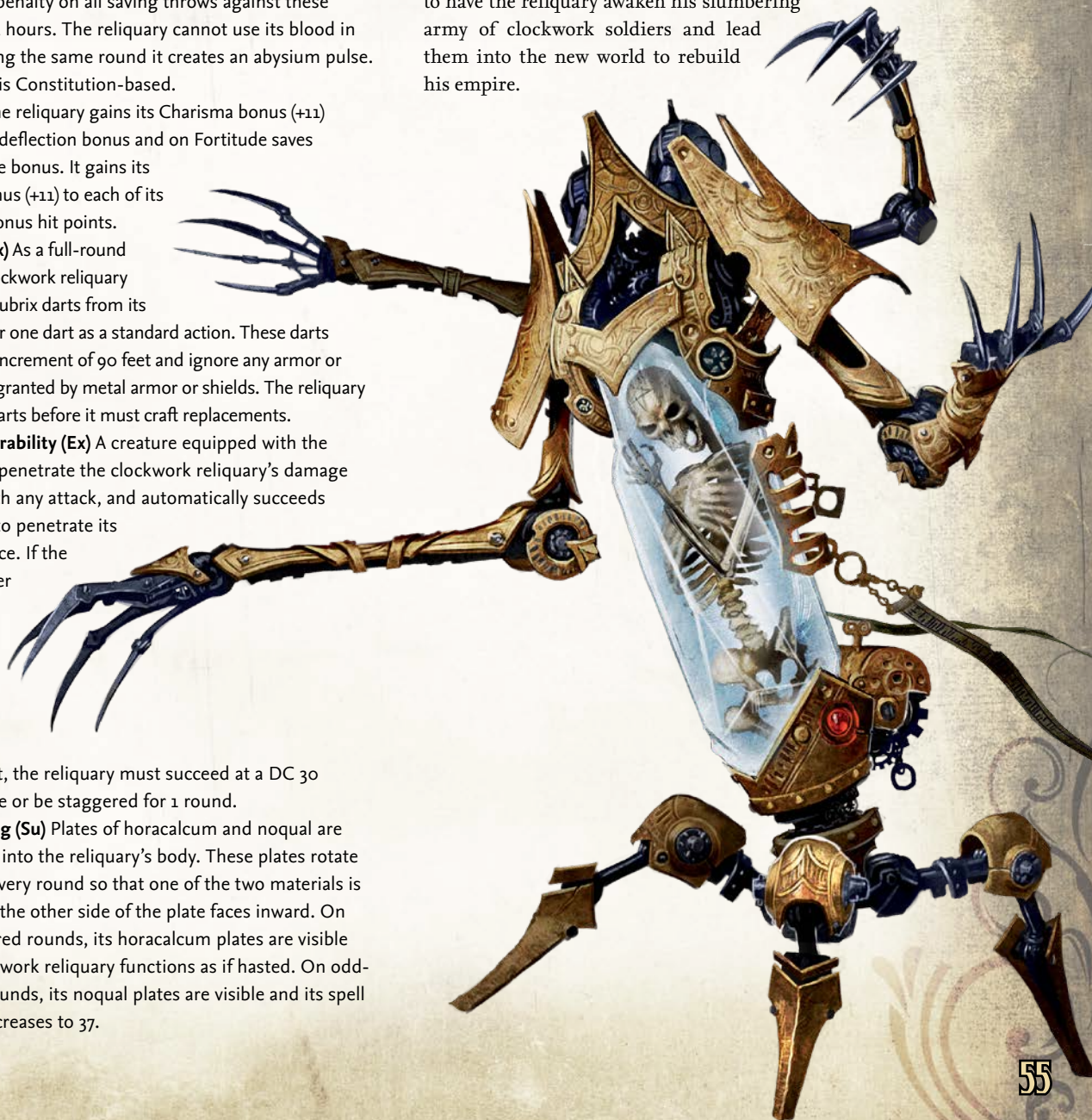
Sihedron Vulnerability (Ex) A creature equipped with the *Sihedron* can penetrate the clockwork reliquary's damage reduction with any attack, and automatically succeeds at all checks to penetrate its spell resistance. If the *Sihedron*'s user transfers the *Sihedron* to an ally while the clockwork reliquary is within 30 feet, the reliquary must succeed at a DC 30 Fortitude save or be staggered for 1 round.

Skymetal Plating (Su) Plates of horacalcum and noqual are incorporated into the reliquary's body. These plates rotate and realign every round so that one of the two materials is visible, while the other side of the plate faces inward. On even-numbered rounds, its horacalcum plates are visible and the clockwork reliquary functions as if hasted. On odd-numbered rounds, its noqual plates are visible and its spell resistance increases to 37.

Susceptible to Positive Energy (Ex) The reliquary is vulnerable to damage from positive energy as if it were an undead creature. It is not affected by negative energy.

Unstable Mind (Ex) The clockwork reliquary's animating spirit carries with it all of Xin's madness. At the start of every round, there's a cumulative 1% chance that it malfunctions in that round—if the reliquary malfunctions, it functions for that round as if confused. Presenting evidence of Xin's failure (such as a portion of the homunculus mass—other elements may work at your discretion) increases the next malfunction check by 20%. Once the reliquary malfunctions, the malfunction chance resets to 1% for the next round.

The clockwork reliquary is Xin's last triumph, a construct that he never got to test in the field of battle. His spirit is eager to use the device against the PCs, but even more eager to have the reliquary awaken his slumbering army of clockwork soldiers and lead them into the new world to rebuild his empire.



OGONTHUNN

The massive form of this fishlike alien undulates with thick mucus, and four long tentacles writhe around its multi-eyed head. Despite its alien nature, its presence is almost calming, even... alluring.

OGONTHUNN

CR 19

XP 204,800

Veiled master loremaster 5 (*Pathfinder Campaign Setting: Inner Sea Bestiary* 56)

LE Large aberration (aquatic, shapechanger)

Init +11; **Senses** darkvision 120 ft.; Perception +29

DEFENSE

AC 34, touch 19, flat-footed 25 (+4 armor, +7 Dex, +2 dodge, +1 insight, +11 natural, -1 size)

hp 356 (21 HD; 16d8+5d6+267)

Fort +19, **Ref** +17, **Will** +18

Immune electricity, mind-affecting effects; **Resist** cold 20; **SR** 25

OFFENSE

Speed 10 ft., swim 80 ft.

Melee bite +21 (2d6+5 plus consume memory and slime), 2 claws +21 (1d6+5 plus slime), 4 tentacles +16 touch (2d6+2 plus thoughtlance)

Space 10 ft.; **Reach** 10 ft. (20 ft. with claws and tentacles)

Special Attacks delayed suggestion, mucus cloud

Spell-Like Abilities (CL 20th; concentration +29)

Constant—*mage armor*

At will—*detect thoughts* (DC 21), *dominate person* (DC 24), *hypnotic pattern* (DC 21), *illusory wall* (DC 23), *mirage arcana* (DC 24), *persistent image* (DC 24), *programmed image* (DC 25), *project image* (DC 26), *veil* (DC 25)

3/day—*dominate monster* (DC 28), quickened *dominate person* (DC 24), *geas/quest*, *mass suggestion* (DC 25)

Spells Known (CL 17th; concentration +26)

8th (5/day)—*symbol of death* (DC 27), *symbol of insanity* (DC 27)

7th (7/day)—*symbol of stunning* (DC 26), *symbol of weakness* (DC 26), *vision*

6th (7/day)—*chain lightning* (DC 25), *mislead*, *symbol of persuasion* (DC 25)

5th (8/day)—*mind fog* (DC 24), *overland flight*, *symbol of pain* (DC 24), *teleport*

4th (8/day)—*arcane eye*, *charm monster* (DC 23), *dimension door*, *phantasmal killer* (DC 23)

3rd (8/day)—*dispel magic*, *explosive runes*, *hold person* (DC 22), *vampiric touch*

2nd (8/day)—*blindness/deafness* (DC 21), *false life*, *invisibility*, *levitate*, *touch of idiocy*

1st (9/day)—*charm person* (DC 20), *comprehend languages*, *erase*, *magic missile*, *ray of enfeeblement* (DC 20)

o (at will)—*arcane mark*, *dancing lights*, *daze* (DC 19), *detect magic*, *ghost sound* (DC 19), *message*, *prestidigitation*, *read magic*, *touch of fatigue* (DC 19)

TACTICS

Before Combat Ogonthunn casts extended *false life* every day.

If the veiled master suspects it will be confronting foes, it places symbols on the walls of its lair. If it wishes to capture victims alive to interrogate them (as is the case the first time it notices the PCs are drawing near), it uses a *symbol of weakness*, a *symbol of persuasion*, and a *symbol of pain*. If it wishes to destroy intruders (as is the case if the PCs return at a later point after fleeing a battle), it uses a *symbol of death*, a *symbol of insanity*, and a *symbol of stunning*.

During Combat If possible, Ogonthunn begins combat from hiding, casting combat spells through a *projected image*. It casts *mind fog* first, followed in subsequent rounds by *dominate monster* and *dominate person* attacks. Foes that seem difficult to dominate are instead targeted with *phantasmal killers*, *chain lightning*, *magic missiles*, and *rays of enfeeblement*, often enhanced via metamagic. Since so many of its spells rely on sight, Ogonthunn prefers to save *blindness/deafness* for particularly frustrating foes who find ways to avoid being dominated or succumbing to symbols. When facing foes in melee, Ogonthunn uses Arcane Strike to gain a +4 bonus on attack damage rolls, unless it is brought below 120 hit points, in which case it augments its attacks with quickened *vampiric touch*.

Morale If reduced to fewer than 50 hit points, Ogonthunn uses *teleport* to flee (using *mislead* to escape in the short term if it must relocate physically to a location where teleportation works). After 24 hours, it returns to Xin, fully healed, to seek revenge.

STATISTICS

Str 20, **Dex** 24, **Con** 32, **Int** 23, **Wis** 19, **Cha** 28

Base Atk +14; **CMB** +20; **CMD** 40

Feats Arcane Strike, Craft Wondrous Item, Dazing Spell, Deceitful, Dodge, Extend Spell, Improved Initiative, Lightning Reflexes, Quicken Spell, Quicken Spell-Like Ability (*dominate person*), Skill Focus (Knowledge [arcana]), Toughness, Weapon Finesse

Skills Acrobatics +0 (-8 when jumping), Bluff +35, Disguise +34, Fly +27, Knowledge (arcana) +37, Knowledge (geography) +22, Knowledge (nature) +22, Perception +29, Sense Motive +26, Spellcraft +31 (+41 when identifying items), Stealth +8, Swim +38, Use Magic Device +34

NPC GALLERY

SQ change shape (any Small or Medium form; *greater polymorph*), greater lore, lore +2, runemastery, secrets (applicable knowledge, dodge trick, secret health), swift transformation, true lore

Gear *spellguard bracers*^{UE}, *ioun stones* (dusty rose, orange prism, pale green prism, pale lavender ellipsoid, pink and green sphere), *ring of evasion*, *ring of telekinesis*, bejeweled armbands and rings worth 20,000 gp in all

^{UE} See *Pathfinder RPG Ultimate Equipment*.

SPECIAL ABILITIES

Consume Memory (Su) When Ogonthunn bites a creature, it consumes memories. The creature bitten must succeed at a DC 27 Fortitude save or gain 1 negative level. Ogonthunn heals 5 points of damage each time it grants a negative level in this way, and also learns some of the target creature's memories (subject to the GM's discretion). This is a mind-affecting effect. Ogonthunn can suppress this ability as a free action. The save DC is Charisma-based.

Delayed Suggestion (Sp) Whenever Ogonthunn successfully uses *dominate person* or *dominate monster* on a creature, it can implant a *delayed suggestion* that triggers when the *dominate* effect ends. This *suggestion* (which functions as a spell-like ability, CL 20th, Will DC 22 negates) is for the creature to put its gear somewhere safe and then spend the next 20 hours attempting to track down Ogonthunn and present itself to the veiled master to be re-dominated.

Mucus Cloud (Ex) While underwater, Ogonthunn exudes a cloud of transparent slime in a 30-foot-radius spread. Every creature in this area must succeed at a DC 29 Fortitude save each round or lose the ability to breathe air (but gain the ability to breathe water) for 24 hours. Renewed contact with this mucus cloud and failing another save extends the effect for another 24 hours. The save DC is Constitution-based.

Runemastery (Ex) Ogonthunn is particularly skilled at casting spells that create magical writing, such as *explosive runes*, *secret page*, or any spell with the word "symbol" in its name. It never requires material components or focus components when casting such spells, and the save DC of any of these spells increases by 1. Ogonthunn's symbol spells are difficult to disarm—the Disable Device DC for these symbols increases by 2.

Slime (Ex) A creature hit by Ogonthunn's bite or claw attacks must succeed at a DC 29 Fortitude save or its skin and flesh transform into a clear, slimy membrane over the course of 1d4 rounds. The creature's new "flesh" is soft and tender, reducing its Constitution score by 4 as long as the condition persists. If the creature's flesh isn't kept moist, it dries quickly and the victim takes 1d12 points of damage every 10 minutes. *Remove disease* and similar effects can restore an afflicted creature to normal, but immunity to disease offers no protection from this attack. The save DC is Constitution-based.

Spells Ogonthunn can cast spells as a 17th-level sorcerer.



Swift Transformation (Su)

Ogonthunn can use its change shape ability as a swift action.

Thoughtlance (Su)

Four of Ogonthunn's tentacles end in glowing spheres of light. These spheres deal 2d6 points of electricity damage on a successful touch attack, and also blast the targeted creature's mind with waves of mental energy—a creature touched by one of these tentacles (regardless of whether the touch deals electricity damage) must succeed at a DC 27 Will save or be staggered for 1 round. Additional touches increase the duration by 1 round. While a creature is staggered in this manner, it must attempt concentration checks to cast spells as if it were experiencing extremely violent motion while casting (DC = 20 + spell level). The save DC is Charisma-based.

The veiled masters are akin to a noble caste in aboleth society, even though the concept of "nobility" is alien to these creatures. Ogonthunn has lived for thousands of years, and remembers Azlant and the rise of Thassilon. It prefers to adopt the guise of a beautiful Azlanti woman when walking among humanity. It has come to risen Xin to seek out an old artifact it gave Xin's ancestors, but has become somewhat trapped in the palace's dungeons.

SHATTERED STAR TREASURES

The following unique treasures can be found in “The Dead Heart of Xin.” Player-appropriate handouts for the treasures detailed here appear in the GameMastery Shattered Star item card set

FLAMMA HORACALCUM (MINOR ARTIFACT)

Aura moderate evocation; **CL** 20th

Slot none; **Weight** 7 lbs.

DESCRIPTION

The *flamma horacalcum* is tiny ball of fire harvested from a secret and hidden grotto on the Plane of Fire where the flames are infused with energies leaking from the Demiplane of Time. During the time of Azlant, dozens of *flamma horacalcums* existed, each of which had to be encased in an orrery-like container made of horacalcum to prevent the flame from burning away into another time. The flame itself is weightless, but the orrery that contains it weighs 7 pounds, and requires a free hand to carry and utilize.

As a free action, a *flamma horacalcum*'s level of illumination can be adjusted by its carrier's thought to range from the brightness of a single candle to that shed by a *daylight* spell. This light is considered to be from a 9th-level spell for the purposes of overcoming magical darkness. Once the *flamma horacalcum* is set down, it continues to radiate its last level of light.

This light bends and warps time in slight ways for its carrier, granting her a +4 bonus on all initiative checks. Three times per day, the flame can be commanded to cast a *haste* spell as a swift action. The carrier can also use the flame as a standard action to unleash a thin beam of fire equivalent to a *searing light*. A creature hit by this effect is slowed, as per the spell, for 1d4 rounds if it fails at a DC 20 Will save.

Once per week as a standard action, the user of a *flamma horacalcum* can blow the flame out, snuffing it entirely. This triggers a *time stop* effect on the user that lasts for 1d4 rounds, after which the flame reignites. Other observers see this effect only as a brief flickering of the flame, since the duration of the time the flame was extinguished is contained wholly by the *time stop* effect.

In certain areas that have been subjected to powerful destructive magical effects associated with fire (such as Xin's Palace), the light of the *flamma horacalcum* reveals images from the past. These images only manifest if the device's light is at its highest setting, and what exactly is revealed can vary—the light may reveal events from only a few hours past, or it may reveal things from hundreds of centuries gone. The various encounters within Xin's palace include sections on what the light of the *flamma horacalcum* reveals.

DESTRUCTION

The flame of a *flamma horacalcum* must be quenched in the shadow of a demigod who hasn't yet been born.

GHOST IRON SCIMITAR

Aura strong transmutation; **CL** 20th

Slot weapon; **Price** 162,315 gp; **Weight** 8 lbs.

DESCRIPTION

When Xin learned that the runelords had invested their champions with the swords known as the *Alara'hai*—the *Swords of Sin*—he decided that he deserved such a weapon for his champion as well. Unfortunately, his attempt to create an eighth *Alara'hai* failed. Despite his skill and power, Xin simply couldn't equal even the least of the other *Swords of Sin*, a truth that vexed and humiliated him. The weapon he created, the *ghost iron scimitar*, was a significant weapon, but it was hardly an artifact. It wasn't even intelligent. Ashamed of the weapon, but secretly harboring the hope that someday he'd figure out how to improve it, Xin secreted the sword away in a Skymetal Vault and forgot about it.

The *ghost iron scimitar* is a +2 *dancing keen ghost touch inubrix scimitar*. The weapon has been magically enhanced so that it still deals normal weapon damage for its size and is not treated as being broken, despite being made from a soft skymetal. It ignores armor and shield bonuses granted by metal objects. Although the weapon cannot damage metal creatures (and is thus not very effective against the clockwork reliquary), it can be presented to the clockwork reliquary as an example of one of Xin's failures to aid in triggering its unstable mind.

CONSTRUCTION

Requirements Craft Magic Arms and Armor, *animate objects*, *keen edge*, *plane shift*; **Cost** 100,315 gp

GUARDIAN KEY (MAJOR ARTIFACT)

Aura strong enchantment; **CL** 15th

Slot none; **Price** 90,000; **Weight** 1 lb.

DESCRIPTION

This simple-looking key seems to be carved crudely from stone, but is in fact a sort of skeleton key that can be used to wind all clockwork constructs swiftly and efficiently. Originally, the key allowed the carrier to command limitless numbers of clockworks simultaneously. With this key, Xin could command

SHATTERED STAR TREASURES



Wayfinder of
Infinite Doorways



Timeglass

Flamma
Horacalcum



Tome of
Living Runes

Guardian
Key



Ghost Iron
Scimitar



his entire clockwork army effortlessly, and its use was key to his power over Thassilon. But when Xin used it as an element in the clockwork reliquary's construction, the key's powers were vastly diminished. Xin accepted this as a necessity, since if all had gone according to plan, he would still be able to command his army using his new body. The diminished key can be recovered from the destroyed reliquary's remains.

The *guardian key* can fit into any clockwork construct's keyhole, and fully winds a clockwork with a single turn made as a move action. Clockworks wound by the guardian key are healed of $5d8+20$ points of damage, remain active for 10 times longer than they normally would, and during this period gain a +2 bonus on attack rolls, damage rolls, and saving throws. The *guardian key* can also be used to seize control of a clockwork. To do so, a creature must attempt a touch attack against the target clockwork as a standard action. If it hits, the clockwork can attempt a DC 15 Will save to resist. If the clockwork's save fails, that clockwork regards the key's carrier as its creator, and follows that person's commands to the letter—provided the commands are spoken in Thassilonian. The *guardian key* can control only one construct at a time. If it is used to control a second clockwork, the previous one is released from its duties immediately.

DESTRUCTION

The *guardian key* must be steeped in the tears of a wistful clockwork lover and then used by that clockwork to unwind itself permanently.

SIHEDRON (MAJOR ARTIFACT)

Aura overwhelming (all schools); **CL** 25th
Slot none; **Weight** 7 lbs.

DESCRIPTION

The *Sihedron* is a seven-pointed star that symbolizes the power of Thassilonian magic. Xin created the *Sihedron* as more than just a symbol of his power over the schools of magic he'd defined for his nation, though. It was initially meant to be a badge of his power over all of Thassilon, and a symbol of the unified nature of the nation's peoples. Each of the *Sihedron's* arms is made of a different skymetal, symbolizing how the nation of Thassilon was made of different races—Azlanti, Varisian, Shoanti, giant, elf, and others. Xin went further than merely making the *Sihedron* a symbol of harmony and diversity, though, and built into its functionality significant advantages when the artifact is shared among a number of allies. The powers granted by the *Sihedron* are greatest when it is used not by a lone individual, but by a group that works together toward a common goal, and whose members trust each other enough to effortlessly pass control of the powerful item between themselves swiftly and without a second thought.

Alas, Xin's ideals for the diversity of Thassilon were misplaced, and even as his rule continued, he found himself increasingly paranoid and unwilling to share the powers granted by the *Sihedron*. The fact that the item was intended to be a powerful shared artifact but has never properly been used in this manner is one of the greatest ironies of Thassilon.

SHATTERED STAR

The *Sihedron* itself is a relatively plain-looking item. The seven different hues of its composite metals help to give it some color, but the artifact lacks any of the decorative runes and markings that are so common on other Thassilonian artifacts. Even the artifact itself, built in the image of the sign of Lissala and the rune for the Thassilonian schools of magic, seems somewhat plain, lacking the *Sihedron* rune's distinctive hooklike shapes along its arms. In fact, these hooks are represented in the device by the placement of the seven *ioun stone* receptacles.

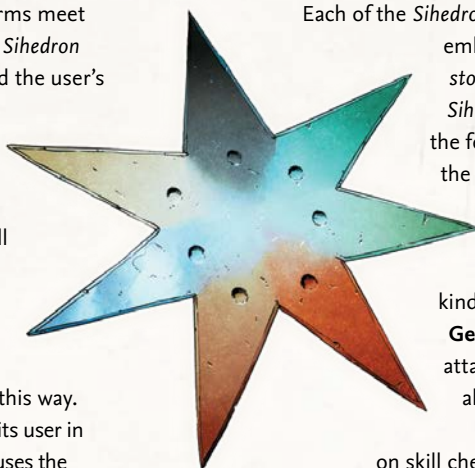
Once the *Sihedron* is activated, it glows with a warm yellow light that sheds illumination as if via a *daylight* spell. To activate the *Sihedron*, a person need only touch the center of the star where all seven arms meet and concentrate as a swift action—the *Sihedron* immediately rises up into the air behind the user's head like a halo and floats along behind him wherever he goes, even teleporting along with him. Although the *Sihedron* is not in physical contact with the user, it is in all ways treated as if it were an attended object being held or carried. The *Sihedron* implants knowledge of all its powers and how to activate them into the mind of anyone who activates it in this way.

Once activated, the *Sihedron* protects its user in a number of ways. First, it constantly infuses the wearer with magical energy, granting him fast healing 5. Second, it grants the user the constant effects of a *foresight* spell (providing a +2 insight bonus to AC and on Reflex saves, and preventing the user from ever being surprised or flat-footed). Third, up to once per day, the *Sihedron* can target its wearer with *true resurrection* the instant he is slain—he need not activate this power, as the *Sihedron* automatically triggers if the user is killed.

When the user activates the *Sihedron*, he may select one of the star's points to be "ascendant." The *Sihedron* rotates so that this point is pointing upward, and he immediately gains an additional defense and the use of a spell-like ability, usable at will, as detailed below. The user may change which point is ascendant as a standard action by concentrating, but cannot change the point to an "oppositional" point. The effects granted by each of the *Sihedron*'s points (as well as the two oppositional points for each) are listed at the end of this item description.

As an immediate action (but no more often than once during any single combat round), the current user of the *Sihedron* may cause the artifact to instantaneously transfer itself to another willing creature within 120 feet. The *Sihedron* teleports from the current user and appears behind the head of the target creature. As it does so, it unleashes a surge of potent magic that affects both of these creatures, granting a

+2 insight bonus on all saving throws for 1 round and healing each creature of 2d8+10 points of damage. This transfer occurs so quickly that it can grant the bonus on a saving throw after the saving throw itself has been rolled, but it must be made before the result of that role is confirmed by the GM. Likewise, the healing granted can occur in the instant before a creature actually takes damage from any source, which could heal a heavily wounded target before the additional damage renders it unconscious or even kills it. When the *Sihedron* is granted to a new target in this manner, the new target can automatically select which point of the *Sihedron* is ascendant, even if the point selected is oppositional to the previously active point.



SIHEDRON

Each of the *Sihedron*'s arms contains an *ioun stone* embedded in a small receptacle. These *ioun stones* cannot be removed as long as the *Sihedron* is whole, and they help to power the following additional abilities when one of the points is ascendant.

Charity: Grants a +4 insight bonus to AC and *dimensional anchor* as a spell-like ability. Opposed by kindness and temperance.

Generosity: Grants a +4 insight bonus on attack rolls and *beast shape II* as a spell-like ability. Opposed by humility and love.

Humility: Grants a +8 insight bonus on skill checks and *greater invisibility* as a spell-like ability. Opposed by generosity and zeal.

Kindness: Grants a +4 insight bonus on weapon damage rolls and *ice storm* as a spell-like ability.

Opposed by charity and zeal.

Love: Grants a +8 insight bonus on initiative checks and *charm monster* as a spell-like ability. Opposed by generosity and temperance.

Temperance: Grants fast healing 10 (this replaces the standard fast healing granted by the *Sihedron*) and *fear* as a spell-like ability. Opposed by charity and love.

Zeal: Grants a +8 insight bonus on concentration and caster level checks and *dimension door* as a spell-like ability. Opposed by humility and kindness.

DESTRUCTION

The *Sihedron* must be crushed under the foot of the Oliphant of Jandelay while it is being used by a character who willingly allows himself (along with the *Sihedron*) to be so destroyed.

Xin was able to cause the *Sihedron* to break apart into its seven shards as an immediate action. Doing so causes an explosive blast of magical power capable of laying waste to a huge portion of the surrounding landscape as well as instantly slaying Xin, his rune giant assassin, and many other occupants of his palace. This did not destroy the *Sihedron*, however, and once the artifact is reforged, no known force can cause it to explode in this manner a second time.

SHATTERED STAR TREASURES

TIMEGLASS (MINOR ARTIFACT)

Aura strong divination; **CL** 20th
Slot none; **Weight** 10 lbs.

DESCRIPTION

A *timeglass* appears as a 1-foot-long elongated glass bulb set within a stand made of horacalcum. Within the bulb churns a mote of pale blue mist—vapors extracted from strange flowers that grow only in the Dimension of Time. A *timeglass* can be used as if it were a *crystal ball* with *true seeing*, but also has the ability to scribe upon events in the past or future. When using a *timeglass* to look forward or backward in time, a user can't specify what creatures are viewed, but does look upon someone with whom the user has interacted before or will interact in the future. It can be used in this manner only once per day.

If used to look into the past, the *timeglass* does one of two things—it can reveal to the viewer a memory that's been forgotten or put an old piece of knowledge into a new context (granting a +20 bonus on any one Knowledge check), or it can grant a link to a specific person that character has met in the past, allowing for a brief one-way communication to that person. The recipient of this message generally interprets the message in the form of a vision, or a strange prophecy, or divine insight—the recipient does not know the message is in fact from the future (as the *timeglass* distorts messages to the past in order to preserve the flow of time and combat paradoxes). The first time the PCs use this device, they contact the troll augur Augustille, and the result of this contact is the strange prophecy that he gave the PCs back in “The Asylum Stone.” The *timeglass* itself determines whether it grants a bonus on a knowledge check or allows a link to a past mind—allowing the GM the chance to control how the artifact interacts with her campaign.

When a *timeglass* is used to look into the future, the effects are simpler—the PC gains a brief vision of a possible important event that will occur in the PC's immediate future. Memories of these events vanish as soon as they form, but the user retains vague fragments of the memory, effectively gaining the effects of a *foresight* spell for 24 hours.

At your discretion, a *timeglass* can have other uses involving the past and the future.

DESTRUCTION

The *timeglass* must be carried back in time to the point it was created, and must then be used to smash apart the glass containing the mist before its creation is completed.

TOME OF LIVING RUNES

Aura strong transmutation; **CL** 15th
Slot none; **Price** 36,000 gp; **Weight** 15 lbs.

DESCRIPTION

This massive, metal-bound tome is filled with 20 thin pages of beaten copper, each indented with arcane sigils and Thassilonian runes. These runes seem to shimmer and twist and writhe when read, and the phrases and words they spell

out are utter nonsense. By studying a page with a successful DC 20 Linguistics check, a person can make sense of the runes and as a full-round action can cause the runes on that page to swim together into a single shape that immediately leaps off the page to serve the user in one of three ways. The rune can manifest as a living rune (see page 88) that serves the user for 15 rounds, as if it had been summoned via a *summon monster* spell. The rune can infest and deactivate any symbol, *glyph of warding*, or other trap made of magical writing with a +25 Disable Device check. The rune can also be made to float around the user's head for 10 rounds, during which time it can be used as an additional material component when casting a spell that creates magical writing. Doing so causes the spell to be cast at +1 caster level. Once a rune is activated, the page in the *tome of living runes* on which the rune was written goes blank. Only one rune can be active at any one time.

CONSTRUCTION

Requirements Craft Wondrous Item, *summon monster VIII*, *symbol* (any); **Cost** 18,000 gp

WAYFINDER OF INFINITE DOORWAYS

Aura strong conjuration; **CL** 12th
Slot none; **Price** 45,000 gp; **Weight** —

DESCRIPTION

This bronze *wayfinder* is decorated with garnets and emeralds, and even without its magical properties would be worth a small fortune. A *wayfinder of infinite doorways* has 10 charges; these charges automatically replenish at a rate of 1 charge every 24 hours. The *wayfinder* has one *ioun stone* slot—as a standard action, the user can drain the power of an *ioun stone* inserted in the *wayfinder* to restore a number of charges equal to the *ioun stone's* cost divided by 2,000 (thus, draining an *ioun stone* worth 8,000 points would instantly restore 4 charges). The item can be used to activate any of the following powers as a standard action that expends a variable number of charges.

- The *wayfinder of infinite doorways* can be used cast *detect secret doors*. Using the item this way costs no charges, but can only be done if at least 1 charge remains in the *wayfinder*.
- It can be used to cast *knock* at the cost of 1 charge.
- It can be used to cast *dimension door* at the cost of 2 charges.
- The *wayfinder of infinite doorways* can be used to transform any regular door within 10 feet into a portal that functions as a *word of recall*, causing any creatures that step through the targeted doorway to step out of another doorway that has been preselected. If no target doorway has been selected, this use of the *wayfinder* fails. Using the *wayfinder* in this way costs 4 charges. Attuning the *wayfinder* to a destination doorway requires a full-round action and 1 charge, and the user must be standing within the doorway when she does so.

CONSTRUCTION

Requirements Craft Wondrous Item, *detect secret doors*, *dimension door*, *knock*, *word of recall*; **Cost** 27,500 gp