

# MISSING MAGIC: ARTIFACTS & RELICS™

**For the Pathfinder Roleplaying Game.** A collection of 32 Artifacts and Relics inspired by classic editions, complete with histories, Knowledge checks, plot hooks and Consequences.

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## Introduction

One of the things that I absolutely loved about the Artifacts and Relics presented in the First Edition of the Progenitor Game was the roundabout world building. Names were dropped as if the reader should know who those people were and be familiar with the roles they played in the history of the campaign world, but no real explanations were given. They were mysteries, and my earliest world building efforts as a teenager were directed toward creating adventures that would attempt to solve them. These often led to even deeper mysteries, but it drove my players to want to explore and learn, rather than simply hack and slash. It inspired me creatively. To this day elements of my campaign contain secret histories and background that the players will never see. That innkeeper, for example, is a descendant of one of the Seven Rightful Heirs; that unassuming +1 scimitar originally belonged to a personal bodyguard of the Merchant Queen; this evil temple was originally a fane of the Lost Gods. No one knows it but me, and it doesn't have a lot of impact on the game, but it helps me to know that things tie together, that my world has an historical through line.

When I started writing this document my goal was to not just create knock-offs of those items, many of which are the Intellectual Property of the Keepers of the Progenitor Game, but to give them some impact and importance beyond their ridiculous levels of power. I wanted to create items that stayed somewhat true to the spirit of the originals, but that tied together and offered fragments of a shared history, that gives hints about legendary heroes and villains, epics wars, worlds beyond the game world, lost races and forgotten gods that have, in ways both large and small, helped create the setting that the player characters are adventuring in now.

These are not everyday magic items. These are the equivalent of the Ark of the Covenant, the Spear of Longinus, Frodo's Ring, Elric's Stormbringer. These are things that should make the most jaded dweller in a world of high magic step back and be awed. These are items of myth and legend. These are things that can change lives and alter worlds. These are the stuff of great quests, epic wars, and lasting tragedies.

## Artifacts From Before Time

Before the dawn of the current age, other civilizations walked the world, filled with races alien to us now, and they worshipped other gods. They wielded strange magics and fought with strange technologies. They rose, they loved, they feuded, and in the end, as is the way of things, they fell. Those other civilizations, those other races, those other gods, are now largely dust against the fickle winds of history.

Yet some small remnants survive, to let us know that these creatures, these people, did in fact exist, and that these tales and legends did happen or, at least, were based on some small kernel of fact. What we have are their greatest creations, both cruel and wonderful, but made to last. What we have are their greatest artifacts.

Unless otherwise noted, there is only one of each of these items. They are beyond the ken of even the greatest mages and tinkers to reproduce. We do not know how to construct them, but what we may know is how they might be destroyed. We know this because their power can be frightening. We know this because each item has a story that has lived on, beyond the races and gods that created them. These are things that should not exist. They are terrible echoes of the past, haunting the future.

## Using These Items in Your Campaign

You, the gamemaster should be very careful about introducing these artifacts. Their existence in your campaign should not be casual, and should be an act of grave intention. It has been left up to you, the gamemaster, to insert the names of places, heroes, deities, and demons that best suit his campaign. Who are the Dwarvish Lords, in your world? Likewise, who were the Trickster, the Prophets, The Hag, and the Demon Prince? What relationship did they have to the Seven Kingdoms? These things may have answers, in your milieu, or they may remain nagging mysteries that disturb the characters' dreams.

## Knowledge Checks

Because each of these items are famous (or infamous), there is a good chance that the characters will know what they are, some of their back story, what their powers are, and even how they work. The DCs for various Knowledge checks, and what the character can learn, are presented for each item.

## Consequences

This document introduces the concept of powerful items having Consequences. No one can possess such an artifact or relic without drawing attention to them. Someone else will desire that power and want to take it from the player characters. Cults will be devoted to the item, or its original possessor. Secret societies may exist that are constantly on the lookout for the item, either to recover it or destroy it. Almost all great power comes with a great price. The gamemaster should feel free to explore these plot hooks and develop them as best suits his campaign.

**Table 8-1 Special Items**

01	<i>Axe of the Dwarvish Lords</i>
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88	<i>Scepter of the Demon Prince</i>
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### AXE OF THE DWARVISH LORDS

See *axe of the dwarvish lords* in the *Pathfinder Roleplaying Game Core Rulebook*.

#### KNOWLEDGE CHECKS

- A DC 10 Knowledge (history) check means you identify the item and are aware of the Axe's, plus any additional campaign-specific information the gamemaster may wish to provide. This of course is common knowledge for dwarves and goblins, who will not need to roll for this information.
- A DC 15 Knowledge (arcana) check means you know the powers and abilities of the Axe. This check is reduced to DC 10 for dwarves and goblins.

- A DC 15 Knowledge (history) check means you are aware of the Consequences detailed below. This check is reduced to DC 10 for dwarves and goblins.
- A DC 30 Knowledge (history) check means you know the command words needed to activate the powers of the Axe. This check is reduced to DC 20 for dwarves and DC 25 for goblins.

#### CONSEQUENCES

No matter who wields the Axe, there will be those among dwarvenkind who feel that he (or she) is not worthy of it. In addition to challenges from within his own clan, the wielder will face challenges from dwarves who seek the honor of bringing the home to their own clan. This will lead to great political strife, during which time the dwarves will be vulnerable to attacks from the outside.

Dwarves from rival clans may begin researching the construction of their own Axe, so as not to be upstaged.

The goblins will certainly be interested in the Axe as well, and will seek to count coup and humiliate the dwarves by capturing it and turning it against them. They will go to great lengths to steal it, up to and including hiring mercenaries and assassins to take down the wielder.

### CLOAK OF INVULNERABILITY

**Aura** strong abjuration; **CL** 15<sup>th</sup>

**Slot** shoulders; **Weight** --

#### DESCRIPTION

This shimmering Cloak is actually made from incredibly fine links of chain made from an unknown metal. It will alter its size to fit any humanoid wearer from Small to Large in size. As the wearer moves, the Cloak changes colors. It is said that this relic was originally worn by the High Zealot of the alien Lost Gods, who bestowed the Cloak upon him as a sign of great favor.

The cloak gives the wearer a +5 deflection bonus to armor class, and a +5 resistance bonus to all saving throws. It will also absorb up to 120 points of acid, cold, electricity, fire, and sonic damage per day.

#### KNOWLEDGE CHECKS

- A DC 15 Knowledge (history) check means you identify the item and are aware of the Cloak's history as presented above, plus any additional campaign-specific information the gamemaster may wish to provide.
- A DC 15 Knowledge (religion or planes) check means you know the powers and abilities of the Cloak.
- A DC 20 Knowledge (history) check means you are aware of at least one of the Consequences detailed below.
- A DC 30 Knowledge (history or planes) check means you know the command words needed to activate the powers.

#### CONSEQUENCES

In small pockets around the world their remains cults loyal to the Lost Gods. Many of these are tieflings who claim Agents of the Lost Gods as their ancestors. They

will see the possession of the Cloak by anyone outside their order as a great heresy, punishable by death.

The protective power of the Cloak makes it desirable to nearly anyone. Heroes on quests to defeat powerful dragons, demons, or devils will seek it as a means of victory. Would-be conquerors will want it as defense against their enemies. Wizards and tinkers will want to examine it to try to reproduce it. The most ambitious will seek to eliminate the wearer using means that the Cloak does not offer extreme levels of protection against such poison.

#### **DESTRUCTION**

The Cloak has no powers on the home plane of the Lost Gods who created it. The only way to destroy it is to locate that plane and take the Cloak there via a *gate* spell.

### **CODEx OF THE INFINITE PLANES**

See *codex of the infinite planes* in the *Pathfinder Roleplaying Game Core Rulebook*.

#### **KNOWLEDGE CHECKS**

- A DC 15 Knowledge (history or planes) check means you identify the Codex and are aware of its history, plus any additional campaign-specific information the gamemaster may wish to provide.
- A DC 15 Knowledge (planes) check means you know the powers and abilities of the Codex.
- A DC 20 Knowledge (history) check means you are aware of at least one of the Consequences detailed below.

#### **CONSEQUENCES**

Those who seek out the Codex are typically half-mad to begin with, almost always chaotic and usually evil. If a player character comes to possess it, they will be plagued by such insane villains. A number of high-level wizards, filled with hubris in their belief that they can handle such power, will want the power of the Codex for their own. An equal number of wizards possessed of common sense will seek to have it locked up or destroyed, aware of its destructive power and potential for abuse; a player character certainly is not equipped to handle it. There are demons who would like it, simply to use it as a magical trap to be laid for their curious enemies.

### **CROWNS OF DIVINE MIGHT**

**Aura** strong abjuration; **CL** 17<sup>th</sup>

**Slot** head; **Weight** 3 lbs.

#### **DESCRIPTION**

In the Greatest War of the Seven Kingdoms, the gods and demons of the Ethical Alignments each made their own choices regarding whom they felt should be king. Three Crowns were crafted, and three Scepters, three Orbs, and three Thrones, one each for Good, one each for Neutrality, and one each for Evil. With these, the three Nameless Kings lead their factions.

Each Crown of Divine Might surrounds the wearer with an aura of divine power. It gives the wearer a +5 armor class bonus and a +5 bonus on all saving throws, and a

spell resistance of 25 against all spells regardless of the alignment of the caster. While the Crown is worn, any creatures of a different Ethical Alignment who gaze upon the wearer must make a DC 25 Fortitude save or become *blinded*.

- The *Crown of Divine Good* is made of gold, and inlaid with diamonds and blue sapphires.
- The *Crown of Fiendish Evil* is carved from a single piece of obsidian, inlaid with platinum and adorned with rubies.
- The *Crown of Tranquil Neutrality* is a simple ring of petrified wood, shot through with what appear to be ribbons of copper.

All Crowns will resize themselves to fit the head of any creature of compatible alignment from Small to Large.

If a person attempts to wear a Crown of a different Ethical Alignment than their own, they suffer 5d6 electrical damage.

Roll to determine the type of Crown found in a random hoard:

01-34	<i>crown of divine good</i>
35-77	<i>crown of fiendish evil</i>
78-100	<i>crown of tranquil neutrality</i>

See *holy aura*, *unholy aura*, and *protection from evil/good* in the *Pathfinder Roleplaying Game Core Rulebook*.

#### **KNOWLEDGE CHECKS**

- A DC 10 Knowledge (history or nobility) check means you identify the Crown and are aware of its history as presented above, plus any additional campaign-specific information the gamemaster may wish to provide. You do not, however, know the Crown's Ethical Alignment.
- A DC 15 Knowledge (religion) check means you know the powers and abilities of the Crown, as well as its Ethical Alignment.
- A DC 20 Knowledge (history or nobility) check means you are aware of the Consequences detailed below, as well as what happens when someone of a different Ethical Alignment tries to use the Crown.
- A DC 30 Knowledge (history) check means you know the command words needed to activate the Crown's powers.

#### **CONSEQUENCES**

By wearing a Crown, one can argue that they are the chosen of the gods and therefore are the rightful king. This means that the currently sitting monarch will not only wish to possess it, but see any player character who wears it as a threat to their power. Even if the king is generous and benign, there will be loyal members of the court who do see a threat, and will attempt to have the wearer eliminated. Add in those who do seek the throne for themselves, for whom the Crown would be a great benefit, and the wearer will find himself in constant peril.

Modern deities may or may not be the same deities who created the Crown. The original deities may have their own plans as to whom should wear the Crown, and the

player character may not be that choice. They will set events in motion to insure the Crown ends up on the head of the person of their selection.

Modern deities and their clerics may take the wearing of the Crown as veneration of old, deposed, or dead gods, and therefore blasphemy. They will do what they can to punish the wearer for engaging in such heresy.

Those who seek the Crowns of other Ethical Alignments will also be curious, at the very least. The discovery of one Crown may lead to clues as to the location of the others. They will seek to thwart the wearer from gaining too much political power, in order to better promote the tenets of their own Ethical Alignment.

#### **DESTRUCTION**

A Crown can be destroyed if all three Crowns are brought together, and the wearers of the other two Crowns can cooperate to focus on its destruction.

### **CUP OF THE MARTYRED SAINT**

**Aura** strong conjuration; **CL** 18<sup>th</sup>

**Slot** none; **Weight** 1 lb.

#### **DESCRIPTION**

It is said that this relic once belonged to the Martyred Saint, who carved it from wood to be his daily drinking vessel. It is said that one day he placed his lips upon it, and it transformed into a magnificent golden chalice. As it was too ostentatious for his vow of austerity, he first sought to sell it, so that he might use its value to buy food for the poor. When no one could offer him what it was truly worth, he carried the Cup out among the people, using it to heal their injuries and cure their illnesses.

This golden Cup is covered with indecipherable runes. The rim is inlaid with silver filigree, and the base contains 12 emeralds in a symmetrical pattern. Any liquid that is poured into the Cup is instantly transformed into holy water. Taking a sip from the Cup will cure 3d8+15 points of damage, *remove blindness/deafness*, *remove curse*, and *remove disease* for any good creature that drinks from it. If an evil creature sips from the Cup, they must make a DC 28 Will save or their Ethical Alignment will be changed to Good as per the *atonement* spell.

#### **KNOWLEDGE CHECKS**

- A DC 10 Knowledge (history or religion) check means you identify the Cup and are aware of the history presented above, plus any additional campaign-specific information the gamemaster may wish to provide. This is common knowledge for good-aligned clerics and followers of the Martyred Saint or his deity, and do not need to roll for this information.
- A DC 15 Knowledge (religion) check means you know the powers and abilities of the item. The DC is 10 for followers of the Martyred Saint or his deity.
- A DC 20 Knowledge (history or religion) check means you are aware of at least one of the

Consequences detailed below. The DC is 15 for followers of the Martyred Saint or his deity.

- A DC 30 Knowledge (history) check means you know the command words needed to activate the powers of the Cup. The DC is 20 for followers of the Martyred Saint or his deity.

#### **CONSEQUENCES**

The Hierarchy of the Venerable Church, devoted to the Martyred Saint's deity, would certainly love to lay claim to the Cup. The Church would enshrine it in a reliquary, where it would rarely be used to found a pilgrimage site, the use of its powers reserved only for the Church elite, substantial financial contributors, and powerful political allies. If the Church put out the word, nearly all of the faithful would join in a movement to force the possessor of the Cup to return it; this would include no small amount of that financial and political clout being brought to bear as well.

The Martyred Saint has a cult devoted to him, which is frequently at odds with the Venerable Church both politically and theologically. Rather than lock the Cup away, they would seek to have it used as it once was, traveling among the common people in order to bring healing and a message of hope and compassion. This, in turn, would generate a populist movement that would either force the Venerable Church to change its policies, or result in a schism and formation of a new church.

The deity may present an opinion as well, directly or indirectly, as this relic was created as a reward for great devotion and to further the Martyred Saint's mission in the world. If the possessor follows the deity, or chooses to continue in the footsteps of the Saint, there may be additional rewards and support. If the possessor attempts to use the Cup for other ends, it could invoke the deity's wrath.

Some claim that the Martyred Saint was elevated to the level of a demigod, or at least given a position of importance in the afterlife. If this is so, the Saint may also have an opinion regarding the use of the Cup, and intervene directly or indirectly. If either the deity or the Saint makes their presence known, this would have a profound effect upon their followers.

#### **DESTRUCTION**

The Cup must be borne into Hell by a coven of 13 evil witches and thrown into the hottest flames.

### **EYE OF THE ARCH-LICH**

**Aura** strong necromancy; **CL** 17<sup>th</sup>

**Slot** none; **Weight** –

#### **DESCRIPTION**

Tales of the legendary Arch-Lich survive to this day, and are used to frighten misbehaving. Most believe that he was an advisor to the Nameless King of Evil during the Greatest War of the Seven Kingdoms, but there are also tales that he was originally the court wizard for the Nameless King of Good, who was transformed into an undead creature when he betrayed that King. He was eventually slain by the Lichbane Champion, in a great



battle that lasted 9 days and shook the lands with violent storms and earthquakes.

While the Arch-Lich did not survive, parts of him did. This Left Eye has a pale yellow iris, and reflects light like the eye of a cat. If pressed into the empty left eye socket of a living creature it will graft itself to the creature (it will not graft into a right socket), alter its size to fit appropriately, and function as a working eye. The new Ophthalmic Host gains the powers of *darkvision* and *true seeing*, usable at will with either eye.

If the Ophthalmic Host is not already evil, it must make a DC 27 Will save or have its alignment immediately changed to evil.

If the Ophthalmic Host succumbs to evil, the Eye can then draw the soul from a recently killed creature and trap it within the Eye. The soul can see everything the Host of the Eye does, but can do nothing, although the Host can read the soul's thoughts and emotions. Looking into the Eye will show the reflection of the person whose soul is trapped within, rather than your own. The Host can only trap one soul at a time, but can release them at any time.

#### **KNOWLEDGE CHECKS**

- A DC 15 Knowledge (history or nobility) check means you identify the Eye and are aware of its history as given above, plus any additional campaign-specific information the gamemaster may wish to provide.
- A DC 15 Knowledge (arcana) check means you know the powers and abilities of the Eye, and the way that it must be grafted to a living host, but not that it will turn the Ophthalmic Host evil.
- A DC 20 Knowledge (history) check means you are aware of the Consequences detailed below, as well as the fact that it will turn the Host evil.
- A DC 30 Knowledge (history or arcana) check means you know the command word needed to activate the soul-trapping power of the Eye if you have not succumbed to evil.

#### **CONSEQUENCES**

The Arch-Lich is venerated by necromancers, many of whom would pluck out one of their own living eyes for the opportunity to possess this one. Others would be satisfied with studying it, or adding it to their own undead creations.

Most good-aligned creatures will find the very concept of the Eye to be a foul, blasphemous thing, and instinctively be drawn to seek its destruction.

Possessors of the Crown, Scepter, Orb, and/or Throne of Fiendish Evil may be drawn to the Ophthalmic Host in order to offer them a position as advisor, mimicking the role the Arch-Lich played in relation to the Nameless King of Evil. Conversely, the possessors of the Crown, Scepter, Orb, and/or Throne of Divine Good will seek out the Host not only because it proper for good to destroy evil, but to complete the vendetta incurred when the Arch-Lich betrayed the Nameless King of Good.

The possessor of the Greatsword Lichbane will be awakened at the Witching Hour by nightmares of the Ophthalmic Host, and be haunted by Waking Visions of the Host's appearance and location. The new Lichbane Champion will be honor-bound to track down and destroy the new Host, and annihilate the Eye.

#### **DESTRUCTION**

The Eye can only be destroyed by being sliced into seven pieces by the sword Lichbane.

### **GEM OF THE MERCHANT QUEEN**

**Aura** strong transmutation; **CL** 17<sup>th</sup>

**Slot** none; **Weight** --

#### **DESCRIPTION**

It is said that this orange jacinth was carved and enchanted by a wealthy merchant for his favorite wife. It was intended to insure that she would remain young and beautiful forever. The wife had her own plans, and bribed the wizard empowering the Gem to instill it with even greater powers. When the merchant presented it to her, she used it to transform herself into a red dragon, incinerating her husband and seizing control of his merchant empire.

The Gem is currently mounted in an ivory brooch, a setting that does not do the Gem's beauty justice. The gem conveys a +5 bonus to Charisma as long as it is worn visibly. It also allows the wearer to *shapechange* at will, including the effects of *alter self*, *beast shape IV*, *elemental body IV*, *form of the dragon III*, *giant form II*, and *plant shape III*.

#### **KNOWLEDGE CHECKS**

- A DC 15 Knowledge (history) check means you identify the Gem and are aware of the history of the Merchant Queen presented above, plus any additional campaign-specific information the gamemaster may wish to provide.
- A DC 15 Knowledge (arcana) check means you know the powers and abilities of the Gem.
- A DC 20 Knowledge (history or arcana) check means you are aware of the Consequences detailed below.
- A DC 30 Knowledge (history) check means you know the command words needed to activate the powers if the Gem.

#### **CONSEQUENCES**

Cursed shapeshifters such as lycanthropes have sought the Gem as a cure for their condition, or at least a means of controlling their changes. Their desperation might drive them to employ dire means to take it from its current possessor.

There is a legend that the Merchant Queen had children, who carried her trade throughout the world. These children were corrupted by the power of the Gem, and were the first doppelgangers. Modern doppelgangers therefore venerate the Merchant Queen as a common ancestor. They seek the Gem as a link to an actual identity, as well as a means of expanding their power to forms beyond humanoid ones.

### **DESTRUCTION**

If the wearer can be tricked into changing back into his true form, the gem can be crushed like glass on the next round. This window of opportunity is only open for one round.

### **HAND OF THE ARCH-LICH**

**Aura** strong necromancy; **CL** 13<sup>th</sup>

**Slot** none; **Weight** –

#### **DESCRIPTION**

Another piece of the Arch-Lich known to have survived is his Left Hand. It appears as a mummified relic, with brown, papery skin. If pressed against the left stump of a humanoid creature, it will graft itself to the creature and function as a working hand (it will not graft to a right stump). If the creature is not already evil, it must make a DC 27 Will save or have its alignment immediately changed to evil.

The new Sinister Host can point at one target and strike them with 130 points of damage, as per the spell *finger of death*. If the target makes a DC 23 Fortitude save, they only take 3d6+13 points of damage. The Host can also *animate dead*, up to 26 HD worth, by touching corpses or skeletons with the hand.

#### **KNOWLEDGE CHECKS**

- A DC 15 Knowledge (history or nobility) check means you identify the Hand and are aware of the history presented above, plus any additional campaign-specific information the gamemaster may wish to provide.
- A DC 15 Knowledge (arcana) check means you know the powers and abilities of the item Hand, but not that it will turn the Sinister Host to evil.
- A DC 20 Knowledge (history) check means you are aware of the Consequences detailed below, including the fact that it will turn the Host evil.

#### **CONSEQUENCES**

The Arch-Lich is venerated by necromancers, many of whom would chop off their own living left hand for the opportunity to possess this one. Others would be satisfied with studying it, or adding it to their own undead creations.

Most good-aligned creatures will find the very concept of the Hand to be a foul, blasphemous thing, and instinctively be drawn to seek its destruction.

Possessors of the Crown, Scepter, Orb, and/or Throne of Fiendish Evil may be drawn to the Sinister Host in order to offer them a position as advisor, mimicking the role the Arch-Lich played in relation to the Nameless King of Evil. Conversely, the possessors of the Crown, Scepter, Orb, and/or Throne of Divine Good will seek out the Host not only because it proper for good to destroy evil, but to complete the vendetta incurred when the Arch-Lich betrayed the Nameless King of Good.

The possessor of the Greatsword Lichbane will be awakened at the Witching Hour by nightmares of the Sinister Host, and be haunted by Waking Visions of the Host's appearance and location. The new Lichbane

Champion will be honor-bound to track down and destroy the new Host, and annihilate the Hand.

### **DESTRUCTION**

The Hand can only be destroyed by having all of the fingers sliced off, one by one, by the sword Lichbane.

### **HORN OF STORMS**

**Aura** strong conjuration; **CL** 17<sup>th</sup>

**Slot** none; **Weight** 150 lbs.

#### **DESCRIPTION**

This instrument is crafted from the horn of an unknown creature, and banded in an unknown and unidentifiable metal. It is 5 feet long, and must be rested on the ground to be played. It is said to have been utilized in the Final Maelstrom against the Trickster, where it was sounded three times.

The Horn has different powers, depending upon the number of times it is sounded in a single round.

- If it is blown but once, the Horn can *control weather*. This power can be used an unlimited number of times per day.
- If it is blow twice in a single round, the Horn unleashes a *whirlwind* that lasts for 17 rounds. A DC 25 Reflect save is required to resist its effects. This power can be used three times per day.
- If it is blow thrice in a single round, the Horn unleashes a *storm of vengeance*, with deafening, acid, lightning, hail, and wind. The DC for all saves is 27. This power can only be utilized once per day.

#### **KNOWLEDGE CHECKS**

- A DC 15 Knowledge (history) check means you identify the Horn and are aware of the history in relation to the Trickster, plus any additional campaign-specific information the gamemaster may wish to provide.
- A DC 15 Knowledge (religion) check means you know the powers and abilities of the Horn.
- A DC 20 Knowledge (history or religion) check means you are aware the Consequences detailed below.

#### **CONSEQUENCES**

There remains a Warrior Lodge opposed to the Trickster. Following the Final Maelstrom, they hid it away where the Trickster could not get it, but from whence it could be retrieved should it be needed again. Frustrated as not being able to steal it, the Trickster instead made them forget where they had hidden it. Members of the Lodge have been seeking it ever since. They would greatly reward anyone who finds it and is willing to return it to them. Any who aren't willing to do so will be assumed to be part of the Trickster's own cult, and dealt with accordingly as are all enemies of the Lodge.

The Trickster herself seeks the Horn, relishing the irony of using it against the Lodge. Her cult is always on the lookout for clues to its location. If a player character possesses it, the cult will seek to trick them out of it, or steal it, or trick the Lodge into

### **DESTRUCTION**

There is rumored to be a second Horn; if both are sounded simultaneously, the dissonance that results will destroy them both.

### **HUT OF THE HOARY HAG**

**Aura** strong conjuration; **CL** 17<sup>th</sup>

**Slot** none; **Weight** --

### **DESCRIPTION**

Like the Arch-Lich, tales of the Hag are often told to frighten children, casting her as an evil witch who takes the wicked back to her Hut, where they are never seen again. The oldest legends, however, portray her not as an evil witch but as a force for good, a grandmotherly character who acted as a protector of her people against the Agents of the Lost Gods. It is possible that the less flattering characterizations of her stem from propaganda generated by those enemies.

This circular wooden Hut has a thatched roof, and stands upon stilts as if it belongs in a swamp or along the bank of a river. It is windowless, and has but one door. On the exterior it is only 20 ft. across, but the door opens into a foyer that is 40 ft. across, and square, with marble floors and a grand staircase. The inside is actually a large Mansion with dozens of rooms. Each window looks out upon different locations, and even different times, although attempting to climb out the window will only place you outside the Hut, wherever it was when you entered it.

Each time a creature leaves a room within the Mansion, they must make a DC 20 Intelligence check or become lost as per the spell *maze*. Drawing a map only offers a +2 bonus on that check, because the hallways elongate and foreshorten, and rooms occasionally change position within the Mansion. If a natural 20 is rolled a small round sitting room, which appears to be the “correct” interior for the Hut, will be discovered. There is a spellbook with a list of command words to operate the various features of the Hut, including one that allows navigation of the Mansion without getting lost.

On the outside, if the proper command word is given, the stilts will transform into legs resembling those of a dinosaur or large bird. The Hut can walk, at a speed of 40, in the direction indicated. There is one tale that the Hag used the power to “ride” into battle against the Servant of the Lost Gods.

A final command word allows the entire Hut to travel to other planes as by the spell *gate*. Each time the Hut travels in this way, the view out of every window in the Mansion changes.

### **KNOWLEDGE CHECKS**

- A DC 15 Knowledge (history or engineering) check means you identify the Hut and are aware of the history presented above, plus any additional campaign-specific information the gamemaster may wish to provide.
- A DC 15 Knowledge (arcana or planes) check means you know the powers and abilities of the Hut, internal and external.

- A DC 20 Knowledge (history) check means you are aware of the Consequences detailed below.
- A DC 30 Knowledge (history or planes) check means you are able to decipher the command words needed to activate the powers of the Hut.

### **CONSEQUENCES**

Those who have grown up hearing the tales of the Hag as a witch who steals and devours children will typically have but one reaction to the Hut: burn it (or try; it will automatically *gate* to an elemental plane of water to put itself out), and hang anyone operating it or living in it as a witch.

Those who believe the tales of the Hag as cultural hero will seek to turn the Hut into a shrine. If they are aware of the tale that she is trapped inside, they will seek to rescue her, going so far as to hire adventurers to undertake such a task.

Extraplanar creatures such as demons and devils will make bargains to acquire the Hut, as it would allow them to move freely from their own plane into the world.

### **DESTRUCTION**

The Hag herself was the only person capable of destroying the Hut. While most legends say that she perished battling the agents of the Lost Gods, some say she still roams the halls of the Mansion, imprisoned there by her enemies, lost, insane, and vindictive. She may be convinced to reveal the secret of its destruction in return for freeing her from imprisonment.

### **IRON URN**

**Aura** strong conjuration; **CL** 17<sup>th</sup>

**Slot** none; **Weight** 20 lbs.

### **DESCRIPTION**

This vessel is the size of a water jug, made of unnaturally black iron and covered with unknown symbols that radiate strong magic. It has a porcelain stopper, which is sealed with wax and wrapped with gold, silver, and copper wires.

Trapped inside the Urn is a nalfeshnee demon, a Prince among demons captured and placed there long ago by the Warrior Saint himself. It will whisper to whoever holds the Urn, making promises of wealth and glory in return for releasing it. The Demon Prince will promise that so long as the holder possesses the Urn, the Demon Prince will serve them and not attack them. The Demon Prince, of course, lies. The Urn prevents it from using its Charisma or other abilities, so it is entirely up to the holder of the Urn to decide whether to believe it or not. If it is released the Demon Prince will, of course, attack unless other means of controlling and containing it are employed.

The holder of the Urn can use the Demon Prince’s spell-like abilities, as a 12<sup>th</sup> level caster, with the same frequency as a nalfeshnee demon. It does not convey any other special abilities. Using these powers is considered an evil act. Each time one of the spell-like abilities is used, the holder must make a DC 27 Will save or have their alignment shift one degree, first from

good to neutral to evil, then from lawful to neutral to chaotic evil. If the holder is already chaotic evil, there is no effect.

See *demon*, *nalfeshnee* in the *Pathfinder Roleplaying Game Core Rulebook*.

#### **KNOWLEDGE CHECKS**

- A DC 15 Knowledge (history or religion) check means you identify the Urn and are aware of the history presented above, plus any additional campaign-specific information the gamemaster may wish to provide.
- A DC 15 Knowledge (planes or religion) check means you know the powers and abilities of the Urn, but not of its ability to alter the alignment of its user.
- A DC 20 Knowledge (history or planes) check means you are aware of at least one of the Consequences detailed below, plus its ability to corrupt the user's alignment.
- A DC 30 Knowledge (history) check means you know the command words needed to activate the Urn's powers.

#### **CONSEQUENCES**

The Demon Prince has a powerful cult dedicated to him, and they will seek the Urn in order to release him.

Followers of the Warrior Saint will seek to capture the Urn, venerating it as an artifact of the Saint. They will remove it to a place where it can be guarded, so that the Demon Prince can never be released. If anyone is caught using the powers of the Urn, they will be treated as a corrupted heretic and blasphemer, and dealt with accordingly.

#### **DESTRUCTION**

The Urn can only be destroyed by the Mace of the Warrior Saint. If the Demon Prince is still contained within, it is dispatched back to the Abyss and unable to return to the world for one hundred years and one day.

### **MACE OF THE WARRIOR SAINT**

**Aura** strong conjuration; **CL** 15<sup>th</sup>

**Slot** none; **Weight** 8 lbs.

#### **DESCRIPTION**

This +5 heavy Mace was used by the lawful good Warrior Saint in his battle against the forces of chaotic evil, including the infamous Demon Prince. It has the power to *heal* 150 points of damage with a touch, and inflicts that same amount damage to both undead and demons who are struck by the weapon.

The Mace is an Intelligent, lawful good weapon, and can activate its powers as it sees fit. It cannot speak, but communicates by empathy, pushing feelings to its wielder. It will glow faintly in the presence of chaos, grow strongly in the presence of evil, and light up a 30 ft. radius as per a *light* spell in the presence of chaotic evil. There is no way to mute or mask this effect.

If an evil creature attempts to wield the Mace, they will suffer 150 points of damage as per the spell *symbol of*

*death*. If a non-lawful creature attempts to wield the Mace, they will suffer the effects of a *symbol of pain*.

#### **KNOWLEDGE CHECKS**

- A DC 15 Knowledge (history or religion) check means you identify the Mace and are aware of the history presented above, plus any additional campaign-specific information the gamemaster may wish to provide.
- A DC 15 Knowledge (history or religion) check means you know the powers and abilities of the item, but not of its protections against evil or chaotic wielders.
- A DC 20 Knowledge (religion) check means you are aware of at least one of the Consequences detailed below, including its protections against being wielded by evil or chaotic creatures.
- A DC 30 Knowledge (history) check means you know the command words needed to activate the powers.

#### **CONSEQUENCES**

Followers of the Warrior Saint will seek to capture the Mace, venerating it as an artifact of the Saint. Anyone not of their faith who wields it could be accepted as the Chosen of the Warrior Saint, but they could as easily be denounced as an unworthy heretic and pretender. They may seek to place it into the hands of a Champion of Faith of their choosing.

Members of the Demon Prince's cult, as well as any other powerful demon or undead who are aware of the Mace's powers, will seek the destruction of it and its current wielder as a preemptive measure.

#### **DESTRUCTION**

Only the power of the Scepter of the Demon Prince can destroy the Mace.

### **MACHINE OF THE LOST GODS**

**Aura** strong transmutation; **CL** 5<sup>th</sup>

**Slot** none; **Weight** 5,000 lbs.

#### **DESCRIPTION**

This device is the size of a horse-drawn cart, made of an unknown metal, and covered with dozens of dials, levers, and knobs. It is obviously ancient and badly damaged, with only about one third of its abilities still functioning. It is said to have been constructed by Agents of the Lost Gods, who came from another world and presented it to the man known as the Obsequious Cur. It was with the Machine that the Cur began to conquer nations and forge an empire.

The main functions of the Machine appear to be communication, which the Cur used to remain in touch with his armies and the Servants of the Lost Gods; transportation, which he used to move his assassins and the Agents of the Lost Gods; imprisonment, which the Cur used to hold his enemies captive; and weapons of mass destruction, deployed on the battlefield.

The advanced technology of the Machine can perform each of the following spell-like abilities once per day:



- *Binding*
- *Disintegrate*
- *Force Cage*
- *Freedom*
- *Imprisonment*

The Machine can perform the following spell-like abilities three times per day:

- *Prismatic Sphere*
- *Reverse Gravity*
- *Teleportation Circle*
- *Temporal Stasis*

The Machine can perform the following spell-like abilities at will:

- *Discern Location*
- *Project Image*
- *Scrying, Greater*
- *Sunburst*
- *Teleport, Greater*

#### **KNOWLEDGE CHECKS**

- A DC 15 Knowledge (history) check means you identify the Machine and are aware of the history presented above, plus any additional campaign-specific information the gamemaster may wish to provide.
- A DC 15 Knowledge (arcana or engineering) check means you know the powers and abilities of the item.
- A DC 20 Knowledge (planes) check means you are aware of at least one of the Consequences detailed below.
- A DC 30 Knowledge (history or engineering) check means you know the combinations of dials, levers, and knobs to manipulate in order to activate the powers of the Machine.

#### **CONSEQUENCES**

The cult dedicated to the Lost Gods will seek this artifact. It is said that they know a way to use it to open a *gate* through which the Lost Gods can cross over into this world.

#### **DESTRUCTION**

The Machine has no powers on the home plane of the Lost God who created it. The only way to completely destroy it is to locate that plane and take the Machine there via a *gate* spell. The risk, of course, is that the Lost Gods are waiting to come through into the world.

### **MASK OF THE TRICKSTER**

**Aura** strong abjuration; **CL** 17<sup>th</sup>

**Slot** head; **Weight** --

#### **DESCRIPTION**

There once was a Gossamer Oracle who served the Warrior Lodge opposed to the Trickster. Following a vision she presented herself to the Trickster, stating that she had foreseen his inevitable rise to power. She would be willing to betray the Warrior Lodge, if he would only craft for her a special item, a Mask that gave its wearer great power. In his eagerness to defeat the Warrior Lodge, the Trickster had the Mask created, and presented it to the Gossamer Oracle. She then used its powers to betray the Trickster, and insure the victory of the Warrior Lodge over him.

The Mask is more like a helmet made of unadorned white porcelain, which conforms to the head of any humanoid creature sized Small to Large. It allows the wearer to change their appearance as per the spell *alter self*. It also gives the wearer *spell immunity* to all mind-affecting enchantment spells. Finally, the wearer is protected from divination spells as per the spell *mind blank*.

#### **KNOWLEDGE CHECKS**

- A DC 15 Knowledge (history) check means you identify the Mask and are aware of the history presented above, plus any additional campaign-specific information the gamemaster may wish to provide.
- A DC 15 Knowledge (arcana) check means you know the powers and abilities of the item Mask.
- A DC 20 Knowledge (history) check means you are aware of at least one of the Consequences detailed below.
- A DC 30 Knowledge (religion) check means you know the command words needed to activate the powers of the Mask.

#### **CONSEQUENCES**

The Cult of the Trickster knows a false history of the Mask, aware of the fact that it was created by their master but unaware of the full truth that it was used to deceive him. They will seek it as an artifact of the Trickster's power, looking to trick the possessor of the Mask into giving it up, or stealing it if that doesn't work. If they learn the truth, they will seek to kill anyone who dares to spread what they will interpret to be blasphemous lies against their deity.

The descendants of the Warrior Lodge will want it as a trophy of their war against the Trickster. If they discover the wearer using its powers for purposes not in line with their ethos, they will assume her to be a follower of the Trickster and treat her accordingly.

Oracles from the same temple as the original Gossamer Oracle will want to acquire the Mask as a relic of their most famous and venerated member. If rumors of its discovery reach them, they will go so far as to hire adventurers to recover it for them. This will lead to conflict with scions of the Warrior Lodge who also lay claim to it.

#### **DESTRUCTION**

The Mask can only be destroyed by someone tricked into destroying it.

### **MYSTICAL PIPE ORGAN**

**Aura** conjuration; **CL** 13<sup>th</sup>

**Slot** none; **Weight** 3,000 lbs.

#### **DESCRIPTION**

This Huge instrument was built into a cathedral dedicated to the deities of arts and music. It has several hundred pipes; many hundreds of keys, and dozens of petals spread over three rows. It can be played by a single medium-sized humanoid, but appears as if designed to be played by three to five.

The Organ allows the player to utilize the following spell-like abilities at will:

- *Bless Water*
- *Enthrall*
- *Purify Food and Drink*
- *Remove Blindness/Deafness*
- *Remove Curse*
- *Remove Disease*
- *Remove Fear*

The Organ allows the player to utilize the following spell-like abilities once per day:

- *Atonement*
- *Geas/Quest*
- *Owl's Wisdom, Mass*
- *Raise Dead*
- *Resurrection*

#### KNOWLEDGE CHECKS

- A DC 15 Knowledge (history) check means you identify the Organ and are aware of the history presented above, plus any additional campaign-specific information the gamemaster may wish to provide.
- A DC 15 Knowledge (religion) check means you know the powers and abilities of the Organ.
- A DC 20 Knowledge (nobility or local) check means you are aware of at least one of the Consequences detailed below.
- A DC 30 Knowledge (religion) check means you know the command words needed to activate the powers of the Organ.

#### CONSEQUENCES

The Organ is impossible to move, so its discovery will lead to its location becoming a shrine site to the deities of art and music. The local gods and their mortal followers will not be pleased with this, unwilling to cede any degree of power to rival temples. This will lead to political unrest, random acts of violence, and a great deal of strife in the area as various factions struggle for power. Of course, final blame will fall to whoever discovered the location of the Organ.

#### DESTRUCTION

If played loudly and badly, the Organ will begin to damage itself. For each round it's misplayed, it deals 3d6 points of sonic damage to all listeners within a 100 foot radius. After 10 rounds, it will explode causing 10d6 points of damage in the same radius.

#### ORBS OF DRAGONKIND

Roll to determine what sort of Orb is found in a random hoard.

01-10	<i>black dragon orb</i>
11-20	<i>blue dragon orb</i>
21-30	<i>brass dragon orb</i>
31-40	<i>bronze dragon orb</i>
41-50	<i>copper dragon orb</i>
51-60	<i>gold dragon orb</i>
61-70	<i>green dragon orb</i>
71-80	<i>red dragon orb</i>
81-90	<i>silver dragon orb</i>
91-100	<i>white dragon orb</i>

See *orb of dragonkind* in the *Pathfinder Roleplaying Game Core Rulebook*.

#### KNOWLEDGE CHECKS

- A DC 15 Knowledge (history or nature) check means you identify the Orb, but not the type, and are aware of the history presented above, plus any additional campaign-specific information the gamemaster may wish to provide.
- A DC 15 Knowledge (arcana) check means you know the type of Orb, as well as its powers and abilities.
- A DC 20 Knowledge (history) check means you are aware of at least one of the Consequences detailed below.
- A DC 30 Knowledge (arcana) check means you know the command words needed to activate the powers of the Orb.

#### CONSEQUENCES

The possessor of an Orb automatically earns the enmity of all of dragonkind. That extends to those who consider themselves to be dragon-kin, including kobolds and dragon-blooded sorcerers. Metallic dragons and their allies may show semblance of mercy if the Orb has not been used; the same cannot be said of chromatic dragons and their minions.

There are those who will seek the Orbs specifically to be used a bargaining chips, to get a dragon to perform some service in return for an Orb containing the essence of an ancestor. This of course is dangerous business, and anyone caught up in it in any way, no matter how minor, will face grave peril.

#### ORBS OF DIVINE MIGHT

**Aura** strong abjuration; **CL** 15<sup>th</sup>

**Slot** none; **Weight** 3 lbs.

#### DESCRIPTION

Each of these Orbs was originally wielded by one of the three Nameless Kings, agents of the gods and demons of the Ethical Alignments. If a person attempts to use an Orb of a different Ethical Alignment than their own, they suffer 5d6 electrical damage.

The Orb projects a field in a 30 ft. radius around the holder that acts as a *dimensional lock*, preventing teleportation and dimensional travel in or out of the area. It also projects an antimagic field in the same area that suppresses spells and spell-like abilities.

- The *Orb of Divine Might* is a single diamond larger than a human fist, with hundreds of minute facets making it appear around.
- The *Orb of Fiendish Evil* is an irregular sphere of black iron the size of a Large humanoid's fist, with veins of unknown red and silverfish metal that change patterns when no one is looking directly at it.
- The *Orb of Tranquil Neutrality* is a smooth crystal the size of a halfling's head, filled with a whitish liquid and fine metallic green particles.

Roll to determine the type of crown found in a random hoard:

01-34	<i>orb of divine good</i>
35-77	<i>orb of fiendish evil</i>
78-100	<i>orb of tranquil neutrality</i>

See *antimagic field*, *dimensional lock* in the *Pathfinder Roleplaying Game Core Rulebook*.

#### **KNOWLEDGE CHECKS**

- A DC 10 Knowledge (history or nobility) check means you identify the Orb and are aware of its history as presented above, plus any additional campaign-specific information the gamemaster may wish to provide. You do not, however, know the Orb's Ethical Alignment.
- A DC 15 Knowledge (religion) check means you know the powers and abilities of the Orb, as well as its Ethical Alignment.
- A DC 20 Knowledge (history or nobility) check means you are aware of the Consequences detailed below, as well as what happens when someone of a different Ethical Alignment tries to use the Orb.
- A DC 30 Knowledge (history) check means you know the command words needed to activate the Orb's powers.

#### **CONSEQUENCES**

By holding an Orb, one can argue that they are the chosen of the gods and are therefore the rightful king. Such a claim is not as strong as wearing the Crown, but it can still convey divine support. This means that the currently sitting monarch will not only wish to possess it, but see any player character that carries it as a threat to their power. Even if the king is generous and benign, there will be loyal members of the court who do see a threat, and will attempt to have the wearer eliminated. Add in those who do seek the throne for themselves, for whom the Orb would be a great benefit, and the holder will find himself in constant peril.

Modern deities may or may not be the same deities who created the Orb. The original deities may have their own plans as to whom should wield the Orb, and the player character may not be that choice. They will set events in motion to insure the Orb ends up with the person of their selection.

Modern deities and their clerics may take the holding of the Orb as veneration of old, deposed, or dead gods, and therefore blasphemy. They will do what they can to punish the wearer for engaging in such heresy.

Those who seek the Orbs of other Ethical Alignments will also be curious, at the very least. The discovery of one Orb may lead to clues as to the location of the others. They will seek to thwart the wearer from gaining too much political power, in order to better promote the tenets of their own Ethical Alignment.

#### **DESTRUCTION**

An Orb can be destroyed if all three Orbs are brought together, and the holders of the other two Orbs can cooperate to focus on its destruction.

### **ORB OF OBSIDIAN FLAME**

**Aura** strong abjuration **CL** 10<sup>th</sup>

**Slot** none; **Weight** 2 lbs.

#### **DESCRIPTION**

It is said that this item was commissioned by the Warrior Saint as a reward for a trusted paladin who

served him in his campaigns against the Demon Prince. It was meant to strike fear into the wicked and sinful, and to teach the kindly-hearted paladin the value and necessity of punishing those who turned against the will of the deities of goodness and lawfulness.

This sphere of smoky black crystal glows with the image of a red, grasping right hand within. It grants the holder a +4 deflection bonus against chaos and evil for as long as it is held in the user's right hand. It can also generate a *magic circle against chaos* or *magic circle against evil* three times per day, manifesting an actual circle of ethereal red and black flames in a 10 feet radius.

When held by a paladin, the Orb gains one additional power. Pressed against the forehead of a target, its obsidian flames will burn a *mark of justice* into the skin and even scorching it into the skull below. The paladin using the Orb sets the trigger behavior and the curse effect. This effect can be used at will.

If an unworthy (non-good or non-lawful) creature attempts to use the Orb, they are subject to a *curse* that inflicts a -6 decrease to their Wisdom score (minimum 1). This penalty is only inflicted once; if the target is neither good nor lawful, they don't suffer the curse effect twice.

#### **KNOWLEDGE CHECKS**

- A DC 15 Knowledge (history or religion) check means you identify the Orb and are aware of the history presented above, plus any additional campaign-specific information the gamemaster may wish to provide.
- A DC 15 Knowledge (religion) check means you know the powers and abilities of the Orb, but not the punishment for unworthy wielders.
- A DC 20 Knowledge (history) check means you are aware of at least one of the Consequences detailed below, as well as the *curse* inflicted on unworthy wielders.
- A DC 30 Knowledge (religion) check means you know the command words needed to activate the powers of the Orb.

#### **CONSEQUENCES**

The Cult of the Warrior Saint will seek out this relic, as will many paladins and inquisitors of similar ideologies and dispositions. If it is possessed by a non-lawful creature, they will be intimidating to get it; if it is possessed by a non-good creature, they will be physically forceful.

The Cult of the Demon Prince desires the Orb's destruction, both for its association with the Warrior Saint and as revenge for the number of their followers marked by its flames.

#### **DESTRUCTION**

The Orb of Obsidian Flame can be smashed to pieces by the Scepter of the Demon Prince.

## QUILL OF TRUTH

**Aura** strong divination; **CL** 15<sup>th</sup>

**Slot** none; **Weight** --

### DESCRIPTION

There was once a poor nobleman who had neither enough lands nor titles to go around to all of his children. His youngest son was sent off to the priesthood, that he might have both education and occupation. The son was not happy with this arrangement, or the vows to which he was to be sworn.

On his first night within the monastery, he learned of a magical quill possessed by the Abbot. The Quill would write on its own, scribing the Abbot's words as he spoke them. It was said that the Quill could also locate lost objects, by drawing maps and scribing directions.

The youngest son's first night in the monastery was also his last. He stole the Quill and went on to lead a life of crime, becoming the infamous Flagellant Thief. He made his fortune locating lost treasures and evading the traps and guardians of kings and wealthy merchants, all with the aid of the Quill.

In addition to moving on its own to write the words spoken by its owner, the Quill can use the following abilities once per day:

- *Discern Location*
- *Scrying, Greater*

The Quill can also use the following abilities at will:

- *Augury*
- *Divination*

Rather than allowing the user to have visions, the Quill writes descriptions and draws maps and illustrations. This takes one full minute to perform. It requires both ink and paper in order to write.

### KNOWLEDGE CHECKS

- A DC 15 Knowledge (history) check means you identify the Quill and are aware of the history presented above, plus any additional campaign-specific information the gamemaster may wish to provide. This drops to DC 10 for rogues, as every thief throughout time has heard tales of the Quill and the Flagellant Thief.
- A DC 15 Knowledge (arcana/religion) check means you know the powers and abilities of the Quill.
- A DC 20 Knowledge (history) check means you are aware of at least one of the Consequences detailed below.
- A DC 30 Knowledge (history) check means you know the command words needed to activate the powers of the Quill.

### CONSEQUENCES

Every thief throughout time has heard of the Quill of Truth. It's considered a great coup to steal it from its current owner. The definition of steal is often expanded to include a knife in the ribs.

Followers of the same deity as the Abbot who originally owned the Quill have also heard the story many, many times, and will consider it a matter of honor to recover it and return it to a shrine or reliquary, where its

powers can once more be used for good rather than wickedness. Members of the order itself may go so far as to hire adventurers to undertake its recovery, should they hear rumors of its whereabouts.

### DESTRUCTION

The Quill can be destroyed by dipping its tip into unholy water.

## RECORDER OF ALARM

**Aura** strong enchantment; **CL** 16<sup>th</sup>

**Slot** none; **Weight** --

### DESCRIPTION

This simple woodwind instrument has a checkered history. It is said to have once been used by a legendary bard to rid a village of vermin, charming them into following him to a nearby river then jumping in and drowning themselves. It is also said to have been used by another bard to make all of the guests at party to dance to the point of exhaustion and death, because the lord throwing the event had insulted him. Finally, an evil bard is said to have used the Recorder to kidnap children by luring them from their homes in the night.

The Recorder is capable of playing itself with a command word. It will also sound an *alarm*, as per the spell of the same name, if any creature enters an area designated by the Recorder's owner.

The Recorder allows the player to cast the spell *irresistible dance* at will against.

If played by a bard, the Recorder allows the player to cast the spell *mass charm monster* three times per day, affecting up to 32HD worth of creatures.

### KNOWLEDGE CHECKS

- A DC 15 Knowledge (history) check means you identify the Recorder and are aware of the history presented above, plus any additional campaign-specific information the gamemaster may wish to provide.
- A DC 15 Knowledge (arcana) check means you know the powers and abilities of the Recorder.
- A DC 20 Knowledge (history) check means you are aware of at least one of the Consequences detailed below.
- A DC 30 Knowledge (history) check means you know the command words needed to activate the powers of the Recorder.

### CONSEQUENCES

There are many who have only heard the tragic tales of the Recorder's use, and consider it to be an instrument of evil. They will assume that any who use the artifact mean to do harm with it. This belief is not limited to superstitious villagers; many bards believe the item to be cursed. Others have only heard of its positive uses, and will desire it as a tool to rid their village of vermin or to cleanse the surrounding countryside of orcs, goblins, and the like.

### DESTRUCTION

The Recorder will be destroyed if its owner is slain while playing it.



## RELIC TEETH OF THE MARTYRED SAINT

**Aura** conjuration; **CL** 20<sup>th</sup>

**Slot** none; **Weight** --

### DESCRIPTION

After the Martyred Saint was sent to his final reward, unscrupulous thieves set out to rob his grave. This was foolish, for the Saint retained no coin or material possessions, dispersing such things to the poor as quickly as he attained them. Legends say that the thieves were found the next morning beside the Saint's empty grave, no sign of a body. One of the thieves clutched in his hand an assortment of loose teeth, which many believe to have been pulled from the dead Saint's mouth in order to sell them as relics.

The Teeth are kept in a small, plain leather bag, on a long cord meant to be worn about the neck. Once per day, the bag can be used to cast *mass heal*, restoring up to 250 hit points each to every creature in a 75 foot radius.

If used by a cleric, the Teeth can be used to cast true *resurrection* once per week, bringing back creatures that have been dead for as long as 200 years. Sadly, this cannot be used to bring back the Martyred Saint himself.

### KNOWLEDGE CHECKS

- A DC 15 Knowledge (history) check means you identify the teeth and are aware of the history presented above, plus any additional campaign-specific information the gamemaster may wish to provide.
- A DC 15 Knowledge (arcana/religion) check means you know the powers and abilities of the item.
- A DC 20 Knowledge (history) check means you are aware of at least one of the Consequences detailed below.
- A DC 30 Knowledge (history) check means you know the command words needed to activate the powers.

### CONSEQUENCES

The Hierarchy of the Venerable Church, devoted to the Martyred Saint's deity, would certainly love to lay claim to the Teeth. Like the Cup, the Church would enshrine them in a reliquary, where they would rarely be used to found a pilgrimage site, the use of their powers reserved only for the Church elite, substantial financial contributors, and powerful political allies.

The Martyred Saint has a cult devoted to him, which is frequently at odds with the Venerable Church both politically and theologically. Rather than lock the Teeth away, they would seek to have them used in accordance with the teachings of the Saint, traveling among the common people in order to bring healing and a message of hope and compassion. This, in turn, would generate a populist movement that would either force the Venerable Church to change its policies, or result in a schism and formation of a new church.

Some claim that the Martyred Saint was elevated to the level of a demigod, or at least given a position of importance in the afterlife. If this is so, the Saint may

also have an opinion regarding the use of the Teeth, and intervene directly or indirectly.

### DESTRUCTION

The Teeth can be destroyed by burying them in *unhallowed ground* on the night of the new moon, then dug up in the morning and ground into powder.

## RING OF THE UNKNOWN

**Aura** evocation; **CL** 11<sup>th</sup>

**Slot** none; **Weight** --

### DESCRIPTION

The origin of this Ring is unknown, although many suspect that is originated on the same plane as the alien Lost Gods and may be of the same manufacture as the Machine and the Servant. It is crafted from an unidentifiable metal, and set with an unknown stone that can be turned, and changes color depending upon the position it is turned to.

The ring has several powers, each of which can be set by changing the position of the stone. Unfortunately, the stone is loose (and cannot be repaired), and there is a 10% chance that each time the ring is used it will move and activate a randomly rolled power instead.

The powers of the Ring, and the color the stone changes, are as follows:

01-10	<i>wall of force</i> (black)
11-20	<i>fireball</i> (red)
21-30	<i>force cage</i> (orange)
31-40	<i>forceful hand</i> (yellow)
41-50	<i>interposing hand</i> (green)
51-60	<i>lightning bolt</i> (blue)
61-70	<i>wind wall</i> (indigo)
71-80	<i>resilient sphere</i> (violet)
81-90	<i>ice storm</i> (white)
91-100	ring malfunctions*

\*Roll again, with wearer becoming the target of the power rolled. The Ring will also take damage.

### KNOWLEDGE CHECKS

- A DC 15 Knowledge (history) check means you identify the Ring and are aware of the history presented above, plus any additional campaign-specific information the gamemaster may wish to provide.
- A DC 15 Knowledge (arcana) check means you know the powers and abilities of the Ring, but not its flaw.
- A DC 20 Knowledge (history) check means you are aware of at least one of the Consequences detailed below, as well as the effect of the loose stone.

### CONSEQUENCES

Those seeking to join the Cult of the Lost Gods may think this alien artifact is the key to being accepted. They would be wrong. Cultists do not know what it is, but they know that it does not belong to their mythos.

Followers of the Trickster believe that it was created, with intentional flaws, by their lord as a prank. They'll want to get the Ring and through subterfuge and trickery have it fall into the possession of one of their enemies. To do this, they need to get it away from the wearer before it blows up.

### DESTRUCTION

The ring has a hardness of 10, but due to damage only has 50 hit points left. If it takes that much damage, possibly from one of its own powers malfunctioning, it will explode. The explosion will also remove the hand wearing the ring.

### SCEPTER OF DIVINE MIGHT

**Aura** strong evocation; **CL** 17<sup>th</sup>

**Slot** none; **Weight** 3 lbs.

#### DESCRIPTION

Each of these Scepters was originally wielded by one of the three Nameless Kings, agents of the gods and demons of the Ethical Alignments. If a person attempts to wield a Scepter of a different Ethical Alignment than their own, they suffer 5d6 electrical damage.

The wielder of the Scepter can point it at a single target of a different Ethical Alignment and cause that target to collapse in upon itself as per the spell *implosion*. On a successful DC 27 Fortitude save the target takes no damage; on a failed save, the target takes 170 points of damage. This power can be used once per round without limit, and does not work on creatures of the same Ethical Alignment as the Scepter.

- The *Scepter of Divine Good* is two feet long, crafted from gold, with a blue enameled shaft and a giant pearl at its tip.
- The *Scepter of Fiendish Evil* appears to be the petrified femur of a large humanoid, wound with a one inch band of copper wire near the top.
- The *Scepter of Tranquil Neutrality* is a plain rod of ivory, with a small diamond set in one end and a lump of coal set in the other.

Roll to determine the type of crown found in a random hoard:

01-34	<i>scepter of divine good</i>
35-77	<i>scepter of fiendish evil</i>
78-100	<i>scepter of tranquil neutrality</i>

See *implosion* in the *Pathfinder Roleplaying Game Core Rulebook*.

#### KNOWLEDGE CHECKS

- A DC 10 Knowledge (history or nobility) check means you identify the Scepter and are aware of its history as presented above, plus any additional campaign-specific information the gamemaster may wish to provide. You do not, however, know the Scepter's Ethical Alignment.
- A DC 15 Knowledge (religion) check means you know the powers and abilities of the Scepter, as well as its Ethical Alignment.
- A DC 20 Knowledge (history or nobility) check means you are aware of the Consequences detailed below, as well as what happens when someone of a different Ethical Alignment tries to use the Scepter.
- A DC 30 Knowledge (history) check means you know the command words needed to activate the Scepter's powers.

### CONSEQUENCES

By wielding a Scepter, one can argue that they are the chosen of the gods and therefore the rightful king. The only thing that would trump this would be the wearing of the Crown. This means that the currently sitting monarch will not only wish to possess the Scepter, but see any player character who wields it as a threat to their power. Even if the king is generous and benign, there will be loyal members of the court who do see a threat, and will attempt to have the wielder eliminated. Add in those who do seek the throne for themselves, for whom the Scepter would be a great benefit, and the wearer will find himself in constant peril.

Modern deities may or may not be the same deities who created the Scepter. The original deities may have their own plans as to whom should wield the Scepter, and the player character may not be that choice. They will set events in motion to insure the Scepter ends up in the right hand of the person of their selection.

Modern deities and their clerics may take the wielding of the Scepter as veneration of old, deposed, or dead gods, and therefore blasphemy. They will do what they can to punish the wearer for engaging in such heresy.

Those who seek the Scepters of other Ethical Alignments will also be curious, at the very least. The discovery of one Scepter may lead to clues as to the location of the others. They will seek to thwart the wearer from gaining too much political power, in order to better promote the tenets of their own Ethical Alignment.

### DESTRUCTION

A Scepter can be destroyed if all three Scepters are brought together, and the wielders of the other two Scepters can cooperate to focus on its destruction.

### SCEPTER OF THE DEMON PRINCE

**Aura** necromancy; **CL** 17<sup>th</sup>

**Slot** none; **Weight** --

#### DESCRIPTION

This Scepter once belonged to the Nalfeshnee demon imprisoned within the Iron Urn by the Warrior Saint. It is often identified with the *Scepter of Fiendish Evil*, but it is in fact a separate object.

The wielder of the Scepter can point it at a single target and inflict negative levels as per the spell *energy drain*. A DC 27 Fortitude save is required to avoid the level drain becoming permanent. This ability can be used once per round.

By touching the Scepter to a dead body, the wielder can transform it into a shadow or wraith as per the spell *create greater undead*. This ability can be used three times per day.

#### KNOWLEDGE CHECKS

- A DC 15 Knowledge (history or religion) check means you identify the Scepter and are aware of the history presented above, plus any additional campaign-specific information the gamemaster may wish to provide.

- A DC 15 Knowledge (planes or religion) check means you know the powers and abilities of the Scepter.
- A DC 20 Knowledge (history or planes) check means you are aware of at least one of the Consequences detailed below.
- A DC 30 Knowledge (history) check means you know the command words needed to activate the powers of the Scepter.

#### **CONSEQUENCES**

The followers of the Demon Prince seek this item in order to venerate him, as well as to use it as a weapon against the followers of the Warrior Saint. They will seek to destroy anyone else who dares to wield it.

Other demons who seek to usurp the station of the Demon Prince seek it as a claim to power and authority. They, too, will not trifle with anyone else possessing or wielding it, and destroy them out of hand.

The followers of the Warrior Saint seek it, in order to destroy it. Anyone wielding it will be considered corrupted by evil and treated accordingly.

#### **DESTRUCTION**

Only the power of the Mace of the Warrior Saint can destroy the Scepter, by striking it and smashing it.

### **SERVANT OF THE LOST GODS**

**Aura** strong evocation; **CL** 15<sup>th</sup>

**Slot** none; **Weight** --

#### **DESCRIPTION**

Among the gifts bestowed upon the Obsequious Cur by the Agents of the Lost Gods were a number of Gargantuan humanoid constructs, walking siege engines which laid waste to the lands of the Cur's enemies. Only one is known to have survived, hidden away by the Agents of the Lost Gods until the time is right for their masters to once again exert their influence upon this plane.

The Servant walks at a speed of 40, and does 10d6 points of crushing damage to anything it steps on. Its CMD is 40, making it difficult to knock over, and it takes 5 rounds for it to stand up again if it falls. Up to five medium-sized humanoids can ride inside the Servant.

Every other round, the Servant can fire a bolt of *chain lightning* to a 1000 range from its right hand, doing 15d6 points of damage to the primary target and up to 15 adjacent secondary targets.

Five times per day it can fire a *sunburst* from a great prism upon its chest, to a range of 1000 feet, potentially blinding and dealing damage to all creatures in an 80 foot radius.

#### **KNOWLEDGE CHECKS**

- A DC 15 Knowledge (history) check means you identify the Servant and are aware of the history presented above, plus any additional campaign-specific information the gamemaster may wish to provide.

- A DC 15 Knowledge (arcana or planes) check means you know the powers and abilities of the Servant.
- A DC 20 Knowledge (planes) check means you are aware of at least one of the Consequences detailed below.
- A DC 30 Knowledge (history or planes) check means you know the command words needed to activate the powers of the Servant.

#### **CONSEQUENCES**

The Agents of the Lost Gods are aware of this artifact's location and monitor it regularly. If it is stolen, they will go to great lengths to get it back.

Anyone seeking to lay siege to a city will seek the power of the Servant. Anyone opposed to a tyrant commanding a metal giant of enormous destructive power will want the Servant to remain hidden.

#### **DESTRUCTION**

The combined might of the Seven Kingdom Staff was needed to destroy the majority of the Servants. Submerging the Servant completely in water will prevent it from using its *chain lightning* and *sunburst* powers, but if it managed to get out of the water and dry out for one full day, those powers will return.

### **SEVEN KINGDOM STAFF**

**Aura** varies (see below); **CL** 17<sup>th</sup>

**Slot** none; **Weight** 4 lbs. each

#### **DESCRIPTION**

In the time of the Greatest War of the Seven Kingdoms there were Seven Tremulous Wizards, each the master of one arcane school. Each Wizard was in turn the teacher, mentor, and advisor to one of the Seven Rightful Heirs, who ruled their lands in the name of Men rather than alien gods or philosophies imposed by extraplanar entities.

These Wizards were concerned about the growing power of the Nameless Kings, and had foreseen the rise of the Obsequious Cur. To amplify their own powers in order to better defend the Seven Kingdoms, each Wizard crafted a Staff infused with the power of their school. These were traded among them, so that the Tremulous Wizard of Conjunction might share some small part of the Tremulous Wizard of Illusion, or the Tremulous Wizard of Transmutation might have access to some powers of the Tremulous Wizard of Abjuration.

The Staves were also made that they might be combined. If Wizards stood side by side in battle and one fell, their Staff could be joined with one wielded by a Wizard still standing, amplifying her (or his) power. Such a time did come, when all Seven Tremulous Wizards fought shoulder to shoulder. As each was struck down, their Staff was taken up by another. When at last there was only one Wizard left she carried the Seven Kingdom Staff, an artifact of incredible power.

When the time came that the Last Tremulous Wizard passed into eternity, the Seven Kingdom Staff broke back down into its component Staves, which were then

scattered throughout the lands, until such time as they would need to be brought to bear again.

Each Staff is 4 feet long, made of smoothly polished and lacquered hardwood, more closely resembling a rod. When the ends of two or more Staves are pressed together, they fuse into a solid Staff that is 7 feet long. No matter how many Staves are fused in this manner, the Staff will always remain 7 feet long.

Being wondrous items rather than true staves, the Staves do not use charges and instead having abilities that are usable a fixed number of times per day. They use the caster level listed, rather than the user's caster level. They may be used by any creature capable of casting arcane magic, not just wizards.

Each Staff can be used as a magic weapon, treated as if it were a quarterstaff, with a +1 bonus to hit and a +1 bonus on damage. The bonus increases for each Staff fused together. Any creature capable of using a quarterstaff can use the Staves in this way, although it they cannot cast arcane magic they will not have access to its other powers.

- If any 2 Staves are assembled, the newly-formed *Two Kingdom Staff* gains their combined abilities, and functions as a +2 quarterstaff.
- If any 3 Staves are assembled, the *Three Kingdom Staff* gains their combined abilities, functions as a +3 quarterstaff, and adds the ability to cast *permanency* once per day.
- If any 4 Staves are assembled, the *Four Kingdom Staff* gains their combined abilities, functions as a +4 quarterstaff, has the ability to cast *permanency* twice per day.
- If any 5 Staves are assembled, the *Five Kingdom Staff* gains their combined abilities, functions as a +5 quarterstaff, plus has the ability to cast *permanency* twice per day and *limited wish* once per week.
- If any 6 Staves are assembled, the *Six Kingdom Staff* gains their combined abilities, functions as a +6 quarterstaff, plus has the ability to cast *permanency* three times per day and *limited wish* twice per week.
- If all 7 Staves are assembled, the *Seven Kingdom Staff* gains their combined abilities, functions as a +7 quarterstaff, plus the ability to cast *permanency* three times per day, *limited wish* three times per week, and to grant a *wish* once per week.

If the wielder of a combined Staff is killed, that Staff will be reduced back into its component Staves.

Roll to determine which Staff discovered in a random hoard:

01-14	<i>staff of abjuration</i>
15-28	<i>staff of conjuration</i>
29-43	<i>staff of divination</i>
44-57	<i>staff of enchantment</i>
58-71	<i>staff of evocation</i>
72-86	<i>staff of illusion</i>
87-100	<i>staff of transmutation</i>

#### KNOWLEDGE CHECKS

- A DC 15 Knowledge (history) check means you identify the Staff as one of the Seven, and are aware of the history presented above plus any additional campaign-specific information the gamemaster may wish to provide. The check is DC 10 for wizards.
- A DC 15 Knowledge (arcana) check means you know the powers and abilities of the item. *Detect magic* will reveal the aura, but not the abilities.
- A DC 20 Knowledge (history) check means you are aware of at least one of the Consequences associated with the Staves.
- A DC 30 Knowledge (history) check means you know the command words needed to activate the powers of the Staff in question.

#### CONSEQUENCES

It is rumored that the Seven Staves have been entrusted to Seven Orders of Monks, each of whom guards one of these relics. They are said to hide them in plain sight, using them as weapons. If one of the Staves is no longer in their care, they will seek to reclaim it.

Modern arcane schools all trace their ancestry to one of the Seven Tremulous Wizards. Each seeks to own the Staff that equates to their school, as a symbol of power, or a symbol of office to be wielded by their arch-mage. Some would simply wish to enshrine it, or to study it.

The cultists who venerate the Lost Gods will seek to destroy any Staff that is located, as revenge for the part the Tremulous Wizards played in banishing their deities from the world.

Devotees of the Ethical Alignments will seek the destruction of any Staff that turns up, as some small revenge for the role played by the Tremulous Wizards in the defeat of the Nameless Kings.

#### DESTRUCTION

A Staff can only be destroyed by the powers of the Machine of the Lost Gods, or one of the Scepters of Divine Power. Each of the Seven Staves must be destroyed separately.

#### SEVEN KINGDOM STAFF: ABJURATION

**Aura** strong abjuration; **CL** 17<sup>th</sup>

**Slot** none; **Weight** 4 lbs.

#### DESCRIPTION

This Staff allows the user to cast the following spell once per day:

- *Mage's Disjunction*

The Staff allows the user to cast the following spells three times per day:

- *Break Enchantment*
- *Mage's Private Sanctum*

The Staff allows the user to cast the following spells at will:

- *Alarm*
- *Hold Portal*



### SEVEN KINGDOM STAFF: CONJURATION

**Aura** strong conjuration; **CL** 17<sup>th</sup>

**Slot** none; **Weight** 4 lbs.

#### DESCRIPTION

This Staff allows the user to cast the following spell once per day:

- *Teleportation Circle*

The Staff allows the user to cast the following spells three times per day:

- *Teleport*
- *Planar Binding*

The Staff allows the user to cast the following spells at will:

- *Obscuring Mist*
- *Unseen Servant*

### SEVEN KINGDOM STAFF: DIVINATION

**Aura** strong divination; **CL** 17<sup>th</sup>

**Slot** none; **Weight** 4 lbs.

#### DESCRIPTION

This Staff allows the user to cast the following spell once per day:

- *Foresight*

The Staff allows the user to cast the following spells three times per day:

- *Contact Other Plane*
- *Scrying*

The Staff allows the user to cast the following spells at will:

- *Detect Secret Doors*
- *Locate Object*

### SEVEN KINGDOM STAFF: ENCHANTMENT

**Aura** strong enchantment; **CL** 17<sup>th</sup>

**Slot** none; **Weight** 4 lbs.

#### DESCRIPTION

This Staff allows the user to cast the following spell once per day:

- *Power Word Kill*

The Staff allows the user to cast the following spells three times per day:

- *Feeblemind*
- *Mind Fog*

The Staff allows the user to cast the following spells at will:

- *Hypnotism*
- *Sleep*

### SEVEN KINGDOM STAFF: EVOCATION

**Aura** strong evocation; **CL** 17<sup>th</sup>

**Slot** none; **Weight** 4 lbs.

#### DESCRIPTION

This Staff allows the user to cast the following spell once per day:

- *Meteor Swarm*

The Staff allows the user to cast the following spells three times per day:

- *Chain Lightning*
- *Ice Storm*

The Staff allows the user to cast the following spells at will:

- *Magic Missile*
- *Scorching Ray*

### SEVEN KINGDOM STAFF: ILLUSION

**Aura** strong illusion; **CL** 17<sup>th</sup>

**Slot** none; **Weight** 4 lbs.

#### DESCRIPTION

This Staff allows the user to cast the following spell once per day:

- *Weird*

The Staff allows the user to cast the following spells three times per day:

- *Nightmare*
- *Phantasmal Killer*

The Staff allows the user to cast the following spells at will:

- *Color Spray*
- *Hypnotic Pattern*

### SEVEN KINGDOM STAFF: TRANSMUTATION

**Aura** strong transmutation; **CL** 17<sup>th</sup>

**Slot** none; **Weight** 4 lbs.

#### DESCRIPTION

This Staff allows the user to cast the following spell once per day:

- *Shape Change*

The Staff allows the user to cast the following spells three times per day:

- *Enlarge Person, Mass*
- *Reduce Person, Mass*

The Staff allows the user to cast the following spells at will:

- *Enlarge Person*
- *Reduce Person*

### SWORD, LICHBANE

**Aura** necromancy; **CL** 15<sup>th</sup>

**Slot** none; **Weight** 8 lbs.

#### DESCRIPTION

In order to stop the Arch-Lich, the Nameless King of Neutrality sent for the Lichbane Champion to slay him. Wielding the Greatsword Lichbane, he rode forth and in a battle that lasted nine days the Champion chopped the Arch-Lich into pieces, and then burned the remains. Or so he thought.

Lichbane is a +5 Greatsword, +7 vs. liches. It does an extra 3d6 points of damage to any undead, or 5d6 to a lich. If any creature not of the neutral Ethical Alignment (that is, good or evil creatures) attempt to wield Lichbane, they gain 1d4 negative levels. These levels come back 24 hours after the creature stops touching the sword.

If there is an Ocular Host (possessor of the Eye of the Arch-Lich) or Sinister Host (possessor of the Hand of the Arch-Lich) afoot in the world, the wielder of Lichbane will be awakened by nightmares depicting the

Host(s) and their actions in the world. The wielder will also have waking visions of the Hosts, and be able to identify their location. If the wielder (in fact, the new Lichbane Champion, whether willing or unwilling) does not follow these portents and seek out the Hosts, they will not be able to take proper rest and gain its benefits, including healing damage and regaining spells. If they choose to pursue the Hosts, the nightmares will subside and the visions will only come upon them in order to steer the Lichbane Champion in the correct direction.

#### KNOWLEDGE CHECKS

- A DC 15 Knowledge (history or nobility) check means you identify Lichbane and are aware of the history presented above, plus any additional campaign-specific information the gamemaster may wish to provide.
- A DC 15 Knowledge (arcana) check means you know the powers and abilities of the Sword.
- A DC 20 Knowledge (history) check means you are aware of at least one of the Consequences detailed below.

#### CONSEQUENCES

There is a Secret Order of the Lichbane, a society that has been actively seeking the Sword since the original Lichbane Champion vanished following the epic battle. These warriors continually quest to find it, and each trains so that she might be worthy to be the new Champion if the fates choose her to be the finder. Members of the Order will be highly upset if someone who is not one of them locates and possesses the sword, especially if the wielder is not of the Ethical Alignment of Neutrality.

Any laying claim to the title of the Nameless King of Neutrality, through possession of the Crown, Scepter, Orb, or Throne of Tranquil Neutrality, will seek out a new Lichbane Champion as an ally and bond with them in brotherhood. They will be most upset if Lichbane's owner is not of the Ethical Alignment of Neutrality.

Any laying claim to the title of the Nameless King of Evil, through possession of the Crown, Scepter, Orb, or Throne of Fiendish Evil, will consider the Lichbane Champion an enemy.

The Arch-Lich has his own cult, necromancers who view him as the greatest practitioner of their dark arts. They consider Lichbane to be a blasphemous thing, and will seek to avenge his destruction by annihilating both the Sword and any aspirant to the title of Lichbane Champion.

The Ocular Host and/or Sinister Host will actively seek the demise of the Champion and destruction of the Sword, if only as a preventive measure. They will find it easy to enroll the aid of powerful undead, who are also at risk of falling to its blade.

#### DESTRUCTION

If the Eye and Hand of the Arch-Lich are reunited and grafted onto the same creature, the Hand's finger of death can destroy Lichbane.

## THRONE OF DIVINE MIGHT

**Aura** strong conjuration; **CL** 13<sup>th</sup>

**Slot** none; **Weight** --

#### DESCRIPTION

Each of these Thrones was crafted to acts as the seat of power for one of the three Nameless Kings, agents of the gods and demons of the Ethical Alignments. If a person attempts to sit upon a Throne of a different Ethical Alignment than their own, they suffer 5d6 electrical damage.

Sitting in a Throne activates a repulsion field, preventing any creature from coming within and range up to 30 feet of the seated creature without their permission. It also allows a creature of compatible Ethical Alignment to *regenerate*.

- The *Throne of Divine Good* is a high-backed gilded chair, upholstered in rich red velvet that never gets dirty.
- The *Throne of Fiendish Evil* is a crude, squarish seat carved from a single block of black marble, with dried blood congealed in its cracks; uttering a command word allows it to *levitate* and be moved easily.
- The *Throne of Tranquil Neutrality* is a three-legged wooden stool, similar to those used for milking cows.

All stools will resize themselves to accommodate a creature of compatible alignment from Small to Large.

Roll to determine the type of crown found in a random hoard:

01-34	<i>throne of divine good</i>
35-77	<i>throne of fiendish evil</i>
78-100	<i>throne of tranquil neutrality</i>

See *regeneration* and *repulsion* in the *Pathfinder Roleplaying Game Core Rulebook*.

#### KNOWLEDGE CHECKS

- A DC 10 Knowledge (history or nobility) check means you identify the Throne and are aware of its history as presented above, plus any additional campaign-specific information the gamemaster may wish to provide. You do not, however, know the Throne's Ethical Alignment.
- A DC 15 Knowledge (religion) check means you know the powers and abilities of the Throne, as well as its Ethical Alignment.
- A DC 20 Knowledge (history or nobility) check means you are aware of the Consequences detailed below, as well as what happens when someone of a different Ethical Alignment tries to use the Throne.
- A DC 30 Knowledge (history) check means you know the command words needed to activate the Throne's powers.

#### CONSEQUENCES

Simply sitting upon the Throne does not automatically convey any claim to kingship, as the Crown, Scepter, and Orb might. Still, the currently sitting monarch will

wish to possess it, as will those who seek to be king (or queen).

Modern deities may or may not be the same deities who created the Throne. The original deities may have their own plans as to whom should be seated upon the Throne, and the player character may not be that choice. They will set events in motion to insure the Throne ends up with the person of their selection.

Modern deities and their clerics may take use of the Throne as veneration of old, deposed, or dead gods, and therefore blasphemy. They will do what they can to punish the wearer for engaging in such heresy.

Those who seek the Thrones of other Ethical Alignments will also be curious, at the very least. The discovery of one Throne may lead to clues as to the location of the others. They will seek to thwart the owner from gaining too much political power, in order to better promote the tenets of their own Ethical Alignment.

#### **DESTRUCTION**

A Throne can be destroyed if the complete set of Crown, Orb, and Scepter from another Ethical Alignment can be brought together and their powers turned upon it.

### **WONDROUS NIGHTINGALE**

**Aura** illusion; **CL** 15<sup>th</sup>

**Slot** none; **Weight** --

#### **DESCRIPTION**

This Tiny platinum construct is encrusted with tiny jewels, and sits in a cage of fine platinum wire. It is said that the Merchant Queen had this device created for her own amusement, and kept it with her at all times. When a command word is spoken, the Nightingale can perform beautiful, lilting birdsongs and project accompanying illusory entertainments of colorful finches in flight and falling flower petals. When a second command word is spoken, it can confuse, stun, or render unconscious up to 15 HD of creatures as per the spell *scintillating pattern*. A final command word will render one creature of less than 200 HP permanently *blinded* (no saving throw).

#### **KNOWLEDGE CHECKS**

- A DC 15 Knowledge (history) check means you identify the Nightingale and are aware of at least the amount of the history of the Merchant Queen presented above, plus any additional campaign-specific information the gamemaster may wish to provide.
- A DC 15 Knowledge (arcana) check means you know the powers and abilities of the Nightingale.

- A DC 20 Knowledge (history or arcana) check means you are aware of the Consequences detailed below.
- A DC 30 Knowledge (history) check means you know the command words needed to activate the Nightingale's powers.

#### **CONSEQUENCES**

The doppelgangers who consider the Merchant Queen to be their common ancestor seek out any artifact of hers, as a way to assert their identity as a race and as individuals. This object is highly desirable to them.

Gnomish tinkers would do much to be able to examine this item, to learn from its delicate and complex workings. Some would resort to theft; others might go so far as to commit murder.

Illusionists appreciate the Nightingale as a curio, an amusing bit of entertainment, and many would enjoy having it hang in their towers or homes. Most would be happy to offer reasonable bids, but the less scrupulous might stoop to other means. If multiple wizards decide they want it, and those wizards are already embroiled in rivalry and less-than-friendly competition, the results will be ugly.

#### **DESTRUCTION**

The Wondrous Nightingale can be dismantled by a DC 40 Craft (jewelry) check. Otherwise, the jewelry cannot find the nearly invisible seams and joints where it is held together.

For more tables, as well as statistics for a full range of magic items, check out the following Asparagus Jumpsuit Missing Magic products\*:

AJ7300	Missing Magic: Random Treasure
AJ7301	Missing Magic: Potions
AJ7302	Missing Magic: Scrolls
AJ7303	Missing Magic: Rings
AJ7304	Missing Magic: Rods, Staves, Wands
AJ7305	Missing Magic: Miscellaneous Magic A
AJ7306	Missing Magic: Miscellaneous Magic B
AJ7307	Missing Magic: Miscellaneous Magic C
AJ7308	Missing Magic: Miscellaneous Magic D
AJ7309	Missing Magic: Miscellaneous Magic E
AJ7310	Missing Magic: Artifacts and Relics
AJ7311	Missing Magic: Armor and Shields
AJ7312	Missing Magic: Magic Weapons

\*If you don't own any of the above fine Asparagus Jumpsuit products, the gamemaster can choose a pre-generated item of the type rolls from the selection in the Pathfinder Roleplaying Game Core Rulebook.

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Asparagus Jumpsuit™ is Berin Kinsman (formerly known as UncleBear) and his wife, the artist Katie Kinsman. Visit us at [asparagusjumpsuit.com](http://asparagusjumpsuit.com).

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