

# Compounds of Power





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# Contents

Introduction .....	3
Compounds .....	4
Other Content .....	16
Adventuring Gear .....	16
Weapons .....	16
Martial Traditions.....	16
Appendix .....	17
Expanding the Compound Table .....	20
Compounds as Treasure.....	21



## Chapter 1

# Introduction

A creature with the Distill Compound feat is adept at creating potions, oils, and powders. Potions, oils, and powders are magical effects stored in physical form; they use the talent-based method of item creation, and are usable only once.

**Compound Activation and Description:** A potion targets the creature who drinks the potion (one target with a range of personal), while oils target the creature or object it is applied to (one target with a range of touch), while any effect that targets an area is a powder. It is possible to place a compound-like effect into another item as well (for example, a jewel that explodes when thrown or an apple that applies a potion-like effect when eaten, etc.). Regardless of form (potion, oil, dust, etc.), a compound has armor class 13, 1 hit point, hardness 1, and a Break DC of 12 (unless explicitly stated otherwise). If a potion, oil, or powder requires a saving throw, the DC is equal to  $10 + 1/2$  its caster level.

**Compound Market Value:** A potion, oil, or powder has a base cost of  $50 \text{ gp} \times \text{caster level} \times \text{complexity}$ .

**Compound Creation:** Compounds are normally made with the Distill Compound feat, but can also be made with the Brew Potion feat if you are not using the new crafting feats.

**Identifying Compounds:** Compounds are generally identified with detect magic (or similar effect) paired with a Spellcraft check with a DC equal to  $15 +$  the caster level of the compound. Alternatively, PCs can sample from each container they find to attempt to determine the nature of the liquid inside with a Perception check. The DC of this check is equal to  $15 + 1/2$  the caster level of the compound (although this DC might be higher for rare or unusual compounds).

A character may also use the Perception check to attempt to identify food or drink that has been spiked with the contents of a compound in poison form with a Perception check (just as if it were any other compound), but they have a 5% chance of poisoning themselves, unless they have the poison use ability. This process doesn't consume the compound.

### Distill Compound (item creation)

**Prerequisite:** Caster level 1st.

A creature with the Distill Compound feat is adept at creating compounds including potions, oils, and powders. Compounds are magical effects stored in physical form; they use the talent-based method of item creation, and are usable only once.

A potion targets the creature who drinks it, usually as a standard action (one target with a range of personal).

An oil may be applied to an object or creature within your reach as a standard action. For unwilling targets this requires a melee touch attack that does not provoke an attack of opportunity. You may attempt to apply an oil to a target at range, treating the oil as a splash weapon that only affects the target of a direct hit. Additionally, if the oil affects creatures but not objects, you may use the oil as a contact poison such as by applying it to a weapon.

An effect that targets an area can be made into a powder. A powder may be thrown as a splash weapon (centering itself on the square it strikes), or may be spread by hand (centering the effect anywhere between directly on the user and far enough away so the area of effect borders the user's space).

With GM permission, it is also possible to place a compound-like effect into a different, appropriate item (for example, a jewel that explodes when thrown or an apple that applies a potion-like effect when eaten, etc.).

A compound has a base Cost of  $50 \text{ gp} \times \text{caster level} \times \text{complexity}$ . If a compound requires a saving throw, the DC is equal to  $10 + 1/2$  its caster level.



## Chapter 2

# Compounds

### Acceleration Dust

*A cotton or satin pouch containing an electric blue powder.*

**Aura** faint Time; **CL** 1st (minor), 2nd (superior)

**Slot** none; **Price** 50 gp (minor), 200 gp (superior); **Weight** 0.1 lbs.

#### DESCRIPTION

As a standard action, you may make a ranged touch attack against a square within 30 feet, affecting all creatures within 10 feet of the affected area. Alternatively, as a standard action, you may choose to pour the dust over a single creature.

- **Minor:** Affected creatures gain +10 feet enhancement bonus to all forms of movement, as well as a +1 bonus to attack rolls and a +1 dodge bonus to AC and Reflex saves for 1 round. If targeting a single creature, the effects last for 1 minute.
- **Superior:** Affected creatures gain +10 feet enhancement bonus to all forms of movement, as well as a +1 bonus to attack rolls and a +1 dodge bonus to AC and Reflex saves. Additionally, affected targets may either make an additional attack at their highest base attack bonus when making a full attack, or make an additional attacks of opportunity during the round. An individual creature may only benefit from one such benefit per round; if they make a full attack with a bonus attack,

they do not gain additional attacks of opportunity that round. This effect is cumulative with similar effects, such as that provided by the *haste* spell or a *speed* weapon, and taking a full attack with a bonus attack from such a source counts as choosing that option for Haste that round. These effects last for 2 rounds. If targeting a single creature, the effects instead last for 2 minutes.

#### CONSTRUCTION REQUIREMENTS

Distill Compound, Time sphere (Improved Haste); **Cost** 25 gp (minor), 100 gp (superior)

### Acorn of Pummeling Branches\*\*

**Aura** faint Nature; **CL** 2nd (Small), 3rd (Medium), 6th (Large), 12th (Huge), 18th (Gargantuan), 24th (Colossal)

**Slot** none; **Price** 300 gp (Small), 450 gp (Medium), 900 gp (Large), 1,800 gp (Huge), 2,700 gp (Gargantuan), 3,600 gp (Colossal); **Weight** -

#### DESCRIPTION

This single acorn, when struck against a hard surface, will activate, instantaneously growing an oak tree, whose size is based on the caster level of the item. The oak tree, once grown, will proceed to attack any enemies of its creator as if under the effects of the Nature sphere ability Pummel from the (plant) package for 3 rounds.

**Table: Acorn of Pummeling Branches**

Category	Size	Armor Class	Hardness	Hit Points	Attack	Damage	Reach
Sprout	Small	8	5	2	+2	1d4+1	5 ft.
Sapling	Medium	7	5	5	+4	1d6+1	5 ft.
Young tree	Large	6	5	15	+10	1d8+3	10 ft.
Juvenile tree	Huge	5	5	50	+20	2d6+6	15 ft.
Adult tree	Gargantuan	4	5	150	+31	3d6+9	20 ft.
Massive tree	Colossal	3	5	500	+44	4d6+12	30 ft.



### CONSTRUCTION REQUIREMENTS

Distill Compound, Nature sphere ((plant) package, Create Nature (geomancing)); **Cost** 150 gp (Small), 225 gp (Medium), 450 gp (Large), 900 gp (Huge), 1,350 gp (Gargantuan), 1,800 gp (Colossal)

*\*\*Updated from Ultimate Spheres of Power*

### Anathema Poison

*This ruby vial contains what appears to be a rat skull brimming in essential oil.*

**Aura** strong Death; **CL** 15th

**Slot** none; **Price** 2250 gp; **Weight** 0.1 lbs.

### DESCRIPTION

When a creature drinks *anathema poison* (either willingly or when eating or drinking something secretly containing the portion), they must succeed a DC 17 Will save or be permanently cursed. The exact nature of the curse is never predetermined, but almost always seems to poetically match those who fall subject to it. GMs should reference the Curse (ghost strike) talent for suitable examples. Curses bestowed by this poison may be removed with the Break Enchantment talent from the Life sphere, or with a *wish* ritual or spell (or similar effect), but otherwise cannot be dispelled.

### CONSTRUCTION REQUIREMENTS

Distill Compound, Death sphere (Curse (ghost strike)); **Cost** 1125 gp

### Animate Object Oil

**Aura** faint Enhancement; **CL** 2nd (very weak), 4th (weak), 6th (mild), 8th (mediocre), 12th (strong), 16th (very strong), 22th (perfect)

**Slot** none; **Price** 300 gp (very weak), 600 gp (weak), 900 gp (mild), 1,200 gp (mediocre), 1,800 gp (strong), 2,400 gp (very strong), 3,200 gp (perfect); **Weight** 0.1 lbs.

### DESCRIPTION

Rubbing this oil into an object for 1 minute will animate it, creating a construct under your control for an amount of time.

**Table: Animate Object Oil**

Potion Quality	Maximum Object Size	Armor Class	Hardness	Hit Points	Attack (Damage)	Duration
Very Weak	Tiny	18	5	5	Slam +1 (1d2-2)	20 minutes
Weak	Small	16	5	21	Slam +3 (1d3)	40 minutes
Mild	Medium	14	5	36	Slam +5 (1d6+3)	1 hour
Mediocre	Large	14	5	52	Slam +9 (1d6+9)	1 hour, 20 minutes
Strong	Huge	15	5	78	Slam +15 (1d8+15)	2 hours
Very Strong	Gargantuan	17	5	115	Slam +20 (2d6+21)	2 hours, 40 minutes
Perfect	Colossal	18	5	151	Slam +23 (2d8+27)	3 hours, 40 minutes

### CONSTRUCTION REQUIREMENTS

Distill Compound, Enhancement sphere (Animate Object (enhance)); **Cost** 150 gp (very weak), 300 gp (weak), 450 gp (mild), 600 gp (mediocre), 900 gp (strong), 1,200 gp (very strong), 1,600 gp (perfect)

### Armored Magic Potion

*A sturdy vial filled with a viscous blue liquid, usually sold with a lid or stopper embossed with a shield.*

**Aura** faint Protection; **CL** 1st (lesser), 5th (common), 10th (uncommon), 15th (rare), 20th (legendary)

**Slot** none; **Price** 150 gp (lesser), 750 gp (common), 1,500 gp (uncommon), 2,250 gp (rare), 3,000 gp (legendary); **Weight** 0.1 lbs.

### DESCRIPTION

Most commonly purchased or brewed for and by adventurers, this potion grants protective armor for a limited time, based on the potion's quality. This does not stack with other armor or shield bonuses, but does apply against attacks made by incorporeal creatures.

- **Lesser:** +3 armor bonus and +1 shield bonus to armor class for 1 minute.
- **Common:** +4 armor bonus and +2 shield bonus to armor class for 5 minutes.
- **Uncommon:** +5 armor bonus and +3 shield bonus to armor class for 10 minutes.
- **Rare:** +6 armor bonus and +4 shield bonus to armor class for 15 minutes.
- **Legendary:** +7 armor bonus and +5 shield bonus to armor class for 20 minutes.

### CONSTRUCTION REQUIREMENTS

Distill Compound, Protection sphere (Armored Magic (aegis)); **Cost** 75 gp (lesser), 325 gp (common), 750 gp (uncommon), 1,125 gp (rare), 1,500 gp (legendary)



## Barkskin Elixir

Stored in a maplewood container, this sappy substance is sometimes mistaken for syrup.

**Aura** moderate Nature; **CL** 3rd

**Slot** none; **Price** 150 gp; **Weight** 0.1 lbs.

### DESCRIPTION

Drinking this elixir will grant a creature a +1 enhancement bonus to natural armor, and a +1 circumstance bonus to Stealth checks in natural terrain for 3 minutes. The creature temporarily loses the bonus to Stealth checks during any round that they moves more than 5 feet.

### CONSTRUCTION REQUIREMENTS

Distill Compound, Nature sphere ((plant) package, Nature's Carapace (spirit)); **Cost** 75 gp

## Beast Warden Flask

A flask made from a wild gnome's skull and emblazoned with the symbol of the Beast Wardens.

**Aura** faint Alteration; **CL** 6th

**Slot** none; **Price** 1800 gp; **Weight** 0.1 lbs.

### DESCRIPTION

A *beast warden flask* is poison to creatures not possessing the Lycanthrope casting tradition or the shapeshifter subtype. Otherwise, when consumed as a potion, it grants the drinker a powerful animalistic transformation.

**Poison:** The first round after consuming the poison, the drinker must succeed at a DC 13 Fortitude save or take 3d6 damage. In the second round, the drinker must succeed at a Fortitude save or be afflicted with the Seal Eyes trait. In the third round, the drinker must succeed at a Fortitude save or be afflicted with the Twist Legs trait. Finally in the fourth round, the drinker must succeed at a final Fortitude save or be afflicted with the Wrench Stomach trait. Any afflicted traits bestowed from the poison last for 1 hour, or until the poisoned is neutralized with an appropriate spell or sphere effect. Any attempts to polymorph or *shapeshift* while afflicted by the traits require a successful magic skill check made against a MSD of 17. Successfully polymorphing after the fourth round of the poison's effects will remove all the afflicting traits. Specific information on each of the afflicted traits may be found in the Twisted Shapeshift talent.

**Potion:** The first round after consuming the potion, they *shapeshift* into a predatory animal of their choice. An unwilling creature may resist the *shapeshift* effect by succeeding a DC 13 Fortitude save. The form has a head, 4 legs with all the benefits of a quadruped, a 60 foot land speed, the scent ability, a bite attack (primary, 1d6 Medium, 1d4 Small), 2 claw attacks (primary, 1d4 Medium, 1d3 Small), and a +3 natural armor bonus. In addition, if consumed by an official member of the Beast Wardens, they may apply a number of additional traits from Blank Transformation (or any other Alteration sphere talents they possess) to the *shapeshift* equal to the drinker's Total PA (TPA) within the Beast Warden organization (minimum 1). The duration of the *shapeshift* lasts for 1 hour.

### CONSTRUCTION REQUIREMENTS

Distill Compound, Alteration sphere (Animalistic Transformation (transformation), Greater Transformation), Lycanthrope casting tradition or shapeshifter subtype; **Cost** 900 gp

## Blindfold Poison

This glass vial contains an inky black liquid that smells of tar and pitch.

**Aura** moderate Dark; **CL** 4th

**Slot** none; **Price** 800 gp; **Weight** 0.1 lbs.

### DESCRIPTION

When a creature drinks *blindfold poison* (either willingly or when eating or drinking something secretly containing the portion), they must succeed a DC 12 Will save or be blinded. At the end of each hour, the creature receives a new Will save to end the effect. After four hours, the effects of *blindfold poison* ends, regardless of their saving throws.

### CONSTRUCTION REQUIREMENTS

Distill Compound, Dark sphere (Imbue Shadow (shadow)); **Cost** 400 gp

## Catfolk Guise Potion

**Aura** faint Alteration; **CL** 1st (minor), 5th (moderate), 10th (superior)

**Slot** none; **Price** 100 gp (minor), 500 gp (moderate), 2,000 gp (superior); **Weight** 0.1 lbs.

### DESCRIPTION

You *shapeshift*, gaining qualities of a catfolk for 1 minute. Mechanically, you gain the effects of Blank Transformation gaining claws as a natural attack. This is a polymorph effect.

- **Minor:** 2 claw attacks (primary attacks, 1d4 Medium, 1d3 Small, requires arms); duration 1 minute
- **Moderate:** 2 claw attacks and low-light vision; duration 5 minutes
- **Superior:** 2 claw attacks, low-light vision, and powerful legs (always considered to have a running start when attempting Acrobatics checks to jump and treat your move speed as if it were 20 feet higher when determining the bonus or penalty to jump checks from movement speed. Additionally, your carrying capacity is increased by 50%); duration 10 minutes

### CONSTRUCTION REQUIREMENTS

Distill Compound, Alteration sphere (Powerful Limbs (superior only)); **Cost** 50 gp (minor), 250 gp (moderate), 1,000 gp (superior)



## Clean Air Incense

**Aura** moderate Nature; **CL** 5th

**Slot** none; **Price** 850 gp; **Weight** 0.1 lbs.

### DESCRIPTION

Once lit (normally a full-round action, or a standard action with a tindertwig), this incense will continue to smoke in a 10-foot radius for 5 hours. Creatures who spend at least 5 minutes inside the smoke will find that any polluted or unbreathable gas or vapor inside the cloud converted into clean breathable air. This has no effect on supernatural or other magically created clouds (such as a vampire's gaseous form or a *cloudkill* spell).

### CONSTRUCTION REQUIREMENTS

Distill Compound, Nature sphere ((air) package); **Cost** 425 gp

## Clear Skies Incense

**Aura** faint Weather; **CL** 10th

**Slot** none; **Price** 650 gp; **Weight** 0.1 lbs.

### DESCRIPTION

Once lit (normally a full-round action, or a standard action with a tindertwig), this incense will continue to smoke in a 10-foot square for 10 hours. Creatures who spend at least 10 minutes inside the cloud of smoke treat weather outside the smoke 2 steps less severe.

### CONSTRUCTION REQUIREMENTS

Distill Compound, Weather sphere (Clear Skies (mantle, all)); **Cost** 375 gp

## Clearsight Dust

**Aura** faint Dark; **CL** 3rd

**Slot** none; **Price** 450 gp; **Weight** 0.1 lbs.

### DESCRIPTION

As a standard action, you may make a ranged touch attack against a square within 30 feet. All creatures within 10 feet of the hit square becomes immune to all negative effects of any areas of darkness you create for 30 minutes. This does not grant affected creatures the ability to see in your darkness if they do not already possess a way to do so, but it does allow creatures with darkvision to see in pure darkness. Alternatively, you may choose to pour the powder over a single creature; if you do the effect will instead linger for 3 hours.

### CONSTRUCTION REQUIREMENTS

Distill Compound, Dark sphere (Clearsight (meld)); **Cost** 225 gp

## Contingent Energy Resistance Potion

A glass flask containing fluid that continuously shifts colour, usually sold with a lid or stopper embossed with a pentacle with 5 different colored points.

**Aura** faint Protection; **CL** 1st (minor), 5th (moderate), 15th (superior)

**Slot** none; **Price** 100 gp (minor), 500 gp (moderate), 1,500 gp (superior); **Weight** 0.1 lbs.

### DESCRIPTION

The effects of this potion stay dormant until the first time the drinker would take energy damage, at which time the drinker gains energy resistance vs. that energy type for a limited time. If the potion does not trigger during its dormant period after use, the potion is wasted.

- **Minor:** Energy resistance 1110 for 1 minute; dormant 1 hour
- **Moderate:** Energy resistance 15 for 5 minutes; dormant 5 hours
- **Superior:** Energy resistance 30 for 15 minutes; dormant 15 hours

### CONSTRUCTION REQUIREMENTS

Distill Compound, Protection sphere (Energy Resistance (aegis, ward)); **Cost** 50 gp (minor), 250 gp (moderate), 750 gp (superior)

## Crystal Grenade\*\*

**Aura** faint Destruction; **CL** 1st (minor), 11th (moderate), 21th (superior)

**Slot** none; **Price** 150 gp (minor), 1,650 gp (moderate), 3,150 gp (superior); **Weight** 0.1 lbs.

### DESCRIPTION

This grenade is considered a thrown splash weapon. It deals piercing damage in a radius burst centered on the target. Any creature receiving damage must succeed at a Reflex save or become entangled and unable to move. The affected area becomes overgrown with crystal and counts as difficult terrain. Breaking free of the entangled condition is a move action, requiring either a Strength check or an Escape Artist check against the grenade's save DC. A target may also destroy the crystal on a square or creature by dealing damage to the crystal. This removes the entangled condition from the creature and destroys the difficult terrain. The crystal disappears after 1 minute.

Grenade Quality	Damage	Area Burst	Reflex Save	Crystal Hit Points
Minor	1d4 piercing	10-ft. radius	DC 10	3
Moderate	6d4 piercing	20-ft. radius	DC 15	33
Superior	11d4 piercing	30-ft. radius	DC 20	63

### CONSTRUCTION REQUIREMENTS

Distill Compound, Destruction sphere (Crystal Blast (blast type, crystal), Explosive Orb (blast shape)); **Cost** 75 gp (minor), 825 gp (moderate), 1,575 gp (superior)

\*\*Updated from *Ultimate Spheres of Power*



## Current Events Incense

**Aura** faint Divination; **CL** 2nd

**Slot** none; **Price** 200 gp; **Weight** 0.1 lbs.

### DESCRIPTION

Once lit (normally a full-round action, or a standard action with a tindertwig), this incense will continue to smoke in a 5-foot square for 1 minute. Any creature that spends at least 1 round inside the cloud of smoke may make a single Diplomacy check to gather information as though you had spent 1d4 hours talking to local people, without having to use an action to do so. An individual may not make more than one gather information check this way. Attempting multiple Diplomacy checks made by multiple creatures to gather information on the same topic always grants the same information as the first check.

### CONSTRUCTION REQUIREMENTS

Distill Compound, Divination sphere (Witness The City (divine)); **Cost** 100 gp

## Dissolution Oil

*This oily pitch smells of rotten eggs and is almost always stored in vials of glass or dense resin.*

**Aura** moderate Creation; **CL** 6th

**Slot** none; **Price** 1,800 gp; **Weight** 0.1 lbs.

### DESCRIPTION

As a standard action, you may make a ranged touch attack against a creature within 30 feet, targeting an attended non-magical object, magical object, or creature. Any target struck by the oil must succeed a DC 13 Fortitude saving throw or take 12d6 points of damage that bypasses all hardness, resistances, and damage reduction. Successfully making the saving throw reduces the damage taken to a mere 1d6+6 damage. If this damage reduces a creature or object to 0 or fewer hit points, it is entirely disintegrated. Alternatively, you may as a standard action pour the *dissolution oil* over a single non-magical, unattended object; if you do the oil disintegrates as much as a 10-foot cube of nonliving matter.

### CONSTRUCTION REQUIREMENTS

Distill Compound, Creation sphere (Dissolution (alter), Potent Alteration); **Cost** 900 gp

## Dark Sacrifice Potion

**Aura** faint Death; **CL** 3rd (minor), 5th (moderate), 12th (superior)

**Slot** none; **Price** 450 gp (minor), 1,000 gp (moderate), 3,000 gp (superior); **Weight** 0.1 lbs.

### DESCRIPTION

This potion is usually only used by necromancers who believe that their end is nigh, but need just a few more seconds to accomplish their task. After imbibing this potion, if at any time during the potion's duration, the drinker would take hit point damage that would reduce them to 0 hit points or less, they can as an immediate action sacrifice a mindless undead under their control within range, destroying it instantly; reduce the

damage that the drinker would take by the sacrificed undead's current hit points (to a minimum of 0). After sacrificing an undead, the potion's duration immediately ends.

- **Minor:** 3 round duration, 30 feet range
- **Moderate:** 5 minute duration, 35 feet range
- **Superior:** 2 hour duration, 55 feet range

### CONSTRUCTION REQUIREMENTS

Distill Compound, Death sphere (Dark Sacrifice); **Cost** 225 gp (minor), 500 gp (moderate), 1,500 gp (superior)

## Electric Oil\*\*

**Aura** faint Destruction; **CL** 2nd (minor), 5th (moderate), 10th (superior)

**Slot** none; **Price** 300 gp (minor), 750 gp (moderate), 1,500 gp (superior); **Weight** 0.1 lbs.

### DESCRIPTION

This oil may be applied to a weapon as a poison. If used to successfully strike a creature before 1 round passes, the weapon explodes with a burst of lightning, dealing an additional electricity damage to the target, based on the oil's quality. If a weapon coated in this oil is used to attack a target made from metal or wearing metal armor, the attack is made with a +3 bonus.

- **Minor:** +2d6 electricity damage
- **Moderate:** +5d6 electricity damage
- **Superior:** +10d6 electricity damage

### CONSTRUCTION REQUIREMENTS

Distill Compound, Destruction sphere (Electric Blast (blast type, electricity)); **Cost** 150 gp (minor), 375 gp (moderate), 750 gp (superior)

*\*\*Updated from Ultimate Spheres of Power*

## Embalming Oil

*This palm and myrrh oil is generally stored in bone flask and is used by healers and necromancers alike.*

**Aura** faint Death and Life; **CL** 10th

**Slot** none; **Price** 1,000 gp; **Weight** 0.1 lbs.

### DESCRIPTION

Pouring this oil on a corpse or limb, will preserve the remains for up to 10 days. Doing so effectively extends the time limit on raising the creature from the dead. Days spent under the influence of this oil do not count against the time limit. Additionally, this makes transporting a slain (and thus decaying) comrade less unpleasant.

### CONSTRUCTION REQUIREMENTS

Distill Compound, Death sphere (Corpse Manipulation); **Cost** 500 gp

## Extract Blood Construct Oil

**Aura** faint Blood; **CL** 3rd (very weak), 6th (weak), 9th (mild), 15th (mediocre), 18th (strong), 21th (very strong), 24th (perfect)



**Table: Extract Blood Construct Oil**

<i>Potion Quality</i>	<i>Maximum Dead Body Size (maximum minutes dead)</i>	<i>Hit Points</i>	<i>Armor Class</i>	<i>Attack (Damage)</i>	<i>Duration</i>
Very Weak	Small (3 minutes)	5	13	Slam +4 (1d4+1)	30 minutes
Weak	Medium (6 minutes)	21	13	Slam +5 (1d6+3)	1 hour
Mild	Large (9 minutes)	42	15	Slam +7 (1d8+4)	1.5 hours
Mediocre	Huge (15 minutes)	74	17	2 slams +12 (2d6+5)	2.5 hours
Strong	Gargantuan (18 minutes)	95	20	2 slams +15 (3d6+7)	3 hours
Very Strong	Colossal (21 minutes)	131	20	2 slams +21 (4d6+12)	3.5 hours
Perfect	Colossal+ (24 minutes)	148	17	2 slams +24 (6d6+16)	4 hours

**Slot** none; **Price** 450 gp (very weak), 900 gp (weak), 1,350 gp (mild), 2,250 gp (mediocre), 2,700 gp (strong), 3,150 gp (very strong), 3,600 gp (perfect); **Weight** 0.1 lbs.

#### DESCRIPTION

Pouring this oil on the corpse of a creature will draw out and animate the blood of the creature, creating a blood construct under your control for an amount of time. The size and time which the creature may not been dead yet depend on the oil quality.

#### CONSTRUCTION REQUIREMENTS

Distill Compound, Blood sphere (Extract Blood Construct); **Cost** 225 gp (very weak), 450 gp (weak), 675 gp (mild), 1,125 gp (mediocre), 1,350 gp (strong), 1,575 gp (very strong), 1,800 gp (perfect)

### Faerie Flight Dust

**Aura** faint Fallen Fey or Telekinesis; **CL** 7th

**Slot** none; **Price** 350 gp; **Weight** 0.1 lbs.

#### DESCRIPTION

As a standard action, you may make a ranged touch attack against a square within 30 feet. All creatures within 10 feet of the affected area gain supernatural flight, with a fly speed of 30 feet with maneuverability (poor) for 1 round. Alternatively, you may choose to pour the dust over a single creature, if you do, the effect of the dust lingers for 1 minute, granting and instead grants a fly speed of 30 feet with maneuverability (perfect) for the duration.

#### CONSTRUCTION REQUIREMENTS

Distill Compound, Fallen Fey sphere (Fairy Flight (fey-blessing) or Telekinesis (Flight); **Cost** 175 gp

### Fire Poison\*\*

*This vial contains a fiery red liquid that bubbles in its container.*

**Aura** moderate Destruction; **CL** 3rd (minor), 7th (moderate), 21st (superior)

**Slot** none; **Price** 300 gp (minor), 700 gp (moderate), 2,100 gp (superior); **Weight** 0.1 lbs.

#### DESCRIPTION

When a creature drinks fire poison (either willingly or when eating or drinking something secretly containing the potion),

they suffer an amount of fire damage, based on the quality of the poison, and catch fire, suffering 1d6 damage per round until the fire is extinguished. A successful Fortitude save halves the damage and stops the target from catching fire.

- **Minor:** 3d6 fire damage, DC 11
- **Moderate:** 7d6 fire damage, DC 13
- **Superior:** 21d6 fire damage, DC 20

#### CONSTRUCTION REQUIREMENTS

Distill Compound, Destruction sphere (any (blast type) talent from the fire blast type group); **Cost** 150 gp (minor), 350 gp (moderate), 1,050 gp (superior)

*\*\*Updated from Ultimate Spheres of Power*

### Flash Step Dust

*This appears to be a lead jar filled with finely shaved shards of blue glass.*

**Aura** faint Warp; **CL** 1st

**Slot** none; **Price** 50 gp; **Weight** 0.1 lbs.

#### DESCRIPTION

A favorite among troubadours and vigilantes who like to exit a scene with style. As a standard action, you may make a ranged touch attack against a square within 30 feet. All visible, conscious, and willing creatures within 10 feet of the affected area are teleported 25 feet in a direction of their choosing. Alternatively, you may choose to pour the powder on a single visible and willing creature; if you do the creature is teleported 110 feet in a direction of your choosing. For the purpose of the single target effect, unconscious creatures are considered willing. Regardless if affecting a single or multiple creatures, each creature must have line of sight to their destination.

#### CONSTRUCTION REQUIREMENTS

Distill Compound, Warp sphere; **Cost** 25 gp

### Force Bubble Grenade

**Aura** faint Protection; **CL** 5th

**Slot** none; **Price** 500 gp; **Weight** 0.1 lbs.

#### DESCRIPTION

This grenade is thrown as a thrown splash weapon. Instead of dealing damage, it creates a 35-foot radius field of force centered on the target. Creatures within 5 feet of the field's



boundary are shunted to the nearest empty space, and must succeed a DC 12 Reflex save or take 3d6 force damage. The field of force has 9 hit points, a Break DC of 17, and remains in place for 5 rounds or until destroyed, whichever comes first. In all other respects, the field of force is treated as a *barrier* created with the Protection sphere.

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#### CONSTRUCTION REQUIREMENTS

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Distill Compound, Protection sphere (Distant Protection); **Cost** 250 gp

### Form Breaker Oil\*\*

A sticky concoction of colloidal silver, wolfsbane, and cold iron.

**Aura** moderate Alteration; **CL** 5th (lesser), 10th (greater)

**Slot** none; **Price** 250 gp (lesser), 1,500 gp (greater); **Weight** 0.1 lbs.

---

#### DESCRIPTION

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Vials of *form breaker oil* may be thrown as splash weapons. You may attempt a magic skill check to dispel any Alteration sphere or polymorph effects on affected creatures. A creature that sustain a direct hit and has an effect dispelled cannot be affected by polymorph effects for the duration or until it scrapes the residue off.

- **Lesser:** MSB +5, 5 round duration, standard action to scrape off.
- **Greater:** MSB +10, 10 hour duration, 1 minute to scrape off.

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#### CONSTRUCTION REQUIREMENTS

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Distill Compound; Counterspell or Form-Breaker mystic combat; **Cost** 125 gp (lesser), 750 gp (greater)

*\*\*Updated from Ultimate Spheres of Power*

### Ghost Sight Potion

**Aura** faint Divination; **CL** 2nd (lesser), 4th (moderate), 8th (greater)

**Slot** none; **Price** 200 gp (lesser), 600 gp (moderate), 1,600 gp (greater); **Weight** 0.1 lbs.

---

#### DESCRIPTION

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You gain a special sense that grants you a bonus to Perception checks made to notice invisible or ethereal creatures. If you succeed at this check, the creature's outline becomes visible to you. This negates both the usual penalties you would suffer attacking an invisible creature, and the bonuses the creature would normally gain against you. This continues until you lose line of sight to the creature, in which case you must succeed at a new Perception check to see them.

- **Lesser:** +2 Perception, 2 minute duration.
- **Moderate:** +4 Perception, 40 minute duration.
- **Greater:** +8 Perception, 8 hour duration.

---

#### CONSTRUCTION REQUIREMENTS

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Distill Compound, Divination sphere (Ghost Sight (sense)); **Cost** 100 gp (lesser), 300 gp (moderate), 800 gp (greater)

### Gourmand Dust

*This appears to be a grainy white powder with a strong aroma of cinnamon, cloves, and nutmeg, stored within a spice shaker.*

**Aura** faint Divination; **CL** 2nd

**Slot** none; **Price** 200 gp; **Weight** 0.1 lbs.

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#### DESCRIPTION

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While primarily used by cooks and gourmands, it is also commonly found in the possession of the paranoid adventurer or noble. As a standard action, you may make a ranged touch attack against a square within 30 feet. All visible meals and drinks within 10 feet of the affected area radiate for 1 round if they contain a disease, drug, or poison. Food or drink that naturally contain a disease, drug, or poison, such as wine which has the drug alcohol, always glow and do not make such a distinction. Alternatively, you may choose to pour the powder on a single meal; if you do the effects of the powder will continue to linger for 1 minute before fading away. While a meal radiates a glow from the presence of a harmful substance, a creature may attempt a Craft (alchemy) or Knowledge (nature) check DC equal to the harmful substance's saving throw DC to identify the present substance. If a meal contains multiple diseases, drugs, or poisons, only the substance with the highest DC radiates and may be identified this way.

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#### CONSTRUCTION REQUIREMENTS

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Distill Compound, Divination sphere; **Cost** 100 gp

### Hallow Word Oil

**Aura** faint Fate; **CL** 2nd

**Slot** none; **Price** 200 gp; **Weight** 0.1 lb.

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#### DESCRIPTION

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Applying this oil to a creature bestows the effects of the Hallow word for 2 minutes. Mechanically, they gain a +1 sacred bonus to attack rolls, AC, and saving throws made by evil creatures. For the duration, they also gain immunity to any spell or effect that possesses or exercises mental control over them (including enchantment charm effects and enchantment compulsion effects), so long as the effect originates from an evil alignment. If already possessed, they instead gain a new save against the possession.

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#### CONSTRUCTION REQUIREMENTS

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Distill Compound, Fate sphere; **Cost** 100 gp

### Hemorrhage Poison

*This glass vial contains burgundy liquid that smells of garlic.*

**Aura** moderate Blood; **CL** 1st (lesser), 5th (greater)

**Slot** none; **Price** 50 gp (lesser), 500 gp (greater); **Weight** 0.1 lbs.

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#### DESCRIPTION

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When a creature drinks *hemorrhage poison* (either willingly or when eating or drinking something secretly containing the portion), they must succeed a Fortitude save or begin to take bleed damage for the duration, based on the quality of the poison. Creatures who are at half their maximum hit points (wounded) or currently taking bleed damage take a -4 penalty to the save.



A creature poisoned, may stop further bleed damage with a DC 15 Heal check or any amount of magical healing.

- **Lesser:** 1 bleed damage, DC 10 Fortitude save, bleed duration 1 round.
- **Greater:** 5 bleed damage, DC 12 Fortitude save, bleed duration 5 rounds.

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#### CONSTRUCTION REQUIREMENTS

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Distill Compound, Blood sphere (Hemorrhage (greater only)); **Cost** 25 gp (lesser), 250 gp (greater)

### Infiltration Potion\*\*

*This thick, mud-like slop is odorless and tasteless until prepared for consumption, which is done by adding a sample of a specific individual (usually a hair clipping). After adding the creature sample, the brew begins to bubble forth odors like unto the creature.*

**Aura** moderate Alteration; **CL** 6th (lesser, greater)

**Slot** none; **Price** 900 gp (lesser), 1,500 gp (greater); **Weight** 0.1 lb.

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#### DESCRIPTION

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Those that drink this potion will find themselves under the effects of the Alteration *shapeshift* ability for 1 hour. The form and traits of the *shapeshift* are dependant both on the added sample and the strength of the potion.

- **Lesser:** Anthropomorphic Transformation (non-humanoid sample) or Perfect Imitation (humanoid sample); 2 traits of their choice from the Blank Transformation, which they may apply to the shape-shift effect.
- **Greater:** Anthropomorphic Transformation (non-humanoid sample) or Perfect Imitation (humanoid sample); Mimicry trait (Humanoid sample) or Roar trait (non-humanoid sample), and 2 traits of their choice from the Blank Transformation, which they may apply to the *shapeshift* effect.

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#### CONSTRUCTION REQUIREMENTS

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Distill Compound, Alteration sphere (Greater Transformation (greater only), Perfect Imitation, Vocal Transformation (greater only)); **Cost** 450 gp (lesser), 750 gp (greater)

### Magic Detection Incense

**Aura** faint Divination; **CL** 1st

**Slot** none; **Price** 50 gp; **Weight** 0.1 lbs.

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#### DESCRIPTION

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Once lit (normally a full-round action, or a standard action with a tindertwig), this incense will continue to smoke in a 5-foot square for 5 minutes. Every minute that a creature spends inside the cloud of smoke, they can divine and identify magical auras of one creature, object, or phenomena as if using *detect magic*.

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#### CONSTRUCTION REQUIREMENTS

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Distill Compound, Divination sphere; **Cost** 25 gp

### Manipulation Poison

*When opened a soft lavender mist rises from the glass vial.*

**Aura** moderate Mind; **CL** 11th

**Slot** none; **Price** 550 gp; **Weight** 0.1 lbs.

---

#### DESCRIPTION

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When a creature drinks *manipulation poison* (either willingly or when eating or drinking something secretly containing the potion), they must succeed a Will save or be compelled to obey the first valid request given it. Very simple requests allow for a DC 17 Will save, while basic requests all for a DC 15 Will save. The creature will not be compelled to do anything it would not normally do. Once a valid request is given, the creature performs the suggested action until it finishes, or for 11 hours, whichever comes first. If you choose, you can instead specify conditions the creature should look for, (i.e., “you should search the next person who enters this room, looking for weapons”). If the condition is not met before this duration expires, the activity is not performed. This is an enchantment compulsion mind-affecting ability.

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#### CONSTRUCTION REQUIREMENTS

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Distill Compound, Mind sphere; **Cost** 275 gp

### Object Repair Oil

*This oily liquid releases fumes in the open air that cause some to become light-headed.*

**Aura** faint Creation; **CL** 1st (lesser), 4th (greater)

**Slot** none; **Price** 50 gp (lesser), 800 gp (greater); **Weight** 0.1 lbs.

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#### DESCRIPTION

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You may repair a damaged object, restoring a number of hit points based upon the quality of the oil. If the object has the broken condition, this condition is removed if the object is restored to at least half its original hit points.

This ability cannot restore warped or transmuted items, but it can still repair damage done to such items.

- **Lesser:** 1d4 hit points restored.
- **Greater:** 1d6+4 hit points restored. In addition, the oil can also target magical objects, attended objects, or animated targets such as golems. While this means that the oil may repair broken magical items, the *object repair oil* cannot restore the magic to such an object unless the targeted item's caster level is equal to or less than 4. Items with charges (such as wands) and single-use items (such as potions and scrolls) cannot be repaired in this way.

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#### CONSTRUCTION REQUIREMENTS

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Distill Compound, Creation sphere (Potent Alteration (greater only)); **Cost** 25 gp (lesser), 400 gp (greater)

### Past Sight Dust

*This amber dust which is normally kept in small gilded leather pouches and are most often used by inquisitors and investigators.*



**Aura** faint Divination and Time; **CL** 2nd  
**Slot** none; **Price** 200 gp; **Weight** 0.1 lbs.

#### DESCRIPTION

While inquisitors use this item as a way to track the movement of criminals, investigators utilize this powder to better understand the crime scene. As a standard action, you may make a ranged touch attack against a square within 30 feet. A 15-foot radius burst centered on the affected area radiate as if under the effects of Divine Time for 1 minute, allowing you to examine past events that took place no more than 2 hours ago. Once each round, you may fast forward or rewind the *divination* to specific moment during those 2 hours.

#### CONSTRUCTION REQUIREMENTS

Distill Compound, Divination sphere, Time sphere; **Cost** 100 gp

### Protection Potion\*\*

*This off-white creamy fluid smells like flowers and has a slightly sweet taste.*

**Aura** faint Protection; **CL** 1st (lesser), 5th (common), 10th (uncommon), 15th (rare), 20th (legendary)

**Slot** none; **Price** 50 gp (lesser), 250 gp (common), 500 gp (uncommon), 750 gp (rare), 1,000 gp (legendary); **Weight** 0.1 lbs.

#### DESCRIPTION

When imbibed, the potion gives the drinker a deflection bonus to their armor class for an amount of time based on the quality of the potion.

- **Lesser:** +1 deflection bonus to armor class for 1 hour.
- **Common:** +2 deflection bonus to armor class for 5 hours.
- **Uncommon:** +3 deflection bonus to armor class for 10 hours.
- **Rare:** +4 deflection bonus to armor class for 15 hours.
- **Legendary:** +5 deflection bonus to armor class for 20 hours.

#### CONSTRUCTION REQUIREMENTS

Distill Compound, Protection sphere; **Cost** 25 gp (lesser), 125 gp (common), 250 gp (uncommon), 375 gp (rare), 500 gp (legendary)

*\*\*Updated from Ultimate Spheres of Power*

### Relic Blessing Oil

**Aura** faint Fate; **CL** 2nd

**Slot** none; **Price** 200 gp; **Weight** 0.1 lbs.

#### DESCRIPTION

This oil sanctifies an object temporarily with divine power, allowing the object to be treated as a universal divine focus for all purposes. Additionally, if the object anointed is a weapon, it becomes chaotic, evil, good, or lawful, as you choose. As an aligned object, it overcomes that type of damage reduction, and deals an additional 2d6 damage to creatures of the

opposite chosen alignment. These benefits last 2 minutes after anointing.

#### CONSTRUCTION REQUIREMENTS

Distill Compound, Fate sphere (Align Object (word)); **Cost** 100 gp

### Revealing Dust

*A wool or silk pouch containing a metallic golden powder.*

**Aura** faint Light; **CL** 6th (minor), 12th (moderate), 24th (superior)

**Slot** none; **Price** 600 gp (minor), 1,800 gp (moderate), 3,600 gp (superior); **Weight** 0.1 lbs.

#### DESCRIPTION

As a standard action, you may make a ranged touch attack against a square within 30 feet, affecting all creatures within 10 feet of the affected area. Alternatively, as a standard action, you may choose to pour the dust over a single creature.

- **Minor:** Affected creatures *glow*, emitting light as a candle, suffering a -20 penalty on Stealth checks, and negate all bonuses usually bestowed by invisibility, blink effects, darkness, or similar effects. These effects last for 1 round. If targeting a single creature, the effects last for 1 minute.
- **Moderate:** Affected creatures *glow*, emitting light as a torch, suffering a -20 penalty on Stealth checks,





suppressing any invisibility condition affecting the target, and negate all bonuses usually bestowed by invisibility, blink effects, darkness, or similar effects. These effects last for 5 rounds. If targeting a single creature, the effects last for 5 minutes.

- **Superior:** Affected creatures *glow*, emitting bright light in 90-foot radius, suffering a -20 penalty on Stealth checks, suppressing any invisibility condition affecting the target, and negate all bonuses usually bestowed by invisibility, blink effects, darkness, or similar effects. All creatures and objects lose all the benefits of invisibility for as long as they are within the bright light emitted from the targets. These effects last for 2 minutes. If targeting a single creature, the effects last for 20 minutes.

#### CONSTRUCTION REQUIREMENTS

Distill Compound, Light sphere (Revealing Light (superior only)); **Cost** 300 gp (minor), 900 gp (moderate), 1,800 gp (superior)

### Reveal Alignment Consecration Oil

*Normally stowed in a clay bottle, this oil carries an aroma of rosemary.*

**Aura** faint Fate; **CL** 3rd

**Slot** none; **Price** 450 gp; **Weight** 0.1 lbs.

#### DESCRIPTION

You may as a standard action pour this oil over a single creature revealing the creature's alignment for all to be seen. The exact manifestation is unique to each observer—some might see a good creature with a halo and an evil creature with horns, while others might hear musical themes and chords evoking an alignment—but however it does the interpretation is unambiguous in the observer's mind. (A GM may provide only the alignment, leaving the exact signs each PC perceives up to their players.) An observer must still be able to sense a creature in order to discern its alignment, usually with sight but also with senses like blindsense. The effect of this consecration last for 30 minutes. This oil may be filled into an aspergillum as a splash weapon, revealing alignment of hit creatures as a splash effect.

#### CONSTRUCTION REQUIREMENTS

Distill Compound, Fate sphere (Reveal Alignment (consecration)); **Cost** 225 gp

### Runesight Potion

*This potion smells of patchouli, and can often be found in satchels of arcane adepts and apprentices.*

**Aura** faint Divination; **CL** 1st

**Slot** none; **Price** 50 gp; **Weight** 0.1 lbs.

#### DESCRIPTION

After drinking this potion, the creature's vision distorts allowing them to read magical writing, but making it impossible to read anything else for the potion's duration. The effects last for 1 hour.

#### CONSTRUCTION REQUIREMENTS

Distill Compound, Divination sphere; **Cost** 25 gp

### Scrying Incense

**Aura** moderate Divination; **CL** 5th (lesser), 10th (greater)

**Slot** none; **Price** 750 gp (lesser), 2,500 gp (greater); **Weight** 0.1 lbs.

#### DESCRIPTION

Once lit (normally a full-round action, or a standard action with a tindertwig), this incense will continue to smoke in a 5-foot square for 1 hour. Any creature that spends at least 1 minute inside the cloud of smoke may, as a full-round action, create a single scrying sensor within range on the same plane, transferring their point of view to that point. They do not need light of sight or line of effect, but the desired target must be known—a place or object familiar to them, or an obvious one such as a distance and direction. Once the sensor has been placed, they may see and hear anything within 10 feet of the location of the sensor. A creature inside the cloud of smoke may only create and control a single scrying sensor at a time. If a scrying sensor is dispelled by another creature, the incense immediately stops smoking and the effect ends.

- **Lesser:** Sensor range (150 feet), sensor speed (0 feet). The scrying sensor can be detected with a successful DC 25 Perception check, and dispelled (MSD 16). While the lesser sensor possesses a movement speed of 0 feet, once each round as a full-round action the sensor's owner may create a new scrying sensor in a different location within range, dismissing the older sensor.
- **Greater:** Sensor range (any distance, but not across planes), sensor speed (150 feet). Instead of targeting a location or object like the lesser version, they may observe a creature. If targeting a creature, they are allowed a DC 15 Will save to resist being viewed, which is subject to the same modifiers as the Scrying advanced talent. If the save fails, they attach the sensor to the creature, which follows the creature to a maximum of the sensor's movement speed. If the saving throw succeeds, the incense immediately stops smoking and the effect ends. The scrying sensor can be detected with a successful DC 30 Perception check, and dispelled (MSD 21).

#### CONSTRUCTION REQUIREMENTS

Distill Compound, Divination sphere (Greater Divine (greater only), Scrying (greater only), Viewing (divine)); **Cost** 375 gp (lesser), 1,250 gp (greater)

### See Hazard Potion

**Aura** faint Divination; **CL** 4th (lesser), 8th (greater)

**Slot** none; **Price** 800 gp (lesser), 3,200 gp (greater); **Weight** 0.1 lbs.

#### DESCRIPTION

You gain a special sense that grants you a free Perception check to notice traps and hazards within 10 feet of you, be



they mechanical (trip wires, dart throwers, etc.), magical (rune spells, sigils, etc.), or natural (quicksand, pit falls, etc.).

- **Lesser:** 4 hour duration. The lesser version of this potion does not give you insight on bypassing or disabling such traps or hazards.
- **Greater:** 8 hour duration. The greater version of this potion also grants you a +1d4+1 insight bonus on the free Perception check to notice a trap or hazard, and a +1d4+1 insight bonus on any Disable Device checks made to disable a trap or hazard discovered by the free Perception check.

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#### CONSTRUCTION REQUIREMENTS

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Distill Compound, Divination sphere (Divine Future (divine) (greater only), See Hazards (sense)); **Cost** 400 gp (lesser), 1,600 gp (greater)

### Serendipity Consecration Oil

*Normally stowed in a clay bottle, this oil carries an aroma of frankincense.*

**Aura** faint Fate; **CL** 2nd

**Slot** none; **Price** 200 gp; **Weight** 0.1 lbs.

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#### DESCRIPTION

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You may as a standard action pour this oil over a single creature granting a +1 luck bonus to attack rolls, skill checks, ability checks, and saving throws. The effect of this consecration last for 20 minutes. This oil may be filled into an aspergillum as a splash weapon, granting the luck bonuses as a splash effect.

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#### CONSTRUCTION REQUIREMENTS

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Distill Compound, Fate sphere; **Cost** 100 gp

### Sidhe Visage Potion

**Aura** faint Fallen Fey; **CL** 5th

**Slot** none; **Price** 1,000 gp; **Weight** 0.1 lbs.

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#### DESCRIPTION

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You are treated as a fey and no longer count as your previous creature type for all purposes including spells, magic items, etc., but you do not gain any of the benefits of the fey type or lose the benefits of your previous creature type, and still possess any subtypes you previously possessed (thus, an elf using this ability would be treated as a fey with the elf subtype). In addition, you gain a +2 bonus to all Charisma-based skill and ability checks. These effects last for 5 hours.

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#### CONSTRUCTION REQUIREMENTS

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Distill Compound, Fallen Fey sphere (Fey Beauty); **Cost** 500 gp

### Size Increase Potion

**Aura** faint Alteration; **CL** 2nd

**Slot** none; **Price** 100 gp; **Weight** 0.1 lbs.

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#### DESCRIPTION

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The drinker of this potion increase their size category by 1 step (maximum Large) for 2 minutes. This is a polymorph effect.

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#### CONSTRUCTION REQUIREMENTS

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Distill Compound, Alteration sphere (Size Change); **Cost** 50 gp

### Size Reduction Potion

**Aura** faint Alteration; **CL** 2nd

**Slot** none; **Price** 100 gp; **Weight** 0.1 lbs.

---

#### DESCRIPTION

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The drinker of this potion decreases their size category by 1 step (minimum Tiny) for 2 minutes. This is a polymorph effect.

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#### CONSTRUCTION REQUIREMENTS

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Distill Compound, Alteration sphere (Size Change); **Cost** 50 gp

### Stoneskin Elixir

*Stored in a ceramic container, this chalky substance is sometimes mistaken for wet cement.*

**Aura** moderate Nature; **CL** 4th

**Slot** none; **Price** 400 gp; **Weight** 0.1 lbs.

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#### DESCRIPTION

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Drinking this elixir will grant a creature DR 2/adamantine for 4 minutes. Once the damage reduction has reduced 40 damage the elixir's effects immediately end, even if its duration has not expired.

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#### CONSTRUCTION REQUIREMENTS

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Distill Compound, Nature sphere ((earth) package, Nature's Carapace (spirit)); **Cost** 200 gp

### Stricture Consecration Oil

*Normally stowed in a clay bottle, this oil carries an aroma of lemongrass.*

**Aura** faint Fate; **CL** 5th

**Slot** none; **Price** 750 gp; **Weight** 0.1 lbs.

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#### DESCRIPTION

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You may as a standard action pour this oil over a single creature declaring a course of action that is at most one sentence long and whether this action is to be avoided or emulated. Example strictures include "No one can attack", "everyone must trade fairly", etc. If your stricture would cause a creature to attack itself or perform another obviously suicidal action, they are immune to that stricture. The creature is allowed a DC 12 Will save to negate this requirement and allow itself to act normally. If a creature succeeds at their saving throw, they become immune to that stricture for the rest of its duration. The effect of this consecration last for 5 minutes. This oil may be filled into an aspergillum as a splash weapon, granting the stricture as a splash effect.

---

#### CONSTRUCTION REQUIREMENTS

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Distill Compound, Fate sphere (Stricture (consecration)); **Cost** 375 gp



## Vanishing Dust

*A wool or silk pouch containing a metallic silver powder.*

**Aura** faint Illusion; **CL** 6th (minor), 12th (moderate), 24th (superior)

**Slot** none; **Price** 600 gp (minor), 1,800 gp (moderate), 3,600 gp (superior); **Weight** 0.1 lbs.

### DESCRIPTION

As a standard action, you may make a ranged touch attack against a square within 30 feet, affecting all creatures within 10 feet of the affected area. Alternatively, as a standard action, you may choose to pour the dust over a single creature.

- **Minor:** Affected creatures may attempt Stealth checks to hide even while being observed, and count as invisible for the purpose of effects that interact with in (such as spells that negate or see through it) and gain a +6 circumstance bonus to Stealth checks. While undetected by a creature, you gain total concealment against it, as well as a +2 bonus to attack rolls against it, and you may ignore its Dexterity bonus to AC. These effects last for 1 round. If targeting a single creature, the effects last for 1 minute.
- **Moderate:** Affected creatures may attempt Stealth checks to hide even while being observed, and count as invisible for the purpose of effects that interact with in (such as spells that negate or see through it) and gain a +12 circumstance bonus to Stealth checks. While undetected by a creature, you gain total concealment against it, as well as a +2 bonus to attack rolls against it, and you may ignore its Dexterity bonus to AC. These effects last for 5 rounds. If targeting a single creature, the effects last for 5 minutes.
- **Superior:** Affected creatures become completely invisible, gaining a +20 bonus to Stealth (increased to +40 if standing still), and possess total concealment even when detected. These effects last for 2 minutes. If targeting a single creature, the effects last for 20 minutes.

### CONSTRUCTION REQUIREMENTS

Distill Compound, Illusion sphere (Suppression (glamer), Advanced Invisibility (superior only)); **Cost** 300 gp (minor), 900 gp (moderate), 1,800 gp (superior)

## Wellspring Bucket

*Most commonly made with wood that is associated with the element of water (such as alder, birch, or willow), these 1-gallon buckets come with a tight sealed lid. On its outer side, a wellspring bucket portrays scenes with beaches, rivers, waterfalls, and rain.*

**Aura** faint Nature ((water) package); **CL** 1st

**Slot** none; **Price** 150 gp; **Weight** 2 lbs.

### DESCRIPTION

When used, the *wellspring bucket* will create fresh pure water as an instantaneous effect. This magical item may be activated in one of two ways, chosen at the time of use.

As a move action, the bucket will begin to overfill with fresh pure water at the rate of 1 gallon per round (for 4 minutes), or until 38 gallons of water have been created, whichever comes first. If after initial activation, the *wellspring bucket* is brought into an area where magic does not function such as an antimagic field, any water created will remain (as the water itself is instantaneous), but the bucket for that duration will not create more water until the buckets magic is no longer suppressed. Any duration inside the antimagic field (or similar effect) counts against the 4 minute duration of the *wellspring bucket*.

As a standard action, the bucket may be emptied into a square within reach, dumping all 38 gallons of fresh pure water out instantaneously (38 gallons is enough to fill a 5-foot square).

Unlike most compounds, a *wellspring bucket* has 5 hit points, and a hardness of 5; if a *wellspring bucket* is broken before activation, the bucket instantaneously spills out all 38 gallons of fresh pure water into the 5-foot square that it is in.

### CONSTRUCTION REQUIREMENTS

Distill Compound, Nature sphere ((water) package, Create Nature (geomancing)); **Cost** 75 gp

## Whetstone Of Honed Edges

*A whetstone that when held up in the light glows faintly.*

**Aura** faint Enhancement; **CL** 2nd (lesser), 6th (moderate), 12th (strong), 18th (overwhelming)

**Slot** none; **Price** 200 gp (lesser), 600 gp (moderate), 1,200 gp (strong), 1,800 gp (overwhelming); **Weight** 0.1 lbs.

### DESCRIPTION

When used for 1 consecutive minute to sharpen a slashing or piercing melee weapon, the whetstone crumbles to dust but bestows to the melee weapon improved critical hit probability for a time determined by the quality of whetstone.

- **Lesser:** *keen* special ability, 2 hours.
- **Moderate:** *keen* special ability and +2 bonus to critical hit confirmation rolls, 6 hours.
- **Strong:** *keen* special ability and +4 bonus to critical hit confirmation rolls, 12 hours.
- **Overwhelming:** *keen* special ability and +6 bonus to critical hit confirmation rolls, 18 hours.

### CONSTRUCTION REQUIREMENTS

Distill Compound, Enhancement sphere (Deadly Weapon (enhance)); **Cost** 100 gp (lesser), 300 gp (moderate), 600 gp (strong), 900 gp (overwhelming)



## Chapter 3

# Other Content

### Adventuring Gear

#### Aspergillum

An aspergillum is a one-handed item that is used by priests to sprinkle consecrated oils and holy water. As a standard action, you may make a melee touch attack against one creature to splash a creature within reach, or as a full-round action, you may splash up to 5 creatures within reach. Creatures splashed are subjected to any splash effects or splash damage of the contained substance. After 5 creatures have been targeted with the aspergillum, the item needs to be refilled. Filling it is a standard action that provokes an attack of opportunity (like drinking a potion). A filled aspergillum is normally carried upright, otherwise the liquid leaks out as the tool moves. **Cost** 5 sp. **Weight** 1 lb.

### Weapons

#### Battle Aspergillum

This is no common aspergillum, but rather a light mace with a hollow head and a metal plug to fit the hollow's neck.

**Cost** 5 gp **Weight** 4 lbs.

**Damage** 1d4 (Small), 1d6 (Medium); **Critical** x2; **Type** bludgeoning

**Category** light; **Proficiency** simple

**Weapon Group** hammers

When the battle aspergillum filled with a splash weapon (usually holy water) strikes a creature, the substance sprinkles out through tiny holes throughout the weapon's head; creatures subject to damage from the splash weapon take splash damage in addition to the normal effect of being struck by the battle aspergillum (a nonmagical battle aspergillum can deal splash damage to an incorporeal creature in this manner, even if the weapon itself deals no damage). After 5 hits, the battle aspergillum is empty and needs to be refilled.

Refilling a battle aspergillum is a standard action that provokes an attack of opportunity (like drinking a potion). A filled battle aspergillum is normally carried upright, otherwise the splash weapon leaks out as the weapon moves.

### Martial Traditions

#### Liturgist

Liturgist are usually ceremonial or religious servants trained in performing rites and maintaining the morale of the citizenry through public speaking and worship.

#### Bonus Talents

**Equipment:** Custom Training (one of the selected weapons must be a favored weapon of your deity or philosophy)

**Leadership Sphere** ((follower) package)

**Variable:** Liturgists gain either the Base Of Operations talent from the Leadership sphere, or one additional talent of their choice from the Equipment sphere.

**Bonus Feat:** Basic Magical Training (selecting either the Death, Fate, or Life sphere)





## Chapter 4

# Appendix

Generally speaking, potions as consumables begin to see less use as players advance beyond lower levels because they are limited by what spells they can contain. Compounds on the other hand are more like scrolls in that they do not possess this limitation, for this reason the table below have compounds generated not by classification (minor, medium, or major), but by adventure tier (Tier 1: levels 1-4, Tier 2: levels 5-8, Tier 3: levels 9-12, Tier 4: levels 13-16, Tier 5: 17-20).

**Table: Tier 1 Compounds**

%	Compound	Market Price
1-3	<i>Acceleration dust, minor</i>	50 gp
4-6	<i>Common cure*</i>	50 gp
7-8	<i>Flash step dust</i>	50 gp
9-10	<i>Hemorrhage poison, lesser</i>	50 gp
11-12	<i>Magical competence dust*</i>	50 gp
13-14	<i>Magic detection incense</i>	50 gp
15-17	<i>Object repair oil, lesser</i>	50 gp
18-20	<i>Physician's dust*</i>	50 gp
21-24	<i>Protection potion, lesser</i>	50 gp
25-26	<i>Runesight potion</i>	50 gp
27-30	<i>Catfolk guise potion, minor</i>	100 gp
31-35	<i>Contingent energy resistance potion, minor</i>	100 gp
36-37	<i>Halfling black bread*</i>	100 gp
38-39	<i>Size increase potion</i>	100 gp
40-41	<i>Size reduction potion</i>	100 gp
42-45	<i>Sphere focus stimulant (+1)*</i>	100 gp
46-49	<i>Armored mage potion, lesser</i>	150 gp
50-51	<i>Barkskin elixir</i>	150 gp
52-55	<i>Crystal grenade, minor</i>	150 gp

%	Compound	Market Price
56-60	<i>Splinter orb*</i>	150 gp
61-65	<i>Wellspring bucket</i>	150 gp
66-69	<i>Acceleration dust, superior</i>	200 gp
70-71	<i>Current events incense</i>	200 gp
72-75	<i>Deathlessness potion*</i>	200 gp
77-78	<i>Ghost sight potion, lesser</i>	200 gp
79-80	<i>Gourmand dust</i>	200 gp
81-85	<i>Hallow word oil</i>	200 gp
86-87	<i>Mother's mercy*</i>	200 gp
88-89	<i>Past sight dust</i>	200 gp
90-91	<i>Relic blessing oil</i>	200 gp
92-93	<i>Saving stone*</i>	200 gp
94-96	<i>Serendipity consecration oil</i>	200 gp
97-99	<i>Whetstone of honed edges, lesser</i>	200 gp
100	GM's choice	

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**Table: Tier 2 Compounds**

%	Compound	Market Price
1-3	<i>Form breaker oil, lesser</i>	250 gp
4-5	<i>Protection potion, common</i>	250 gp
6-9	<i>Renewal elixir*</i>	250 gp
10-13	<i>Spell cleansing elixir, lesser*</i>	250 gp
14-17	<i>Acorn of pummeling branches, small</i>	300 gp
18-19	<i>Animate object oil, very weak</i>	300 gp
20-22	<i>Electric oil, minor</i>	300 gp
23-26	<i>Fire poison, minor</i>	300 gp



%	Compound	Market Price
27-28	<i>Faerie fight dust</i>	350 gp
29-30	<i>Sphere focus stimulant (+2)*</i>	400 gp
31-32	<i>Stoneskin elixir</i>	400 gp
33-36	<i>Acorn of pummeling branches, medium</i>	450 gp
37-40	<i>Clearsight dust</i>	450 gp
41-45	<i>Dark sacrifice potion, minor</i>	450 gp
46-48	<i>Extract blood construct oil, tiny</i>	450 gp
49-50	<i>Reveal alignment consecration oil</i>	450 gp
51-52	<i>Catfolk guise potion, moderate</i>	500 gp
53-54	<i>Contingent energy resistance potion, moderate</i>	500 gp
55	<i>Force bubble grenade</i>	500 gp
56	<i>Hemorrhage poison, greater</i>	500 gp
57-58	<i>Protection potion, uncommon</i>	500 gp
59-60	<i>Quintessential oil*</i>	500 gp
61-62	<i>Vitalist's secret tonic*</i>	500 gp
63-64	<i>Manipulation poison</i>	550 gp
65-66	<i>Animate object oil, small</i>	600 gp
67	<i>Ghost sight potion, moderate</i>	600 gp
68-69	<i>Revealing dust, minor</i>	600 gp
70-72	<i>Vanishing dust, minor</i>	600 gp
73-75	<i>Whetstone of honed edges, moderate</i>	600 gp
76-77	<i>Clear skies incense</i>	650 gp
78-81	<i>Fire poison, moderate</i>	700 gp
82-85	<i>Armored mage potion, common</i>	750 gp
86-87	<i>Electric oil, moderate</i>	750 gp
88-89	<i>Monstrous transformation potion*</i>	750 gp
90-91	<i>Protection potion, rare</i>	750 gp
92	<i>Scrying incense, lesser</i>	750 gp
93-94	<i>Stricture consecration oil</i>	750 gp
95	<i>Blindfold poison</i>	800 gp
96-97	<i>Object repair oil, greater</i>	800 gp
98-99	<i>See hazard potion, lesser</i>	800 gp
100	GM's choice	

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**Table: Tier 3 Compounds**

%	Compound	Market Price
1-2	<i>Acorn of pummeling branches, medium</i>	450 gp
3-4	<i>Clearsight dust</i>	450 gp
5-6	<i>Dark sacrifice potion, minor</i>	450 gp
7-8	<i>Extract blood construct oil, tiny</i>	450 gp
9-10	<i>Reveal alignment consecration oil</i>	450 gp
11-12	<i>Catfolk guise potion, moderate</i>	500 gp
13-14	<i>Contingent energy resistance potion, moderate</i>	500 gp
15	<i>Force bubble grenade</i>	500 gp
16	<i>Hemorrhage poison, greater</i>	500 gp
17-18	<i>Protection potion, uncommon</i>	500 gp
19-20	<i>Quintessential oil*</i>	500 gp
21-22	<i>Vitalist's secret tonic*</i>	500 gp
23	<i>Manipulation poison</i>	550 gp
24	<i>Animate object oil, weak</i>	600 gp
25	<i>Ghost sight potion, moderate</i>	600 gp
26	<i>Revealing dust, minor</i>	600 gp
27-28	<i>Vanishing dust, minor</i>	600 gp
29-30	<i>Whetstone of honed edges, moderate</i>	600 gp
31-32	<i>Clear skies incense</i>	650 gp
33-34	<i>Fire poison, moderate</i>	700 gp
35-36	<i>Armored mage potion, common</i>	750 gp
37-38	<i>Electric oil, moderate</i>	750 gp
39	<i>Monstrous transformation potion*</i>	750 gp
40	<i>Protection potion, rare</i>	750 gp
41	<i>Scrying incense, lesser</i>	750 gp
42	<i>Stricture consecration oil</i>	750 gp
43	<i>Blindfold poison</i>	800 gp
44	<i>Object repair oil, greater</i>	800 gp
45	<i>See hazard potion, lesser</i>	800 gp
46	<i>Clean air incense</i>	850 gp
47	<i>Acorn of pummeling branches, large</i>	900 gp
48-49	<i>Animate object oil, mild</i>	900 gp
50-51	<i>Extract blood construct oil, small</i>	900 gp
52-54	<i>Infiltration potion, lesser</i>	900 gp
55-56	<i>Sphere focus stimulant (+3)*</i>	900 gp
57-58	<i>Dark sacrifice potion, moderate</i>	1,000 gp
59-60	<i>Embalming oil</i>	1,000 gp
61-62	<i>Incendiary grenade*</i>	1,000 gp



%	Compound	Market Price
63-64	Peerless courage potion*	1,000 gp
65-66	Protection potion, legendary	1,000 gp
67-68	Spell cleansing elixir, greater*	1,000 gp
69-70	Animate object oil, mediocre	1,200 gp
71-72	Sphere focus stimulant (+4)*	1,200 gp
73-75	Whetstone of honed edges, strong	1,200 gp
76-78	Extract blood construct oil, medium	1,350 gp
79-81	Armored mage potion, uncommon	1,500 gp
82-84	Contingent energy resistance potion, superior	1,500 gp
85-86	Electric oil, superior	1,500 gp
87	Form breaker oil, greater	1,500 gp
88	Infiltration potion, greater	1,500 gp
89	Sphere focus stimulant (+5)*	1,500 gp
90	Troll's claret*	1,500 gp
91	Ghost sight potion, greater	1,600 gp
92	Crystal grenade, moderate	1,650 gp
93	Acorn of pummeling branches, huge	1,800 gp
94	Animate object oil, huge	1,800 gp
95	Beast warden flask	1,800 gp
96	Dissolution oil	1,800 gp
97	Revealing dust, moderate	1,800 gp
98	Vanishing dust, moderate	1,800 gp
99	Whetstone of honed edges, overwhelming	1,800 gp

100 GM's choice

\*Published in Ultimate Spheres of Power

**Table: Tier 4 Compounds**

%	Compound	Market Price
1-3	Fire poison, moderate	700 gp
4-5	Armored mage potion, common	750 gp
6-7	Electric oil, moderate	750 gp
8	Monstrous transformation potion*	750 gp
9	Protection potion, rare	750 gp
10	Scrying incense, lesser	750 gp
11	Stricture consecration oil	750 gp
12	Blindfold poison	800 gp
13	Object repair oil, greater	800 gp
14-15	See hazard potion, lesser	800 gp
16	Clean air incense	850 gp

%	Compound	Market Price
17	Acorn of pummeling branches, large	900 gp
18-19	Animate object oil, mild	900 gp
20-21	Extract blood construct oil, small	900 gp
22-23	Infiltration potion, lesser	900 gp
24-25	Sphere focus stimulant (+3)*	900 gp
26-27	Dark sacrifice potion, moderate	1,000 gp
28-29	Embalming oil	1,000 gp
30-31	Incendiary grenade*	1,000 gp
32-33	Peerless courage potion*	1,000 gp
34-35	Protection potion, legendary	1,000 gp
36-37	Sidhe visage potion	1,000 gp
38-39	Spell cleansing elixir, greater*	1,000 gp
40-41	Animate object oil, large	1,200 gp
42-43	Sphere focus stimulant (+4)*	1,200 gp
44-45	Whetstone of honed edges, strong	1,200 gp
46-47	Extract blood construct oil, medium	1,350 gp
48-50	Armored mage potion, uncommon	1,500 gp
51-53	Contingent energy resistance potion, superior	1,500 gp
54-56	Electric oil, superior	1,500 gp
57	Form breaker oil, greater	1,500 gp
58	Infiltration potion, greater	1,500 gp
59	Sphere focus stimulant (+5)*	1,500 gp
60	Troll's claret*	1,500 gp
61-62	Ghost sight potion, greater	1,600 gp
63-64	Crystal grenade, moderate	1,650 gp
65	Acorn of pummeling branches, huge	1,800 gp
66	Animate object oil, strong	1,800 gp
67	Beast warden flask	1,800 gp
68	Dissolution oil	1,800 gp
69	Revealing dust, moderate	1,800 gp
70	Vanishing dust, moderate	1,800 gp
71	Whetstone of honed edges, overwhelming	1,800 gp
72-74	Catfolk guise potion, superior	2,000 gp
75-76	Fire poison, superior	2,100 gp
77-78	Anathema poison	2,250 gp
79-80	Armored mage potion, rare	2,250 gp
81-82	Extract blood construct oil, large	2,250 gp
83-84	Animate object oil, very strong	2,400 gp



%	Compound	Market Price
85	<i>Light of true magic*</i>	2,500 gp
86	<i>Scrying incense, greater</i>	2,500 gp
87-88	<i>Acorn of pummeling branches, gargantuan</i>	2,700 gp
89-90	<i>Extract blood construct oil, huge</i>	2,700 gp
91-92	<i>Armored mage potion, legendary</i>	3,000 gp
93-94	<i>Dark sacrifice potion, superior</i>	3,000 gp
95-96	<i>Crystal grenade, superior</i>	3,150 gp
97	<i>Extract blood construct oil, gargantuan</i>	3,150 gp
98	<i>Animate object oil, perfect</i>	3,200 gp
99	<i>See hazard potion, greater</i>	3,200 gp
100	GM's choice	

*\*Published in Ultimate Spheres of Power*

**Table: Tier 5 Compounds**

%	Compound	Market Price
1-2	<i>Acorn of pummeling branches, huge</i>	1,800 gp
3-4	<i>Animate object oil, huge</i>	1,800 gp
5-6	<i>Beast warden flask</i>	1,800 gp
7-9	<i>Dissolution oil</i>	1,800 gp
10-11	<i>Revealing dust, moderate</i>	1,800 gp
12-13	<i>Vanishing dust, moderate</i>	1,800 gp
14-15	<i>Whetstone of honed edges, overwhelming</i>	1,800 gp
16-18	<i>Catfolk guise potion, superior</i>	2,000 gp
19-23	<i>Fire poison, superior</i>	2,100 gp
24-25	<i>Anathema poison</i>	2,250 gp
26-30	<i>Armored mage potion, rare</i>	2,250 gp
31-35	<i>Extract blood construct oil, large</i>	2,250 gp
36-37	<i>Animate object oil, gargantuan</i>	2,400 gp
38-42	<i>Light of true magic*</i>	2,500 gp
43-48	<i>Acorn of pummeling branches, gargantuan</i>	2,700 gp
49-54	<i>Extract blood construct oil, huge</i>	2,700 gp
55-61	<i>Armored magic potion, legendary</i>	3,000 gp
62-67	<i>Dark sacrifice potion, superior</i>	3,000 gp
68-73	<i>Crystal grenade, superior</i>	3,150 gp
74-78	<i>Extract blood construct oil, gargantuan</i>	3,150 gp
79-80	<i>Animate object oil, perfect</i>	3,200 gp
81-83	<i>See hazard potion, greater</i>	3,200 gp
84-85	<i>Acorn of pummeling branches, colossal</i>	3,600 gp

%	Compound	Market Price
86-87	<i>Extract blood construct oil, colossal</i>	3,600 gp
88-89	<i>Revealing dust, superior</i>	3,600 gp
90-91	<i>Vanishing dust, superior</i>	3,600 gp
92-95	<i>Love everlasting potion*</i>	4,000 gp
96-99	<i>Seed of life*</i>	5,000 gp
100	GM's choice	

*\*Published in Ultimate Spheres of Power*

## Expanding the Compound Table

If you want to expand the compound table for your own use, use the following table as guidelines to determine what tier a potion, oil, or dust belongs. If a compound is created outside these guidelines for caster level and complexity, a tier should be assigned based on market price.

**Table: Compounds - Compound Tier Guideline Table**

	Caster Level	Complexity	Market Price
Tier 1	1-4	1	50 gp - 200 gp
Tier 2	5-8	1-2	250 gp - 800 gp
Tier 3	9-12	1-3	450 gp - 1,800 gp
Tier 4	13-16	1-4	650 gp - 3,200 gp
Tier 5	17-20	2-5	1,700 gp - 5000 gp



# Compounds as Treasure

Generally, when generating treasure, GMs roll to determine how many minor, medium, and major magical items are available, and then roll to determine whether those magical items are armor, shields, weapons, potions, etc. The table below helps maintain that streamlined magical item generation, keeping true to the spirit of traditional classification of minor, medium, and major magical items.

There are however reasons for why a GM may elect to not generate potions using traditional methods. Such reasons may include the following:

Players come across random potions in their exploration, with no direction as to the classification of said items.

GMs need to quickly generate a potion to give to a player, enemy, or NPC.

The adventure is set in a world where magical potions are more prevalent, or the party lacks characters who can reliably use captured spells (scrolls) or spell engines (wands).

In such instances, GMs may elect to simply roll on an individual compound tier table that matches the tier of the adventure, instead of generating the treasure with traditional methods.

**Table: Compounds - Core Rulebook Potion Classification to Tier Conversion Table**

	<i>Minor</i>	<i>Medium</i>	<i>Major</i>	<i>Caster Level</i>
Tier 1	01-100	01-60	01-20	1-4
Tier 2	--	61-100	21-60	5-8
Tier 3	--	--	61-100	9-12
Tier 4	--	--	--	13-16
Tier 5	--	--	--	17-20



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# Compounds of Power

Potions, oils, and dusts; in the hands of a talented magic-user or alchemist, these items can contain magic beyond imagining.

Within these pages you'll find all sorts of magical compounds for the use of your characters, meeting all of their magical needs. Whether they're crafting arcane concoctions themselves or frequenting shops of magical repute, *Compounds of Power* contains everything you need.

Made for use with the *Spheres of Power* system for the Pathfinder Roleplaying Game 1st edition.