

Treasures of the Spheres



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Section 1

Introduction

Treasures of the Spheres is a collection of items created using the crafting rules found in *Ultimate Spheres of Power* by Drop Dead Studios. While the primary rulebook for Spheres of Power makes it simple to create new items, sometimes it is easier to have a lot of items pre-made and ready to drop into your game world or purchase from shopkeepers. I have never been satisfied with the amount of available pre-made items for Spheres games, so I decided to write this book to help with that.

For ease of reference, this book includes several previously-published items, but most of the items that appear here were not previously published in any DDS book (or anywhere else). This book also includes some items previously published on the unofficial Spheres of Power Wiki, which are included here with permission.

Quick Reference Guide

Armor (Chapter 12): Armor increases a character's defenses when worn (or carried as a shield) and sometimes provides additional effects.

Apparatuses (Chapter 2): Apparatuses are magic items that only need to be held, worn, or carried to work and replace rods.

Charms (Chapter 3): Charms offer passive bonuses. Unlike apparatuses, which provide various talent-based effects, charms directly boost specific numbers and qualities.

Compounds (Chapter 4): Compounds include potions, oils, and powders that can be used for various effects. Notably, these items can be used by anyone (even if they are not a caster). These are the main consumable items used in Spheres of Power games.

Fabled Items (Chapter 9): Fabled items are a new type of equipment introduced in this book and focus on story-tied items that grow in power over time.

Implements (Chapter 5): Implements grant special abilities and enhancement bonuses to caster level in one or more spheres. These replace staves.

Marvelous Items (Chapter 7): Marvelous items must be activated and usually have a limited number of uses per day.

Alchemical Items (Chapter 13): Alchemical items not inherently magical, but are still wondrous and helpful when used correctly.

Scrolls (Chapter 6): Scrolls are a more powerful consumable item than compounds and require the user to have some casting ability.

Spell Engines (Chapter 8): Spell engines are spell-trigger items that can be used to cast specific effects and replace wands.

Talent Crystals (Chapter 10): Talent crystals are new in this book and can instantly teach talents at set power levels.

Weapons (Chapter 11): Weapons deal damage and (usually) must be held in one or more hands to be used.

Chapter 2

Crafting Traditions

Casting traditions in Spheres of Power are a way to thematically and mechanically distinguish spellcasters from each other. In the same way, crafting traditions represent a way to uniquely modify magic items in order to better represent the personality and style of each crafter or culture. Characters gain their first crafting tradition the first time they become able to craft magic items.

A character can change their crafting tradition (or learn a new one) by spending one day per character level studying under someone who has that tradition or from an instruction manual. Characters cannot mix and match elements of crafting traditions, or choose to not apply effects (unless the effect states otherwise) - traditions represent specific ways of crafting items and all of the techniques must be used to get items to function properly. This means that some crafting traditions may not be able to craft all types of items, though crafters may always choose to craft an item without applying a crafting tradition they know. Identifying the properties of a magic item reveals all details of its crafting tradition.

As magical items are permanent objects, retraining never retroactively changes existing items, and any in-progress items must be restarted, although the cost of the materials is not lost. Characters may know up to 2 crafting traditions, plus an additional crafting tradition for every crafting feat beyond their first.

How Strong Are Crafting Traditions?

Crafting traditions are a low-power way of adding flavor to magical items, and this is by design. Items already provide bonuses and useful effects for characters, and crafting traditions are not meant as a way to replace that. To put it another way, crafting traditions should not be better or more exciting than the item itself, even for low-cost items.

Crafting traditions work especially well for items that players find or that are part of a local society. A town with a bottle that pours out endless fresh water is lucky, but a town might be built around a bulky, near-immobile fountain in order to take advantage of it. They can also represent the unique characteristics of the societies that made them. For example, items made by fey may be vulnerable to cold iron, while items made by a society without reliable metalworking or advanced tools may be fragile and prone to breaking. In short, crafting traditions are mainly about style and personality, rather than power, and should be used as such.

Creating a Crafting Tradition

Crafting traditions are split into drawbacks (which are penalties to items or their users), qualities (which provide balanced effects), and boons (which can be gained by taking drawbacks). The overall combination of these determines the effects of the crafting tradition. The GM is the final arbiter of which crafting traditions exist in a specific game world and whether or not new traditions can be made. In many cases, crafting traditions are defined by the setting and could be limited by casting tradition. For example, wizards trained at an arcane school may craft

one way while desert nomads may craft in a completely different way.

Not every drawback, quality, or boon is applied to every type of item. Some traits only apply to specific types of items, as specified in their description. Also, crafters are not required to apply boons to a tradition, regardless of the number of drawbacks it has. Some crafters simply enjoy messing with anyone who uses their items.

Characters Who Magically Form Equipment

Characters who can create equipment through magic, such as armorists, may apply a crafting tradition they know to that summoning. The crafting tradition must have effects that are relevant for the item; this bars drawbacks such as Expensive, which does not apply to conjured gear. The GM is the final arbiter of whether or not a given drawback, quality, or boon is appropriate for a character who can magically form equipment.

Drawbacks

A crafting tradition can have any number of drawbacks, though most only have 2-4, and rarely more than 6 at any one time.

Area-Bound

Area-Bound items are attuned to a single location, such as a cave, leyline intersection, or magical tower. The item only functions when within 1 mile per caster level of that spot, though creators may choose to lower this maximum distance when crafting the item.

Alternatively, the item may need to be placed in a specific area in its bonded location, such as a holy spring, alchemical charging station, or on top of a shrine dedicated to a specific deity. It must remain there for at least 5 minutes in order to regain its daily uses (and can only be recharged this way once per day). Items without daily uses need to be recharged every 24 hours or they will stop functioning until recharged in this way, but can be used at any distance from their bound location.

Area-Bound items may be bound to different locations of the same type by attempting a Spellcraft check with a DC of 25 + its caster level after an 8 hour ritual. You gain a +15 bonus to this check if you possess the same crafting tradition as the item. How similar an area must be depends on the item. For example, sacred relics could be bound to any altar of a particular faith, but druidic items might need to be linked to rare and special groves or natural wonders.

Items Affected: Apparatuses, Charms, Constructs, Implements, Magical Weapons And Armor, Marvelous Items

Bulky

Bulky items are so large and/or dense that they are functionally immobile, weighing 200x more than normal. This weight cannot be reduced by any means. Although this is a drawback, Bulky items typically have far more hit points than most items because they are so large.

Charged

Charged items require the user to add charges to them before they function. The items require a number of charges to activate equal to 1 per complexity of the item + 1 additional charge for every spell point that would have been spent. See the Tech sphere in The Inventor's Handbook for more information on charges.

Items Affected: Marvelous Items (unlimited uses/day items only)

Clingy

Clingy items stay attached to their users once they are first held or worn (as appropriate for the type of item), refusing to come off under any circumstances. Some Clingy items are mildly movable, allowing for things like switching the hand holding them or what finger they are on, but they cannot be removed through any normal method. This is a curse effect and can be temporarily suppressed through options like the Exorcism (word) talent or the Break Enchantment talent, normally against a check equal to 10 + the item's caster level. This curse is an innate part of the item and cannot be permanently removed except by effects that specifically have that power, which also negates the qualities and/or boons the item gained from its crafting tradition. This drawback can only be applied to items that you can reasonably hold, wear, or carry.

Collective

Crafters with this tradition can only make items in sets. Collective items are always crafted in groups of two or more items, and must be completed together. Thus, crafters must spend the time and resources to complete all of the items before using them. The number of items required for a collected set is determined by the crafting tradition and cannot be changed without retraining the tradition. All items in a collected set must be worn or collected together for any of them to function properly. If a tradition requires a Collective of two items, this counts as one drawback. If a tradition requires a Collective of four items, this counts as two drawbacks. If a tradition

requires a Collective of six or more items, this counts as three drawbacks.

Complex

Complex items require a specific skill to use, with a DC of 5 + the item's caster level. For example, users may need to Intimidate the item and threaten it into working, attempt a Heal check to pour a potion on the right part of the body, or use Perform (comedy) to tell a joke that amuses the item. The skill check is made as part of attempting to use the item and does not require any additional actions. This drawback may be taken multiple times. Each time it is, it adds another skill roll that a character must make each time they try to use the item. The crafter must be trained in the skill required, but may select a different skill (or skills) they are trained in each time they craft an item.

Educated

Educated items can only be used by people who are trained in a specific magic or martial sphere. This drawback may be selected up to three times. Each time it is, you may select a different sphere, and items crafted under traditions that require training in multiple spheres require users to be trained in all of them. The tradition this drawback is part of cannot be used to create items that normally require training in a specific sphere, such as spell trigger items. This drawback cannot be bypassed through the Use Magic Device skill or similar methods.

Expensive

Expensive items cost 25% more than usual to craft. This does not increase their selling price, only the cost to craft them. A crafting tradition cannot have both this and the Cheap boon.

Fragile

Fragile items have half their usual hardness and half their usual number of hit points. Any successful critical hit against the item gives it the broken condition, regardless of damage done. **Incompatible:** Resilient

General Drawbacks

A general drawback from the following list can be applied as a drawback for a crafting tradition: Addictive Casting, Draining Casting, Emotional Casting, Extended Casting, Fey-Infused Magic, Magical Signs, Material Casting, Narcoleptic Casting, Painful Magic, Somatic Casting, Terrain Casting, and Verbal Casting. If a general drawback can be taken more than once for a casting tradition, it may also be taken more than once for a crafting tradition.

If the tradition has the Taxing drawback, the following general drawbacks can also be selected: Coy Caster, Mental Focus, and Rigorous Concentration.

Any casting drawback that depends on the user's spellcasting ability instead applies to the item. For example, emotional casting as a crafting drawback will prevent the user from using the magic item while under an emotional effect. The casting drawback selected must be one that would not normally apply to items of that type. (If it does not somehow restrict the use of the item, it is not actually a drawback, so there are no benefits for selecting it.)

Use the item's caster level to determine any effect based on caster level, and half of the item's caster level (rounded down, minimum 1) as its casting ability modifier. Any effect that triggers on spending spell points instead triggers when the item is activated.

With the GM's approval, other general drawbacks can be applied.

Items Affected: Apparatuses, Compounds, Marvelous Items, Spell Engines

Heretical

Heretical items have a 15% chance of causing backlash when activated. When this occurs, the magical effect fails to manifest (although it still expends uses, if applicable), the item takes a -1 penalty to its effective caster level (becoming nonfunctional if its effective caster level reaches 0), and the user takes a -1 penalty to attack rolls, saving throws, skill checks, and to their effective caster level (minimum 1). This penalty is cumulative and stacks with both itself and the penalties of the thaumaturge's forbidden lore class feature. Only items that must be activated to be used can be crafted as Heretical items. Penalties from this effect reset after both the user and the item get eight hours of rest.

Oath-Bound

Oath-Bound items require their users to adhere to some type of behavioral code known as an oath. These items actively draw their power from the existence and impact of this oath, and as such, do not function if they are too similar to any oath a character already follows (such as a paladin's code of conduct). The details of an Oath-Bound item's code is always decided by the GM and should be a genuine limit on any character that attempts to use the item, but appropriate examples include class codes of conduct, monk vows, and oaths from *Champions of the Spheres: Study and Practice*. Oath-Bound items immediately and instantly convey the details of their oath to any creature that picks them up.

Sacrificing

Sacrificing items only recharge their uses when their user sacrifices a creature whose Hit Dice are equal to at least half the item's caster level to the item. Making this sacrifice requires a coup de grace against a valid target while the item is within 5 feet. If a creature survives the sacrifice attempt, the sacrificing item does not recharge. Sacrificing items can only be recharged once per day through this method. This drawback can only be applied to items that have a limited number of uses per day.

This drawback may be added to a crafting tradition a second time. When it is, the item can only be recharged by sacrificing creatures of a specific type or subtype, such as outsiders or undead. This otherwise functions as detailed above.

With the GM's permission, Sacrificing items can also be powered by sacrificing 10 creatures with 5 or fewer Hit Dice per caster level of the item. There may be specific locations where creatures can be sacrificed further away, such as ritual chambers to kill peasants en masse.

Taxing

This drawback may only be applied to magic items with an effect that needs to be activated and functions instantaneously or for a specific period of time. This drawback never applies to items that can be used for an unlimited period of time.

The user must attempt a concentration check in order to use the item when applicable (such as when grappled or in bad weather), though attempting to use the item does not provoke an attack of opportunity unless it normally would. The user may use their normal bonus to concentration checks or half their Hit Dice (rounded down, minimum 1) instead, whichever is higher.

If this drawback is taken a second time, using the item always provokes attacks of opportunity and requires concentration checks to activate defensively. Treat this as casting defensively for all other mechanical purposes.

Unwieldy

This drawback can only be applied to items that require an attack roll or are used as part of a skill check. Unwieldy items are constructed roughly and take a -1 penalty to attack rolls made with them or to skill checks that involve using them, increasing by -1 at CL 4th and every four caster levels thereafter (to a maximum of -6 at CL 20th). This stacks with any other penalties. If you have any effect that modifies the caster level of an item, the effect of the item, or anything similar, take the worse number for determining this penalty.

Vulnerable

The item is particularly vulnerable to one type of damage, such as cold iron or fire damage. Damage of this type bypasses the item's hardness, and taking 25% or more of its hit points in damage of that type gives a vulnerable item the broken condition. This drawback is particularly appropriate for items with an obvious thematic vulnerability and may be applied separately from a regular crafting tradition. For example, it makes sense for items made of regular paper to be particularly weak to fire. Boons, qualities, and other traits cannot protect an item from its vulnerability (although external sphere effects applied to the item can). For example, if an item has the Resilient boon, its extra hardness would not apply to damage from this vulnerability. The damage type should be reasonably common within the setting.

Qualities

Qualities offer both positive and negative traits. A crafting tradition can have one quality and no drawbacks or boons, though they should rarely have more than one quality.

Binding

The item has a creature (usually an outsider of some kind) serving as the item's power source, adding its power to the item's but also granting it a measure of control. When creating the item, an extra material ingredient is required: one or more thematically appropriate creatures with at least a total number of Hit Dice equal to the caster level of the item. The creature(s) must be present for the entirety of the item's construction and either be willing or helpless as a participant. The creature is then fused into the item when the item is completed, becoming a part of the item. Creatures do not physically age or change while bound within the item.

The item becomes an intelligent magic item, using the creature's mental ability scores, alignment, senses, skills, spells and spell-like abilities as its own, with an ego score calculated off these abilities, and retaining the original creature's motivations. When creating the magic item, the creator(s) may choose to try to reduce the creature's natural abilities (excluding its mental ability scores and skills) in order to reduce the item's ego by taking a -1 penalty to the Craft check for every 1 point of ego that would be reduced. Even if the item's Intelligence is stripped of the ability to use its spell-like abilities, those abilities can be substituted for a spell requirement.

If the item is ever destroyed, the bound creature is set free.

Dregs Of Magic

Users can attempt to use items with this quality even if the item is out of daily uses. Only items with a limited number of daily uses, and at least three uses per day, can have the Dregs Of Magic. It is possible to apply this tradition to items that gain more uses later, in which case it does not function until the item has at least three daily uses. Each time the item is used while out of daily uses, it gains a cumulative 20% chance that it fails whenever it is used (even if it currently has daily uses left). Roll for its failure chance before the item is activated. When an item with Dregs Of Magic fails, it does not activate (wasting the action used to try and activate it), it gains the broken condition, and it becomes unusable until repaired. Repairing the item does not reduce its chance of failure; instead, for every 24 hours straight that the item has its maximum number of charges, its failure chance goes down by 10% (to a minimum of 0%). Creatures cannot attempt to draw the Dregs Of Magic from an item more than twice per day.

User-Bound

User-Bound items are limited to a specific type of user (such as a paladin, a human with red hair, or a wizard with a Charisma score of at least 16). Unless wielded by such a user, the item either functions at reduced power (such as lower caster level, reduced abilities, or fewer uses), or not at all. The creator determines how much of a reduction in the item's effects this quality grants.

In addition, the creator may specify that when wielded by another kind of specific creature (such as an evil-aligned creature or a mermaid with tattoos), it bestows a negative level to the wielder for as long as they are in a position to use the item (such as by wielding a weapon or wearing an amulet).

All variables of this boon are decided at the time of the item's creation, and do not need to be the same as other items the user crafts.

Boons

Boons represent benefits that can be gained by taking drawbacks, with one boon gained for every two drawbacks taken. Each boon may only be applied to an item once unless it specifically says otherwise.

Alien Energies

Your item draws its magic from an unusual location, such as some forms of technology or an alternate matrix of magic (the specifics should be determined by both the player and the GM working together). Those who are unfamiliar with this source take a -2 penalty against attempts to suppress the effects of items with this boon, and their

spell resistance is reduced by 2 against any effects from your item that allow spell resistance. Creatures familiar with alien energies are those who possess this same boon as part of a crafting tradition they know, the Alien Source casting tradition boon for the same source of power, the Harmonic Counter feat, or one magic sphere used in constructing the item (if there were more than one, you choose which one applies for this effect at the time you make the item).

Cheap

Reduce the crafting cost of the item by 10% of its original crafting cost (to 45% of the full price of the item). This stacks with other cost reductions and is applied at the same time, but cannot reduce the crafting cost below 40% of the full price. This reduction affects both the crafting and selling price of the item (normally to 90% of the original selling price).

Holy Relic

Holy Relics are items that are particularly special to, or revered by, a faith or philosophy. Some incorporate body parts from deities or saints, while others are simply crafted with techniques and designs preferred by a deity or philosophy, such as writings and prayers. Holy Relics can always be used as holy symbols by members of the associated group and grant immunity to one type of effect (such as curses, diseases, poisons, or being fatigued) selected by the GM. A character can only use one Holy Relic unless it is part of a collective set. Alternatively, instead of providing an immunity, once per week a Holy Relic may provide valuable information about the future (as the Read Omens (divine) advanced Divination talent, except that it has a 100% success rate). This effect counts as two boons for determining the number of drawbacks required for the crafting tradition.

Imbued

Imbued items gain the benefits of a single type of special material from the following list, chosen when the crafting tradition is created. A crafting tradition may select this boon more than once to give crafters a choice of which imbuelement to give an item. Imbued items have an increased cost equal to half the price the material would normally cost; for example, Darkwood-Imbued items increase their cost by 5 gp per pound instead of 10 gp per pound. At the GM's discretion, other imbuelement materials may be available, and any materials (such as bone) that are exclusively negative may be treated as drawbacks instead. This boon cannot be used on existing items already made of a special material (such as enchanting an adamantite sword).

Imbued items must be appropriate for the material chosen; for example, if a material can only be used for weapons, then a crafting tradition cannot be used to imbue that material into armor (and, in fact, that tradition can only be used to make weapons). Imbued items often have the visual appearance of their imbued material, but a DC 5 Appraisal check reveals their true nature. Imbuements never protect an item with the Vulnerable drawback from the substance or damage type it is weak to, and imbuements cannot be the same as the item's vulnerability.

Imbuement Materials: Abyssium^{PAP61}, alchemical silver^{CRB}, angelskin^{UE}, arcsilver, aszite^{PCS:DR}, blight quartz^{PA}, blood crystal^{UE}, bronze^{UC}, cold iron^{UE}, cryptstone^{PAP139}, darkleaf cloth^{ARG}, darkwood^{CRB}, dragonhide^{PPC:DSH}, dragonskin^{PPC:DSH}, druchite^{PCS:DR}, eel hide^{UE}, elysian bronze^{UE}, featherglass, fire-forged steel^{UE}, flowstone, frost-forged steel^{UE}, gold^{UC}, greenwood^{UE}, griffon mane^{UE}, horacalcum^{PAP61}, inubrix^{PAP61}, living steel^{UE}, mindglass^{PAP126}, mithral^{CRB}, noqual^{PAP61}, obsidian^{UC}, serpentstone^{PAP41}, shadow cord, siccateite^{PAP61}, silversheen^{PC:QGttE}, singing steel^{PPC:AA2}, spiresteel^{PAP139}, stable shadowstuff, stone^{UC}, sunsilver^{PPC:AA2}, viridium^{UE}, voidglass^{PM:TDD}, whipwood^{ARG}, wyroot^{ARG}

Ley-Charged

Ley-Charged items gain a +2 bonus to caster level or a +1 bonus to their normal effect or save DC when used atop a leyline (with the exact bonus determined by the GM). At the GM's discretion, items that do not easily fit with these bonuses (or in cases where such bonuses would be inappropriately powerful) may gain another small boost instead. As a general rule, the bonus should be roughly equivalent to a boost in power for having crafted that item at 1 or 2 caster levels higher.

Items Affected: Apparatuses, Compounds, Marvelous Items, Spell Engines

Living

Living items regain 1 hit point per day as long as they are continually exposed for at least 8 hours to at least a fist-sized amount of a substance that acts as nutrients for them, as described on the following table. At the GM's discretion, other nutrients may be appropriate for a given item. These items can repair themselves even if broken, though they take two days of continual exposure to a nourishing material to heal each hit point as long as they are broken.

Table: Materials and Nutrients

Item Material	Nutrients
Bone	Bones, with or without a corpse around them
Leather	Leather skins and animal hides
Wood	Damp soil or sunlight
Metal	Raw ore or a metal ingot (this can be any metal)

Resilient

Resilient items have an extra 2 hardness and 25% more hit points than usual (rounded down, minimum 1). In addition, Resilient armor has a 25% chance to negate the extra damage of any critical hit the user would be affected by. This does not stack with the *fortification* special ability or any similar effects.

Incompatible: Fragile

Self-Contained

Self-Contained items contain all the energies they need to activate within themselves. They have spell resistance equal to 10 + their caster level, but only against anti-magic effects like an *antimagic field* (and treat such effects as if the effects allowed spell resistance, even if the effects normally do not). Self-Contained items are also capable of working in magic-dead zones.

Simple

Simple items have their complexity reduced by 1 (to a minimum of 1). This boon is only applicable to items created with the talent-based system. This counts as two boons, and requires two drawbacks to take.

Sample Crafting Traditions

City Construction

Items crafted with this tradition are designed for municipal use and deterring theft, mainly by being so large and so useless away from their construction sites that there's no point trying to steal them. Several variations of this exist, with varying general drawbacks based on the intended use of the item, but all of them are Area-Bound to their construction site and Bulky.

Drawbacks: Area-Bound (construction site), Bulky, Somatic Casting, Verbal Casting

Boons: Cheap, Resilient

Cryptwood Artifice

Magical items crafted with the Cryptwood Artifice tradition almost always appear to be made of interwoven vines or fungi that grab and wrap around their users, making it

very difficult to get rid of once possessed. Because their magic is drawn from the cryptwood, such magic items must also be used near a cryptwood or returned regularly to recharge.

Drawbacks: Area-Bound (cryptwood), Clingy

Boons: Imbued (greenwood)

Diviner's Sight

Items created with the Diviner's Sight require familiarity with the delicate art of seeing the future, whereupon a user can see the item itself showing how to activate it. Sadly, such items are easy to knock out of alignment when hit too hard.

Drawbacks: Educated (Divination), Fragile

Boons: Cheap

Dregs

Popular among crafters who have no reason to apply another tradition, the Dregs Of Magic offer a chance for salvation when out of other options... though only with a very real risk of breaking the item.

Qualities: Dregs Of Magic

Evil Artifice

It's all in the name.

Drawbacks: Clingy, Magical Signs (evil aura), Sacrificing (bulk sacrifices allowed), Vulnerable (good)

Qualities: User-Bound (evil characters; inflicts a negative level on good characters)

Boons: Resilient, Simple

Fey-Touched

Fey-Touched items are either made by the hidden spirits of the land or imbued with their power, and seem to remake themselves when in contact with the natural world.

Drawbacks: Complex (Knowledge (nature)), Vulnerable (cold iron)

Boons: Living

Ley-Linked

Ley-Linked items require more focus to use than most items, but are capable of drawing out extra power when near a suitable vein of energy.

Drawbacks: Mental Focus, Taxing

Boons: Ley-Charged

Ridiculously Complicated

The student who created this tradition was physically removed from their school by an outraged professor, but later got a diploma in the mail grudgingly acknowledging the technical skill involved with creating such intricately - if pointlessly - Complex items.

Drawbacks: Complex (Acrobatics, Disable Device, Linguistics, and Use Magic Device)

Sacred Artifice

This tradition is favored by crafters who create sacred relics.

Drawbacks: Magical Signs (good aura), Verbal Casting

Qualities: User-Bound (good or neutral characters; inflicts a negative level on evil characters)

Boons: Simple

Sealing

The Sealing tradition is used primarily to seal dangerous entities into magical items in order to contain and limit their abilities. This does not always work as intended, especially when intelligent items start learning to move themselves...

Qualities: Binding

Buying Casting Services

Sometimes, you may want to buy spellcasting services from NPCs, either as one-time transactions (such as for curing otherwise-permanent ailments) or repeated support (for item crafting or other long-term projects). The price for casting services is $10 \text{ gp} \times \text{the caster level of the effect} \times \text{the effective spell level}$. The effective spell level of an ability starts at 0 for caster level 1, then goes up by one at every even caster level. For example, getting an NPC to cast a caster level 6 effect costs $10 \times 6 \times 3$, or 180 gp. Payments per-day for crafting include all of the talents an NPC knows, so player characters do not have to purchase them separately if only hiring one NPC.

Chapter 3

Apparatuses

Apparatuses are powerful but expensive items that can be crafted at a variety of caster levels, though many try to keep their power as low as possible due to the Cost of making them. As a result, apparatuses are fairly rare and carefully designed, making them a prized possession of most owners. Apparatuses often come with drawbacks that help limit their Cost. Here is a quick pricing chart for apparatuses that have the same caster level and complexity (although this is not required when crafting them).

Table: Apparatus Complexity

CL/ Complexity	Cost	CL/ Complexity	Cost
1	2,000 gp	11	242,000 gp
2	8,000 gp	12	288,000 gp
3	18,000 gp	13	338,000 gp
4	32,000 gp	14	392,000 gp
5	50,000 gp	15	450,000 gp
6	72,000 gp	16	512,000 gp
7	98,000 gp	17	578,000 gp
8	128,000 gp	18	648,000 gp
9	162,000 gp	19	722,000 gp
10	200,000 gp	20	800,000 gp

AMULET OF CHANNELED MIGHT

Aura faint Death and Life; **CL** 3rd

Slot neck or held; **Price** 18,000 gp; **Weight** 2 lbs.

This silver amulet can be held or worn around the neck. Each *amulet of channeled might* contains two feats that have some form of channel energy as a prerequisite (sufficiently similar feats may also be included, at the GM's discretion). Any creature wearing or holding an *amulet of channeled might* gains the effects of the feats they contain as long as they meet the prerequisites for those feats. Dual channeler soul weavers count as possessing any alignment and worshiping any deity when determining whether or not they meet the prerequisites for a channeling feat. A creature can only benefit from one *amulet of channeled might* at a time, even if they craft it for a different slot. Some popular amulets include:

Aligned Amulet: Alignment Channel & Align Equipment^{PPC:USH}

Alluring Amulet: Channel Discord^{ISG} & Seductive Channel^{ISG}

Hopeful Amulet: Beacon of Hope^{ISG} & Bless Equipment^{PPC:USH}

Martial Amulet: Channel Smite & Channel Surge^{PPC:C&C}

Master's Amulet: Command Undead & Turn Undead

Warding Amulet: Divine Barrier^{ISG} & Protective Channel^{ISG}

CONSTRUCTION REQUIREMENTS

Craft Apparatus, Death sphere, Life sphere, each of the feats included in the amulet; **Cost** 9,000 gp

AMULET OF CHanneled MIGHT, GREATER

Aura faint Death and Life; **CL** 4th

Slot neck or Held; **Price** 32,000 gp; **Weight** 2 lbs.

As an *amulet of channeled might*, but it contains three feats instead of two. Common choices include series of feats, such as Channel Force^{ARG}, Improved Channel Force^{ARG}, and Greater Channel Force^{ARG}. A crafter can upgrade an *amulet of channeled might* into a greater amulet by spending the appropriate time and resources to cover the difference in Price.

CONSTRUCTION REQUIREMENTS

Craft Apparatus, Death sphere, Life sphere, each of the feats included in the amulet; **Cost** 16,000 gp

AMULET OF SOULREAVING

Aura faint Death and Life; **CL** 3rd

Slot neck; **Price** 18,000 gp; **Weight** 1 lb.

This silver amulet contains a gem that appears to be half moonstone and half obsidian. When worn by a character with the bound nexus class feature, that character can spend a soul as an immediate action to impose a -4 penalty on one attack roll from a creature within 40 feet of the soul expended and that the soul weaver can see (or is otherwise sense attacks from, such as through some special senses). This effect can be used after the attack roll has been made. A soul weaver can use the powers of this amulet once per day without expending a soul, but the target must be within 40 feet of them.

CONSTRUCTION REQUIREMENTS

Craft Apparatus, Death sphere, Life sphere; **Cost** 9,000 gp

BLURRING BANDANA

Aura moderate Time; **CL** 6th

Slot headband; **Price** 72,000 gp; **Weight** 4 lbs.

This bandana provides the effects of the After Image (time) talent when worn, allowing the bearer to appear like they are in multiple places at once and giving them concealment with a 30% miss chance against attacks. Many warriors find it disconcerting to have this on all the time, so they only don it before battle.

CONSTRUCTION REQUIREMENTS

Craft Apparatus, Time sphere (After Image (time)); **Cost** 36,000 gp

BOOTS OF STRIDING

Aura faint Enhancement; Caster Level 3rd

Slot feet; **Price** 3,000 gp; **Weight** 1 lbs.

These boots provide a +10 enhancement bonus to the wearer's base land speed.

CONSTRUCTION REQUIREMENTS

Craft Apparatus, Enhancement sphere (Alter Movement (enhance)); **Cost** 1,500 gp

BRACELET OF EVERLASTING FRIENDSHIP

Aura moderate Protection; **CL** 6th

Slot wrist; **Price** 72,000 gp; **Weight** 4 lbs.

This gold bracelet grants its wearer the Friendship *aegis*, which allows all of their allies to exclude them from many sphere effects and supernatural abilities that affect an area. Casters often give this bracelet to their warrior friends, allowing them to cast their most destructive attacks with no fear of hitting their beefy barrier.

CONSTRUCTION REQUIREMENTS

Craft Apparatus, Protection sphere (Friendship (aegis)); **Cost** 36,000 gp

BRAWLER'S VEST

Aura moderate Enhancement; **CL** 10th

Slot Body; **Price** 13,000 gp; **Weight** 1 lb.

When worn, this vest allows any practitioner with at least 1 talent in an unarmed sphere (Boxing, Brute, Open Hand, or Wrestling) to calculate their damage with unarmed strikes as if they knew four additional talents from unarmed spheres. In addition, the wearer gains a +1 dodge bonus to their armor class. These effects do not stack with the *monk's robe* or similar items. If the wearer does not have any talents in unarmed spheres or Improved Unarmed Strike, they may instead gain Improved Unarmed Strike as a bonus feat or the base effects of an unarmed sphere.

CONSTRUCTION REQUIREMENTS

Craft Apparatus, Enhancement sphere (Natural Enhancement); **Cost** 6,500 gp

CLOAK OF WEATHER RESISTANCE, MINOR

Aura moderate Weather; **CL** 5th

Slot shoulders; **Price** 20,000 gp; **Weight** 2 lbs.

Minor cloaks of weather resistance allow the bearer to treat one type of weather as two steps less severe. Most buyers only purchase these items if they or their allies are

powerful weather mages, or if they plan to go into areas of extremely dangerous weather.

CONSTRUCTION REQUIREMENTS

Craft Apparatus, Weather sphere (Clear Skies (mantle, all)); **Cost** 10,000 gp

CLOAK OF WEATHER RESISTANCE, GREATER

Aura moderate Weather; **CL** 5th

Slot shoulders; **Price** 30,000 gp; **Weight** 2 lbs.

Greater cloaks of weather resistance allow the bearer to treat all types of weather as two steps less severe.

CONSTRUCTION REQUIREMENTS

Craft Apparatus, Weather sphere (Clear Skies (mantle, all)); **Cost** 15,000 gp

CRYSTAL OF THE HERO (MINOR ARTIFACT)

Aura strong Universal; **CL** 20th

Slot ring; **Price** -; **Weight** 3 lbs.

The *crystal of the hero* is a rare artifact supposedly created by the god of self-improvement, appearing as a clear gem set into a gold band. The first time a creature equips the *crystal of the hero*, they instantly lose all of their current class levels and replace them with levels in another class of their choice, as if they had retrained their class levels. At this point, the gem changes its color to something suiting the new class; for example, selecting Druid often turns it green. If the user selects a prestige class, they replace as many of their levels as possible even if they do not meet the prerequisites for the class, but cannot gain more levels in that prestige class than would normally be possible at their character level. (This means that a character at 6th level cannot usually gain more than 1 level in a prestige class, since most can only be taken starting at 6th level.) A creature wearing a *crystal of the hero* may reassign their skill points to the new class in any way they like, but wearing a crystal of the hero does not change the user's ability scores, non-class feats known, or favored class bonuses. Any other changes (such as determining hit points) are up to the GM. *Crystals of the hero* bond to their user and cannot be used by anyone else while their user lives.

DESTRUCTION

A *crystal of the hero* can be destroyed if a 20th-level character who does not have any NPC classes selects commoner as the class they want to change into, then wears the ring for 10 years straight.

DRAGONSTONE

Aura moderate Alteration; **CL** 10th

Slot neck; **Price** 140,000 gp; **Weight** 2 lbs.

Dragonstones are extremely rare, powerful gems set into golden necklaces. When donned, they *shapeshift* the user as per the Dragon Transformation talent, with a doubled breath weapon size, two wings with a fly speed of 50 feet and maneuverability (poor), and two size category increases (to a maximum of Huge). *Dragonstones* always transform the bearer into the same type of dragon, with the same choice for their breath weapon, which are chosen when this item is crafted. Most *dragonstones* are made from gems of the same color as the type of dragon they turn the user into, and the necklace grows with the wearer to continue fitting at their larger size.

CONSTRUCTION REQUIREMENTS

Craft Apparatus, Alteration sphere (Avian Transformation (transformation), Dragon Transformation (transformation), Size Change); **Cost** 70,000 gp

GOLD SINK

Aura faint Creation; **CL** 10th

Slot none; **Price** varies (see text); **Weight** varies (see text)

The *gold sink* is an unusual magic item. While it starts its existence with a price of just 100 gp and looking like a thin golden bowl, it is possible to increase the value of the *gold sink* by pouring coins, gems, and similarly precious items into its basin. The sink absorbs them and grows equally heavier and more expensive as valuables are added to it, automatically adjusting its shape and size to display as many non-coin treasures on its surface as possible. For example, it may display jewels around a mirror, or display a painting on a panel. This absorption cannot be reversed except by means of a *miracle* or *wish* spell, which can convert up to 10% of the *gold sink's* highest ever value into their original components (shrinking the sink appropriately).

CONSTRUCTION REQUIREMENTS

Craft Apparatus, Creation sphere (costly Creation (advanced), Fabricate (advanced), Forge (alter), Larger Creation, Magnify/Minimize (alter), Permanent Change (advanced), Replication); **Cost** 50 gp

HEADBAND OF PSIONIC REACH

Aura faint Mind; **CL** 3rd

Slot headband; **Price** 18,000 gp; **Weight** 1 lb.

This ornate cloth headband has strange runes sewn into it. When worn by a character with the psionics class feature - usually symbiats - it increases the range of two of the character's psionic powers by 30 feet. The psionic powers that benefit from this item can be changed whenever the user regains spell points, but must have an initial range of at least 60 feet.

CONSTRUCTION REQUIREMENTS

Craft Apparatus, Mind sphere; **Cost** 9,000 gp

RING OF ELEMENTAL CONFLUX

Aura faint Destruction; **CL** 3rd

Slot ring; **Price** 18,000 gp; **Weight** 1 lb.

This shiny silver ring contains a single (blast type) talent that the wearer can use as if it were their own while they are wearing it. When worn by a character with the favored element class feature, it changes their first favored element to the blast type group that the talent this ring contains belongs to. If the blast type talent does not belong to an existing group, the GM should create a new group for it. This bonus does not stack with any other favored elements a character has, and a character cannot wear more than one of these rings; if they try to, all of them stop functioning until a creature is only wearing one of them.

CONSTRUCTION REQUIREMENTS

Craft Apparatus, Destruction sphere (any (blast type) talent); **Cost** 9,000 gp

ROD OF LIFEGIVING

Aura moderate Life; **CL** 6th

Slot none; **Price** 72,000 gp; **Weight** 4 lbs.

This slender white rod is about three feet long and carved with symbols of life. Often dubbed "the healstick" by adventuring parties, it is far more expensive than most rookie groups can afford but held in high regard by adventuring parties who understand its true value. While held, the *rod of lifegiving* provides fast healing 1 to the holder.

CONSTRUCTION REQUIREMENTS

Craft Apparatus, Life sphere (Revitalize); **Cost** 36,000 gp



SCOURING SYMBOL

Aura strong War; **CL** 20th

Slot any; **Price** 80,000 gp; **Weight** 2 lbs.

This fearsome symbol is a controlled portal attuned to the elemental planes, marked onto a metal plate that can be worn in any of the bearer's magical item slots. Whenever an enemy is within 50 feet, even if not detected by the wearer, this symbol pulses once each round and deals 10 acid, cold, electricity, or fire damage to all enemies within range. This is a spread effect and can go around corners, but does not penetrate solid barriers or damage objects (unless those objects are enemies). The wearer can change what type of damage a *scouring symbol* does as a standard action. However, the *scouring symbol* is also intensely cursed, causing drawbacks for its wearer that can only be alleviated by expending significantly more resources when creating it. While worn, the *scouring symbol* applies the effects of the Draining Casting, Magical Signs, Mental Focus, Painful Magic, and Rigorous Concentration casting tradition drawbacks to the wearer. The penalties from these drawbacks stack if the wearer already has the drawback. For example, the DC increase for Rigorous Concentration would become +20 instead of +10, while Mental Focus would require regaining focus twice. The *scouring symbol* must be worn

by a spherecaster to function; non-casters are unable to manage its energies.

CONSTRUCTION REQUIREMENTS

Craft Apparatus, War sphere (Scouring Totem (totem));
Cost 40,000 gp

SHARD OF SECRETS (MINOR ARTIFACT)

Aura none; **CL** Unknown

Slot any; **Price** N/A; **Weight** 2 lbs.

The *shard of secrets* is a slender vertical crystal that can be tied to any magic item slot. The item itself is utterly impervious to all forms of mortal divination, both direct and indirect, and cannot be spotted or located through any magical means (including spells such as *wish* and *miracle*). The carrier is likewise shielded from all divinations, which treat the wearer as if they do not exist. Broader divinations, such as those scanning for an area instead of a person, do not provide any information on the wearer. Gods are not affected by the *shard of secrets*.

DESTRUCTION

The *shard of secrets* can only be destroyed if its bearer learns and whispers the deepest secret of the universe to it, whereupon the shard wipes that secret from their memory and disappears forever.

THE GOLDEN FLUTE

Aura strong Death, Destruction and Life; **CL** 20th

Slot none; **Price** 200,000 gp; **Weight** 4 lbs.

This simple flute does not distinguish itself much except for being made out of pure gold.

If the wielder plays the flute as a standard action it releases a 30-foot burst of sound and energy centered on the user. Creatures in this burst (excluding the user) suffer 20d4 sonic damage (halved with a successful Reflex save), while undead creatures suffer 20d8 damage. Creatures damaged by this effect must succeed at a DC 20 Fortitude save or be deafened for 2d4 rounds. When playing the flute the user must succeed at a DC 35 Perform (wind) check with the flute. For every 2 points by which this Perform check falls short of this DC reduce the damage dealt by 1 die, and for every 4 points short reduce the save DCs by 1.

However that is only the primary ability of the flute, and belies a darker nature. The flute is actually the weakened prison of a corrupt great wyrm gold dragon that possesses the secrets of Life and Death. While imprisoned in the flute it is immortal, but subtly exudes its influence on

those that wield it - sharing its power but corrupting the user in the process.

STATISTICS

Alignment chaotic evil

Int 26, **Wis** 27, **Cha** 26, **Ego** 40

Senses 30 ft., blindsense

Languages empathy (but knows Celestial, Common, Draconic, Elven, Halfling, and Abyssal)

Abilities: *The golden flute* casts as a CL 19th incanter, with a knowledge of 15 Life and 15 Death sphere talents. It also possesses the Addictive Casting drawback, which it applies secretly to the spells it allows its wielder to cast.

CONSTRUCTION REQUIREMENTS

Craft Apparatus, Destruction sphere (Admixture, Incandescent Blast (blast type), Sculpt Blast (blast shape), Thunder Blast (blast type)); **Cost** 100,000 gp

CRAFTING TRADITION

Drawbacks Skilled Casting, Verbal Casting, **Qualities** Binding, Boons Resilient

TOME OF VERY FORBIDDEN LORE

Aura moderate Divination; **CL** 3rd

Slot none; **Price** 18,000 gp; **Weight** 3 lbs.

This tome is said to have been written by a mischievous goddess of paradoxes. Once per day, if the user would suffer backlash from using their forbidden lore feature, they can negate that backlash by using this tome as a free action. Each time they do this, there is a cumulative 1% chance they suffer insanity (treat this as permanent confusion; this is not a mind-affecting effect and can affect creatures of any type). The insanity chance does not go down even if the character's inflicted insanity is cured, and all other *tomes of very forbidden lore* have the same insanity chance for that character. However, a character can reduce the insanity chance of a *tome of very forbidden lore* once per week by offering a tube of meat placed between two similarly-shaped lengths of bread to their bonded tome; this reduces the insanity chance by 1, but only if the ritual is performed on a Friday (or the setting's closest equivalent). A user must carry a *tome of very forbidden lore* for 24 hours in order to begin benefiting from it, and can only benefit from the effects of one tome at a time.

CONSTRUCTION REQUIREMENTS

Craft Apparatus, creator must be a thaumaturge; **Price** 9,000 gp

Metamagic Apparatuses

Metamagic apparatuses grant the ability to use a metamagic effect on a sphere effect three times per day, without needing to know the metamagic feat, increase the time spent casting, or spend additional spell points for the metamagic. This is done as part of casting the sphere effect and requires holding the apparatus in at least one hand (or otherwise wearing it as appropriate for its form). Normal Metamagic apparatuses work on sphere effects up to caster level 13th. Lesser Metamagic apparatuses work on sphere effects up to caster level 7th, but cost half as much as a normal metamagic apparatus. Greater Metamagic apparatuses work on sphere effects of any caster level, but cost twice as much as a normal metamagic apparatus. Remember that you may always choose to cast sphere effects at a lower caster level than your maximum (as long as you still meet any caster level prerequisites, which are common for advanced talents).

Metamagic apparatuses normally cost 10,000 gp x spell level adjustment or maximum spell point Cost. Metamagic with an effective adjustment of +0 Cost half as much. Metamagic apparatuses always have a faint untyped Aura of magic for their lesser versions, a moderate untyped Aura for their normal versions, and a strong untyped Aura for their greater versions. They also have a caster level of 5th for the lesser versions, 10th for the normal, and 15th for the greater.

Appearances for metamagic apparatuses vary greatly. Some are carved as slender rods to help the caster aim, while others may be made from the skulls of ancestors, imbued into holy symbols, fastened into shields, or enchanted into a ring. Regardless of form, you may only use one metamagic apparatus per casting (though it is possible to use more than one per turn if you are casting with different actions, such as a quickened talent as a swift action and another talent as a standard action). You may apply other metamagic feats you know when using a metamagic apparatus; these increase spell point costs and adjust casting times as normal.

Some metamagic apparatuses only apply to talents with certain descriptors. For damaging effects (i.e. *destructive blasts*), a talent has that descriptor if it does that type of damage. For example, the Shattering Blast (blast type) talent has the sonic descriptor. The GM is the final arbiter of whether or not a particular metamagic apparatus should apply to a given talent.

If a metamagic apparatus requires you to cast a particular talent or effect (such as using the *cure* ability of the Life sphere), you may apply any of your other applicable talents unless the metamagic apparatus forbids them. For

Different prices?

Metamagic in Spheres of Power does not work in quite the same way as it does with Pathfinder's original casting system. In the traditional system, the power of spell levels grows exponentially, with each level capable of accomplishing significantly greater tasks.

In Spheres of Power, the growth of talents is more linear, with the primary cost for using metamagic feats being a little extra time spent casting and paying more spell points. This is usually quite affordable for higher-level characters, who can use metamagic repeatedly while still having spell points to spare for their other talents.

In short, making metamagic items for Spheres of Power required a second look at the reasons for pricing items and whether or not it was appropriate to keep the same costs. Ultimately, I decided that keeping the original costs would have discouraged getting these as items in favor of grabbing the best metamagic through feats in the mid-to-high level range, so metamagic in general has a flatter and more predictable cost. If you are concerned about the effect this may have on your games, consider either restricting crafting by requiring players to have the metamagic feat or using the original prices for metamagic rods of each level.

metamagic apparatuses, any reference to spells includes all sphere effects that can benefit from metamagic.

A character may gain the effects of a metamagic apparatus as a feat instead, allowing them to use it any number of times per day (as long as they can pay the spell point cost) and on effects of any caster level, subject to their stated limitations. See the metamagic rules of *Ultimate Spheres of Power* for more information on using metamagic. SP Costs for using metamagic as a feat are included in the description of these apparatuses (under 'Feat cost'). These effects are preferred over the original text for metamagic feats, since some of these needed to be altered to work with the *Ultimate Spheres of Power* rules.

Upgrading Metamagic Apparatuses

Characters who can craft apparatuses can upgrade a metamagic apparatus to a higher level. The weaker apparatus is the item being upgraded, so the improved apparatus retains the same appearance and materials as the weaker apparatus. This functions like crafting a normal apparatus, but the lower-level apparatus counts as crafting materials equal to its own crafting Cost. (For example, a *lesser aligned metamagic apparatus* counts as 5,000 gp of crafting materials, which is half of what's needed for the normal version, or one-quarter of what's needed for

the greater version.) Using a metamagic apparatus as a crafting ingredient reduces the time needed to craft by its full price. (Thus, that same *lesser aligned metamagic apparatus* reduces the crafting time by 10,000 gp's worth, or 10 days when crafting at normal speed.)

A metamagic apparatus in the middle of being upgraded can still be used as its weaker version until you have finished crafting it into its improved form.

ALIGNED METAMAGIC APPARATUS

Slot none; **Price** 10,000 gp (lesser), 20,000 gp (normal), 40,000 gp (greater); **Weight** 5 lbs.; **Feat Cost** 2 sp

When you craft this apparatus (or gain it as a feat), choose a non-neutral component of your alignment. When you prepare (if you are a prepared caster) or cast (if you are a spontaneous caster or spherecaster) an aligned spell/talent, choose weal or woe. If you choose weal all variable, numeric effects of the spell are decreased by half (including bonuses to those dice rolls) for creatures of that alignment and increased by half (including bonuses to those dice rolls) for creatures of the opposite alignment. If the talent does not have variable, numeric effects, it instead has its saving throw DC and effective caster level decreased by 2 against creatures of the selected alignment and increased by 2 against creatures of the opposite alignment. If you choose woe, these effects are reversed. The spells effects do not change for creatures of neither alignment. Talents that neither do damage nor have a saving throw cannot be affected by Align Spell. If this apparatus is found as treasure, the GM determines which alignment (chaotic, evil, good, or lawful) it is attuned to.

CONSTRUCTION REQUIREMENTS

Craft Apparatus, Align Spell; **Cost** 5,000 gp (lesser), 10,000 gp (normal), 20,000 gp (greater)

AQUATIC METAMAGIC APPARATUS

Slot none; **Price** 5,000 gp (lesser), 10,000 gp (normal), 20,000 gp (greater); **Weight** 5 lbs.; **Feat Cost** 1 sp

An aquatic talent functions normally underwater and requires no magic skill check to cast, even if it has the fire descriptor. In addition, the talent can be cast from the surface into water and still be effective.

CONSTRUCTION REQUIREMENTS

Craft Apparatus, Aquatic Spell; **Cost** 2,500 gp (lesser), 5,000 gp (normal), 10,000 gp (greater)

BOUNCING METAMAGIC APPARATUS

Slot none; **Price** 5,000 gp (lesser), 10,000 gp (normal), 20,000 gp (greater); **Weight** 5 lbs.; **Feat Cost** 1 sp

Whenever a bouncing talent targeting a single creature has no effect on its intended target (whether due to spell resistance or a successful saving throw) you may, as a swift action, redirect it to target another eligible creature within range. The redirected talent behaves in all ways as if its new target were the original target for the talent. Talents that affect a target in any way (including a lesser effect from a successful saving throw) may not be redirected in this manner.

CONSTRUCTION REQUIREMENTS

Craft Apparatus, Bouncing Spell; **Cost** 2,500 gp (lesser), 5,000 gp (normal), 10,000 gp (greater)

BRISK METAMAGIC APPARATUS

Slot none; **Price** 2,500 gp (lesser), 5,000 gp (normal), 10,000 gp (greater); **Weight** 5 lbs.; **Feat Cost** 0 sp

You can alter talents that grant a creature a movement type it does not normally have to increase the speed for that movement type by 10 feet.

CONSTRUCTION REQUIREMENTS

Craft Apparatus, Brisk Spell; **Cost** 1,250 gp (lesser), 2,500 gp (normal), 5,000 gp (greater)

BURNING METAMAGIC APPARATUS

Slot none; **Price** 10,000 gp (lesser), 20,000 gp (normal), 40,000 gp (greater); **Weight** 5 lbs.; **Feat Cost** 2 sp

The acid or fire effects of the affected talent adhere to the affected creature(s), causing more damage the next round. When a creature takes acid or fire damage from the affected talent, that creature takes damage equal to the talent's caster level at the start of its next turn. The damage is acid or fire, as determined by the spell's descriptor. If a burning talent has both the fire and acid descriptor, the caster chooses what kind of damage is dealt by the burning talent effect.

CONSTRUCTION REQUIREMENTS

Craft Apparatus, Burning Spell; **Cost** 5,000 gp (lesser), 10,000 gp (normal), 20,000 gp (greater)

BURROWING METAMAGIC APPARATUS

Slot None; **Price** 15,000 gp (lesser), 30,000 gp (normal), 60,000 gp (greater); **Weight** 5 lbs.; **Feat Cost** 3 sp

You allow a magic effect to function even without line of effect, transporting its effects through barriers that

would otherwise impede it. You must still possess line of sight for effects that require it, and the target must still be within the effect's range.

CONSTRUCTION REQUIREMENTS

Craft Apparatus, Burrowing Spell; **Cost** 7,500 gp (lesser), 15,000 gp (normal), 30,000 gp (greater)

CASCADING METAMAGIC APPARATUS

Slot none; **Price** 20,000 gp (normal); **Weight** 5 lbs.; **Feat Cost** 2 sp

Only talents that target only you and have a duration of at least 1 round can be cast as cascade spells; you must either spend spell points to let each cascading effect persist without concentration or have an effect that allows them to linger without concentration. You can prepare multiple talents as a single cascade talent (treat this as if you were casting multiple sphere effects with the same action), as long as all talents are CL 7th or lower, and the total caster level does not exceed CL 9th. The duration of all the cascade talents is equal to the shortest duration for all the talents. A cascade talent has a casting time equal to the longest casting time of all the talents in the cascade. Unlike most metamagic apparatuses, this apparatus only comes in one level.

CONSTRUCTION REQUIREMENTS

Craft Apparatus, Cascade Spell; **Cost** 10,000 gp (normal)

COAXING METAMAGIC APPARATUS

Slot none; **Price** 10,000 gp (lesser), 20,000 gp (normal), 40,000 gp (greater); **Weight** 5 lbs.; **Feat Cost** 2 sp

This can only be applied to mind-affecting effects. A coaxing talent affects mindless oozes and vermin as if they were not mindless, but has no effect on other creature types. This does not provide the effects of the Mind sphere's Expanded Charm talent.

CONSTRUCTION REQUIREMENTS

Craft Apparatus, Coaxing Spell; **Cost** 5,000 gp (lesser), 10,000 gp (normal), 20,000 gp (greater)

CONCUSSIVE METAMAGIC APPARATUS

Slot none; **Price** 10,000 gp (lesser), 20,000 gp (normal), 40,000 gp (greater); **Weight** 5 lbs.; **Feat Cost** 2 sp

With sonic damage comes a concussive wave of energy that rattles creatures affected by the talent. A concussive talent causes creatures that take damage from a talent that has the sonic descriptor to take a -2 penalty on attack rolls, saving throws, skill checks, and ability checks

for a number of rounds equal to half the caster level of the spell (rounded down, minimum 1). This only affects talents with the sonic descriptor.

CONSTRUCTION REQUIREMENTS

Craft Apparatus, Concussive Spell; **Cost** 5,000 gp (lesser), 10,000 gp (normal), 20,000 gp (greater)

CONDITIONAL METAMAGIC APPARATUS

Slot none; **Price** 5,000 gp (lesser), 10,000 gp (normal), 20,000 gp (greater); **Weight** 5 lbs.; **Feat Cost** 1 sp

You must cast a conditional talent immediately before casting another talent on the same creature, eliciting a promise or warning against a behavior and binding the target to the paired talent. If you do not cast a paired talent, the conditional talent has no effect. The paired talent must be from the Alteration, Enhancement, Fate, Life, Mind, Nature, or Protection spheres and must be cast on a willing creature. If the talent's recipient violates the oath or prohibition while the conditional talent remains in effect, the paired talent is undone as if never cast. If the talent was a healing talent, the hit point damage or condition you removed returns immediately, even if the subject has enjoyed subsequent rest or healing. Poisons, diseases, curses, restored ability damage, and negative levels removed by the paired talent return as well.

This effect recognizes the spirit of your condition and does not trigger a violation due to unintended consequences or circumstances that the subject could not predict with her current knowledge of the situation. For instance, if the prohibition prevented the subject from laying a finger on royalty, touching a disguised prince would not count as a violation if the subject did not recognize the prince, nor would touching a member of royalty while dominated.

The subject of the talent intuitively knows beforehand whether an action will cause it to lose the paired talent's benefit.

CONSTRUCTION REQUIREMENTS

Craft Apparatus, Conditional Spell; **Cost** 2,500 gp (lesser), 5,000 gp (normal), 10,000 gp (greater)

CONSECRATED METAMAGIC APPARATUS

Slot none; **Price** 10,000 gp (lesser), 20,000 gp (normal), 40,000 gp (greater); **Weight** 5 lbs.; **Feat Cost** 2 sp

A consecrated talent is treated as a maximized talent against evil creatures and creatures with the evil subtype. Against all other creatures, this feat does not modify the spell in any way (for example, a consecrated *destructive*

blast acts as a normal *destructive blast* against neutral or good creatures). This feat does not stack with Maximize Spell.

CONSTRUCTION REQUIREMENTS

Craft Apparatus, Consecrate Spell; **Cost** 5,000 gp (lesser), 10,000 gp (normal), 20,000 gp (greater)

CONTAGIOUS METAMAGIC APPARATUS

Slot none; **Price** 10,000 gp (lesser), 20,000 gp (normal), 40,000 gp (greater); **Weight** 5 lbs.; **Feat Cost** 2 sp

You can apply this effect only to targeted talents that are harmful to their target and do not have a range of personal; a contagious talent never spreads to someone who would benefit from being the target of the talent.

A magic skill check to dispel or remove a contagious talent that fails by 5 or more causes it to spread from the original target to the creature that attempted to remove it. The talent spreads to the new target regardless of its normal range or any special targeting requirement like a melee or ranged touch attack. The talent is treated as if you had just cast it on the new target. The new target receives a saving throw or the benefit of spell resistance (if applicable) if the talent normally allows it.

CONSTRUCTION REQUIREMENTS

Craft Apparatus, Contagious Spell; **Cost** 5,000 gp (lesser), 10,000 gp (normal), 20,000 gp (greater)

CONTINGENT METAMAGIC APPARATUS

Slot none; **Price** 10,000 gp (lesser), 20,000 gp (normal), 40,000 gp (greater); **Weight** 5 lbs.; **Feat Cost** 2 sp

A contingent talent infuses a target with a dormant healing or restorative talent that can trigger when the target needs it the most. This metamagic can be applied to only Life talents or any harmless talent that can be used to remove ability score damage, ability score drain, or a negative condition or effect (such as the Life sphere's Restore Senses talent). When you cast a contingent talent, you must set a specific trigger that dictates under what circumstances the target is immediately subject to the spell's effects (for instance, "When the target dies, *cure* + Resuscitate takes effect"). The contingent talent's effects can remain dormant within the target for up to 10 minutes per caster level you have. A creature can be infused with only one contingent talent at a time.

CONSTRUCTION REQUIREMENTS

Craft Apparatus, Contingent Spell; **Cost** 5,000 gp (lesser), 10,000 gp (normal), 20,000 gp (greater)

DAZING METAMAGIC APPARATUS

Slot none; **Price** 15,000 gp (lesser), 30,000 gp (normal), 60,000 gp (greater); **Weight** 5 lbs.; **Feat Cost** 3 sp

You can modify a talent to daze a creature damaged by it. When a creature takes damage from this spell, they become dazed for a number of rounds equal to half the caster level of the talent (minimum 1). If the talent allows a saving throw, a successful save negates the daze effect. If the talent does not allow a save, the target can attempt a Will save to negate the daze effect. If the talent effect also causes the creature to become dazed, the duration of this metamagic effect is added to the duration of the spell.

CONSTRUCTION REQUIREMENTS

Craft Apparatus, Dazing Spell; **Cost** 7,500 gp (lesser), 15,000 gp (normal), 30,000 gp (greater)

DELAYED METAMAGIC APPARATUS

Slot none; **Price** 5,000 gp (lesser), 10,000 gp (normal), 20,000 gp (greater); **Weight** 5 lbs.; **Feat Cost** 1 sp

You delay the effect of a sphere ability for up to 5 rounds after you use it. You must select the amount of delay when using the effect. The area or target to be affected must be within range when the ability is used, but need not remain in your range (you or it may move) before the effect activates.

CONSTRUCTION REQUIREMENTS

Craft Apparatus, Delayed Spell; **Cost** 2,500 gp (lesser), 5,000 gp (normal), 10,000 gp (greater)

DISRUPTIVE METAMAGIC APPARATUS

Slot none; **Price** 5,000 gp (lesser), 10,000 gp (normal), 20,000 gp (greater); **Weight** 5 lbs.; **Feat Cost** 1 sp

Targets affected by a disruptive spell must attempt concentration checks when using talents or sphere-like abilities (DC equals the save DC of the disruptive spell plus 1/2 the caster level of the talent being cast (minimum 1)) for 1 round. Targets that avoid the talent's effects avoid the effect of this feat or apparatus as well.

CONSTRUCTION REQUIREMENTS

Craft Apparatus, Disruptive Spell; **Cost** 2,500 gp (lesser), 5,000 gp (normal), 10,000 gp (greater)

ECTOPLASMIC METAMAGIC APPARATUS

Slot none; **Price** 5,000 gp (lesser), 10,000 gp (normal), 20,000 gp (greater); **Weight** 5 lbs.; **Feat Cost** 1 sp

An ectoplasmic talent has full effect against incorporeal or ethereal creatures.

CONSTRUCTION REQUIREMENTS

Craft Apparatus, Ectoplasmic Spell; **Cost** 2,500 gp (lesser), 5,000 gp (normal), 10,000 gp (greater)

ELEMENTAL METAMAGIC APPARATUS

Slot none; **Price** 5,000 gp (lesser), 10,000 gp (normal), 20,000 gp (greater); **Weight** 5 lbs.; **Feat Cost** 1 sp

Choose one of the following energy types when crafting this apparatus or gaining this feat: acid, cold, electricity, or fire. You may replace a talent's normal damage with that energy type or split the talent's damage, so that half is of that energy type and half is of its normal type. If this is found as an apparatus, not crafted, roll 1d4 to determine (in alphabetical order) which element the metamagic apparatus is attuned to. These apparatuses are usually named with their elemental affinity in front.

CONSTRUCTION REQUIREMENTS

Craft Apparatus, Elemental Spell; **Cost** 2,500 gp (lesser), 5,000 gp (normal), 10,000 gp (greater)

EMPOWERING METAMAGIC APPARATUS

Slot none; **Price** 10,000 gp (lesser), 20,000 gp (normal), 40,000 gp (greater); **Weight** 5 lbs.; **Feat Cost** 2 sp

All variable, numeric effects of an empowered talent are increased by half, including bonuses to those dice rolls. Saving throws and opposed rolls are not affected, nor are talents without random variables.

CONSTRUCTION REQUIREMENTS

Craft Apparatus, Empower Spell; **Cost** 5,000 gp (lesser), 10,000 gp (normal), 20,000 gp (greater)

ENCOURAGING METAMAGIC APPARATUS

Slot none; **Price** 5,000 gp (lesser), 10,000 gp (normal), 20,000 gp (greater); **Weight** 5 lbs.; **Feat Cost** 1 sp

Any morale bonus granted by an encouraging talent is increased by 1. (Morale bonuses are usually granted by the Mind and War spheres.)

CONSTRUCTION REQUIREMENTS

Craft Apparatus, Encouraging Spell; **Cost** 2,500 gp (lesser), 5,000 gp (normal), 10,000 gp (greater)

ENLARGING METAMAGIC APPARATUS

Slot none; **Price** 5,000 gp (lesser), 10,000 gp (normal), 20,000 gp (greater); **Weight** 5 lbs.; **Feat Cost** 1 sp

You can alter a talent with a range of close, medium, or long to increase its range by 100%. An enlarged talent with a range of close now has a range of 50 feet + 5 feet/level, while medium-range spells have a range of 200 feet + 20 feet/level and long-range spells have a range of 800 feet + 80 feet/level. Talents whose ranges are not defined by distance, as well as talents whose ranges are not close, medium, or long, do not benefit from this effect.

CONSTRUCTION REQUIREMENTS

Craft Apparatus, Enlarging Spell; **Cost** 2,500 gp (lesser), 5,000 gp (normal), 10,000 gp (greater)

EXTENDING METAMAGIC APPARATUS

Slot none; **Price** 5,000 gp (lesser), 10,000 gp (normal), 20,000 gp (greater); **Weight** 5 lbs.; **Feat Cost** 1 sp

An extended talent lasts twice as long as normal. A talent with a duration of concentration, instantaneous, or permanent is not affected by this effect, but you may choose to activate this metamagic effect when spending a spell point to make a talent you are concentrating on last without concentration, rather than when you initially cast the sphere effect.

CONSTRUCTION REQUIREMENTS

Craft Apparatus, Extend Spell; **Cost** 2,500 gp (lesser), 5,000 gp (normal), 10,000 gp (greater)

FEARSOME METAMAGIC APPARATUS

Slot none; **Price** 10,000 gp (lesser), 20,000 gp (normal), 40,000 gp (greater); **Weight** 5 lbs.; **Feat Cost** 2 sp

When a creature takes hit point damage from a fearsome talent, if that creature fails its save against the talent, it becomes shaken for a number of rounds equal to 1/2 the talent's caster level (minimum 1 round). If the talent does not allow a save, creatures harmed by it can attempt a Will save (against the same DC the talent would have if it did allow a save) to negate the shaken effect. If the talent already causes creatures to become shaken, on a failed save, add the duration of this metamagic effect to the duration of the shaken condition imposed by the talent. A fearsome talent cannot cause a creature to become frightened, even if that creature is already shaken.

CONSTRUCTION REQUIREMENTS

Craft Apparatus, Fearsome Spell; **Cost** 5,000 gp (lesser), 10,000 gp (normal), 20,000 gp (greater)

FLARING METAMAGIC APPARATUS

Slot none; **Price** 5,000 gp (lesser), 10,000 gp (normal), 20,000 gp (greater); **Weight** 5 lbs.; **Feat Cost** 1 sp

The electricity, fire, or light effects of the affected talent create a flaring light that dazzles creatures that take damage from the talent. A flaring talent causes a creature that takes fire or electricity damage from the affected talent to become dazzled for a number of rounds equal 1/2 the caster the spell (minimum 1 round). A flaring metamagic effect only affects talents with a fire, light, or electricity descriptor that deal damage.

CONSTRUCTION REQUIREMENTS

Craft Apparatus, Flaring Spell; **Cost** 2,500 gp (lesser), 5,000 gp (normal), 10,000 gp (greater)

FLEETING METAMAGIC APPARATUS

Slot none; **Price** 2,500 gp (lesser), 5,000 gp (normal), 10,000 gp (greater); **Weight** 5 lbs.; **Feat Cost** 0 sp

A fleeting talent's duration becomes dismissible, if it is not already. You can dismiss your own fleeting talent as a swift action. When you dismiss a fleeting talent, its lingering aura cannot be detected by magic unless the caster succeeds at a magic skill check against a DC equal to 11 + 1/2 your caster level (minimum 1). The DC of checks to counter a fleeting spell is reduced by 2, and once active, counterspell removes a fleeting spell without a magic skill check. A fleeting talent has half its normal duration (with an extended fleeting talent, these duration adjustments cancel out). Only talents with a duration of at least 2 rounds can be made fleeting, and instantaneous or permanent talents cannot be fleeting talents. Time spent concentrating on a talent does not count against a fleeting talent's time limit, and you may choose to activate this metamagic when spending a spell point to make a talent you are concentrating on last without concentration.

CONSTRUCTION REQUIREMENTS

Craft Apparatus, Fleeting Spell; **Cost** 1,250 gp (lesser), 2,500 gp (normal), 5,000 gp (greater)

FOCUSING METAMAGIC APPARATUS

Slot none; **Price** 5,000 gp (lesser), 10,000 gp (normal), 20,000 gp (greater); **Weight** 5 lbs.; **Feat Cost** 1 sp

When casting a talent that affects or targets more than one creature, you can choose one target or creature within the talent's effect. That creature's saving throw DC to resist the talent is increased by +2. You must choose which target to focus the talent on before casting the talent.

CONSTRUCTION REQUIREMENTS

Craft Apparatus, Focusing Spell; **Cost** 2,500 gp (lesser), 5,000 gp (normal), 10,000 gp (greater)

FURIOUS METAMAGIC APPARATUS

Slot none; **Price** 5,000 gp (lesser), 10,000 gp (normal), 20,000 gp (greater); **Weight** 5 lbs.; **Feat Cost** 1 sp

A furious talent that deals hit point damage adds the talent's caster level to the amount of damage dealt by the talent. Talents that affect multiple targets deal the extra damage once to each target, regardless of whether the talent deals its damage all at once or in multiple hits (in the latter case, add the extra damage to the first hit against each target). In addition, a furious talent can be cast while the caster is enraged, including during a barbarian rage or while affected by a rage talent. Even a furious talent that requires an emotion component (as required by the Emotional Casting drawback) can be cast while enraged. The caster gains a +2 circumstance bonus on concentration checks and magic skill checks related to casting a furious talent if she is enraged.

CONSTRUCTION REQUIREMENTS

Craft Apparatus, Furious Spell; **Cost** 2,500 gp (lesser), 5,000 gp (normal), 10,000 gp (greater)

HORRIFYING METAMAGIC APPARATUS, MINOR

Slot none; **Price** 5,000 gp (lesser), 10,000 gp (normal), 20,000 gp (greater); **Weight** 5 lbs.; **Feat Cost** 1 sp

Anyone targeted by your spells or sphere effects, attempting a save against them, or within their area becomes shaken for 1d4+1 rounds unless they succeed at a Will saving throw using the same DC as the original spell. This is a mind-affecting fear effect. Characters must only save against this effect once per spell or sphere effect it is applied to even if the modified spell requires additional saves.

CONSTRUCTION REQUIREMENTS

Craft Apparatus, Horrifying Imagination; **Cost** 2,500 gp (lesser), 5,000 gp (normal), 10,000 gp (greater)

HORRIFYING METAMAGIC APPARATUS, MAJOR

Slot none; **Price** 10,000 gp (lesser), 20,000 gp (normal), 40,000 gp (greater); **Weight** 5 lbs.; **Feat Cost** 2 sp

Anyone targeted by your spells or sphere effects, attempting a save against them, or within their area becomes frightened for 1d4+1 rounds unless they succeed at a Will saving throw using the same DC as the original spell. On a successful save they instead become shaken for 1d4+1

rounds. This is a mind-affecting fear effect. Characters must only save against this effect once per spell or sphere effect it is applied to even if the modified spell requires additional saves.

CONSTRUCTION REQUIREMENTS

Craft Apparatus, Horrifying Imagination; **Cost** 5,000 gp (lesser), 10,000 gp (normal), 20,000 gp (greater)

INTUITIVE METAMAGIC APPARATUS

Slot none; **Price** 5,000 gp (lesser), 10,000 gp (normal), 20,000 gp (greater); **Weight** 5 lbs.; **Feat Cost** 1 sp

An intuitive talent can be cast with no mental focus (as required by the Mental Focus drawback). Talents that do not normally require mental focus are not affected.

CONSTRUCTION REQUIREMENTS

Craft Apparatus, Intuitive Spell; **Cost** 2,500 gp (lesser), 5,000 gp (normal), 10,000 gp (greater)

LINGERING METAMAGIC APPARATUS

Slot none; **Price** 5,000 gp (lesser), 10,000 gp (normal), 20,000 gp (greater); **Weight** 5 lbs.; **Feat Cost** 1 sp

You may cause an instantaneous talent that affects an area to persist until the beginning of your next turn. Those already in the area suffer no additional harm, but other creatures or objects entering the area are subject to its effects. A lingering talent with a visual manifestation obscures vision, providing concealment (20% miss chance) beyond 5 feet and total concealment (50% miss chance) beyond 20 feet.

CONSTRUCTION REQUIREMENTS

Craft Apparatus, Lingering Spell; **Cost** 2,500 gp (lesser), 5,000 gp (normal), 10,000 gp (greater)

LOGICAL METAMAGIC APPARATUS

Slot none; **Price** 5,000 gp (lesser), 10,000 gp (normal), 20,000 gp (greater); **Weight** 5 lbs.; **Feat Cost** 1 sp

A logical talent can be cast without emotion components (as required by the Emotional Casting drawback). Talents that do not require emotion components are not affected.

CONSTRUCTION REQUIREMENTS

Craft Apparatus, Logical Spell; **Cost** 2,500 gp (lesser), 5,000 gp (normal), 10,000 gp (greater)

MAXIMIZING METAMAGIC APPARATUS

Slot none; **Price** 15,000 gp (lesser), 30,000 gp (normal), 60,000 gp (greater); **Weight** 5 lbs.; **Feat Cost** 3 sp

All variable, numeric effects of a talent modified by this metamagic are maximized. Saving throws and opposed rolls are not affected, nor are talents without random variables. An empowered, maximized talent gains the separate benefits of each feat: the maximum result plus half the normally rolled result.

CONSTRUCTION REQUIREMENTS

Craft Apparatus, Maximize Spell; **Cost** 7,500 gp (lesser), 15,000 gp (normal), 30,000 gp (greater)

MERCIFUL METAMAGIC APPARATUS

Slot none; **Price** 2,500 gp (lesser), 5,000 gp (normal), 10,000 gp (greater); **Weight** 5 lbs.; **Feat Cost** 0 sp

You can alter talents that inflict damage to inflict nonlethal damage instead. Talents that inflict damage of a particular type (such as fire) inflict nonlethal damage of that same type.



CONSTRUCTION REQUIREMENTS

Craft Apparatus, Merciful Spell; **Cost** 1,250 gp (lesser), 2,500 gp (normal), 5,000 gp (greater)

PERSISTENT METAMAGIC APPARATUS

Slot none; **Price** 10,000 gp (lesser), 20,000 gp (normal), 40,000 gp (greater); **Weight** 5 lbs.; **Feat Cost** 2 sp

Whenever a creature targeted by a persistent talent or within its area succeeds at its saving throw against the talent, it must attempt another saving throw against the effect. If a creature fails this second saving throw, it suffers the full effects of the talent, as if it had failed its first saving throw. Talents that do not require a saving throw to resist or lessen the talent's effect do not benefit from this feat.

CONSTRUCTION REQUIREMENTS

Craft Apparatus, Persistent Spell; **Cost** 5,000 gp (lesser), 10,000 gp (normal), 20,000 gp (greater)

PIERCING METAMAGIC APPARATUS

Slot none; **Price** 5,000 gp (lesser), 10,000 gp (normal), 20,000 gp (greater); **Weight** 5 lbs.; **Feat Cost** 1 sp

When you cast a piercing talent against a target with spell resistance, it treats the spell resistance of the target as 5 lower than its actual spell resistance.

CONSTRUCTION REQUIREMENTS

Craft Apparatus, Piercing Spell; **Cost** 2,500 gp (lesser), 5,000 gp (normal), 10,000 gp (greater)

QUICKENING METAMAGIC APPARATUS

Slot none; **Price** 20,000 gp (lesser), 40,000 gp (normal), 80,000 gp (greater); **Weight** 5 lbs.; **Feat Cost** 4 sp

Activating this metamagic decreases the casting time of a talent by 2 steps (to a minimum of one swift action). Like all metamagic effects, a caster cannot apply Quicken Spell multiple times to the same casting.

CONSTRUCTION REQUIREMENTS

Craft Apparatus, Quicken Spell; **Cost** 10,000 gp (lesser), 20,000 gp (normal), 40,000 gp (greater)

REACHING METAMAGIC APPARATUS

Slot none; **Price** 10,000 gp (lesser), 20,000 gp (normal), 40,000 gp (greater); **Weight** 5 lbs.; **Feat Cost** 2 sp

You can alter a spell with a range of touch, close, or medium to increase its range to a higher range category, using the following order: touch, close, medium, and

long. Unlike most metamagic effects, you may activate this metamagic multiple times for the same casting to increase its range. A reaching metamagic apparatus has 5 charges per day instead of the usual 3.

CONSTRUCTION REQUIREMENTS

Craft Apparatus, Reach Spell; **Cost** 5,000 gp (lesser), 10,000 gp (normal), 20,000 gp (greater)

RIMING METAMAGIC APPARATUS

Slot none; **Price** 5,000 gp (lesser), 10,000 gp (normal), 20,000 gp (greater); **Weight** 5 lbs.; **Feat Cost** 1 sp

The frost of your cold talent clings to the target, impeding it for a short time. A rime talent causes creatures that take cold damage from the talent to become entangled for a number of rounds equal to 1/2 the caster level of the talent (minimum 1). This feat only affects talent with the cold descriptor that deal damage.

CONSTRUCTION REQUIREMENTS

Craft Apparatus, Rime Spell; **Cost** 2,500 gp (lesser), 5,000 gp (normal), 10,000 gp (greater)

SCARRING METAMAGIC APPARATUS

Slot none; **Price** 5,000 gp (lesser), 10,000 gp (normal), 20,000 gp (greater); **Weight** 5 lbs.; **Feat Cost** 1 sp

When a creature fails a saving throw against a scarring talent, for the next 24 hours that creature takes a -2 penalty on saving throws against emotion and fear effects you create, and a -1 penalty on saving throws against other emotion and fear effects. Penalties from multiple scarring talents do not stack. This metamagic can be activated only for talents with the emotion or fear descriptor.

CONSTRUCTION REQUIREMENTS

Craft Apparatus, Scarring Spell; **Cost** 2,500 gp (lesser), 5,000 gp (normal), 10,000 gp (greater)

SEEKING METAMAGIC APPARATUS

Slot none; **Price** 10,000 gp (lesser), 20,000 gp (normal), 40,000 gp (greater); **Weight** 5 lbs.; **Feat Cost** 2 sp

A seeking talent's range can bend around obstacles to reach the intended target. You can define the route yourself or unambiguously identify a target and allow the talent to determine its own path. However, the talent fails if it would have to travel farther than its maximum range to reach the identified target. A ranged attack roll made to deliver a seeking talent is not subject to cover or concealment. In order to benefit from this effect, the selected talent must have a range greater than touch and target

one or more creatures, or it must require the caster to make a ranged touch attack.

CONSTRUCTION REQUIREMENTS

Craft Apparatus, Seeking Spell; **Cost** 5,000 gp (lesser), 10,000 gp (normal), 20,000 gp (greater)

SELECTIVE METAMAGIC APPARATUS

Slot none; **Price** 5,000 gp (lesser), 10,000 gp (normal), 20,000 gp (greater); **Weight** 5 lbs.; **Feat Cost** 1 sp

When casting a selective talent with an area effect and a duration of instantaneous, you can choose a number of targets in the area equal to your casting ability score modifier. These targets are excluded from the effects of your talent.

CONSTRUCTION REQUIREMENTS

Craft Apparatus, Selective Spell; **Cost** 2,500 gp (lesser), 5,000 gp (normal), 10,000 gp (greater)

SHADOW GRASPING METAMAGIC APPARATUS

Slot none; **Price** 5,000 gp (lesser), 10,000 gp (normal), 20,000 gp (greater); **Weight** 5 lbs.; **Feat Cost** 1 sp

When you cast a talent with the darkness descriptor that affects an area, creatures in the area are entangled. If the talent allows a saving throw, a successful save negates the entangle effect. If the talent does not normally allow a save, a creature can attempt a Reflex save (DC = the talent's DC if it had a saving throw) to negate the effect. If the talent allows spell resistance, failing to overcome a creature's spell resistance means it is not entangled. An entangled creature remains so as long as it is in the area of the talent and for 1 round after it leaves. A creature that leaves and reenters the area must attempt a new saving throw to avoid becoming entangled. Creatures that succeed at a save to resist being entangled do not have to attempt additional saves if they stay within the darkened area. You are never impeded by the effects of your talents modified by this feat.

CONSTRUCTION REQUIREMENTS

Craft Apparatus, Shadow Grasp; **Cost** 2,500 gp (lesser), 5,000 gp (normal), 10,000 gp (greater)

SICKENING METAMAGIC APPARATUS

Slot none; **Price** 10,000 gp (lesser), 20,000 gp (normal), 40,000 gp (greater); **Weight** 5 lbs.; **Feat Cost** 2 sp

You can modify a talent to sicken a creature damaged by the talent. When a creature takes damage from this talent, they become sickened for a number of rounds equal 1/2 the caster level of the spell (minimum 1 round). If the

talent allows a saving throw, a successful save negates the sickening effect. If the talent does not allow a save, the target can attempt a Fortitude save to negate the sickening effect. If the talent effect also causes the creature to become sickened, the duration of this metamagic effect is added on to the duration of the talent. Talents that do not inflict damage do not benefit from this effect.

CONSTRUCTION REQUIREMENTS

Craft Apparatus, Sickening Spell; **Cost** 5,000 gp (lesser), 10,000 gp (normal), 20,000 gp (greater)

SILENT METAMAGIC APPARATUS

Slot none; **Price** 5,000 gp (lesser), 10,000 gp (normal), 20,000 gp (greater); **Weight** 5 lbs.; **Feat Cost** 1 sp

A silent talent can be cast with no verbal components (as required by the Verbal Casting drawback). Talents without verbal components are not affected.

CONSTRUCTION REQUIREMENTS

Craft Apparatus, Silent Spell; **Cost** 2,500 gp (lesser), 5,000 gp (normal), 10,000 gp (greater)

SNUFFING METAMAGIC APPARATUS

Slot none; **Price** 10,000 gp (lesser), 20,000 gp (normal), 40,000 gp (greater); **Weight** 5 lbs.; **Feat Cost** 2 sp

You can modify a talent to extinguish magical and non-magical light sources that the target has. The first time a creature takes damage from or fails a saving throw against a snuffing talent, any non-magical light sources it has are immediately extinguished and you can attempt to dispel any active sphere effects with the light descriptor that are affecting the target as if you had also cast the targeted version of Counterspell (as the feat). Talents that do not target creatures cannot be snuffing talents.

CONSTRUCTION REQUIREMENTS

Craft Apparatus, Snuffing Spell; **Cost** 5,000 gp (lesser), 10,000 gp (normal), 20,000 gp (greater)

SOLAR METAMAGIC APPARATUS

Slot none; **Price** 5,000 gp (lesser), 10,000 gp (normal), 20,000 gp (greater); **Weight** 5 lbs.; **Feat Cost** 1 sp

Any talent you cast with the light descriptor that deals damage (including the Light sphere's Searing Light talent and any blast type in the Destruction sphere's Light blast type group) is fortified with the cleansing energies of the sun. If the talent creates an area of light, all creatures are dazzled for as long as they remain within the light's area. Oozes, fungal creatures, creatures from the Shadow Plane, and undead must also succeed at a Will

save (normal DC for your talent) or take a -2 penalty on attack rolls, damage rolls, saving throws, skill checks, and ability checks for as long as they remain within the light's area. If the talent normally dazzles or blinds affected creatures with a duration other than instantaneous or permanent, the duration of that effect is increased by a number of rounds equal to 1/2 the talent's caster level (minimum 1 round). Saving throws to remove the effect early still apply and can bypass this increase. If the talent deals more damage against oozes, fungal creatures, creatures from the Shadow Plane, or undead with a specific vulnerability to sunlight, the talent deals 1 additional point of damage per die against such creatures.

CONSTRUCTION REQUIREMENTS

Craft Apparatus, Solar Spell; **Cost** 2,500 gp (lesser), 5,000 gp (normal), 10,000 gp (greater)

STILL METAMAGIC APPARATUS

Slot none; **Price** 5,000 gp (lesser), 10,000 gp (normal), 20,000 gp (greater); **Weight** 5 lbs.; **Feat Cost** 1 sp

A stilled talent can be cast with no somatic components (as required by the Somatic Casting drawback). Talents without somatic components are not affected. A *still metamagic apparatus* does not need to be held or wielded to be used; it is activated mentally, so being carried or worn suffices.

CONSTRUCTION REQUIREMENTS

Craft Apparatus, Still Spell; **Cost** 2,500 gp (lesser), 5,000 gp (normal), 10,000 gp (greater)

STUDIED METAMAGIC APPARATUS

Slot none; **Price** 10,000 gp (lesser), 20,000 gp (normal), 40,000 gp (greater); **Weight** 5 lbs.; **Feat Cost** 2 sp

When casting a studied talent, designate one target affected by the spell. Attempt an appropriate Knowledge check based on that target's creature type as you cast the talent. The DC for this check is equal to 20 + the creature's CR based on its race and not including any class levels or templates (a creature that is defined by class levels has an effective CR of 0 for this ability). If you succeed, your studied talent ignores any energy resistance or damage reduction the target has because of its race as well as any bonuses on saving throws against the talent granted by the target's race (such as the bonus from a dwarf's hardy ability or a halfling's halfling luck ability). Your studied talent does not ignore energy resistance, damage reduction, or saving throw bonuses granted by other talents and effects. If you fail the Knowledge check, the talent still has its normal effects.

CONSTRUCTION REQUIREMENTS

Craft Apparatus, Studied Spell; **Cost** 5,000 gp (lesser), 10,000 gp (normal), 20,000 gp (greater)

SUPPRESSED METAMAGIC APPARATUS

Slot none; **Price** 10,000 gp (lesser), 20,000 gp (normal), 40,000 gp (greater); **Feat Cost** 2 sp

Spells affected by this feat have a reduced manifestation. Being subjected to the effect requires a Perception check (DC 15 + 1/2 your caster level) or the target does not perceive the presence and source of the effect. For each (sensory) talent you possess, improve the Perception check DC by an additional +2 and hide sensation associated with that (sensory) talent. This has no effect on spells or sphere abilities that rely on a suppressed sensation(s) to function, but you may always forgo the +2 bonus to the Perception DC to allow the sensation of the effect to function normally.

CONSTRUCTION REQUIREMENTS

Craft Apparatus, Suppressed Spell; **Cost** 5,000 gp (lesser), 10,000 gp (normal), 20,000 gp (greater)

TENACIOUS METAMAGIC APPARATUS

Slot none; **Price** 5,000 gp (lesser), 10,000 gp (normal), 20,000 gp (greater); **Weight** 5 lbs.; **Feat Cost** 1 sp

Increase the DC of magic skill checks to counter or dispel a tenacious talent by 2. If a tenacious talent is dispelled or dismissed, it lasts for 1d4 further rounds (to a maximum of the talent's normal duration) before ending (this does not occur if an antimagic field or a similar talent or effect suppresses or ends the talent's effect without dispelling or dismissing it). The lingering auras of tenacious talents detectable with *detect magic* last for twice as long as usual after the talent ends.

CONSTRUCTION REQUIREMENTS

Craft Apparatus, Still Spell; **Cost** 2,500 gp (lesser), 5,000 gp (normal), 10,000 gp (greater)

TENEBOUS METAMAGIC APPARATUS

Slot none; **Price** 2,500 gp (lesser), 5,000 gp (normal), 10,000 gp (greater); **Weight** 5 lbs.; **Feat Cost** 0 sp

When you cast a tenebrous talent in darkness or dim light, the spell's effective caster level is increased by 2 and any associated save DCs are increased by 1. Any attempts at dispelling a tenebrous talent in darkness or dim light take a -2 penalty on the check. Casting a tenebrous talent in bright light is difficult, and requires a concentration check (DC 15 + the tenebrous talent's effective caster

level). Attempts to dispel a tenebrous talent in bright light gain a +4 bonus on the check. You cannot use this effect on talents with the light descriptor.

CONSTRUCTION REQUIREMENTS

Craft Apparatus, Tenebrous Spell; **Cost** 1,250 gp (lesser), 2,500 gp (normal), 5,000 gp (greater)

THANATOPIC METAMAGIC APPARATUS

Slot none; **Price** 10,000 gp (lesser), 20,000 gp (normal), 40,000 gp (greater); **Weight** 5 lbs.; **Feat Cost** 2 sp

A thanatopic talent pierces defenses and immunities that protect against death effects, negative levels, and energy drain, affecting the target as if the protective barrier did not exist. For example, you could cast a thanatopic Vampiric Strike on a target under the effects of Deathless, and the target would suffer the normal effect of the talent. Saving throws and spell resistance (if any) still apply. Undead are susceptible to talents augmented by this feat, as it retunes the negative energy to be harmful to them. A thanatopic talent that would kill a living creature (such as by giving it negative levels equal to its Hit Dice) destroys an undead (though undead such as ghosts, liches, and vampires may reform as normal). Undead affected by thanatopic talents that give negative levels automatically succeed at their saving throws to remove negative levels after 24 hours.

CONSTRUCTION REQUIREMENTS

Craft Apparatus, Thanatopic Spell; **Cost** 5,000 gp (lesser), 10,000 gp (normal), 20,000 gp (greater)

THRENODIC METAMAGIC APPARATUS

Slot none; **Price** 10,000 gp (lesser), 20,000 gp (normal), 40,000 gp (greater); **Weight** 5 lbs.; **Feat Cost** 2 sp

This effect only works on mind-affecting talents. A threnodic talent affects undead creatures (even mindless undead) as if they were not immune to mind-affecting effects, but has no effect on living creatures. This metamagic does not give you the effects of the Mind sphere's Expanded Charm talent.

CONSTRUCTION REQUIREMENTS

Craft Apparatus, Threnodic Spell; **Cost** 5,000 gp (lesser), 10,000 gp (normal), 20,000 gp (greater)

THUNDERING METAMAGIC APPARATUS

Slot none; **Price** 10,000 gp (lesser), 20,000 gp (normal), 40,000 gp (greater); **Weight** 5 lbs.; **Feat Cost** 2 sp

You can modify a talent to deafen a creature damaged by the talent. When a creature takes damage from this talent, it becomes deafened for a number of rounds equal to 1/2 the caster level of the spell (minimum 1 round). If the talent allows a saving throw, a successful save negates the deafening effect. If the talent does not allow a save, the target can attempt a Fortitude save to negate the deafening effect. If the talent effect also causes the creature to become deafened, the duration of this metamagic effect is added to the duration of the talent. Talents that do not inflict damage do not benefit from this metamagic.

CONSTRUCTION REQUIREMENTS

Craft Apparatus, Thundering Spell; **Cost** 5,000 gp (lesser), 10,000 gp (normal), 20,000 gp (greater)

TOPPLING METAMAGIC APPARATUS

Slot none; **Price** 5,000 gp (lesser), 10,000 gp (normal), 20,000 gp (greater); **Weight** 5 lbs.; **Feat Cost** 1 sp

The impact of your force talent is strong enough to knock the target prone. If the target takes damage, fails its saving throw, or is moved by your force talent, make a trip check against the target, using your caster level plus your casting ability modifier. This does not provoke an attack of opportunity. If the check fails, the target cannot attempt to trip you or the force effect in response. This metamagic only affects talents with the force descriptor.

CONSTRUCTION REQUIREMENTS

Craft Apparatus, Toppling Spell; **Cost** 2,500 gp (lesser), 5,000 gp (normal), 10,000 gp (greater)

TOXIC METAMAGIC APPARATUS

Slot none; **Price** 5,000 gp (lesser), 10,000 gp (normal), 20,000 gp (greater); **Weight** 5 lbs.; **Feat Cost** 1 sp

You can use 1 dose of contact, ingested, inhaled, or injury poison as an additional material component for a talent you cast. This talent gains the poison descriptor. Select a single creature affected by the talent. If that creature fails its saving throw against the talent, it must also attempt a saving throw against the poison used as a material component. If the target fails the save against the poison, the poison takes effect immediately, ignoring any onset time. The poison uses its save DC (rather than the save DC of the talent), but is modified by any effects that increase the talent's DC (such as Spell Focus). This effect works only with talents whose effects can be negated by a successful Fortitude save.

CONSTRUCTION REQUIREMENTS

Craft Apparatus, Toxic Spell; **Cost** 2,500 gp (lesser), 5,000 gp (normal), 10,000 gp (greater)

TRAUMATIC METAMAGIC APPARATUS

Slot none; **Price** 10,000 gp (lesser), 20,000 gp (normal), 40,000 gp (greater); **Weight** 5 lbs.; **Feat Cost** 2 sp

A traumatic talent causes lingering memories of pain and suffering in creatures harmed by it. When a creature fails a saving throw against a traumatic talent, the next time it sleeps it must succeed at a Will save with a DC equal to the original talent's DC or be affected as if by nightmare (as the spell). Each time the target fails its save, it must save again the following night or be affected by another nightmare, though the save DC decreases by 2 each night after the first. This metamagic effect can be applied only to talents with the emotion or fear descriptor.

CONSTRUCTION REQUIREMENTS

Craft Apparatus, Traumatic Spell; **Cost** 5,000 gp (lesser), 10,000 gp (normal), 20,000 gp (greater)

TRICKING METAMAGIC APPARATUS

Slot none; **Price** 5,000 gp (lesser), 10,000 gp (normal), 20,000 gp (greater); **Weight** 5 lbs.; **Feat Cost** 1 sp

Only Mind talents (or talents that also include an effect from the Mind sphere, such as some spellcrafted or dual sphere effects) that affect a single target and can be negated with a successful Will save can be trick talents. If the target fails its Will save against a trick talent, in addition to the talent's normal effects, the target also clumsily hinders itself. Immediately attempt a special combat maneuver check (1d20 + your caster level + your Charisma bonus) to perform a dirty trick combat maneuver against

the target. Any feats you have that apply to dirty trick maneuvers (such as Greater Dirty Trick) also apply to this check. This combat maneuver check never provokes attacks of opportunity.

CONSTRUCTION REQUIREMENTS

Craft Apparatus, Trick Spell; **Cost** 2,500 gp (lesser), 5,000 gp (normal), 10,000 gp (greater)

UMBRAL METAMAGIC APPARATUS

Slot none; **Price** 10,000 gp (lesser), 20,000 gp (normal), 40,000 gp (greater); **Weight** 5 lbs.; **Feat Cost** 2 sp

An umbral talent gains the darkness descriptor. As long as the talent is in effect, the creature or object affected radiates darkness in a 10-foot radius, reducing illumination similar to the effects of the basic effect of the Dark sphere. Nonmagical sources of light, such as torches or lanterns, do not increase the light level in this area. Magical light sources only increase the light level in an area affected by an umbral talent if they are of a higher level than the umbral talent's caster level. This effect does not stack with itself or with any other effect that creates darkness.

CONSTRUCTION REQUIREMENTS

Craft Apparatus, Umbral Spell; **Cost** 5,000 gp (lesser), 10,000 gp (normal), 20,000 gp (greater)

WIDENING METAMAGIC APPARATUS

Slot none; **Price** 15,000 gp (lesser), 30,000 gp (normal), 60,000 gp (greater); **Weight** 5 lbs.; **Feat Cost** 3 sp

You can alter a burst, emanation, or spread-shaped spell to increase its area. Any numeric measurements of the spell's area increase by 100%. Spells that do not have an area of one of these sorts are not affected by this feat. (Cones, lines, and spheres are emanations.)

CONSTRUCTION REQUIREMENTS

Craft Apparatus, Dazing Spell; **Cost** 7,500 gp (lesser), 15,000 gp (normal), 30,000 gp (greater)

Chapter 4

Charms

Charms That Boost Multiple Ability Scores

While not detailed here, it is possible to create charms that raise multiple ability scores. These should be limited to physical or mental scores; if players want to raise both kinds of scores, they should wear two items. Charms that raise two ability scores Cost 10,000 gp (+2), 40,000 gp (+4), or 90,000 gp (+6). Charms that raise all three physical or mental scores Cost 16,000 gp (+2), 34,000 gp (+4), or 144,000 gp (+6).

A character may only use one Slot each for physical and mental ability score boosting items. For example, if a character wears a headband that increases Intelligence, they cannot also wear gloves that increase Charisma. Since ability score increases are permanent after 24 hours, this means that the first physical and first mental ability score boost from items essentially 'locks' that Slot so a character can only benefit from other physical or mental ability score-increasing items that also use that Slot.

If an item does not fill a regular Slot, such as a sword that boosts its user's Strength, the increase defaults to the belt (physical) and headband (mental) Slots unless the item itself says this boost occupies another Slot.

AEGIS RING

Aura faint (+1), moderate (+2/+3), or strong (+4/+5) Protection; **CL** 3rd (+1), 6th (+2), 9th (+3), 12th (+4), or 15th (+5)

Slot ring; **Price** 2,000 gp (+1), 8,000 gp (+2), 18,000 gp (+3), 32,000 gp (+4), or 50,000 gp (+5); **Weight** 1 lb.

Extremely popular among adventurers for its protective qualities, this smooth iron ring is decorated with the symbol of a suit of armor on one side and a shield on the other. When worn, an *aegis* ring provides a +1 to +5 deflection bonus to armor class.

CONSTRUCTION REQUIREMENTS

Forge Charm, Protection sphere, **Cost** 1,000 gp (+1), 4,000 gp (+2), 9,000 gp (+3), 16,000 gp (+4), or 25,000 gp (+5)

BELT OF AVIAN SPEED

Aura faint (+2), moderate (+4), or strong (+6) Enhancement; **CL** 4th (+2), 8th (+4), or 12th (+6)

Slot belt; **Price** 4,000 gp (+2), 16,000 gp (+4), 36,000 gp (+6); **Weight** 2 lbs.

This belt is decorated with symbols of swift birds. While worn, it grants a +2/+4/+6 enhancement bonus to Dexterity. Treat this as a temporary ability bonus for the first 24 hours the belt is worn.

CONSTRUCTION REQUIREMENTS

Forge Charm, Enhancement sphere (Physical Enhancement (enhance)); **Cost** 2,000 gp (+2), 8,000 gp (+4), or 18,000 gp (+6)

BELT OF MOUNTAINS

Aura faint (+2), moderate (+4), or strong (+6) Enhancement; **CL** 4th (+2), 8th (+4), or 12th (+6)

Slot belt; **Price** 4,000 gp (+2), 16,000 gp (+4), 36,000 gp (+6); **Weight** 2 lbs.

This leather belt is decorated with symbols of mountains. While worn, it grants a +2/+4/+6 enhancement bonus to Constitution. Treat this as a temporary ability bonus for the first 24 hours the belt is worn.

CONSTRUCTION REQUIREMENTS

Forge Charm, Enhancement sphere (Physical Enhancement (enhance)); **Cost** 2,000 gp (+2), 8,000 gp (+4), or 18,000 gp (+6)

BELT OF WILD MIGHT

Aura faint (+2), moderate (+4), or strong (+6) Enhancement; **CL** 4th (+2), 8th (+4), or 12th (+6)

Slot belt; **Price** 4,000 (+2), 16,000 (+4), 36,000 (+6); **Weight** 2 lbs.

This leather belt is decorated with symbols of powerful beasts. While worn, it grants a +2/+4/+6 enhancement bonus to Strength. Treat this as a temporary ability bonus for the first 24 hours the belt is worn.

CONSTRUCTION REQUIREMENTS

Forge Charm, Enhancement sphere (Physical Enhancement (enhance)); **Cost** 2,000 gp (+2), 8,000 gp (+4), or 18,000 gp (+6)

BLESSING OF THE FATES

Aura faint (+1) or moderate (+2/+3) Fate; **CL** 3rd (+1), 6th (+2), or 9th (+3)

Slot any; **Price** 2,500 gp (+1), 10,000 gp (+2), or 22,500 gp (+3); **Weight** 1 lb.

This strip of paper seems strangely resistant to damage and has a wax seal that seems oddly easy to attach to different parts of the body as long as no other magical items are there. When worn, a *blessing of the fates* provides a +1 to +3 luck bonus to armor class.

CONSTRUCTION REQUIREMENTS

Forge Charm, Fate sphere, **Cost** 1,250 gp (+1), 5,000 gp (+2), or 11,250 gp (+3)

Item Variants

The *blessing of the fates* and the *fragment of destiny* can be crafted at the same Price with an insight (Divination), morale (Mind), profane (Fate), or sacred (Fate) bonus. Players may want to stack different armor class or saving throw items by putting them in different Slots. This can mildly boost their numbers, but also prevents them from wearing other items in those Slots, so going overboard on that is likely to decrease their overall power rather than making them stronger. Alternatively, you can rule that characters may only equip one type of rare bonus for armor class and saves.

Note that a creature's circumstance, deflection, dodge, insight, luck, morale, profane, and sacred bonuses to armor class also apply to its CMD.

CAPE OF RESISTANCE

Aura faint (+1), moderate (+2/+3), or strong Protection (+4/+5); **CL** 3rd (+1), 6th (+2), 9th (+3), 12th (+4), or 15th (+5)

Slot shoulders; **Price** 1,000 gp (+1), 4,000 gp (+2), 9,000 gp (+3), 16,000 gp (+4), or 25,000 gp (+5); **Weight** 1 lb.

This well-made cape offers a +1 to +5 resistance bonus to all saving throws, chosen when the cape is woven. While simple in design, their protective qualities make them a favored garment among adventurers.

CONSTRUCTION REQUIREMENTS

Forge Charm, Protection sphere (Resistance (aegis)); **Cost** 500 gp (+1), 2,000 gp (+2), 4,500 gp (+3), 8,000 gp (+4), or 12,500 gp (+5)

ENERGY RESISTING RING

Aura faint (10), moderate (20), or strong (30) Protection; **CL** 1st (10), 10th (20), or 20th (30)

Slot ring; **Price** 12,000 gp (10), 28,000 gp (20), or 44,000 gp (30); **Weight** 1 lb.

Despite their simplicity, these iron rings are favored by people traveling into dangerous environments or who know they'll be fighting certain types of foes. While worn, this ring grants energy resistance 10, 20, or 30 to fire, cold, electricity, acid, or sonic damage, with the type of damage it resists (and the power of the resistance) determined when the ring is forged.

CONSTRUCTION REQUIREMENTS

Forge Charm, Protection sphere (Energy Resistance (aegis, ward)); **Cost** 6,000 gp (10), 14,000 gp (20), or 22,000 gp (30)

FRAGMENT OF DESTINY

Aura faint (+1) or moderate (+2/+3) Fate; **CL** 3rd (+1), 6th (+2), or 9th (+3)

Slot any; **Price** 2,000 gp (+1), 8,000 gp (+2), or 18,000 gp (+3); **Weight** 1 lb.

This crystal has been carefully woven into cloth and is designed to be worn anywhere on the body. While worn, a *fragment of destiny* provides a +1 to +3 luck bonus to all saving throws.

CONSTRUCTION REQUIREMENTS

Forge Charm, Fate sphere, **Cost** 1,000 gp (+1), 4,000 gp (+2), or 9,000 gp (+3)

GAUNTLET OF MANEUVERS

Aura faint (+1), moderate (+2/+3), or strong Enhancement (+4/+5); **CL** 3rd (+1), 6th (+2), 9th (+3), 12th (+4), or 15th (+5)

Slot hands; **Price** 1,000 gp (+1), 4,000 gp (+2), 9,000 gp (+3), 16,000 gp (+4), or 25,000 gp (+5); **Weight** 1 lb.

This gauntlet always comes in pairs, both of which must be worn to obtain its effects. While worn, the *gauntlet of maneuvers* grants a +1 to +5 competence bonus to one combat maneuver. The wearer receives the same bonus to their CMD against the same combat maneuver.

CONSTRUCTION REQUIREMENTS

Forge Charm, Enhancement sphere; **Cost** 500 gp (+1), 2,000 gp (+2), 4,500 gp (+3), 8,000 gp (+4), or 12,500 gp (+5)

HEADBAND OF ALLURING MAGNETISM

Aura faint (+2), moderate (+4), or strong (+6) Enhancement; **CL** 4th (+2), 8th (+4), or 12th (+6)

Slot headband; **Price** 4,000 (+2), 16,000 (+4), 36,000 (+6); **Weight** 2 lbs.

This headband is surprisingly comfortable to wear for extended periods. While worn, it grants a +2/+4/+6 enhancement bonus to Charisma. Treat this as a temporary ability bonus for the first 24 hours the headband is worn.

CONSTRUCTION REQUIREMENTS

Forge Charm, Enhancement sphere (Mental Enhancement (enhance)); **Cost** 2,000 gp (+2), 8,000 gp (+4), or 18,000 gp (+6)

HEADBAND OF GENIUS

Aura faint (+2), moderate (+4), or strong (+6) Enhancement; **CL** 4th (+2), 8th (+4), or 12th (+6)

Slot headband; **Price** 4,000 (+2), 16,000 (+4), 36,000 (+6); **Weight** 2 lbs.

This cloth headband feels faintly stimulating while worn, though most scholars are pretty sure it has not actually been infused with drugs. While worn, it grants a +2/+4/+6 enhancement bonus to Intelligence. Treat this as a temporary ability bonus for the first 24 hours the headband is worn. These headbands grant bonus ranks in 1 (+2), 2 (+4), or 3 (+6) skills equal to the wearer's character level, chosen when the item is created.

CONSTRUCTION REQUIREMENTS

Forge Charm, Enhancement sphere (Mental Enhancement (enhance)); **Cost** 2,000 gp (+2), 8,000 gp (+4), or 18,000 gp (+6)

HEADBAND OF SAGES

Aura faint (+2), moderate (+4), or strong (+6) Enhancement; **CL** 4th (+2), 8th (+4), or 12th (+6)

Slot headband; **Price** 4,000 (+2), 16,000 (+4), 36,000 (+6); **Weight** 2 lbs.

This headband tends to help its users look calm and wise. While worn, it grants a +2/+4/+6 enhancement bonus to Wisdom. Treat this as a temporary ability bonus for the first 24 hours the headband is worn.

CONSTRUCTION REQUIREMENTS

Forge Charm, Enhancement sphere (Mental Enhancement (enhance)); **Cost** 2,000 gp (+2), 8,000 gp (+4), or 18,000 gp (+6)

MAGICAL TOOLKIT

Aura variable Mind; **CL** 1st-20th

Slot none; **Price** 100 gp (+1), 400 gp (+2), 2,500 (+5), 10,000 (+10), or 40,000 (+20); **Weight** 2 lbs.

Magical toolkits are elaborate toolsets that offer a competence bonus to one skill. Many adventurers buy these toolkits to supplement personal weaknesses, such as poor observation skills, or to enhance their abilities in a particular area. Users must spend 8 hours bonding to *magical toolkits* with a bonus of +6 or higher (because these toolkits can be for any bonus a charm can provide, not just the common ones priced here), and may only bond to three such toolkits at any given time. New bonds replace the oldest bond first.

CONSTRUCTION REQUIREMENTS

Forge Charm, Mind sphere; **Cost** 50 gp (+1), 200 gp (+2), 1,250 gp (+5), 5,000 gp (+10), or 20,000 gp (+20)

NECKLACE OF NATURAL ARMOR

Aura faint (+1), moderate (+2/+3), or strong (+4/+5) Alteration; **CL** 3rd (+1), 6th (+2), 9th (+3), 12th (+4), or 15th (+5)

Slot neck; **Price** 2,000 gp (+1), 8,000 gp (+2), 18,000 (+3), 32,000 (+4), or 50,000 (+5); **Weight** 1 lb.

Extremely popular among adventurers for its protective qualities, this smooth iron neck ring is decorated with the symbol of a suit of armor on one side and a shield on the other. When worn, a *necklace of natural armor* provides a +1 to +5 natural armor bonus to armor class.

CONSTRUCTION REQUIREMENTS

Forge Charm, Alteration sphere, **Cost** 1,000 gp (+1), 4,000 gp (+2), 9,000 gp (+3), 16,000 gp (+4), or 25,000 gp (+5)



PUGILIST'S CHARM

Aura faint (+1), moderate (+2/+3), or strong (+4/+5) Alteration and Enhancement; **CL** 5th (+1), 6th (+2), 9th (+3), 12th (+4), or 15th (+5)

Slot neck; **Price** 6,000 gp (+1), 24,000 gp (+2), 54,000 gp (+3), 96,000 gp (+4), or 150,000 gp (+5); **Weight** 1 lb.

A much-beloved item among the wealthy and talented brawlers of the world, a *pugilist's charm* grants a +1 to +5 enhancement bonus to attack and damage rolls with unarmed strikes and natural weapons, and an equal enhancement bonus to the wearer's natural armor.

CONSTRUCTION REQUIREMENTS

Forge Charm, Alteration sphere, Enhancement sphere; **Cost** 3,000 gp (+1), 12,000 gp (+2), 27,000 gp (+3), 48,000 gp (+4), or 75,000 gp (+5)

RING OF SHIELDING

Aura faint (+1), moderate (+2/+3), or strong (+4/+5) Protection; **CL** 3rd (+1), 6th (+2), 9th (+3), 12th (+4), or 15th (+5)

Slot ring; **Price** 3,500 gp (+1), 14,000 gp (+2), 31,500 gp (+3), 56,000 gp (+4), or 87,500 gp (+5); **Weight** 1 lb.

Often used by those with money to spare and a need to wear more magical items, these slender silver rings grant a deflection bonus to armor class and an equal resistance bonus to all saving throws.

CONSTRUCTION REQUIREMENTS

Forge Charm, Protection sphere (Energy Resistance (aegis, ward)); **Cost** 1,750 gp (+1), 7,000 gp (+2), 15,750 gp (+3), 28,000 gp (+4), or 43,750 gp (+5)

TALISMAN OF SPELL RESISTANCE

Aura faint Protection; **CL** 5th

Slot neck; **Price** 30,000; **Weight** 2 lbs.

This talisman features a five-pointed silver star surrounded by a circle of gold. In the center of the star is one of many magic runes. While worn, this talisman gives the wearer spell resistance 15. The *talisman of spell resistance* sheds light as a torch for one round whenever it successfully blocks a spell; the wearer can prevent it from doing so by speaking a command word, and it will not light up through this effect until the command word is spoken again. The user may speak a different command word to cause the talisman to shed (or stop shedding) light as a candle.

CONSTRUCTION REQUIREMENTS

Forge Charm, Protection sphere (Spell Ward (aegis, ward)); **Cost** 15,000 gp

TALISMAN OF TECHNIQUES

Aura faint (+1), moderate (+2/+3), or strong (+4/+5) Alteration and Enhancement; **CL** 3rd (+1), 6th (+2), 9th (+3), 12th (+4), or 15th (+5)

Slot neck; **Price** 3,500 gp (+1), 14,000 gp (+2), 31,500 gp (+3), 56,000 gp (+4), or 87,500 gp (+5); **Weight** 1 lb.

Frequently worn by specialist fighters, these wood and leather talismans are worn around the neck. While worn, they provide a competence bonus to one combat maneuver (chosen when the item is created) and an equal enhancement bonus to natural armor.

CONSTRUCTION REQUIREMENTS

Forge Charm, Alteration sphere, Enhancement sphere; **Cost** 1,750 gp (+1), 7,000 gp (+2), 15,750 gp (+3), 28,000 gp (+4), or 43,750 gp (+5)

Chapter 5

Compounds

BATTLE BLESSING

Aura faint War; Caster Level 3rd

Weight 1/10 lbs.; **Price** 450 gp

Battle blessings contain a single (totem) talent of the War sphere that does not cost a spell point to use. When activated as a standard action, this consumable blessing creates the *totem* it contains in a 55-foot radius for 3 minutes. This *totem* is fixed in place once created and does not move. Caster level 4 *Battle blessings* cost 600 gp (300 gp to craft), while caster level 5 *Battle blessings* cost 750 gp (375 gp to craft). Common *totems* include the *totem of speed* (at caster level 5), the *haunting totem*, and the *scouring totem* (at caster level 4). Thoughtful adventurers often give these to companions or hirelings that can activate them at the start of a battle.

CONSTRUCTION REQUIREMENTS

Distill Compound, War sphere (any (totem) talent); **Cost** 225 gp

BLESSED STICK

Aura faint Fate; Caster Level 3rd

Weight 1/10 lbs.; **Price** 450 gp

When you or one of your allies within 35 feet is making an attack roll, skill check, ability score check, or saving throw, you may snap this stick as an immediate action to allow them to make the roll twice and take the highest roll. You must use this item before the roll in question is made.

CONSTRUCTION REQUIREMENTS

Distill Compound, Fate sphere (Bless (word)); **Cost** 225 gp

BREAK ENCHANTMENT POTION

Aura faint Life; Caster Level 3rd

Weight 1/10 lbs.; **Price** 450 gp

This potion *cures* effects as a *restore* from the Life sphere. In addition, you may roll 1d20+3 vs. the MSD of all magic effects with a duration affecting the drinker. On a success, the effects are dispelled. Roll once per effect. You may exclude certain effects if you know about them. This counts as *break enchantment* and *remove curse* for effects that require those spells to remove. You can pour the potion onto a cursed item, which suppresses the curse long enough to remove it.

CONSTRUCTION REQUIREMENTS

Distill Compound, Life sphere (Break Enchantment); **Cost** 225 gp

BREW OF BATTLE REFLEXES

Aura faint Enhancement; Caster Level 5th

Weight 1/10 lbs.; **Price** 500 gp

When consumed, this blood-red potion allows the drinker to make 2 additional attacks of opportunity each round, and to make attacks of opportunity while flat-footed, for 5 rounds. It also increases their initiative by 2 for the duration of the effect. These potions are especially popular with patrolling sentinels who expect to face large groups of enemies.

CONSTRUCTION REQUIREMENTS

Distill Compound, Enhancement sphere (Superior Reflexes (enhance)); **Cost** 250 gp

COMMON CURE

Aura faint Life; Caster Level 1st

Weight 1/10 lbs.; **Price** 50 gp

The most common of healing items, this simple vial full of enchanted water tends to be the main tool of low-level adventurers trying to stave off death. A single potion heals 1d8+1 hit points.

CONSTRUCTION REQUIREMENTS

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

CURSED STICK

Aura faint Fate; Caster Level 3rd

Weight 1/10 lbs.; **Price** 450 gp

When an enemy within 35 feet is making an attack roll, skill check, ability score check, or saving throw, you may snap the stick as an immediate action to force that target to make the roll twice and take the lower result. You must use this item before the roll in question is made. This is a curse effect. A creature can only be affected by a *curSED stick* once per day.

CONSTRUCTION REQUIREMENTS

Distill Compound, Fate sphere (Curse (word)); **Cost** 500 gp

DISPOSABLE MAGIC SWORD

Aura strong Destruction; Caster Level 20th

Weight 3 lbs.; **Price** 5,000 gp

Incredibly illegal in most areas and kept from wider circulation through a combination of the expense per use and difficulty of crafting them, *disposable magic swords* look like red-bladed longswords at first glance (although they make poor weapons and can only be used as improvised weapons if swung as one). However, when swung overhead as a standard action, they deal 20d4 sonic damage to all targets (including objects) in a 75-foot cone or a 300-foot line (Reflex DC 20 for half). This blast deals full damage to objects and ignores up to 10 points of hardness. As the name implies, *disposable magic swords* crumble after unleashing this magic blast.

CONSTRUCTION REQUIREMENTS

Distill Compound, Destruction sphere (Sculpt Blast (blast shape), Shattering Blast (blast type)); **Cost** 2,500 gp

ELEMENTAL OIL

Aura faint Enhancement; Caster Level 4th

Weight 1/10 lbs.; **Price** 800 gp

The affected weapon deals 1d6+2 points of acid/fire/cold/electricity damage on a successful hit, in addition to normal weapon damage, chosen when it is used. This does not stack with the *corrosive*, *flaming*, *frost*, or *shock* weapon special abilities. The effect lasts 4 minutes.

CONSTRUCTION REQUIREMENTS

Distill Compound, Enhancement sphere (Energy Enhancement (enhance)); **Cost** 400 gp

ELIXIR OF LIFEGIVING

Aura strong Life; Caster Level 20th

Weight 1/10 lbs.; **Price** 25,000 gp

An extraordinarily rare drink, and often sold for much more than the cost to create it, the *elixir of lifegiving* can bring a target back to life as long as they have been dead for less than 200 years and there is at least a small bit of their body to pour the elixir on (such as a pinch of ashes or a single finger). The target revives with full health, but one permanent negative level (or suffers -2 to their Constitution if they only have one Hit Dice; treat this as ability drain). The target does not suffer from any other ailments that may have afflicted them before dying, such as curses, diseases, or poisons. *Elixirs of lifegiving* do not work on creatures that have died of old age.

CONSTRUCTION REQUIREMENTS

Distill Compound, Life sphere (Break Enchantment, Make Whole (advanced), Restore Senses (cure), Restore Spirit (cure), Resurrection (advanced), Resuscitate); **Special** creatures cannot bypass the requirements to craft this item by increasing the difficulty of their skill check; **Cost** 12,500 gp

GEM OF ENERGY WARD

Aura faint Protection; Caster Level 4th

Weight 1/10 lbs.; **Price** 800 gp

Crushing this gem creates a 30-foot radius spherical area that dampens a certain energy type. All damage of one of the following types dealt in the area is reduced by 14: Acid, cold, electricity, fire, sonic. The element is determined when the gem is created. This defense lasts 4 minutes.

CONSTRUCTION REQUIREMENTS

Distill Compound, Protection sphere (Energy Resistance (aegis, ward)); **Cost** 400 gp

HEALING POTION, STANDARD

Aura faint Life; Caster Level 2nd

Weight 1/10 lbs.; **Price** 200 gp

Instantly heals 2d8+2 hit points. This is a positive energy effect, and thus harms undead rather than healing them. You may apply the potion to an undead creature with a melee touch attack, and they receive a Will save (DC 11) to halve the damage.

CONSTRUCTION REQUIREMENTS

Distill Compound, Life sphere (any 1 (cure) talent); **Cost** 100 gp

HEALING POTION, IMPROVED

Aura faint Life; Caster Level 3rd

Weight 1/10 lbs.; **Price** 450 gp

Instantly heals 3d8+3 hit points. This is a positive energy effect, and thus harms undead rather than healing them. You may apply the potion to an undead creature with a melee touch attack, and they receive a Will save (DC 11) to halve the damage.

CONSTRUCTION REQUIREMENTS

Distill Compound, Life sphere (any 2 (cure) talents); **Cost** 225 gp

HEALING POTION, GREATER

Aura faint Life; Caster Level 4th

Weight 1/10 lbs.; **Price** 800 gp

This potion instantly heals 4d8+4 hit points. This is a positive energy effect, and thus harms undead rather than healing them. You may apply the potion to an undead creature with a melee touch attack, and they receive a Will save (DC 12) to halve the damage.

CONSTRUCTION REQUIREMENTS

Distill Compound, Life sphere (any 3 (cure) talents); **Cost** 400 gp

INFRAVISION LENSES

Aura weak light; Caster Level 5th

Slot eyes; **Weight** 1/10 lbs.; **Price** 500 gp

These disposable goggles contain special liquid between the lenses, and when activated the liquids mix and activate, granting the user infravision for 50 minutes.

This allows them to ignore the miss chance for less than total concealment on living creatures. In addition, the target is capable of tracking living creatures by the heat they leave in their tracks. So long as the trail is no more than an hour old, the ground condition is never treated as worse than soft ground (DC 10), though strong temperature conditions (such as winter snow or a desert noon) can negate this benefit.

CONSTRUCTION REQUIREMENTS

Distill Compound, Light sphere (Infravision (lens)); **Cost** 250 gp

MANA NAIL

Aura moderate Mana; **CL** 7th

Slot none; **Price** 25,000 gp; **Weight** 0.05 lbs.

These two-inch nails appear to be made out of metal, but are strangely translucent at the same time. By pressing a *mana nail* into their skin as a standard action, the user gains a pool of charges equal to their casting ability modifier. The user can spend these charges to activate sphere effects and supernatural effects while in a magic dead zone, at a cost of one charge per effect used. If the abilities in question have a cost or a limited number of uses (besides the charge cost for this item), they cost twice as much as usual. Sphere effects with no cost instead cost 1 spell point. The user can also activate their passive or ongoing sphere and supernatural effects for one round by expending two charges of this item. If the user wishes to activate additional abilities in the magic dead zone after expending all of the charges, they can do so up to their normal limit per day, but each additional ability causes them to become fatigued and requires a successful concentration check (DC 15 + 1/2 the user's level, rounded down, minimum 1) or it fizzles out. Each passive ability the user wants to use also requires such a check. If the *mana nail* would cause the user to be fatigued when they already have the fatigued condition, they become exhausted. A user cannot draw on a *mana nail* to activate any effects while they are exhausted, regardless of the condition that caused the exhaustion. Fatigue or exhaustion caused by a *mana nail* bypasses immunity to these effects. A *mana nail* is consumed on use, and a character cannot benefit from the effects of more than one *mana nail* at a time. Its charges otherwise remain indefinitely (although they do not increase if the user's casting ability modifier increases after using the nail).

CONSTRUCTION REQUIREMENTS

Distill Compound, Mana sphere; **Cost** 12,500 gp

OIL OF BLEEDING SERUM

Aura faint Enhancement; Caster Level 4th

Weight 1/10 lbs.; **Price** 800 gp

The affected weapon deals 2 points of bleed damage on a successful hit in addition to normal weapon damage. This effect lasts 4 minutes.

CONSTRUCTION REQUIREMENTS

Distill Compound, Enhancement sphere (Ragged Edges (enhance)); **Cost** 400 gp

OIL OF CARTHUS ROUGE

Aura faint Enhancement; Caster Level 5th

Weight 1/10 lbs.; **Price** 1,250 gp

The affected weapon deals 5 points of bleed damage on a successful hit in addition to its normal weapon damage. This effect lasts 5 minutes.

CONSTRUCTION REQUIREMENTS

Distill Compound, Enhancement sphere (Ragged Edges (enhance)); **Cost** 625 gp

OIL OF ENHANCEMENT

Aura faint (+1/+2), moderate (+3), or strong (+4/+5) Enhancement; Caster Level 2nd (+1), 5th (+2), 10th (+3), 15th (+4), or 20th (+5)

Weight 1/10 lbs.; **Price** 200 gp (+1), 500 gp (+2/+3), 750 gp (+4), or 1,000 gp (+5)

The affected weapon, suit of armor, or shield gains a +1 to +5 enhancement bonus for 2 minutes (+1), 5 minutes (+2), 1 minute (+3), 1 and a half minutes (+4), or 2 minutes (+5). This overlaps (and therefore does not stack with) any enhancement bonus already possessed by the item. The duration of the +3 to +5 oils can be multiplied by 10 by doubling their cost.

CONSTRUCTION REQUIREMENTS

Distill Compound, Enhancement sphere; **Cost** 100 gp (+1), 250 gp (+2/+3), 375 gp (+4), or 500 gp (+5)

OIL OF FORGED REACH

Aura faint Nature; Caster Level 4th

Weight 1/10 lbs.; **Price** 800 gp

The affected metal weapon has its reach extended by 5 feet for 4 minutes.

CONSTRUCTION REQUIREMENTS

Distill Compound, Nature sphere ((metal) package, Forged Reach); **Cost** 400 gp

OIL OF FREEDOM

Aura faint Fate; Caster Level 5th

Weight 1/10 lbs.; **Price** 1,250 gp

The oiled target may move and attack normally, unaffected by magical or mundane effects that would impede its action. This includes paralysis, slow effects, entanglement, etc. All combat maneuver checks made to grapple the target automatically fail, and the subject automatically succeeds at any combat maneuver checks and Escape Artist checks made to escape a grapple or a pin. The subject may even move and attack normally while underwater, provided that the weapon is wielded in the hand rather than hurled. This does not, however, grant waterbreathing. This effect lasts 5 minutes.

CONSTRUCTION REQUIREMENTS

Distill Compound, Fate sphere (Freedom (word)); **Cost** 625 gp

OIL OF KEEN EDGE

Aura faint Enhancement; Caster Level 4th

Weight 1/10 lbs.; **Price** 800 gp

The affected slashing or piercing weapon's critical threat range doubles. This does not stack with any other effect that doubles a weapon's crit range. It also gains a +1 bonus to critical confirmation rolls. This enhancement lasts 4 minutes.

CONSTRUCTION REQUIREMENTS

Distill Compound, Enhancement sphere (Deadly Weapon (enhance)); **Cost** 400 gp

POTION OF AGILITY

Aura faint (+2), moderate (+4), or strong (+6) Enhancement; Caster Level 4th (+2), 7th (+4), or 14th (+6)

Weight 1/10 lbs.; **Price** 400 gp (+2), 700 gp (+4), or 1,400 gp (+6)

This bright yellow potion provides a +2/+4/+6 enhancement bonus to Dexterity for 4/7/14 rounds when consumed.

CONSTRUCTION REQUIREMENTS

Distill Compound, Enhancement sphere (Physical Enhancement (enhance)); **Cost** 200 gp (+2), 350 gp (+4), or 700 gp (+6)

POTION OF THE AMPHIBIAN

Aura faint (lesser), moderate (greater/superior) Alteration; Caster Level 5th (lesser), 6th (greater), 8th (superior)

Weight 1/10 lbs.; **Price** 1,000 gp (lesser), 1,800 gp (greater), or 3,200 gp (superior)

You gain the amphibious subtype, the ability to breathe water, and a 40 feet swim speed for 5 minutes (lesser), 1 hour (greater), or 8 hours (superior). This is a *shapeshift* and does not stack with other polymorph effects.

CONSTRUCTION REQUIREMENTS

Distill Compound, Alteration sphere (Aquan Transformation (transformation)); **Cost** 500 gp (lesser), 900 gp (greater), 1,600 gp (superior)

POTION OF BREATHLESSNESS

Aura faint Protection; Caster Level 2nd

Weight 1/10 lbs.; **Price** 200 gp

For the next 2 minutes, you no longer need to breathe to survive. You become immune to effects that require breathing (such as inhaled poison), can survive underwater, or even in a vacuum. This does not give immunity to cloud or gas attacks that do not require breathing.

CONSTRUCTION REQUIREMENTS

Distill Compound, Protection sphere (Breathless (aegis)); **Cost** 100 gp

POTION OF COGNITION

Aura faint (+2), moderate (+4), or strong (+6) Enhancement; Caster Level 4th (+2), 7th (+4), or 14th (+6)

Weight 1/10 lbs.; **Price** 400 gp (+2), 700 gp (+4), or 1,400 gp (+6)

This bright white potion provides a +2/+4/+6 enhancement bonus to Intelligence for 4/7/14 rounds when consumed.

CONSTRUCTION REQUIREMENTS

Distill Compound, Enhancement sphere (Mental Enhancement (enhance)); **Cost** 200 gp (+2), 350 gp (+4), or 700 gp (+6)

POTION OF CONFIDENCE

Aura faint (+2), moderate (+4), or strong (+6) Enhancement; Caster Level 4th (+2), 7th (+4), or 14th (+6)

Weight 1/10 lbs.; **Price** 400 gp (+2), 700 gp (+4), or 1,400 gp (+6)

This bright pink potion provides a +2/+4/+6 enhancement bonus to Charisma for 4/7/14 rounds when consumed.

CONSTRUCTION REQUIREMENTS

Distill Compound, Enhancement sphere (Mental Enhancement (enhance)); **Cost** 200 gp (+2), 350 gp (+4), or 700 gp (+6)

POTION OF DARKVISION

Aura faint Dark; Caster Level 2nd

Weight 1/10 lbs.; **Price** 200 gp

You gain darkvision 60 feet for 2 hours.

CONSTRUCTION REQUIREMENTS

Distill Compound, Dark sphere (Darkvision (meld)); **Cost** 100 gp

POTION OF DURABILITY

Aura faint (+2), moderate (+4), or strong (+6) Enhancement; Caster Level 4th (+2), 7th (+4), or 14th (+6)

Weight 1/10 lbs.; **Price** 400 gp (+2), 700 gp (+4), or 1,400 gp (+6)

This bright green potion provides a +2/+4/+6 enhancement bonus to Constitution for 4/7/14 rounds when consumed.

CONSTRUCTION REQUIREMENTS

Distill Compound, Enhancement sphere (Physical Enhancement (enhance)); **Cost** 200 gp (+2), 350 gp (+4), or 700 gp (+6)

POTION OF ENERGY RESISTANCE

Aura faint Protection; Caster Level 2nd

Weight 1/10 lbs.; **Price** 200 gp

You gain energy resistance 12 to one of the following for 2 minutes: acid, cold, electricity, fire, sonic. The element is determined at the time this item is created.

CONSTRUCTION REQUIREMENTS

Distill Compound, Protection sphere (Energy Resistance (aegis, ward)); **Cost** 100 gp

POTION OF ENLARGEMENT/REDUCTION

Aura faint Alteration; Caster Level 4th (lesser) or 5th (greater)

Weight 1/10 lbs.; **Price** 800 gp (lesser) or 1,000 gp (greater)

You grow or shrink by one size category (lesser) or two size categories (greater), with the appropriate changes to your attacks, ability scores, skills, space, and reach. This lasts for 4 minutes (lesser) or 5 minutes (greater). This is a *shapeshift* and does not stack with other polymorph effects.

CONSTRUCTION REQUIREMENTS

Distill Compound, Alteration sphere (Size Change); **Cost** 400 gp (lesser) or 500 gp (greater)

POTION OF HIDE IN DARKNESS

Aura faint Dark; Caster Level 2nd

Weight 1/10 lbs.; **Price** 200 gp

You gain the hide in plain sight ability, though it only functions in dim light or darkness. This effect lasts 2 hours.

CONSTRUCTION REQUIREMENTS

Distill Compound, Dark sphere (Hide In Darkness (meld)); **Cost** 100 gp

POTION OF INSIGHT

Aura faint (+2), moderate (+4), or strong (+6) Enhancement; Caster Level 4th (+2), 7th (+4), or 14th (+6)

Weight 1/10 lbs.; **Price** 400 gp (+2), 700 gp (+4), or 1,400 gp (+6)

This bright golden potion provides a +2/+4/+6 enhancement bonus to Wisdom for 4/7/14 rounds when consumed.

CONSTRUCTION REQUIREMENTS

Distill Compound, Enhancement sphere (Mental Enhancement (enhance)); **Cost** 200 gp (+2), 350 gp (+4), or 700 gp (+6)

POTION OF MIGHT

Aura faint (+2), moderate (+4), or strong (+6) Enhancement; Caster Level 4th (+2), 7th (+4), or 14th (+6)

Weight 1/10 lbs.; **Price** 400 gp (+2), 700 gp (+4), or 1,400 gp (+6)

This bright red potion provides a +2/+4/+6 enhancement bonus to Strength for 4/7/14 rounds when consumed.

CONSTRUCTION REQUIREMENTS

Distill Compound, Enhancement sphere (Physical Enhancement (enhance)); **Cost** 200 gp (+2), 350 gp (+4), or 700 gp (+6)

POTION OF POWERFUL COURAGE

Aura faint Mind; Caster Level 5th

Weight 1/10 lbs.; **Price** 1,250 gp

You gain a +2 morale bonus to attack rolls, saving throws, skill checks, and ability checks for 5 minutes. You are also immune to fear and gain 5 temporary hit points for the duration of the potion.

CONSTRUCTION REQUIREMENTS

Distill Compound, Mind sphere (Courage (charm), Powerful Charm); **Cost** 625 gp

POTION OF WATERWALKING

Aura faint Nature; Caster Level 5th

Weight 1/10 lbs.; **Price** 1,250 gp

You can walk on water for the next 5 minutes. Water and all other liquid becomes solid to you, allowing you to move over it as if it were normal ground. Especially turbulent water (such as during a storm) may count as difficult terrain. You may always choose to sink into the water and swim if you so desire, in which case you are considered to have a swim speed equal to your land speed, granting you all the usual benefits of a swim speed, including a racial +8 bonus to Swim checks. This does not, however, grant you the ability to breath underwater.

CONSTRUCTION REQUIREMENTS

Distill Compound, Nature sphere ((water) package), Nature's Movement (spirit)); **Cost** 625 gp

POTION OF WINGED FLIGHT

Aura faint (lesser) or moderate (greater/superior) Alteration; Caster Level 5th (lesser), 6th (greater), or 8th (superior)

Weight 1/10 lbs.; **Price** 1,000 gp (lesser), 1,800 gp (greater), or 3,200 gp (superior)

You grow a pair of wings, and gain a fly speed of 30 feet with poor maneuverability and 2 secondary wing attacks (1d4, 1d3 small). This transformation lasts 5 minutes (lesser), 1 hour (greater), or 8 hours (superior). This is a *shapeshift* and does not stack with other polymorph effects.

CONSTRUCTION REQUIREMENTS

Distill Compound, Alteration sphere (Avian Transformation (transformation)); **Cost** 500 gp (lesser), 900 gp (greater), or 1,600 gp (superior)

RESTORATION POTION, BODY

Aura faint Life; Caster Level 2nd

Weight 1/10 lbs.; **Price** 200 gp

Removes the battered, exhausted, fatigued, nauseated, and sickened conditions. The drinker can also attempt a magic skill check (using the level of the potion's creator as their own) to remove any diseases or poisons.

CONSTRUCTION REQUIREMENTS

Distill Compound, Life sphere (Restore Health (cure)); **Cost** 100 gp

RESTORATION POTION, MIND

Aura faint Life; Caster Level 2nd

Weight 1/10 lbs.; **Price** 200 gp

Removes the confused, dazed, dazzled, frightened, panicked, shaken, and staggered conditions, as well as temporary or magical removal of senses (including senses like tremorsense).

CONSTRUCTION REQUIREMENTS

Distill Compound, Life sphere (Restore Senses (cure)); **Cost** 100 gp

RESTORATION POTION, SOUL

Aura faint Life; Caster Level 2nd

Weight 1/10 lbs.; **Price** 200 gp

cures all ability damage and ability drain, as well as 1d4 points of sanity damage (if using the sanity rules).

CONSTRUCTION REQUIREMENTS

Distill Compound, Life sphere (Restore Spirit (cure)); **Cost** 100 gp

REVITALIZATION POTION, MINOR

Aura faint Life; Caster Level 2nd

Weight 1/10 lbs.; **Price** 200 gp

This shimmering green potion grants fast healing 1 for 2 minutes (20 hit points total).

CONSTRUCTION REQUIREMENTS

Distill Compound, Life sphere (Revitalize); **Cost** 100 gp

REVITALIZATION POTION, STANDARD

Aura faint Life; Caster Level 3rd

Weight 1/10 lbs.; **Price** 450 gp

This shimmering green potion grants fast healing 2 for 3 minutes (60 hit points total).

CONSTRUCTION REQUIREMENTS

Distill Compound, Life sphere (any (cure) talent, Revitalize); **Cost** 225 gp

REVITALIZATION POTION, IMPROVED

Aura faint Life; Caster Level 4th

Weight 1/10 lbs.; **Price** 800 gp

This shimmering green potion grants fast healing 3 for 4 minutes (120 hit points total).

CONSTRUCTION REQUIREMENTS

Distill Compound, Life sphere (any (cure) talent x2, Revitalize); **Cost** 400 gp

REVITALIZATION POTION, GREATER

Aura faint Life; Caster Level 5th

Weight 1/10 lbs.; **Price** 1,250 gp

This shimmering green potion grants fast healing 4 for 5 minutes (200 hit points total).

CONSTRUCTION REQUIREMENTS

Distill Compound, Life sphere (any (cure) talent x3, Revitalize); **Cost** 625 gp

REVITALIZATION POTION, SUPERIOR

Aura moderate Life; Caster Level 6th

Weight 1/10 lbs.; **Price** 1,800 gp

This shimmering green potion grants fast healing 5 for 6 minutes (300 hit points total).

CONSTRUCTION REQUIREMENTS

Distill Compound, Life sphere (any (cure) talent x4, Revitalize); **Cost** 900 gp

SNEAKSTER'S BREW

Aura faint Illusion; Caster Level 2nd

Slot None; **Weight** 1/10 lbs.; **Price** 200 gp

This weaker and simpler invisibility potion is used for quick getaways and fast attacks. The imbiber can attempt Stealth checks to hide even while being observed and gains a +2 circumstance bonus to Stealth checks. This does not grant the invisible condition, but counts as invisibility for effects that interact with it (such as spells that negate it), and therefore does not stack with the invisibility spell or other, similar effects. If undetected by a creature, the imbiber gains total concealment against it, as well as a +2 bonus to attack rolls against it, and ignores

its Dexterity bonus to armor class. This effect lasts for 2 rounds before wearing off.

CONSTRUCTION REQUIREMENTS

Distill Compound, Illusion sphere (Suppression (glamer)); **Cost** 100 gp

TRUTH SERUM

Aura faint Fate; Caster Level 5th

Weight 1/10 lbs.; **Price** 1,250 gp

The creature drinking this liquid must succeed at a DC 12 Will save or be unable to deliberately or intentionally lie for 5 minutes. This is a curse effect.

CONSTRUCTION REQUIREMENTS

Distill Compound, Fate sphere (Truth (word)); **Cost** 625 gp

Transformation Potions

Transformation potions are drinks that shift the user into a different form for 24 hours. This transformation functions like the Permanent Transformation advanced talent while active (although it is not actually this talent), and as such cannot be dispelled or negated by anti-magic fields, although it can be removed by a *reversal potion*, the Break Enchantment Life talent, the *polymorph any object* spell, and similar effects. Consuming another transformation potion replaces the effects of the first. Remember that most transformation potions do not change the drinker's creature type. As a *shapeshift*, transformation potions do not stack with most other effects that provide Alteration traits.

TRANSFORMATION POTION OF ARACHNOPHILIA

Aura moderate Alteration; Caster Level 6th

Weight 1/10 lbs.; **Price** 1,800 gp

This potion transforms the drinker into a spider of the same size, as the base Vermin Transformation (transformation) talent. The drinker also gains a poison effect for their bite attack and the ability to create webs, as described in the Vermin Transformation talent.

CONSTRUCTION REQUIREMENTS

Distill Compound, Alteration sphere (Permanent Transformation (advanced), Vermin Transformation (transformation)); **Cost** 900 gp

TRANSFORMATION POTION OF ARACHNOPHILIA, ENLARGING

Aura moderate Alteration; Caster Level 8th

Weight 1/10 lbs.; **Price** 3,200 gp

This potion transforms the drinker into a spider one size category larger (maximum Huge), as the base Vermin Transformation (transformation) talent. The drinker also gains a poison effect for their bite attack and the ability to create webs, as described in the Vermin Transformation talent.

CONSTRUCTION REQUIREMENTS

Distill Compound, Alteration sphere (Permanent Transformation (advanced), Size Change, Vermin Transformation (transformation)); **Cost** 1,600 gp

Want Another Type Of Mount?

You can easily convert the *arachnophilia potions* into drinks that allow for many other types of mounts. Just change the (transformation) talent to the appropriate type of creature and select up to two additional traits, either from that talent or from those offered through Blank Transformation (which are always available). It would take up far too much space to list every possible mount-focused potion, so treat these two options as templates.

TRANSFORMATION POTION OF COLOSSAL FORM

Aura moderate Alteration; Caster Level 6th

Weight 1/10 lbs.; **Price** 1,800 gp

This potion increases (or, more rarely, decreases) the creature to Large size, changing their ability scores as described in the Size Change talent. Although dreamt of by many scrawny young warriors who want to bulk up into heroes, experienced heroes recognize that being permanently Large is often troublesome when trying to enter buildings designed for smaller creatures or traveling through tight underground passageways where such bulk could prevent movement entirely, and such individuals often get temporary size-changing potions instead. Orc tribal leaders are known to be fond of these.

CONSTRUCTION REQUIREMENTS

Distill Compound, Alteration sphere (Permanent Transformation (advanced), Size Change); **Cost** 900 gp

TRANSFORMATION POTION OF CONSTRUCT FORM

Aura moderate Alteration; Caster Level 6th

Weight 1/10 lbs.; **Price** 1,800 gp

This potion gives the drinker the form of a bipedal construct, as the effects of the Object Transformation (transformation) talent. The drinker also gains DR 3/adamantine and 2 slam attacks (primary, 1d4 Medium, 1d3 Small) on their arms.

CONSTRUCTION REQUIREMENTS

Distill Compound, Alteration sphere (Object Transformation (transformation), Permanent Transformation (advanced)); **Cost** 900 gp

TRANSFORMATION POTION OF DRAGONOID FORM

Aura moderate Alteration; Caster Level 10th

Weight 1/10 lbs.; **Price** 3,000 gp

This potion grants the drinker the powers of a dragon. While it does not change their basic form, it does provide a +4 natural armor bonus and a breath weapon of one type available through the Dragon Transformation (transformation) talent, including doubled size. These potions often include additional (and sometimes multiple) cosmetic changes, such as providing the appearance of scales, a tail, or a dragon's face, though these provide no additional mechanical benefits. Rumors exist of greater versions of this potion that also grant wings and the ability to fly.

CONSTRUCTION REQUIREMENTS

Distill Compound, Alteration sphere (Dragon Transformation (transformation), Permanent Transformation (advanced)); **Cost** 1,500 gp

TRANSFORMATION POTION OF FEY FORM

Aura strong Alteration and Fallen Fey; Caster Level 15th

Weight 1/10 lbs.; **Price** 9,000 gp

This potion transforms the drinker into a fey creature. This changes their creature type to fey (without otherwise changing their statistics) and grants a fly speed of 70 feet with maneuverability (average) thanks to the new wings sprouting out of their back. This potion also provides a cosmetic appearance suitable to the new fey form.

CONSTRUCTION REQUIREMENTS

Distill Compound, Alteration sphere (Avian Transformation (transformation), Permanent Transformation (advanced)), Fallen Fey sphere (Fey Initiation); **Cost** 4,500 gp

TRANSFORMATION POTION OF FEY FORM, SHRINKING

Aura strong Alteration and Fallen Fey; Caster Level 15th

Weight 1/10 lbs.; **Price** 9,750 gp

This potion transforms the drinker into a Tiny-sized fey creature. This changes their creature type to fey (without otherwise changing their statistics) and grants a fly speed of 70 feet with maneuverability (average) thanks to the new wings sprouting out of their back. This potion also provides a cosmetic appearance suitable to the new fey form.

CONSTRUCTION REQUIREMENTS

Distill Compound, Alteration sphere (Avian Transformation (transformation), Permanent Transformation (advanced), Size Change), Fallen Fey sphere (Fey Initiation); **Cost** 4,875 gp

TRANSFORMATION POTION OF FLIGHT

Aura moderate (lesser/improved) or strong (greater/superior) Alteration; Caster Level 6th (lesser), 10th (improved), 15th (greater), or 20th (superior)

Weight 1/10 lbs.; **Price** 1,800 gp (lesser), 3,000 gp (improved), 4,500 gp (greater), or 6,000 gp (superior)

This potion grants wings to the drinker. Lesser potions grant a 30 feet fly speed and maneuverability (clumsy). Improved potions grant a 50 feet fly speed and maneuverability (poor). Greater potions grant a 70 feet fly speed and maneuverability (average). Superior potions grant a 90 feet fly speed and maneuverability (good). This potion does not otherwise change the drinker's form, but also does not stack with other transformation potions unless brewed as part of them. Though relatively inexpensive, the extensive technical skill required for brewing these potions means only the lesser versions are commonly found in stores.

CONSTRUCTION REQUIREMENTS

Distill Compound, Alteration sphere (Avian Transformation (transformation), Permanent Transformation (advanced)); **Cost** 900 gp (lesser), 1,500 gp (improved), 2,250 gp (greater), or 3,000 gp (superior)

TRANSFORMATION POTION OF HUMANOID FORM

Aura moderate Alteration; Caster Level 6th

Weight 1/10 lbs.; **Price** 1,800 gp

This potion gives the drinker the form of a humanoid creature, such as a human or an elf, as the effects of the Anthropomorphic Transformation (transformation) talent. The drinker retains their natural attacks, special abilities, and movement types, and sometimes resembles

the appearance of their original form (such as ears, a tail, skin color, or other distinguishing features).

CONSTRUCTION REQUIREMENTS

Distill Compound, Alteration sphere (Anthropomorphic Transformation (transformation), Permanent Transformation (advanced)); **Cost** 900 gp

TRANSFORMATION POTION OF HUMANOID FORM, PRECISE

Aura moderate Alteration; Caster Level 9th

Weight 1/10 lbs.; **Price** 4,050 gp

This potion gives the drinker the form of a specific humanoid creature, chosen when the potion is brewed, and otherwise uses the effects of the Anthropomorphic Transformation (transformation) talent. The drinker retains their natural attacks, special abilities, and movement types.

CONSTRUCTION REQUIREMENTS

Distill Compound, Alteration sphere (Anthropomorphic Transformation (transformation), Perfect Imitation, Permanent Transformation (advanced)); **Cost** 2,025 gp

TRANSFORMATION POTION OF LAMIA FORM

Aura moderate Alteration; Caster Level 9th

Weight 1/10 lbs.; **Price** 4,050 gp

This potion transforms a bipedal drinker's legs into a single long tail that provides a 40 feet land speed and a 20 feet climb speed. This tail may also function as a stinger, a tail slap, or a prehensile tail, which is determined when this potion is brewed; these function as described in the Additional Limbs talent.

CONSTRUCTION REQUIREMENTS

Distill Compound, Alteration sphere (Additional Limbs, Anthropomorphic Transformation (transformation), Permanent Transformation (advanced), Serpentine Transformation (transformation)); **Cost** 2,025 gp

TRANSFORMATION POTION OF THERIANTHROPY

Aura faint Alteration; Caster Level 5th

Weight 1/10 lbs.; **Price** 1,250 gp

This potion grants the drinker the cosmetic traits of a specific animal, chosen when the potion is made. For example, it may give the user modified ears and a tail, cause them to sprout fur, or gain other visual traits associated with that particular creature. This potion can provide multiple cosmetic alterations. This transformation potion also grants darkvision 60 feet.

CONSTRUCTION REQUIREMENTS

Distill Compound, Alteration sphere (Permanent Transformation (advanced)); **Cost** 625 gp

TRANSFORMATION POTION OF UNDEAD FORM

Aura moderate Alteration; Caster Level 8th

Weight 1/10 lbs.; **Price** 3,200 gp

This potion gives the drinker the appearance of an undead creature of their species, often a zombie or skeleton. The drinker counts as undead when determining the effects of positive and negative energy, gains a +2 racial bonus against death effects, disease, mind-affecting effects, paralysis, poison, sleep, and stunning, and DR 5/slashing (if more fleshy than skeletal) or DR 5/bludgeoning (if more skeletal than fleshy). While not a true undead transformation, most people are unlikely to know the difference, and this potion is often illegal as a result.

CONSTRUCTION REQUIREMENTS

Distill Compound, Alteration sphere (Permanent Transformation (advanced), Undead Body); **Cost** 1,600 gp

REVERSAL POTION

Aura faint Alteration; Caster Level 5th

Weight 1/10 lbs.; **Price** 1,250 gp

This potion reverses all *shapeshifts* on a creature, returning them to their original and unaltered form. This does not apply to *shapeshifts* that are treated as a natural part of the creature's body, such as transformations provided by the Form Of Power mythic boon. As a general rule, most *shapeshifts* are not considered natural parts of a creature's body and can be reversed by this potion.

CONSTRUCTION REQUIREMENTS

Distill Compound, Alteration sphere (Permanent Transformation (advanced)) or Life sphere (Break Enchantment); **Cost** 625 gp

Chapter 6

Implements

Table: Common Implement Costs

<i>Description</i>	<i>Cost</i>	<i>Description</i>	<i>Cost</i>
+1 bonus to 1 base sphere	2,000 gp	+1 bonus to 1 base sphere, 1 talent	18,000 gp
+2 bonus to 1 base sphere	8,000 gp	+1 bonus to 1 base sphere, 2 talents	50,000 gp
+3 bonus to 1 base sphere	18,000 gp	+1 bonus to 1 base sphere, 3 talents	98,000 gp
+4 bonus to 1 base sphere	32,000 gp	+1 bonus to 1 base sphere, 4 talents	162,000 gp
+5 bonus to 1 base sphere	50,000 gp	+2 bonus to 1 base sphere, 1 talent	32,000 gp
+1 bonus to 2 base spheres	8,000 gp	+2 bonus to 1 base sphere, 2 talents	72,000 gp
+2 bonus to 2 base spheres	18,000 gp	+2 bonus to 1 base sphere, 3 talents	128,000 gp
+3 bonus to 2 base spheres	32,000 gp	+2 bonus to 1 base sphere, 4 talents	200,000 gp
+4 bonus to 2 base spheres	50,000 gp	+3 bonus to 1 base sphere, 1 talent	50,000 gp
+5 bonus to 2 base spheres	72,000 gp	+3 bonus to 1 base sphere, 2 talents	98,000 gp
+1 bonus to 3 base spheres	18,000 gp	+3 bonus to 1 base sphere, 3 talents	162,000 gp
+2 bonus to 3 base spheres	32,000 gp	+4 bonus to 1 base sphere, 1 talent	72,000 gp
+3 bonus to 3 base spheres	50,000 gp	+4 bonus to 1 base sphere, 2 talents	128,000 gp
+4 bonus to 3 base spheres	72,000 gp	+4 bonus to 1 base sphere, 3 talents	200,000 gp
+5 bonus to 3 base spheres	98,000 gp	+5 bonus to 1 base sphere, 1 talent	98,000 gp

Martial Implements?

There are no martial implements that improve combat talents. Or, rather, enchanted weapons already serve that purpose by increasing the accuracy (and overall success rate) for most combat talents. That said, the training weapon enchantment can give extra combat talents, while the *supplying armor/shield* special ability (see Chapter 13) improves the DC's of item-based spheres.

Unlike magic talents, combat talents were not designed with the idea of characters getting "improved" base attack bonus/skill ranks for their effects, so improving them the way implements strengthen magic talents could lead to balance issues. In short: We recommend

against homebrewing martial implements to improve combat spheres or talents unless you check the math carefully and decide the result is appropriate for your game.

Can I Get Special Abilities From Multiple Implements?

Yes, but this is an inefficient use of both gold and magic item slots. While spending 18,000 gp to get another talent you really want can sound tempting at first, investing in multiple implements (particularly for the same sphere) is a poor long-term use of limited resources, and not advised for most characters.

BATTLE BANNER

Aura faint War; **CL** 3rd

Slot chest; **Price** 18,000 gp; **Weight** 1 lb.

Battle banners are chest wraps that hold a large banner that sticks out from a pole. These +1 *War implements* have a single (totem) talent, often one that matches the ideals or fighting style of the group that ordered the banner. Casters in well-equipped military groups often carry these to benefit the soldiers in their squad.

CONSTRUCTION REQUIREMENTS

Craft Implement Of Power, War sphere (the (totem) talent used); **Cost** 9,000 gp

CLERIC'S WARD

Aura faint Fate; **CL** 3rd

Slot Slotless; **Price** 18,000 gp; **Weight** 1 lb.

Cleric's wards are sacred relics often used by churches in dangerous regions. These +1 *Fate implements* have the Undo Harm (consecration) talent, and churches often have acolytes or priests hold and use them to continually support warriors fighting on the front lines. Many *cleric's wards* are also holy symbols. While not as favored among experienced adventurers, who take and deal far more damage than a *cleric's ward* can handle, many new adventurers and local guards have been saved by these wards more than once.

CONSTRUCTION REQUIREMENTS

Craft Implement Of Power, Fate sphere (Undo Harm (consecration)); **Cost** 9,000 gp

CURSEBREAKER

Aura faint Life; **CL** 3rd

Slot Slotless; **Price** 18,000 gp; **Weight** 1 lb.

Cursebreakers take many forms, including holy books, bells, and the favored weapon of a deity. These +1 *Life implements* include the Break Enchantment talent, allowing them to suppress or remove curses and many magical effects that have a duration. Churches in areas plagued by curses often have at least one of these tools in their back room, while adventurers occasionally bring them out on trips to help protect their friends. *Cursebreakers* rarely have more than a +1 enhancement because only the caster's actual skill can help break curses, rather than their power with the Life sphere.

CONSTRUCTION REQUIREMENTS

Craft Implement Of Power, Life sphere (Break Enchantment); **Cost** 9,000 gp

DIMENSIONAL BLOCKER

Aura faint Warp; **CL** 3rd

Slot neck; **Price** 18,000 gp; **Weight** 1 lb.

Dimensional blockers are +1 *Warp implements* with the Plane Manipulator (space) talent, often brought to situations where people suspect interference by outsiders or other creatures capable of teleporting away. Such creatures can be difficult to eradicate if not pinned in place by magic, so groups planning to attack such creatures often give *dimensional blockers* to their most powerful casters.

CONSTRUCTION REQUIREMENTS

Craft Implement Of Power, Warp sphere (Plane Manipulator (space)); **Cost** 9,000 gp

EJECTOR

Aura moderate Time; **CL** 12th

Slot slotless; **Price** 128,000 gp; **Weight** 3 lbs.

Ejectors are rare and extremely powerful +2 *Time implements* that include the Mass Time and Ranged Time talents, as well as the Eject (time) talent. Together, these effects grant the ability to instantaneously eject multiple creatures from time and remove them from deadly battles. Some crafters create lesser versions of *ejectors* that lack the Mass Time talent (reducing its price to 72,000 gp).

CONSTRUCTION REQUIREMENTS

Craft Implement Of Power, Time sphere (Eject (time), Mass Time, Ranged Time [range]); **Cost** 64,000 gp

ELEMENTAL ATTUNERS

Aura faint Destruction; **CL** 3rd

Slot hands; **Price** 18,000 gp; **Weight** 1 lb.

Elemental attuners are +1 *Destruction implements* imbued with a single blast type talent, often taking the shape of gloves or gauntlets with a symbol depicting the talent they contain. Each is designed to offer quick and easy access to different blast types for situational needs. Popular choices include Fire Blast, Frost Blast, and Thorn Blast.

CONSTRUCTION REQUIREMENTS

Craft Implement Of Power, Destruction sphere (the talent to be granted); **Cost** 9,000 gp

HEALER'S STAFF

Aura faint Life; **CL** 3rd

Slot none; **Price** 7,800 gp; **Weight** 4 lbs.

This +1 *Life implement* looks like a giant tube with a plunger on one side and a sharp needle on the other. In addition

to its functions as an implement, the healer's staff also functions as a *flask of the dawn* (see Chapter 7), except that it can directly inject the healing serum into targets if the wielder makes a successful melee attack with the *healer's staff* (this does no damage to the target).

CONSTRUCTION REQUIREMENTS

Craft Implement Of Power, Craft Marvelous Item, Life sphere (Deeper Healing); **Cost** 3,900 gp

LIQUID COURAGE

Aura faint Mind; **CL** 5th

Slot none; **Price** 50,000 gp; **Weight** 3 lbs.

This clear glass-like container is suspiciously sturdy and is filled with what looks like alcohol, but there's no stopper or way to actually drink the contents that give it power. Nevertheless, these +1 *Mind implements* provide the Courage (charm) and the Mass Charm talents, enabling them to fortify the bravery of large groups.

CONSTRUCTION REQUIREMENTS

Craft Implement Of Power, Mind sphere (Courage (charm)); **Cost** 25,000 gp

MASS APPEAL

Aura faint variable; **CL** 3rd

Slot any; **Price** 18,000 gp; **Weight** 2 lbs.

Mass appeals come in various shapes and sizes, but share one thing in common: They are all +1 *implements* with a mass talent for their associated sphere, giving bearers the ability to use powers on more targets at the same time. Though a bit expensive, casters mindful of the limits of their knowledge occasionally craft or acquire several of these and wear them across their body to augment their abilities.

CONSTRUCTION REQUIREMENTS

Craft Implement Of Power, any sphere that has a mass talent, the mass talent for that sphere; **Cost** 9,000 gp

MURDERER'S WAND

Aura strong Death; **CL** 15th

Slot slotless; **Price** 98,000 gp; **Weight** 1 lb.

The *murderer's wand* is a slender stick usually made of bone and must be held to be used. This +5 *Death implement* includes the Killing Curse talent, imbuing the user's *ghost strikes* with the ability to outright kill foes who fail too many saves against them. *Murderer's wands* are illegal in most regions, though the fact that it is usually only extremely powerful necromancers who craft them means

local authorities often have a hard time preventing people from using them.

CONSTRUCTION REQUIREMENTS

Craft Implement Of Power, Death sphere (Killing Curse); **Cost** 49,000 gp

NEGATER

Aura faint Protection; **CL** 3rd

Slot slotless; **Price** 18,000 gp; **Weight** 3 lbs.

Negaters are usually simple black spheres carved with runes that help repel magic. When held, these +1 *Protection implements* grant access to the Spell Ward (aegis, ward) talent, allowing the user an opportunity to repress magic in an area or grant spell resistance to an ally.

CONSTRUCTION REQUIREMENTS

Craft Implement Of Power, Protection sphere (Spell Ward (aegis, ward)); **Cost** 9,000 gp

RAINBOWS BRIGHT

Aura faint Light; **CL** 3rd

Slot slotless; **Price** 18,000 gp; **Weight** 3 lbs.

Rainbow's bright are long cylinders, usually made of wood or metal, with a circular glass on one side revealing a hollow interior and a faintly glowing object inside. When held, these +1 *Light implements* give the holder the Disorienting Patterns (light) talent, allowing them to cover terrain in horrifyingly confusing colors and patterns.

CONSTRUCTION REQUIREMENTS

Craft Implement Of Power, Light sphere (Disorienting Patterns (light)); **Cost** 9,000 gp

REANIMATOR'S SHAWL

Aura faint Death; **CL** 3rd

Slot shoulders; **Price** 18,000 gp; **Weight** 3 lbs.

Reanimator's shawls often take the form of torn or ragged cloaks designed to be wrapped around the shoulders. Despite their unassuming appearance, these +1 *Death implements* include the Greater Reanimate talent, improving the total Hit Dice a creature can reanimate by 1 per caster level. This item does not allow you to exceed the limit on the number of times you may take Greater Reanimate. Rumors exist of greater versions of these shawls that can grant even an apprentice necromancer the power to raise far more undead than these shawls do.

CONSTRUCTION REQUIREMENTS

Craft Implement Of Power, Death sphere (Greater Reanimate); **Cost** 9,000 gp



SPECIALIST'S STAFF

Aura faint Untyped; **CL** Same as user's normal CL; 3 if unbonded

Slot none; **Price** Varies, see description; **Weight** 4 lbs.

In the hands of an incanter, this staff grants a specific sphere specialization, chosen when the staff is made. The power of this sphere specialization depends on the wielder's incanter level. It also acts as a *+1 implement* of the chosen sphere, gaining an additional *+1* bonus in the hands of a 4th-level character and every 4 levels thereafter (to a maximum of *+5* at 16th level). In the hands of non-incanters, a *specialist's staff* only functions as a *+1 implement* of its respective sphere and does not gain upgrades at higher levels. A *specialist's staff* is worth 1.5x the cost of a regular implement (3,000 gp for characters level 1-3, 12,000 gp for characters level 4-7, etc.). *Specialist's staves* interfere with each other; a wielder must carry the staff for 24 hours to bond with it before it begins working for them, and a character cannot benefit from more than one of these items (including any similar items that grant specializations) at any time. If the wielder already has the base sphere of the sphere specialization chosen for this staff, they gain a bonus talent in that sphere while wielding this item instead of gaining the base sphere. The bonus talent must be chosen when this staff is made and cannot be changed later. If the user has that talent as well, they do not gain any additional talents.

CONSTRUCTION REQUIREMENTS

Craft Implement Of Power, creator must have a sphere and its corresponding sphere specialization; **Cost** 37,500 gp

STAFF OF ANNIHILATION

Aura moderate Destruction and strong All; **CL** 9th (Destruction), 15th (All)

Slot none; **Price** 135,000 gp; **Weight** 5 lbs.

This *+3 Destruction implement* contains the Sculpt Blast (blast shape) talent, allowing its wielder a significant measure of control over the space they attack. However, these implements get their name from the fact that they are also a *greater maximizing metamagic apparatus*, making it easier to unleash the most powerful blasts possible.

CONSTRUCTION REQUIREMENTS

Craft Implement Of Power, Craft Apparatus, Maximize Spell, Destruction sphere (Sculpt Blast (blast shape)); **Cost** 67,500 gp

RUNEWRAP

Aura faint Enhancement; **CL** 6th

Slot wrists; **Price** 32,000 gp; **Weight** 1 lb.

Runewraps are *+2 Enhancement implements* with the Energy Weapon (enhance) talent, allowing their bearers to fortify weapons with the *corrosive*, *flaming*, *frost*, or *shock* special weapon abilities and deal an additional point of damage for every two caster levels the caster has. While moderately expensive, some adventuring parties prize these tools for the flexibility they offer in facing foes that are only weak to certain elements.

CONSTRUCTION REQUIREMENTS

Craft Implement Of Power, Enhancement sphere (Energy Weapon (enhance)); **Cost** 16,000 gp

SEARCHGLOBE

Aura faint Divination; **CL** 3rd

Slot slotless; **Price** 18,000 gp; **Weight** 1 lb.

Searchglobes are *+1 Divination implements* that look much like crystal balls, but contain three Alternate Divinations. Many *searchglobes* are highly thematic and contain a trio of related divinations, such as *lifeglobes* that have Divine Bleeding, Divine Undead, and Divine Life or *natureglobes* that have Detect Faetouched, Divine Elements, and Divine Weather.

CONSTRUCTION REQUIREMENTS

Craft Implement Of Power, Divination sphere (Expanded Divinations); **Cost** 9,000 gp

STAFF OF BOLDNESS

Aura moderate Mind and Untyped; **CL** 10th
Slot none; **Price** 33,000 gp; **Weight** 4 lbs.

A favored tool of casters who use the Hostility and Mind Shield charms, this +3 *Mind implement* is also a *normal encouraging metamagic apparatus*, making it capable of improving the power of morale effects several times a day.

CONSTRUCTION REQUIREMENTS

Craft Implement Of Power, Craft Apparatus, Mind sphere; **Cost** 16,500 gp

UNSEEN REACHER

Aura faint Telekinesis; **CL** 3rd
Slot ring; **Price** 18,000 gp; **Weight** 1 lb.

Unseen reachers are +1 *Telekinesis implements* with the Increased Range talent, often crafted into subtle, unassuming forms like rings or bracelets that their bearers can simply put on and use. Many a telekinetic has been underwhelmed upon finding these, only to realize later how much more flexible their powers are with the improved reach.

CONSTRUCTION REQUIREMENTS

Craft Implement Of Power, Telekinesis sphere (Increased Range [range]); **Cost** 9,000 gp

WARMAGE'S STAFF

Aura strong War; **CL** 12th
Slot none; **Price** 98,000 gp; **Weight** 8 lbs.

The *warmage's staff* is a long, heavy metal pole suitable for use as a club. When held, it functions as a +4 *aggressive watchful War implement*. Some wealthy generals enchant these staves with a *rally* talent they want to use.

CONSTRUCTION REQUIREMENTS

Craft Implement Of Power, War sphere, **Cost** 49,000 gp

WEATHER VANE, GREATER

Aura faint Weather; **CL** 3rd
Slot Slotless; **Price** 18,000 gp; **Weight** 1 lb.

Originally created as a joke with the form of a weather vane indicating the direction wind was traveling, *greater weather vanes* are +1 *Weather implements* with the Greater Size talent, allowing them to affect all of the weather within long range of the caster. Many weather casters expecting to oppose large groups use these to gain more control of the battlefield.

CONSTRUCTION REQUIREMENTS

Craft Implement Of Power, Weather sphere (Greater Size [range]); **Cost** 9,000 gp

WINDOWMAKERS

Aura faint Creation; **CL** 3rd
Slot ring; **Price** 18,000 gp; **Weight** 1 lb.

Windowmakers are +1 *Creation implements* with the Transparency (alter) talent, often used to discreetly open windows into secure areas so users can scout them out. While popular for crime, some cities get a *windowmaker* for emergency responders or law enforcement to let them look into locked areas without disturbing the contents.

CONSTRUCTION REQUIREMENTS

Craft Implement Of Power, Creation sphere (Transparency (alter)); **Cost** 9,000 gp

WIZARD'S FOE

Aura strong Mana; **CL** 9th
Slot none; **Price** 50,000 gp; **Weight** 2 lbs.

Wizard's foes are +3 *Mana implements* with the Ignition (expunge) talent, which allows their users to both damage their foes and destroy their spell points. These implements are rarely seen with a lower enhancement bonus because +3 is the minimum to guarantee improved damage with the Ignition talent... and, of course, users normally want to maximize their chances of burning off a foe's power. A *wizard's foe* must be held to be used.

CONSTRUCTION REQUIREMENTS

Craft Implement Of Power, Mana sphere (Ignition (expunge)); **Cost** 25,000 gp

WIZARD'S FOE, GREATER

Aura strong Mana and Untyped; **CL** 15th
Slot none; **Price** 218,000 gp; **Weight** 2 lbs.

Greater wizard's foes are +5 *aiming Mana implements* with the Ignition (expunge) talent, as well as the effects of a *greater maximizing metamagic apparatus*. The *aiming* special ability applies this implement's enhancement bonus to attack and damage rolls made with talents of the Mana sphere. A *greater wizard's foe* must be held to be used.

CONSTRUCTION REQUIREMENTS

Craft Implement Of Power, Mana sphere (Ignition (expunge)); **Cost** 109,000 gp

Chapter 7

Scrolls

BUG-OUT SCROLL

Aura moderate Mind and Illusion; **CL** 10th

Slot none; **Price** 2,500 gp; **Weight** -

On this scroll is scrawled a mind-numbingly complicated formula that, when activated, attempts to erase the reader from the memories of up to 6 people within 200 feet of the user, as per the Amnesia talent of the Mind sphere (Will save negates, DC 15 + casting ability modifier). At the same time, an illusion is cast on the user, making them invisible as per the Suppression talent for 10 rounds (+10 Stealth bonus).

CONSTRUCTION REQUIREMENTS

Capture Spell, Illusion sphere, Mind sphere; **Cost** 1,250 gp

FULL HEALING SCROLL

Aura strong Life; **CL** 20th

Slot none; **Price** 9,500 gp; **Weight** -

For when you need to heal everyone of everything. When used, this scroll heals up to eleven creatures in 75 feet for 6d8+100 hit points (average 127 hit points). This *cure* functions on creatures that have died in the last round, as the Resuscitate talent of the Life sphere. Immediately following this *cure*, each creature is also restored from a wide variety of conditions - or at least you may attempt to restore them - as the Break Enchantment, Restore Capacity, Restore Health, Restore Senses, and Restore Spirit talents of the Life sphere. You must attempt any additional checks required by the restorative abilities, but do so with a caster level and MSB of 20 because you are casting through this powerful scroll. This restore heals targets of the temporary negative level gained from the Resuscitate effect, if applicable.

CONSTRUCTION REQUIREMENTS

Capture Spell, Life sphere (Break Enchantment, Deeper Healing, Mass Healing [mass], Ranged Healing [range], Restorative Cure, Restore Capacity (cure), Restore Health (cure), Restore Senses (cure), Restore Spirit (cure), Resuscitate); **Cost** 4,750 gp

GROUP HEALING SCROLL

Aura moderate Life; **CL** 10th

Slot none; **Price** 1,500 gp; **Weight** -

When used, this scroll heals up to six targets in 50 feet for 1d8+30 hit points.

CONSTRUCTION REQUIREMENTS

Capture Spell, Life sphere (any (cure) talent (x2), Mass Healing [mass], Ranged Healing [range]); **Cost** 750 gp

REVITALIZING SCROLL, LESSER

Aura moderate Life; **CL** 6th

Slot none; **Price** 600 gp; **Weight** -

When used, this scroll grants up to four targets in touch range fast healing 1 for 6 minutes (total 60 hit points).

CONSTRUCTION REQUIREMENTS

Capture Spell, Life sphere (Mass Healing [mass], Revitalize); **Cost** 300 gp

REVITALIZING SCROLL

Aura moderate Life; **CL** 10th

Slot none; **Price** 1,000 gp; **Weight** -

When used, this scroll grants up to six targets in touch range fast healing 1 for 10 minutes (total 100 hit points). Stronger and weaker versions of this scroll are available (minimum CL 4th) at 100 gp per CL.

CONSTRUCTION REQUIREMENTS

Capture Spell, Life sphere (Mass Healing [mass], Revitalize); **Cost** 500 gp

SCROLL OF THE ANCIENTS (MINOR ARTIFACT)

Aura overwhelming All; Caster Level 25th

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

It's not known who scribed the *scrolls of the ancients*. Some scholars theorize that reality itself created them, while others loudly proclaim that such theories are rubbish and there must be some kind of reasonable explanation. Either way, activating one of these scrolls requires a DC 35 Use Magic Device check as a standard action that, if successful, can create any effect that is possible with a *wish* or *miracle* spell (including effects requiring expensive material components). Unlike most scrolls, the *scrolls of the ancients* do not fade away once used up. Instead, they require one week to regain their energy; this is judged by the passage of time in the material plane, and the scrolls seem immune to trickery like placing them in a demiplane where time is drastically sped up. Each time a character successfully reads from a *scroll of the ancients*, there is a cumulative 20% chance that they gain a permanent oracle curse selected by the GM that they do not already

have, treating their total character level as their class level for determining the effects of the curse. Characters only receive the negative aspects of such a curse and do not benefit from any improvements or useful traits the curse has. The chance of acquiring a curse in this way resets to 0% each time a character gains such a curse. Effects that allow characters to bypass or ignore the effects of curses do not work on curses given by a *scroll of the ancients*.

DESTRUCTION

A *scroll of the ancients* can only be destroyed by using its power and asking it to destroy itself. The backlash of magical energies involved gives the user three permanent negative levels that cannot be removed except by artifacts, divine intervention, or mythic powers.

SCROLL OF THE SILENT STROLL

Aura faint Illusion; Caster Level 5th

Slot none; **Price** 125 gp; **Weight** - lbs.;

This scroll targets either yourself or an adjacent square, and generates a 15-foot cube of silence. The creature (or creatures standing in the area of effect) makes no noise, and cannot perform verbal components of any skill or magic. Creatures in an area of silence are immune to sonic or language-based attacks, spells, and effects, and gain a +4 bonus to Stealth checks. This effect lasts for 5 rounds.

CONSTRUCTION REQUIREMENTS

Capture Spell, Illusion sphere (Suppression (glamer)); **Cost** 62.5 gp

Chapter 8

Marvelous Items

Flask Shards In Your World

Flask shards are items that can instantly power up specific marvelous items (and are listed at the end of this chapter), but how easy they are to get depends on the GM and the setting. They might be very rare and require delving deep into ancient dungeons to find... or they could be sold in magic item stores at reasonable prices. In effect, *flask shards* create items whose scaling is controlled by the GM, rather than by a character's level. (This is why there is no recommended price for them - different games may want to make them much easier or harder to obtain, with an accompanying impact on the world.) Note that each *flask shard* represents a significant increase in the value of the item it is applied to, so the character's wealth should be updated accordingly and they should not be so easy to get that a crafter can utterly destroy the game's economy. Do not assume you must allow all of these items to level up, or to level up at all. Improvements for these marvelous items should only be allowed as long as they fit the intended power balance of your game.

Making New Flask Shard Items

New items that use *flask shards* should have a single effect (possibly augmented by additional talents) and a limited number of uses per day (normally one), with each shard providing the next level of its effect and more uses as appropriate for the item in question. For example, if an item gives an *aegis* from the Protection sphere that improves every 4 levels, then shards should power the item up to CL 4th (or have the item start there), then CL 8th, and so on. These items should start weak - which usually means costing less than 5,000 gp - so they can be obtained as

treasure and used early in a game. Effects that improve rapidly, such as every 1-2 caster levels, should gain 4-5 caster levels with each upgrade from a *flask shard*. Most items made with this method start CL 3rd-ish and get upgrades for CL 5th, 10th, 15th, and 20th, but this is more of a suggestion than a guideline.

Items do not have to gain caster level increases when upgraded by *flask shards*; in general, this should only happen when they benefit from a higher caster level, or when they have a minimum caster level for their improved effects. Increasing the caster level of an item significantly increases its value, and for items that do not benefit from it, increasing the caster level is likely to lead to over-valuing its actual effect.

The normal rule for *flask shards* is that you have to use multiple shards in sequential order to power items up, but at the GM's discretion, higher-level shards can instantly raise items to that level. Optionally, *flask shards* may only be usable on specific items (which prevents players from improving anything except the specified item).

Metamagic shards should be extremely rare, with perhaps just one in your whole campaign - and only at a high level. (This can be relaxed for +0 effects like *Merciful Spell*.) The marvelous items described here were not created, balanced, or priced with *metamagic shards* in mind, and if in doubt, it is probably better to not use them. They are included primarily for groups who enjoy high-power games.

Optional Rule: Characters cannot use more than one of the same type of item that can be improved by *flask shards* in any one day. (This prevents over-use of *inspiring crests* and similar items.)

Buying More Expensive Flask Shard Items

While the value of *flask shards* vary by setting, it is possible to calculate the price for a “pre-improved” version of a *flask shard* item. Most of the items listed here have a complexity equal to their initial caster level and a price based on the normal calculation for marvelous items of 400 gp * caster level * complexity * number of uses per day. Items that gain additional talents when they level up have their complexity go up by 1 (or 2 if the talent costs a spell point), while higher caster levels and uses per day are self-explanatory.

In general, pre-improved items should use this calculation, rather than the cost of *flask shards* in your setting. (This is because it is already possible to craft the improved versions of items, and making them more or less expensive than intended could have unanticipated side-effects.) That said, *flask shard* items are meant to be bought only at their base level or found as treasure at any level, but not bought at higher levels.

New Marvelous Items

BLOODY MESS

Aura faint Death; **CL** 3rd

Slot any; **Price** 3,600 gp; **Weight** 2 lbs.

Bloody messes often look like a heart and must be squeezed hard to activate, after which they reform themselves in the user’s hand. Most crafters believe this is a little gratuitous, but they have a hard time denying the effectiveness of this item. Once per day, as a standard action, a creature can use a *bloody mess* to make a ranged touch attack dealing 1 bleed damage per caster level to one creature in close range (25 feet + 5 feet per 2 caster levels); this has no save if it hits, but it is a negative energy death effect and will not harm undead and certain similar creatures. This damage occurs on the round they are hit, and on each additional round until the bleeding stops (normally by using the Heal skill or any magical healing).

Flask Shard Effect: Increase the caster level of this item to the next increment of 5, which increases the range and how much bleed damage you do. At +1, you may attack all creatures in a close-range cone when using the *bloody mess* instead of a single target (make one ranged touch attack roll for all of them). At +2, this item can be used an additional time per day and deals 2 bleed damage per caster level. At +4, this item can be used an additional time per day. **Flask Shard Limit:** +4.

CONSTRUCTION REQUIREMENTS

Craft Marvelous Item, Death sphere (Bleeding Wounds (ghost strike), Greater Ghost Strike); **Cost** 1,800 gp

CURSED SIGN

Aura faint Mana; **CL** 2nd

Slot none; **Price** 1,600 gp; **Weight** 2 lbs.

Once per day, when brandished in one hand as a standard action, a *curled sign* can give one creature in close range (25 feet + 5 feet per 2 caster levels) the Painful Magic casting drawback unless they succeed at a Will save (DC 10 + 1/2 this item’s caster level). If successful, this effect lasts for 24 hours.

Flask Shard Effect: Increase this item’s caster level by 5 and increase its uses per day by 1. At +1, the *curled sign* also gives a target the Draining Casting drawback. At +2, the *curled sign* also gives a target the Variant Wild Magic drawback. At +3, the *curled sign* also gives a target the Center Of Power drawback. **Flask Shard Limit:** +3

CONSTRUCTION REQUIREMENTS

Craft Marvelous Item, Mana sphere (Mark Of Incompetency (expunge)); **Cost** 800 gp

DAGGER OF FALSE DEATH

Aura faint Alteration; **CL** 3rd

Slot weapon; **Price** 3,602 gp; **Weight** 1 lb.

A surprisingly popular tool among certain groups of bodyguards and assassins, this item appears to be a regular dagger. However, once per day, a wielder can *shapeshift* a creature they strike when making a ranged or melee attack as a standard action using this weapon. When *shapeshifted* (Will negates), the target gains a +10 bonus to Disguise checks to appear dead (although the specifics can vary from appearing to have all the water sucked out of their body to simply turning pale and bleeding out). This *shapeshift* lasts for up to 30 minutes and hides small movements such as breathing or twitches. *Greater daggers of false death* cost 13,602 gp, but provide an additional +10 circumstance bonus to Disguise checks while stabbed into someone.

CONSTRUCTION REQUIREMENTS

Craft Marvelous Item, Alteration sphere (Lingering Transformation, Transforming Strike [strike]); **Cost** 1,801 gp

DECK OF FATES (MINOR ARTIFACT)

Aura strong Fate; **CL** 20th

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

This deck is made up of 20 cards, each with a distinct design on one side and a neutral backing on the other. As a standard action, a character can draw up to three cards from the *deck of fates*, each one corresponding to a *motif* talent of the Fate sphere. Once drawn, the user may cast those effects (at caster level 20) on one target each. No creature may have more than one effect granted by the *deck of fates* at any one time. After these effects are cast, the cards return to the deck and the deck cannot be used again for one hour per card that was drawn.

You may roll on the table below to determine the effects (rerolling any duplicates) or, if you have a physical tarot deck, you may create your own *deck of fates* by removing all other cards from the tarot deck.

Table: Deck of Fates

d20	Motif Result	d20	Motif Result
1	The Chariot	11	The Lovers
2	The Devil	12	The Magician
3	The Emperor	13	The Moon
4	The Empress	14	The Star
5	The Fool	15	Strength
6	The Hanged Man	16	The Sun
7	The Hermit	17	Temperance
8	The Hierophant	18	The Tower
9	Judgment	19	The Wheel
10	Justice	20	The World

DESTRUCTION

The *deck of fates* can only be destroyed by drawing all 20 different cards in 20 hours, at which point the deck transforms into one magical item of the GM's choice (this may be an artifact).

ELEMENTAL WARD

Aura faint Protection; **CL** 4th

Slot wrists; **Price** 6,400 gp; **Weight** 1 lb.

Elemental wards are golden bracelets decorated with gems of various colors that bearers can clasp onto their wrists. Once per day, as a standard action, a creature can activate these bracelets to create an *aegis* on 1 ally + 1 additional ally per 2 caster levels who are within close range (25 feet + 5 feet per 2 caster levels) for 1 minute per caster level. This *aegis* grants energy resistance 10 + this item's caster level to one of the following elements, chosen when the item is activated and applying to all creatures that benefit from the *aegis*: acid, cold, electricity, fire, or sonic damage. This only absorbs damage and may not protect from other side-effects. The *elemental ward* starts with

the ability to affect three allies within 35 feet, grants energy resistance 14, and lasts for 4 minutes. The energy resistance granted by this item overlaps (and does not stack with) any existing energy resistance.

Flask Shard Effect: Increase this item's caster level to the next increment of 4 and increase its uses per day by 1.

Flask Shard Limit: +4

CONSTRUCTION REQUIREMENTS

Craft Marvelous Item, Protection sphere (Distant Protection [range], Elemental Resistance (aegis, ward), Mass Aegis [mass]); **Cost** 3,200 gp

EMERGENCY EXIT

Aura moderate Warp; **CL** 7th

Slot none; **Price** 19,600 gp; **Weight** 4 lbs.

Once per day, as a standard action, you may use the *emergency exit* to create a magical *teleport beacon* on a touched spot. At any point during the next seven hours, you may use another standard action to activate the *emergency exit* and *teleport* yourself and up to three other willing creatures who are within 40 feet of you back to that *teleport beacon*, regardless of your distance from the beacon (as long as it is on the same plane). A creature can only benefit from an *emergency exit* once per day.

CONSTRUCTION REQUIREMENTS

Craft Marvelous Item, Warp sphere (Mass Teleport [mass], Ranged Warp [range], Teleport Beacon (space)); **Cost** 9,800 gp

Balancing An Emergency Exit

The ability to quickly retreat from a battle to a predetermined location is a powerful defensive tool for a party that gets in over their heads, especially when facing dangerous, high CR foes. There are limits to this item, but creative parties can also use them to jump back home after a day of adventuring or circumvent one-way teleports to get out of a restricted area. This item is less powerful than taking Teleport Beacon as a talent, but the GM should still carefully consider the impact of this item on a game before making it available.

If you need to make a more powerful version to accommodate a larger party, you only need to increase the caster level for this item, at a rate of one creature per 2 caster levels (this also increases the range willing creatures have to be in to benefit from this item, at a rate of 5 feet per 2 caster levels). The updated price for this item will be 400 x 7 x caster level. For example, a party of six characters would need a CL 10th item costing 28,000 gp.

ENERGY CONVERTER

Aura faint Mana; **CL** 1st

Slot hands; **Price** 400 gp; **Weight** 2 lbs.

These ornate gauntlets seem to be made of metal thin enough to be woven into threads, but durable enough to withstand the rigors of combat, making them more like gloves than gauntlets. Once per day, as a standard action, a wearer can activate an *energy converter* to create an immobile spherical field with a radius of 10 feet + 5 feet per 10 caster levels and select one energy type from the following list: acid, cold, electricity, or fire. For one round, all damage from magical or supernatural sources that's of the damage types on that list and that passes through or affects anything within the field becomes the type of damage selected.

Flask Shard Effect: Increase the caster level of this item to the next increment of 5 and increase its number of uses per day by 1. At +1, increase its duration to 1 round per caster level. At +2, add sonic to the list of elements the *energy converter* affects. At +3, add force to the list of elements the *energy converter* affects. At +4, add positive energy and negative energy to the list of elements the *energy converter* affects. **Flask Shard Limit:** +4

CONSTRUCTION REQUIREMENTS

Craft Marvelous Item, Mana sphere; **Cost** 200 gp

FLAME BEARER'S MASK

Aura faint Bear; **CL** 5th

Slot head; **Price** 10,000 gp; **Weight** 3 lbs.

This wooden mask is carved into the shape of a bear's head and seems a bit charred around the mouth. Once per day, the wearer can activate the *flame bearer's mask* to channel a *bear spirit*. While channeling this spirit, the user gains the ability to exhale a cone of flames in close range (25 feet + 5 feet per 2 caster levels) as a standard action. This cone does 1d8 fire damage per two caster levels of this item, and creatures within its area of effect may attempt a Reflex save for half damage. This flame breath must recharge for 1d4 rounds after each use. This *bear spirit* only lasts for one minute, regardless of this item's caster level.

Flask Shard Effect: Increase the caster level of this item to the next increment of 5 and increase the number of times it can be activated per day by 1. **Flask Shard Limit:** +3

CONSTRUCTION REQUIREMENTS

Craft Marvelous Item, Bear sphere (Bearbaque (bear-acteristic)); **Cost** 5,000 gp

FLASK OF THE DAWN

Aura faint Life; **CL** 2nd

Slot none; **Price** 4,800 gp; **Weight** 2 lbs.

A much-beloved item among newer adventurers who do not have a friendly cleric around to heal them, and originally said to have been gifted to the world by a kind goddess for whom it is named, the *flask of the dawn* fills with three uses of a life-giving drink each morning and restores 2d8+2 hit points to anyone who drinks from it (as a standard action). This drink only heals and cannot be used to damage creatures vulnerable to positive energy. Rumors exist of flasks that work exclusively on undead, although whether this represents mercy from a goddess or a cruel joke by dark powers remains to be seen...

Flask Shard Effect: Increase the uses per day by 1, increase the dice rolled by 1, and increase the caster level of this item and the fixed healing to the next increment of 5 (thus, the first improvement gives 3d8+5 healing, then 4d8+10, etc.). **Flask Shard Limit:** +4

CONSTRUCTION REQUIREMENTS

Craft Marvelous Item, Life sphere (Deeper Healing); **Cost** 2,400 gp

FOODMAKER

Aura faint Nature; **CL** 2nd

Slot none; **Price** 1,600 gp; **Weight** -

Despised the world over by arcane masters confident they could come up with a much better name - but who have been continually rebuffed by commoners who refuse to call it anything else - the *foodmaker* is a popular choice among caravaners and travelers who expect to travel a long distance and do not know how much food they can find or carry along the way. *foodmakers* look like boxes containing seeds that refresh each morning; once per day, you can toss these seeds onto the ground in a 5-foot radius, +5 feet per 2 caster levels. Immediately after, one of these plants per caster level sprouts enough common food (such as corn or berries) to feed three Medium-sized creatures or one horse for a day.

Flask Shard Effect: Increase the caster level to the next increment of 5, which increases the number of plants that can be harvested and the radius of ground where plants will grow. **Flask Shard Limit:** +2

CONSTRUCTION REQUIREMENTS

Craft Marvelous Item, Nature sphere ((plant) package, Create Nature (geomancing)); **Cost** 800 gp

GROWING CAN

Aura faint Nature; **CL** 2nd

Slot none; **Price** 1,600 gp; **Weight** -

Once per day, you can pour out the water in a *growing can* to create a field of ivy, vines, and general plant cover on the ground. This field has a radius of 5 feet + 5 feet per 2 caster levels. This is an instantaneous effect and the plants remain on the ground, but may die quickly if the terrain is unsuitable for supporting them. The can refills itself each morning and the water never spills out unless intentionally poured.

Flask Shard Effect: Increase the caster level to the next increment of 5, which increases the radius of ground where plants will grow, and increase the number of uses per day by 1. **Flask Shard Limit:** +2

CONSTRUCTION REQUIREMENTS

Craft Marvelous Item, Nature sphere ((plant) package, Create Nature (geomancing)); **Cost** 800 gp

HEALING SHIV

Aura faint Life; **CL** 3rd

Slot weapon; **Price** 3,602 gp; **Weight** 1 lb.

This dagger has a rough, jagged edge and a cobbled-together grip that looks like something put together in a prison. Once per day, as part of making an attack as a standard action using this weapon, the wielder can heal the target struck by the attack for 2d8 + this item's caster level in hit points (the target still takes damage from the attack first). This is a positive energy effect and can damage creatures who are vulnerable to positive energy (a Will save halves the positive energy damage). If the user has the Spell Attack feat, this weapon can be used and activated as part of a special attack action.

Flask Shard Effect: Increase this item's caster level to the next increment of 5, increase the number of dice healed by 1, and increase the number of uses per day by 1.

Flask Shard Limit: +4

CONSTRUCTION REQUIREMENTS

Craft Marvelous Item, Life sphere (Clarified Strike [strike], Deeper Healing); **Cost** 1,801 gp

INSPIRING CREST

Aura faint Mind; **CL** 2nd

Slot any; **Price** 1,600 gp; **Weight** -

Inspiring crests are enchanted works of art often affixed to the insides of shields, the bottoms of gauntlets, or other areas where they can be quickly glanced at during battle. Once per day, as an immediate action, you can look at

the *inspiring crest* to gain a +2 competence bonus to a skill check or an attack roll you have already made. This can change the result, but must be done after rolling and before the result is revealed.

Flask Shard Effect: Increase the caster level of this item to the next increment of 5 and increase the number of uses per day by 1. At +1, the bonus becomes +2d4. At +3, the bonus becomes +2d4 +1 per 2 caster levels. **Flask Shard Limit:** +4

CONSTRUCTION REQUIREMENTS

Craft Marvelous Item, Mind sphere (Inspiration (charm), Powerful Charm); **Cost** 800 gp

INVISIBLE EDGE

Aura faint Light; **CL** 4th

Slot hands; **Price** 6,400 gp; **Weight** 3 lbs.

Once per day, as a standard action, a creature can activate an *invisible edge* to gain an aura of non-visible light for one minute per caster level of this item. This effect functions in magical darkness and does not interact with or hinder the functions of magical darkness. While a creature possesses this aura, they deal damage and gain reach as if they were one size category larger. This effect stacks with any actual size changes, such as using the Alteration sphere to grow larger, but does not stack with any other effective size changes.

Flask Shard Effect: Increase this item's caster level to the next increment of 4 and increase its uses per day by 1. At +2 and +4, creatures using this item act as if they were an additional size category larger. **Flask Shard Limit:** +4

CONSTRUCTION REQUIREMENTS

Craft Marvelous Item, Light sphere (Black Light, Encompassing Light (light)); **Cost** 3,200 gp

KEY OF AZATHOTH (MAJOR ARTIFACT)

Aura overwhelming Conjunction; **CL** 25th

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

This silver key contains inscriptions too complex for the eye to follow; indeed, they seem to shift so that their pattern can never be traced to its conclusion. Three times per day, as a standard action, a creature can point the *key of azathoth* at a target they can see and call upon its powers. This creates a magic-dead zone similar to an *antimagic field* that automatically dispels all non-instantaneous magical effects, banishes all summoned creatures, and otherwise negates all spells, spell-like abilities, and supernatural abilities within its area of effect, including effects that normally protect against antimagic, dispels,

and similar effects unless those effects were created by a creature with more mythic tiers than this artifact's user. The magic-dead zone does not affect deities or artifacts. The zone takes the form of a sphere that must have at least a 10-foot radius, but at the user's discretion, the zone can be up to 50 feet across. This zone lasts for 24 hours, but can be removed by any effect capable of eliminating an *antimagic field*, such as the Greater Counterspell feat (if the caster succeeds at a check against this item). When a user creates a magic-dead field with this artifact, they may choose to deal 100d6 untyped damage to everything within the field, including attended objects. If this happens, the user also triggers a major wild magic event (see *Wild Magic* from Drop Dead Studios); no spells, feats, class abilities, items, or other effects (except artifacts and mythic effects) can affect the roll for this wild magic event.

If the user has the Twists Of Fate mythic quality, they may use that ability when using the *key of azathoth* to deal damage in order to roll 2d100 and pick which wild magic event they want to have occur. The GM acquires the other result and may activate it at any time, in any location, and they keep the roll until it is used.

DESTRUCTION

The *key of azathoth* can only be destroyed if the Gate is also destroyed. Unfortunately, nobody seems to know what the Gate actually is...

LUCKY CHARM

Aura faint Divination; **CL** 2nd

Slot any; **Price** 1,600 gp; **Weight** 0.5 lbs.

Instilled with a suspiciously high amount of luck, these charms are often made with simple materials and prayed over by people who care for the individual it is being made for. Once per day, as a free action that can be taken even when it is not your turn, you may add 1d4 to one attack roll, skill check, saving throw, ability check (including Initiative rolls), or combat maneuver roll you are about to make. As an immediate action, you may instead grant this effect to an ally who can see and hear you. You may only use this effect once per roll and must do so before rolling the dice.

Flask Shard Effect: Increase the caster level of this item to the next increment of 5, add a +1 bonus to the result of the roll, and increase the number of daily uses by 1. Also, once per day for each *flask shard* used on this item, the user can meditate for one minute with this item to regain all daily uses of its effect. (This means a +1 *lucky charm* has a real maximum of 4 uses/day, a +2 has a real maximum of 9 uses/day, etc.) **Flask Shard Limit:** +4

CONSTRUCTION REQUIREMENTS

Craft Marvelous Item, Divination sphere (Divine Future); **Cost** 800 gp

MAGIC-SHIELDING TATTOO

Aura faint Enhancement; **CL** 4th

Slot any; **Price** 6,400 gp; **Weight** 0.5 lbs.

This tattoo comes stored in a vial and can be poured onto a creature's body, whereupon it covers their skin to reveal its intended form. This tattoo covers one magic item slot and only functions as long as a creature is not wearing any other items in that slot. Once a day, as a standard action, a creature can activate a *magic-shielding tattoo* to create a layer of magical energy that protects them from counterspelling and dispel attempts, as the Magic Sink (enhance) talent of the Enhancement sphere. Treat this *magic sink* as having an effective MSD to pass of 11 + this item's caster level. This barrier lasts for 1 minute per caster level.

Flask Shard Effect: Increase the caster level of this item to the next increment of 4. At +1 and +3, this item can be activated an additional time per day. At +2, this item can be activated as an immediate action in response to an enemy's counterspell or dispel attempt, but this reduces its duration to 1 round. **Flask Shard Limit:** +4

CONSTRUCTION REQUIREMENTS

Craft Marvelous Item, Enhancement sphere (Magic Sink (enhance)); **Cost** 3,200 gp

MIND-SHIELDING RING

Aura faint Mind; **CL** 2nd

Slot ring; **Price** 1,800 gp; **Weight** 0.5 lbs.

These rings are often worn by those expecting to go into mentally difficult situations. Once per day, you can activate this ring as a standard action to gain a morale bonus to saving throws made against mind-affecting effects equal to 1 + 1/2 this item's caster level. This bonus lasts for up to this item's caster level in rounds, but ends as soon as you attempt a saving throw against such an effect, regardless of the success.

Flask Shard Effect: Increase the caster level of this item to the next increment of 5, which increases its bonus and duration, and increase the uses per day by 1. At +1, this item instead grants a morale bonus equal to its caster level for all Will saves against mind-affecting effects, but the bonus is halved (rounding down) with each Will save made. At +2, this item can be activated as an immediate action, but doing so reduces its duration to 1 round. You can still activate it as a standard action to get its normal duration. At +3, this item instead grants immunity to

mind-affecting effects that allow Will saves for its duration (and is no longer halved in duration with each save); this can be bypassed by attempting a magic skill check against 11 + your character level, as well as through some other special abilities. If the immunity is bypassed, you instead gain a bonus to your Will save equaling this item's caster level against that effect.

CONSTRUCTION REQUIREMENTS

Craft Marvelous Item, Mind sphere (Mind Shield (charm), Powerful Charm); **Cost** 800 gp

OBSTRUCTING SHIELD

Aura faint Protection; **CL** 2nd

Slot any; **Price** 1,600 gp, **Weight** 2 lbs.

Obstructing shields are small medallions shaped to look like the insignia of particular organizations, though they are occasionally crafted in other forms. Once per day, as a standard action, you can activate the *obstructing shield* to gain an *aegis* that grants DR /- equal to half the caster level of this item for one minute per caster level. This *aegis* ends when it has absorbed damage equal to 10x this item's caster level or the duration expires, whichever comes first.

Flask Shard Effect: Increase the caster level of this item to the next increment of 5, and increase the number of uses per day by 1. **Flask Shard Limit:** +4

CONSTRUCTION REQUIREMENTS

Craft Marvelous Item, Protection sphere (Obstruction (aegis)); **Cost** 800 gp

PERFORMER'S EDGE

Aura faint Enhancement; **CL** 2nd

Slot none; **Price** 1,600 gp; **Weight** 3 lbs.

This bottle contains a faintly shimmering lime-green liquid that occasionally switches to another bright color for a moment. When consumed as a standard action, this liquid grants a +5 enhancement bonus to 1 skill of the drinker's choice for one round per caster level. The bottle refills itself once each day, usually sometime late in the afternoon. Rumors exist of greater versions of this item that last for minutes per caster level, as well as a superior bottle with a permanent *extend spell* effect applied on top of that.

Flask Shard Effect: Increase the caster level of this item to the next increment of 4, increase its uses per day by 1, and increase the enhancement bonus it provides by +1. **Flask Shard Limit:** +4

CONSTRUCTION REQUIREMENTS

Craft Marvelous Item, Enhancement sphere (Enhance Focus (enhance)); **Cost** 800 gp

PIXIE PARTNER

Aura faint Conjunction; **CL** 5th

Slot none; **Price** 10,000 gp; **Weight** 1 lb.

The *pixie partner* is a small golden leaf pin. Once per day, it can summon a 5th-level biped companion with the following statistics; this pixie companion remains for one round per caster level of this item and follows any commands given to it. Though mischievous by nature and likely to creatively interpret orders in a way that can provide amusement, pixie companions appreciate being given gifts of sweets or baubles and are generally nicer when summoned by mortals that care for them. If injured, pixie companions are restored to full hit points after seven straight days of not being summoned.

Flask Shard Effect: The pixie gains an additional (form) talent, chosen by the creature upgrading this item. At +1, the summoned pixie can remain for up to one hour per caster level. At +3, it can remain indefinitely, and can be summoned and dismissed at-will. **Flask Shard Limit:** +4

CONSTRUCTION REQUIREMENTS

Craft Marvelous Item, Conjunction sphere (Altered Size (form), Avian Creature (form), Fey Companion (type), Sage Companion (form)); **Cost** 5,000 gp

Pixie Partner (Companion)

Bipedal companion

N Tiny outsider

Init +3; **Senses** Perception +4

DEFENSE

AC 19, touch 15, flat-footed 16 (+3 Dex, +4 natural, +2 size)
hp 28 (4d10+4)

Fort +5, Ref +4, Will +4

Defensive Abilities DR 2/cold iron, evasion, +1 to saves vs. charm and sleep effects

OFFENSE

Speed 30 ft., fly 50 ft. (average)

Melee 2 slams +6 (1d2)

Space 20 ft.; **Reach** 0 ft.

STATISTICS

Str 10, **Dex** 16, **Con** 13, **Int** 12, **Wis** 10, **Cha** 11

Base Atk +4; **CMB** +5; **CMD** 15

Feats Go Unnoticed^{APG}, Stealthy

Skills Escape Artist +5, Fly +13, Perception +4, Stealth +20

SQ altered size x2, avian creature, fey companion, skillful companion

SPECIAL ABILITIES

Altered Size Companion changes size by one category (taken twice)

Avian Creature Companion gains flight

Evasion (Ex) No damage on successful Reflex save.

Fly (50 ft., average) You can fly!

Go Unnoticed During the first round of combat, flat-footed opponents are considered not to have noticed you yet for the purposes of Stealth checks, allowing you to attempt a Stealth check that round to hide from them.

Skillful Companion Companion gains increased Intelligence and skill points

PORTABLE SHELL

Aura faint Protection; **CL** 3rd

Slot any; **Price** 3,600 gp; **Weight** 2 lbs.

This charm comes in many forms, though creators often use symbols of turtle shells or shields when making them to give a clue to their function. Once per day, a *portable shell* can create an immobile ward with a 10-foot radius that reduces the damage of all projectiles that pass through its edge by 7 points. (This includes projectile weapons, thrown rocks, projectile-like rays such as Stone Blasts, falling debris, and anything the GM decides is sufficiently similar to these examples.) This dome lasts for 1 minute per caster level (normally 3 minutes).

Flask Shard Effect: Increase the caster level of this item to the next increment of 5, which increases the amount of damage reduced to 5 + caster level and increases the amount of time the ward remains. At +2 and +4, *portable shells* can be used an additional time each day.

Flask Shard Limit: +4

CONSTRUCTION REQUIREMENTS

Craft Marvelous Item, Protection sphere (Enduring Protection, Missile Shield (ward)); **Cost** 1,800 gp

QUICKDRAW SCABBARD

Aura faint Time; **CL** 3rd

Slot none; **Price** 3,600 gp; **Weight** 3 lbs.

This scabbard automatically reshapes itself to fit any weapon that the wearer attempts to fit into it. Twice per day, as a free action, the wearer can press a button to accelerate the weapon out of the sheath and draw the weapon as part of making an attack with it. This can be

used with splash weapons, but not with non-weapons like potions and spell engines.

CONSTRUCTION REQUIREMENTS

Craft Marvelous Item, Time sphere, Quick Draw feat or Equipment (Fast Draw) talent; **Cost** 1,800 gp

SHARPENING STONE

Aura faint Enhancement; **CL** 1st

Slot none; **Price** 400 gp; **Weight** 1 lb.

This grey stone is supernaturally effective at honing power of various weapons - including, oddly, blunt weapons like hammers that do not have an edge to sharpen. Once per day, as a standard action, a creature can use a *sharpening stone* to give a weapon a +1 enhancement bonus for one round per caster level. This overlaps (and does not stack with) any existing enhancement bonus on an item. Calculate the duration of this effect starting from the end of the user's turn (so the enhancement, at the base level, wears off at the end of the character's next round, ensuring at least one round of use).

Flask Shard Effect: Increase this item's caster level to the next increment of 4, increase its uses per day by 1, and increase the enhancement bonus by +1. **Flask Shard Limit:** +4

CONSTRUCTION REQUIREMENTS

Craft Marvelous Item, Enhancement sphere; **Cost** 200 gp

SPACE-LINKING GLOVES

Aura faint Warp; **CL** 3rd

Slot hands; **Price** 3,600 gp; **Weight** 2 lbs.

These comfortable cloth gloves are dyed dark blue and have threads of gold woven throughout, creating elaborate symbols and patterns on the underside. Once per day, as a standard action, you can touch a 5-foot square and link it to another 5-foot square in close range (25 feet + 5 feet per caster level) that you have both line of sight and line of effect to. Anyone may choose to use 5 feet of their movement to travel in a straight line between two linked squares as if they were adjacent (though they are not treated as adjacent for any other purpose). This linked space lasts for 1 round per caster level, although you may use a free action on your turn to end it early. The link between squares is clearly visible from both sides and a DC 5 Knowledge (arcana) check reveals its nature to any observer.

Flask Shard Effect: Increase the caster level of this item to the next increment of 5. At +2, this item can be used one additional time per day and can link squares in

medium range (100 feet + 10 feet per caster level). At +4, this item can be used an additional time per day and can link squares in long range (400 feet + 40 feet per caster level). **Flask Shard Limit:** +4.

CONSTRUCTION REQUIREMENTS

Craft Marvelous Item, Warp sphere (Ranged Warp [range], Wormhole (space)); **Cost** 1,800 gp

STAUNCHING WRAPS

Aura faint Enhancement; **CL** 2nd

Slot chest; **Price** 1,600 gp; **Weight** 2 lbs.

These linen wraps are covered in arcane marks. Once per day, as a standard action, a creature can activate the *staunching wraps* to gain a +2 untyped bonus to a saving throw of their choice. This bonus lasts for one round per caster level.

Flask Shard Effect: Increase the caster level of this item to the next increment of 5, increase uses per day by 1, and increase the bonus to saving throws by +1. **Flask Shard Limit:** +4

CONSTRUCTION REQUIREMENTS

Craft Marvelous Item, Enhancement sphere (Staunch Resistance (enhance)); **Cost** 800 gp

STRIKING RIBBON

Aura faint Variable (see text); **CL** 3rd

Slot special (see text); **Price** 3,600 gp; **Weight** 0.2 lbs.

Striking ribbons are long strips of cloth that can be tied around the end of a weapon. Each *striking ribbon* contains two talents: a strike talent and an associated talent from the same sphere that can be used with that strike talent. Once per day, a creature wielding a weapon augmented by a *striking ribbon* can activate it as part of making a single attack as a standard action (including single-strike attack actions) in order to add the effects of the strike talent and the associated talent to that attack, with a caster level equal to this item's caster level. You must activate this item before making your attack roll. If an effect requires a saving throw, the DC is 10 + 1/2 this item's caster level. A weapon can only have one *striking ribbon* attached to it at a time and cannot benefit from more than one *striking ribbon* each day. Activating a *striking ribbon* never provokes an attack of opportunity. Common *Striking ribbons* include (but are not limited to) the following effects:

- **Blood:** Migraine (quicken)
- **Death:** Drain (ghost strike), Sickening (ghost strike)

- **Destruction:** Incandescent Blast (blast type), Searing Blast (blast type), Thunder Blast (blast type)
- **Enhancement:** Alter Movement (enhance; slowing only), Harden/Weaken (enhance; Weaken Only)
- **Fate:** Mercy (word)
- **Mind:** Any (charm) [Always starts with the *lesser charm*; flask shards improve the effect to the *greater charm* at +1 and to the *powerful charm* at +3]
- **Time:** Age (time), Broken Time (time), Slow, Steal Time (time)
- **Warp:** Blink (space) [Flask shards improve caster level to the next increment of 3 instead of 5, Limit +4]

Flask Shard Effect: Increase the caster level of this item to the next increment of 5 and increase the daily uses by 1. Some *Striking ribbons* upgrade at other rates, as determined by the talents they contain. **Flask Shard Limit:** +4.

CONSTRUCTION REQUIREMENTS

Craft Marvelous Item, any sphere with a strike talent, one applicable talent from that sphere, the strike talent from that sphere; **Cost** 1,800 gp

TATTOO OF POTION STORING

Aura faint Life; **CL** 3rd

Slot any; **Price** 3,600 gp; **Weight** -

These tattoos come in a variety of shapes and styles and are often customized by the user and their tattoo artist. As a standard action, the bearer can store one potion or alchemical *formulae* within the tattoo, which captures the power within and retains it indefinitely. At the GM's discretion, this tattoo may also store similar effects. If storing a formulae, the *formulae* stored within the tattoo no longer counts against the user's maximum number of formulae prepared at one time. If another potion or *formulae* is added when the *tattoo of potion storing* is already full, the old item's effect is lost and the new one replaces it. As a swift action, the bearer can mentally activate the tattoo to consume the potion or *formulae* and gain its effects; the effects only apply to the bearer of the tattoo, even if they could normally be spread to other allies. After activating this tattoo, the user must rest for 8 hours before another potion or *formulae* can be added; the tattoo needs time to cleanse itself of lingering energies. A character may have up to two of these tattoos inked into their skin, which take up one magic item slot each but can be disabled (without losing any stored effects) by equipping another magic item in that slot. The tattoo appears bright and

colorful while it contains a potion or *formulae*, but dull and faded when nothing is contained within.

Flask Shard Effect: Increase the number times the tattoo can be activated each day by 1. (This does not allow storing more than one potion or *formulae* per tattoo, but does allow bearers to use it multiple times before it needs to recover.) **Flask Shard Limit:** +2

CONSTRUCTION REQUIREMENTS

Craft Marvelous Item, Life sphere (Fount Of Life, Self-Renewal); **Cost** 1,800 gp

TIMESHIFTING GLOVES

Aura faint Time; **CL** 4th

Slot hands; **Price** 6,400 gp; **Weight** 2 lbs.

These elegant gloves have strange, translucent crystals woven into them that rumors say are solidified fragments of time itself. Once per day, as a standard action, you can activate the time gloves to grant one creature in close range (25 feet + 5 feet per 2 caster levels) the ability to immediately take a standard, move, or swift action. These gloves only require a swift action to activate if you are using them on yourself, or a free action if you are gaining a swift action for yourself.

Flask Shard Effect: Increase the caster level of this item to the next increment of 4 and increase the number of times per day you can use it by 1. **Flask Shard Limit:** +4

CONSTRUCTION REQUIREMENTS

Craft Marvelous Item, Time sphere (Ranged Time [range], Shift Time (time)); **Cost** 3,200 gp

THUNDERBOLT RING

Aura faint Destruction; **CL** 4th

Slot ring; **Price** 6,400 gp; **Weight** 0.5 lbs.

This ring is etched with a symbol of lightning that glows faintly during storms. Once per day, as a standard action, a user can call upon the ring and hurl an enormous spear of lightning, dealing 1d6 electricity damage per caster level of this item to all foes in a 5-foot wide medium-ranged line (100 feet + 10 feet per caster level). Targets within the line may attempt a Reflex save (DC 10 + 1/2 this item's caster level) to halve the damage, but foes wearing metal armor or that are primarily composed of metal take a -3 penalty to their saving throw. The *thunderbolt ring* starts with 4d6 electricity damage and has a range of 140 feet with a DC 12 save.

Flask Shard Effect: Increase this item's caster level to the next increment of 4 and increase its uses per day by 1.

Flask Shard Limit: +4

CONSTRUCTION REQUIREMENTS

Craft Marvelous Item, Destruction sphere (Electric Blast (blast type), Sculpt Blast (blast shape)); **Cost** 3,200 gp

More Destruction!

You can change the attack area of the *thunderbolt ring* to a growing radius or a close-range cone, and/or change the damage type and additional effect to that of any other (blast type) talent that does not cost a spell point, without changing the price of this item.

TROLL HUNTER'S FRIEND

Aura faint Enhancement; **CL** 4th

Slot none; **Price** 6,400 gp; **Weight** 3 lbs.

This wand-shaped item is useful for hunting much more than trolls, but it is most popular among martially-oriented groups who need a way to stop the regeneration of their foes for long enough to kill them and the name stuck. Once per day, when activated as a standard action, a *troll hunter's friend* can *enhance* multiple weapons in close range (25 feet + 5 feet per 2 caster levels), up to 1 weapon + 1 per 2 caster levels. Each of these weapons gains the *corrosive*, *flaming*, *frost*, or *shock* special ability (chosen when this item is used) and deals 1 extra point of damage of the chosen type per 2 caster levels for 1 round per caster level. All weapons receive the same enhancement, but this item cannot raise the effective total bonus of a weapon beyond +10. The *troll hunter's friend* starts with a range of 35 feet, provides the enhancement and 2 additional points of damage, and lasts for 4 rounds.

Flask Shard Effect: Increase the caster level to the next increment of 4, and increase the number of uses per day by 1. At +2, the *troll hunter's friend* can instead apply the *keen* special ability and grant a +1 bonus to critical hit confirmation rolls for every 3 caster levels. **Flask Shard Limit:** +4

CONSTRUCTION REQUIREMENTS

Craft Marvelous Item, Enhancement sphere (Deadly Weapon (enhance), Energy Enhancement (enhance), Mass Enhancement [mass]); **Cost** 3,200 gp

VAMPIRIC MAW

Aura faint Death; **CL** 3rd

Slot none; **Price** 3,600 gp; **Weight** 2 lbs.

Vampiric maws come in many shapes, but are usually silver disks or rune-carved skulls. While unimpressive at first, their upgrades grant substantial power, making them much-prized by those who realize their hidden potential. Once per day, as a standard action, a creature can use a *vampiric maw* to make a ranged touch attack dealing 1d6 damage per two caster levels to one creature in close range (25 feet + 5 feet per 2 caster levels); this is a negative energy death effect and will not harm undead and similar creatures. A Fortitude save (DC 10 + 1/2 this item's caster level) halves this damage. The *vampiric maw's* user gains temporary hit points equal to the damage dealt for up to 1 minute per caster level. You cannot gain more hit points from the target than their current hit points + their Constitution score. The *vampiric maw* begins with a 30 feet range, deals 1d6 damage, and provides the hit points for up to 3 minutes.

Flask Shard Effect: Increase the caster level of this item to the next increment of 5, which increases the range, the save DC, how much damage you do, the maximum number of hit points you can acquire, and how long the hit points last, as described above. At +1, you may attack all creatures in a close-range cone when using the *vampiric maw* instead of a single target (make one ranged touch attack roll for all of them), and this item provides a maximum of 3 hit points per caster level (rather than being limited by the target's health). This effect keeps the

Fortitude save and does not grant a Reflex save to avoid it. At +3, this item can be used one additional time per day. **Flask Shard Limit:** +4.

CONSTRUCTION REQUIREMENTS

Craft Marvelous Item, Death sphere (Greater Ghost Strike, Vampiric Strike (ghost strike)); **Cost** 1,800 gp

VANISHING VEST

Aura moderate Time; **CL** 10th

Slot chest; **Price** 8,000 gp; **Weight** 2 lbs.

Once per day, as a standard action, a creature wearing this threadbare vest can eject itself from time itself for 10 rounds. The creature disappears completely and cannot be the target of any damage or effect while it is vanished. When the effect ends, the creature returns in the exact spot it disappeared from (or the closest unoccupied square). From the target's perspective no time has passed, and any effect already on the target with a duration (such as magic or poison) continues as if the time spent ejected simply had not happened. An ejected creature can attempt a new saving throw each round as a full-round action to end this effect early.

CONSTRUCTION REQUIREMENTS

Craft Marvelous Item, Time sphere (Eject (time)); **Cost** 4,000 gp

WAR DRUM

Aura faint War; **CL** 2nd

Slot none; **Price** 1,600 gp; **Weight** 3 lbs.

War drums are small, highly portable drums often created by militaristic societies. Once per day, you can play a *war drum* as a standard action to activate the *totem* effect it contains. This creates a stationary effect with a radius of 50 feet + 5 feet per 2 caster levels that lasts for 1 round per caster level. *Totems of War* are the most common type of *war drum* (and only cost 800 gp to buy, or 400 gp to craft), providing a +2 circumstance bonus to all weapon damage rolls from you and your allies, but many other types of *war drums* exist.

Flask Shard Effect: Increase the caster level of this item to the next increment of 5, and increase its daily uses by 1. Some *war drums* level up at other rates due to the talents they contain. At +1, you may create the *totem* anywhere within close range (25 feet + 5 feet per 2 caster levels). At +3, you may activate this item as a move action.

Flask Shard Limit: +4



CONSTRUCTION REQUIREMENTS

Craft Marvelous Item, War sphere (Call To Arms, Ranged Totem [range], the (totem) talent used for this item);
Cost 800 gp

WARD AND PEACE

Aura moderate Fate and War; **CL** 7th
Slot none; **Price** 5,000 gp; **Weight** 4 lbs.

When activated as a standard action, this wooden idol can project a *totem* in a circle up to 75 feet across for up to 7 minutes. Within this circle, any creature who willingly accepts its effects can only deal nonlethal damage (this applies to all powers and abilities they have, including spells). Creatures cannot be mind-controlled or otherwise artificially compelled to accept the effects of the *ward and peace*. A visible mark hovers above any creature who has accepted the effects of this item, clearly distinguishing them from all other creatures in the area, and another illusion hovers over the idol to clearly indicate how long it will be before the effect shuts off.

CONSTRUCTION REQUIREMENTS

Craft Marvelous Item, Merciful Spell, Fate sphere (Mercy), War sphere; **Cost** 2,500 gp

WARD AND PEACE, IMPROVED

Aura moderate Fate and War; **CL** 7th
Slot none; **Price** 10,000 gp; **Weight** 4 lbs.

As *ward and peace*, but it creates a circular *totem* up to 300 feet across.

CONSTRUCTION REQUIREMENTS

Craft Marvelous Item, Merciful Spell, Fate sphere (Mercy), War sphere; **Cost** 5,000 gp

WARRIOR'S BLESSING

Aura faint Time; **CL** 3rd
Slot any; **Price** 2,400 gp; **Weight** 2 lbs.

This blessed mark can be crafted onto something and worn in any slot, and warriors often call upon it immediately before they go into battle. Once per day, as a standard action, a creature can activate the *warrior's blessing* to gain a +10 enhancement bonus to all forms of movement, a +1 bonus to attack rolls, a +1 dodge bonus to armor class and Reflex saves, and either an extra attack at their highest base attack bonus when making a full attack or an additional attack of opportunity (this can be chosen each round). This bonus lasts for 1 round per caster level (normally 3 rounds) and does not stack with similar effects (such as speed weapons).

Flask Shard Effect: Increase the caster level of this item to the next increment of 5. This increases the speed bonus by +10 and provides +1 attacks of opportunity at each level, as well as an extended duration as described above. At +2 and +4, *warrior's blessings* can be used an additional time each day and provide an additional +1 to attack rolls, armor class, and Reflex saves. **Flask Shard Limit:** +4

CONSTRUCTION REQUIREMENTS

Craft Marvelous Item, Time sphere (Improved Haste);
Cost 1,200 gp

WILD MAGIC GENERATOR

Aura faint Universal; **CL** 3rd
Slot none; **Price** 3,600 gp; **Weight** 2 lbs.

Once per day, as a swift action, a creature can activate a *wild magic generator* to create a spherical region with a 50-foot radius. This region goes around corners and through small holes, but does not go through force effects (such as *barriers* from the Protection sphere) and does not function in anti-magic fields. Any time a creature within the region casts a sphere effect (including by activating magic items such as other marvelous items and spell engines), that effect has a 15% chance of triggering a wild magic effect for the appropriate sphere; if the effect involves two or more spheres, or is an effect not associated with a particular sphere, it triggers a universal wild magic effect instead. See *Wild Magic* by Drop Dead Studios for the wild magic effects. This item creates an effect on space, not on creatures, and is triggered by the magic that creatures cast, so it applies to all creatures within its range and cannot be blocked by spell resistance. This region lasts for 1 round per caster level, but you can shut it off early as a free action you may only take during your turn by pressing a button on the *wild magic generator*. The region itself is visibly discolored and obviously present to any creature that can see it.

Flask Shard Effect: Increase the caster level of this item to the next increment of 5 and increase the number of times it can be used each day by 1. Optional: At +3, this field can instead be set to trigger major wild magic events. **Flask Shard Limit:** +4

CONSTRUCTION REQUIREMENTS

Craft Marvelous Item, the creator must have some way to trigger wild magic; **Cost** 1,800 gp

Be Very, Very Careful

While regular wild magic is unpredictable as it is, major events are a lot like drawing from a *deck of many things* and can have campaign-altering consequences... and this item could trigger a lot of them. That improvement to the *wild magic generator* is only available at the GM's discretion - it is present for groups that enjoy such chaos, but it is not a good choice for every table. If in doubt, do not use it.

WISHING STONES (MINOR ARTIFACT)

Aura overwhelming Fate; **CL** 23rd

Slot none; **Price** none; **Weight** 4 lbs. (each)

Wishing stones are spherical crystals about eight inches across, largely amber-colored but each containing a crimson symbol on the inside. When all *wishing stones* in a set are brought together (sets typically contain a prime number of stones, such as 3, 7, or 13), a creature can use a special incantation as a full-round action to activate them and gain the effects of one wish. The actual effects may be anything possible to get from a *wish* spell, including effects that normally require expensive material components. After granting a wish, *wishing stones* turn into gray stone and scatter across the planet (or plane) they are on and cannot be used again for one year, at which point they return to looking like crystals instead of rocks.

DESTRUCTION

A set of *wishing stones* can be destroyed by smashing all of its components with an artifact weapon. If any of the stones survive, the entire set will reform in one year.

FLASK SHARD (MINOR ARTIFACT)

Aura strong Universal; **CL** 20th

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

Named for their association with *flasks of the dawn*, which are their most popular place of use, *flask shards* are items whose form of creation has long been lost. When dropped onto certain items described as benefiting from this item (typically marvelous items, but sometimes magic weapons and other gear), *flask shards* instantly and permanently enhance those items; the flask shard is consumed in this process. *flask shards* come in various levels of quality, usually referred to as +1, +2, and so on, and items must be powered up using *flask shards* of the correct power level in sequential order. Thus, you must use a +1 shard on an

item before using a +2 shard, and so on. If a *flask shard* increases an item's uses per day to 5 or more, that item only has that number of uses per day (rather than switching to unlimited uses). *flask shards* of +5 and higher are extremely rare, as are the items that use them. If an item has multiple effects that could be powered up by a *flask shard* (such as a *cursed sign* that is also an *inspiring crest*), each *flask shard* only improves one of those effects. Items upgradable with *flask shards* cannot be upgraded through other methods unless this is specified in their description.

Flask shards that have not been added to an item can be used once a day as a standard action to heal 1d8 hit points per shard level.

METAMAGIC SHARD (MINOR ARTIFACT)

Aura strong Universal; **CL** 20th

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

Metamagic shards are especially rare versions of *flask shards*. Rather than improving the normal effect of a marvelous item, *metamagic shards* permanently apply the effects of a metamagic compatible with spherecasting to that item. (This includes all metamagic effects available as metamagic apparatuses, which are described in Chapter 2.) These shards can only be used on marvelous items that benefit from *flask shards* and do not count against that item's *flask shard* limit. Also, the shard must provide an effect compatible with that item, as determined by the GM. For example, you cannot apply a *quicken shard* to an item you can already activate as a swift action (or better).

Unlike *flask shards*, *metamagic shards* have no useful effect until applied to an item.

Chapter 9

Spell Engines

APPRENTICE'S FIRST WAND

Aura faint Destruction; **CL** 2nd; **SP** 1

Slot none; **Price** 1,000 gp; **Weight** 2 lbs.

Damage 1d6 (2d6) nonlethal

This slender wooden spell engine contains the Destruction sphere and the Gale Blast talent, as well as the Energy Focus (Gale Blast) drawback. This spell engine is often given to apprentices to help them practice their magic and control; since it only deals nonlethal damage and can trip targets, it is frequently the weapon of choice in amateur spell duels. While it normally deals 1d6 nonlethal damage, the user can spend the single spell point it can hold to increase this damage to 2d6 nonlethal.

CONSTRUCTION REQUIREMENTS

Craft Spell Engine, Destruction sphere (Gale Blast (blast type)); **Cost** 500 gp

BASIC WAND

Aura faint any; **CL** 2nd; **SP** 1

Slot none; **Price** 1,000 gp; **Weight** 2 lbs.

Basic wands are among the simplest forms of spell engine available and grant access to any one sphere at CL 2nd; spheres with package choices only have one of these packages. Most of these spell engines are referred to by the sphere they contain, such as *basic destruction wand*, but shopkeepers have been known to give them fancier names (like “Boomstick” or “Wallhopper”) in an effort to help them sell better. While still a little too expensive for most first-time adventurers, these are often put up on display for people who come in with pockets flush from their first big haul of treasure. Basic Destruction, Protection, Telekinesis, and Warp spell engines are particularly popular. Spell engines normally require knowledge of the base sphere to use, and anyone who knows

a basic sphere probably does not need this item, so activating a *basic wand* typically requires a DC 20 Use Magic Device check.

CONSTRUCTION REQUIREMENTS

Craft Spell Engine, any one sphere; **Cost** 500 gp

CADAVER CONVERTER

Aura moderate Death; **CL** 10th; **SP** 1

Slot none; **Price** 25,000 gp; **Weight** 2 lbs.

Damage 5d6 (SP: 10d6) + other effects **Range** close (50 ft.), then 20-ft. burst

Cadaver converters are limited spell engines that cannot use the basic effects of either the Death or Destruction spheres, despite their contributions to the creation of this item. Instead, when used, the *cadaver converter* can target one corpse in range that is capable of being made into a skeleton or a zombie (or is a corporeal mindless undead under your control) and make it explode, dealing the effect of the (blast type) talent contained within this spell engine to all creatures within 20 feet of the targeted corpse. If the talent does not allow for another saving throw, creatures may attempt a DC 15 Reflex save to avoid this explosion. *cadaver converters* can be made with any (blast type) talent that does not cost a spell point, and any corpse destroyed in this manner cannot be *re-animated* again or targeted by another corpse-exploding effect.

CONSTRUCTION REQUIREMENTS

Craft Spell Engine, Corpse Explosion (dual sphere), Death sphere (Corpse Bomb), Destruction sphere (any (blast type) talent); **Cost** 12,500 gp

CHATTERGEM

Aura faint Mind; **CL** 2nd

Slot head; **Price** 1,000 gp (normal), 4,000 gp (greater);

Weight 1/10 lb.

Chattergems are Mind spell engines with the Project Thoughts *charm* and the Empath drawback, and they often take the form of simple half-circles with a gem in the center designed to be worn on one ear. These tools are especially popular among thieves who, while not magically-inclined, often know enough about using magic items to activate them consistently. Regular chattergems have a range of 30 feet, but *greater chattergems* exist (at a price of 4,000 gp) and can reach 140 feet instead, making them more popular for groups who need to coordinate over longer distances.

CONSTRUCTION REQUIREMENTS

Craft Spell Engine, Mind sphere (Project Thoughts (*charm*)); **Cost** 500 gp (normal), 2,000 gp (greater)

CORPSE PARTY

Aura moderate Death; **CL** 6th; SP 2

Slot none; **Price** 9,000 gp; **Weight** 2 lbs.

Range close (40 ft.), **Duration** 6 minutes

The *corpse party* is a popular tool among new necromancers, giving them the ability to instantly *reanimate* up to 12 Hit Dice worth of creatures in close range. Though only usable once before it needs to be recharged, it offers emergency help in a pinch for a necromancer who is otherwise low on minions. This wand does not provide any *ghost strikes*.

CONSTRUCTION REQUIREMENTS

Craft Spell Engine, Death sphere (Greater Reanimate, Mass Reanimate [mass]), Necromantic Limit (*reanimate*) drawback); **Cost** 4,500 gp

CORPSE PARTY, GREATER

Aura moderate Death; **CL** 8th; SP 2

Slot none; **Price** 16,000 gp; **Weight** 2 lbs.

Range close (45 ft.), **Duration** 8 hours

The *greater corpse party* is a more powerful version of the lesser version often used by apprentices. In addition to being able to raise up to 16 Hit Dice of undead in one sweeping motion, this wand also allows the undead to linger for up to 8 hours, making for a far more useful set of minions. This wand does not provide any *ghost strikes*.

CONSTRUCTION REQUIREMENTS

Craft Spell Engine, Death sphere (Greater Reanimate, Lingering Necromancy, Mass Reanimate [mass]),

Necromantic Limit (*reanimate*) drawback); **Cost** 8,000 gp

FIREFIGHTER'S WAND

Aura faint Dark; **CL** 4th; SP 1

Slot none; **Price** 4,000 gp; **Weight** 2 lbs.

Range up to a 20-ft. sphere centered within 140 ft.

Firefighter's wands are usually made of a fire-resistant metal and have instructions carefully carved into the side. These spell engines possess the Dark sphere and the Extinguish talent. When used, a *firefighter's wand* can put out any nonmagical light sources within its area of effect, including fires and many chemical reactions. While too expensive for most small settlements, larger cities often stock several of these spell engines and have fire-fighting crews use them to create rolling, overlapping areas of *darkness* and quickly extinguish even large fires. Adventurers occasionally buy or borrow these spell engines to put out fires in enemy campsites before sneaking up on them. Firefighters rarely concentrate to maintain the effect, preferring instead to create new areas of *darkness* and help extinguish fires as quickly as possible.

CONSTRUCTION REQUIREMENTS

Craft Spell Engine, Dark sphere (Extinguish); **Cost** 2,000 gp

LIGHTENING WAND

Aura moderate Enhancement; **CL** 6th; SP 3

Slot none; **Price** 9,000 gp; **Weight** 2 lbs.

Range 40 ft.

Lightening wands are popular with construction crews and wealthy individuals who like how easy they make redecorating. These spell engines contain the Enhancement sphere and the Lighten (enhance) talent, and allow users to float objects up to Small size, make Medium items weightless, and halve the weight of Large items as long as the user concentrates. *Lightening wands* have three charges that can be expended to let an object remain lightened for up to six minutes without concentration. *Lightening wands* can also be used to provide a +2 enhancement to weapons; while most owners have no need of this effect, construction crews occasionally enhance tools like pickaxes to make them harder and less likely to blunt during use.

CONSTRUCTION REQUIREMENTS

Craft Spell Engine, Enhancement sphere (Lighten (enhance)); **Cost** 4,500 gp

POCKET DIMENSION

Aura moderate Warp; **CL** 6th; **SP** 1

Slot none; **Price** 9,000 gp; **Weight** 2 lbs.

Capacity 60 lbs.

Pocket dimensions are small spell engines that come in various shapes, which are often paired together with *portable rooms*. Each of these items provides access to a small extradimensional space capable of holding up to 150 pounds of non-living material from which the user can place or withdraw objects as a move action, or as a swift action by expending the single spell point these wands normally have.

CONSTRUCTION REQUIREMENTS

Craft Spell Engine, Warp sphere (Extradimensional Storage (space) x2); **Cost** 4,500 gp

POCKET DIMENSION, GREATER

Aura strong Warp; **CL** 12th; **SP** 4

Slot none; **Price** 36,000 gp; **Weight** 2 lbs.

Capacity 60 lbs.

Greater pocket dimensions are like regular pocket dimensions, but can hold up to 300 pounds of non-living material. These items are relatively rare because most people find it more cost-effective to just buy two of the regular versions instead, so owners of these greater versions either do not care about the cost or need to store something that weighs more than 150 pounds. More than one adventurer has accidentally crushed something they care about by blindly emptying a *greater pocket dimension*.

CONSTRUCTION REQUIREMENTS

Craft Spell Engine, Warp sphere (Extradimensional Storage (space) x2); **Cost** 18,000 gp

PORTABLE ROOM

Aura moderate Warp; **CL** 6th; **SP** 1

Slot none; **Price** 9,000 gp; **Weight** 2 lbs.

Size six 10-ft. cubes, **DC** 13

Portable rooms are attuned to objects known as keys, though these keys can take any form and paranoid crafters often make them from items nobody else would think of checking. When these keys are activated, they create a door beyond which is an interior made of six 10-foot cubes (usually in a 3x2 grid, although other formations exist, with the design chosen when the *Portable room* is made), and the room remains without the need for concentration as long as the key bearer holds the key and remains inside the room. The key bearer may also spend a spell point to make it last for 6 rounds without concentration. Unlike

their more-famous hole-shaped cousins, portable rooms do not continue holding items once finished, but enterprising owners often pair them with *pocket dimensions* that can hold bedrolls, food, and other supplies. Owners who have access to Extradimensional Storage (often through said *pocket dimensions*) may withdraw any number of items from that Extradimensional Storage and place them on any stable surface in the room when it is created, and may return those items to the Extradimensional Storage when the room expires or is dispelled.

Wealthy adventurers often purchase keyhomes instead, which are noticeably more expensive but also larger than portable rooms (and do not need attached pocket dimensions).

CONSTRUCTION REQUIREMENTS

Craft Spell Engine, Warp sphere (Extradimensional Room (space) x2); **Cost** 4,500 gp

RAILWAY GUN

Aura strong Destruction; **CL** 20th; **SP** 9

Slot none; **Price** 170,000 gp; **Weight** 1,350 tons

Damage 10d4 (SP: 20d4) sonic; **Range** special (25,000 ft.)

The *railway gun* is an enormous metal structure, about 155 feet long, 23 feet wide, and 38 feet high, from which extends a long, movable metal barrel. The *railway gun* can travel along pre-laid tracks (such as those suitable for trains) at 120 feet per round, or overland at 24 miles per hour. Some are built to move off of tracks. This weapon requires the presence of magic to move, but does not otherwise require fuel. As a Destruction spell engine, the *railway gun* possesses the Calamity (blast shape), Explosive Orb (blast shape), Extended Range (2x), Extreme Range, Gather Energy, and Shattering Blast (blast type) talents, as well as the Extended Casting (2x), Energy Focus (sonic), and Shape Focus (Explosive Orb) drawbacks.

When fired, the *railway gun* can target a 5-foot square within its range, spend one spell point to target a circular burst with a radius of up to 30 feet, or spend two spell points to target a circular burst with a radius of 75 feet. This blast deals sonic damage, does full damage to objects, and ignores up to 10 points of hardness. The *railway gun* normally takes a full-round action to fire, but can extend its activation time to 1 minute to reduce its spell point cost by one. Creators - normally countries who have the budget to invest in such weapons of war - often look for ways of further increasing the range of a *railway gun* in order to maximize its war potential.

CONSTRUCTION REQUIREMENTS

Craft Spell Engine, Destruction sphere (Calamity (advanced, blast shape), Explosive Orb (blast shape), Extended Range, Extreme Range (advanced), Gather Energy, Shattering Blast (blast type)); **Cost** 85,000 gp

SHATTERING WAND

Aura faint Destruction; **CL** 6th; **SP** 3

Slot none; **Price** 9,000 gp; **Weight** 2 lbs.

Damage 3d4 (SP: 6d4) sonic; **Range** close (40 ft.)

This spell engine looks like a flute at first glance, but when wielded, it unleashes a dangerous blast of sonic energy. *Shattering wands* contain the Destruction sphere, the Shattering Blast talent, and the Energy Focus (Shattering Blast) drawback. Its blast does full damage to objects and ignores up to 3 hardness. Determined users often use *Shattering wands* to blow through thin walls and other barriers.

CONSTRUCTION REQUIREMENTS

Craft Spell Engine, Destruction sphere (Shattering Blast (blast type)); **Cost** 4,500 gp



TALISMAN OF THE ANCESTOR'S MIGHT

Aura moderate Enhancement; **CL** 8th; **SP** 3

Slot none; **Price** 16,000 gp; **Weight** 2 lbs.

Range 45 ft.

This bone talisman is usually carved from the skull of an ancestor and is worn around the neck, though it must be held when used. The *talisman of the ancestor's might* acts as a spell engine of Enhancement with the Deep Enhancement, Mass Enhancement, and Physical Enhancement (enhance) talents, as well as the Bodily Enhancement drawback. Though capable of bestowing the blessing of the ancestors upon any target to improve some aspect of their physical abilities for as long as the user concentrates, the real power of this talisman comes in its ability to simultaneously bless up to 5 creatures for 80 minutes by expending all three of the spell points contained within. It must be recharged over three days after to regain its full potency, but that's something most users are willing to accept. It can also be used for lesser effect by either targeting fewer creatures or targeting a large group while maintaining concentration. Any creature enhanced by the *talisman of the ancestor's might* is surrounded by ghostly forms faintly recognizable as their ancestors (or, for creatures without ancestors, the ancestors of the caster).

These talismans are often crafted by tribes that live far from the cities, using looted treasures to provide the magic needed for their shamans to channel power into the talisman over the course of several weeks. Some tribes take years or even generations to create a single talisman, but possession of one is considered a major asset among the tribes and a sign of special favor from those who came before.

CONSTRUCTION REQUIREMENTS

Craft Spell Engine, Enhancement sphere (Deep Enhancement, Mass Enhancement [mass], Physical Enhancement (enhance), Bodily Enhancement drawback); **Cost** 8,000 gp

TALISMAN OF THE ANCESTOR'S WILL

Aura moderate Enhancement; **CL** 8th; **SP** 3

Slot none; **Price** 16,000 gp; **Weight** 2 lbs.

Range 45 ft.

As the *talisman of the ancestor's might*, but with Mental Enhancement (enhance) instead of Physical Enhancement (enhance). These talismans are usually created by more intellectual and magic-focused tribes.

CONSTRUCTION REQUIREMENTS

Craft Spell Engine, Enhancement sphere (Deep Enhancement, Mass Enhancement [mass], Mental Enhancement (enhance), Bodily Enhancement drawback); **Cost** 8,000 gp

TOTEM WAND

Aura faint War; **CL** 4th; **SP** 1

Slot none; **Price** 4,000 gp; **Weight** 2 lbs.

Range 60-ft. radius, centered on caster

Totem wands contain the War sphere and one additional (totem) talent, chosen when the spell engine is made. While these spell engines are not especially powerful, relaxed casters occasionally use these in lieu of actually casting their spells as a way of supporting their allies.

CONSTRUCTION REQUIREMENTS

Craft Spell Engine, War sphere (any (totem) talent); **Cost** 2,000 gp

WAND OF TRUTHTELLING

Aura faint Fate; **CL** 2nd; **SP** 1

Slot none; **Price** 1,000 gp; **Weight** 2 lbs.

Damage 1d4+1 nonlethal; **Range** 30 ft.

Wands of truthtelling are popular with interrogators, guards, and courts. These spell engines contain the Fate sphere and the Pain (word, curse) and Truth (word, curse) talents, as well as the Neutrality and Tongue Of Ages drawbacks. While mostly used to lay a magical curse on subjects to ensure they are telling the truth - and casters know if the spell does not take hold, though they can usually try again until it does - these spell engines are also capable of punishing those who try to lie by inflicting nonlethal damage.

CONSTRUCTION REQUIREMENTS

Craft Spell Engine, Fate sphere (Pain (word, curse), Truth (word, curse)), Neutrality drawback, Tongue Of Ages drawback); **Cost** 500 gp

WANDS OF SEARCH AND RESCUE

Aura faint Divination and moderate Warp; **CL** 2nd (Divination) and 10th (Warp); **SP** 1 (Divination), 2 (Warp)

Slot none; **Price** 26,000 gp; **Weight** 2 lbs.

Range *sense* 30 ft., *teleport* 50 ft.

This spell engine is actually two spell engines chained together, one of which can be held in each hand during use. The *search spell engine* is usually colored bright orange to make it easy to spot almost under any conditions and contains the Divination sphere with the Tremorsense and Widen Sight talents, as well as the Limited Divination (*sense*) and Hidden Magic drawbacks. The tremorsense lasts up to 2 hours. The *rescue spell engine* is usually colored bright green and contains the Warp sphere with the Mass Teleport, Ranged Warp, and Unseeing Teleport talents. Typical use involves activating the *search spell engine* to help locate people trapped in fallen buildings, then using the *rescue spell engine* to teleport out anyone who cannot be reached normally. *rescue spell engines* can teleport up to 6 people at once, but must use their very limited spell points to reach people who cannot be seen normally. These spell engines are often used as magical blueprints to create *scrolls of search and rescue*, which cannot be recharged but are more affordable to make. *Wands of search and rescue* are usually owned by cities and used as part of emergency rescue efforts.

CONSTRUCTION REQUIREMENTS

Craft Spell Engine, Divination sphere (Expansive Vision (advanced), Tremorsense (*sense*), Limited Divination drawback), Warp sphere (Mass Teleport [mass], Ranged Warp [range], Unseeing Teleport); **Cost** 13,000 gp

Chapter 10

Fabled Items

Just as Thor wields his mighty hammer and Perseus borrowed the winged sandals of Hermes, so too do heroes in other realms often have powerful items to call their own. These objects frequently have legends in their own right, revealing their true power only to those deemed worthy of carrying them. Such items come in many different shapes and with many powers, but few stand out more than the masterpieces known as fabled items.

Creating A Fabled Item

Each fabled item begins as a marvelous item (see Spheres of Power crafting feats) that can be used once per day, except that the item is treated as a minor artifact and is indestructible except through a specific method. Its powers grow over time, increasing in caster level (and, sometimes, complexity) to match the character level of its bonded partner. A fabled item may skip an increase at a level it would normally gain something in order to 'save up' and get a more valuable increase later. As artifacts, fabled items are unaffected by antimagic fields and similar effects. Fabled items are always masterwork items.

At higher levels, the correct number of uses per day for the basic power depends on the item (since this is unrelated to complexity). In general, only some relics and items with minor effects should get unlimited uses for the base effect - and even then, be careful about allowing unlimited use of anything too strong. When in doubt, limit the basic power to one use per CL, to a maximum of 5, especially if the effect gains additional talents or supporting powers beyond level 5. Base powers are meant to be either weak but usable at-will, or strong but limited in uses per-day.

The powers of fabled items are always the same for any specific user, but may differ if used by someone else. However, it takes either one day of carrying the item or

spending two uses of mythic power as a full-round action to attune to a fabled item and gain access to its powers after it has bonded to someone. Unbonded items often bond with qualified users the moment they are picked up and are none too subtle about the process, frequently glowing with holy light, bursting into flames, or otherwise making a show of their presence, though unbonded items occasionally wait to reveal their powers until they believe the time is right. Only bonded users can use fabled items as anything more than mundane objects, and the current bonded user must either willingly permit the transfer to someone else or be dead in order to let it bond to someone else.

Fabled items are split into three levels that cover their total growth. **Curios** advance until level 9, **heirlooms** advance until level 14, and **relics** have no level limit. Curios and relics do not grow stronger or increase their caster level once their level limit is reached, even if the user's level goes above their cap.

At 5th character level, a fabled item also gains additional powers as an apparatus, charm, implement, marvelous item, spell engine, or enchanted weapon, armor, or shield. Further growth as an item depends on the type of additional powers your item has. Most growth is only additive - fabled items gain new or increased effects, rather than replacing old effects - but at the GM's discretion, replacements for stronger versions may be allowed when thematically appropriate. For example, a fabled weapon could improve from the *flaming* special ability (a +1 bonus) to the *flaming* burst special ability (a +2 bonus). All such bonuses count the full item level for their progression, rather than starting from the level they became available at.

At 10th character level, a fabled item gains another category of growth from the list above. This cannot be the same category chosen previously (except for charm,

which may be taken more than once in order to grant benefits from different categories).

Additionally, some categories have additional rules as follows:

- Weapons, implements, armor, and shields gain the equivalent of a +1 bonus at every even level, to a maximum of +5 regular enhancement bonus and the rest in special abilities. You may craft in additional effects that only cost gp at half of their regular cost. Fabled items in these categories may have special abilities without a prior enhancement bonus; while normal items must have an enhancement bonus before gaining special abilities, fabled items often display other traits. For example, it is possible to have a +0 *flaming* longsword as a fabled item.
- Apparatuses increase in power the same way marvelous items do (+1 caster level and maximum complexity per character level).
- Metamagic apparatuses require a CL of 5 for their lesser form (when fabled items can first gain such effects), 10 for their normal form, and 15 for their greater form.
- Charms grant one type of charm bonus at their earliest caster level for each upgrade, with the effective caster level equal to your character level. For example, a fabled item could grant a +1 deflection bonus to armor class at 3rd, 6th, 9th, etc. levels, or a +1 competence bonus to a skill at every level.
- Spell engines improve every even level, increasing their caster level as normal and gaining an additional magic talent or spell point.

Fabled items cannot be crafted by ordinary means. Instead, they must be found or given to characters. New fabled items are usually only created through rituals directed by deities, by epic-level characters, or as part of long, arduous quests. Fabled items usually have no magical aura while unbonded, and an overwhelming aura of all appropriate spheres when bonded. As artifacts, fabled items are priceless, and their stubborn nature means that buying and selling them is usually pointless because their powers cannot be guaranteed to customers.

Identifying Fabled Items: Unlike most items, fabled items only indicate their current power and effects when evaluated through methods like the *detect magic* spell or the basic divine ability of the Divination sphere. Many identify as entirely mundane when not bonded to a creature, but can be identified as artifacts once they have a partner.

Staying With A Theme

Fabled items should always grant thematically-appropriate powers (as decided by the GM), rather than providing whatever a player thinks is mechanically ideal for their build. As such, the best way to create a fabled item is to start with a name or a story behind the item's creation and what people have done with it in the past.

For example, if the old sword hanging above your family's fireplace is *goblinburner*, perhaps it gains the *flaming* special ability at 5th level (total bonus +1) when it first unlocks special abilities as a weapon, then *bane* (goblinoids) at 6th level (total bonus +3) as it advances.

Focuses

Fabled items often have focuses - qualifications that they use to determine whether or not someone is worthy to wield their power. The best focuses are tied to the story and background of the item, but focuses can also include one or more of the options detailed below. Many fabled items refuse to work for anyone who does not meet their focuses, though they may activate in times of great need to try and push potential users into certain behaviors.

In general, curios have at least one focus, heirlooms have at least two, and relics have at least three. Stronger items tend to be more discerning about their users.

Some fabled items have multiple focuses from the same category. For example, a weapon that seeks to pull its users to action may have Major Alignment (chaotic evil, chaotic good, lawful evil, or lawful good) because it rejects neutrality and balance, which are often more passive than the extremes of the alignment chart.

Special: Heirlooms and relics may act as lower-grade fabled items if users only meet one or two of their focuses. For example, if a wielder meets one out of three criteria on a relic, that relic may function as a curio (stopping progression at level 9) until the user meets more of the criteria for using it. Whether or not this rule applies depends on the item (and often the whims of whoever made it).

Alignment, Minor

The wielder must be chaotic, evil, good, lawful, or neutral on either axis.

Alignment, Major

The wielder must have a specific alignment, such as neutral good.

Bloodline

The wielder must have a specific ancestry, such as royal blood (often from a specific lineage) or a sorcerer bloodline.

Chosen

The wielder must be chosen to bear the item, often by a deity or similar legendary figure.

Classy

The wielder must have at least one level in a specific class.

Deed

The wielder must have accomplished a specific deed, such as slaying a particular type of creature or healing a certain number of people.

Faith

The wielder must be a member of a specific church, usually that of a deity who made the item.

Hoarding

The wielder must give at least 20% of their total wealth to the item, which stores all the wealth inside a private, otherwise inaccessible dimensional pocket. This wealth cannot be retrieved by any means. Fabled items with this focus usually accept items of any value, but may insist on being given certain types of items (such as gold coins or gems). Keep a running total of how much wealth the item has been given to determine whether or not it continues to function for its wielder. This focus can only be given to relics.

Powerful

The wielder must meet a minimum level requirement (usually level 6 or level 11).

Siphoning

The wielder must give one mythic power to the fabled item each day they use it.

Slotted

The item must be worn in a specific slot and negates the effects of any other worn items in the same slot.

Sphere-Taught

The wielder must have at least three talents in a specific combat or magic sphere.

Tradition-Locked

The wielder must have a specific casting or martial tradition.

Trained

The wielder must have ranks in a specific skill equal to at least half their Hit Dice (rounded down, minimum 1).

Sample Fabled Items

The best fabled items are those with specific ties to the story being told at your game table. While you can use the items below, consider these as examples to show how fabled items work, rather than being the only fabled items your game can or should have.

Goblinburner

goblinburner is an old, rusty-looking longsword that often hangs up above fireplaces, a relic of its last owner's youthful days slaying green-skinned menaces. It usually reveals its powers when some member of its family is threatened by goblins or similar pests.

Power Level: Curio, **Focuses:** Bloodline (family members only), sometimes bonds to a new family when its previous family is gone **Shape** Longsword

Base Power: *Goblinburner* can create a Diminutive-sized fire 1/day as the Create Fire *geomancing* of the Nature sphere; DC 10 + 1/2 CL, **Increases** At 5th level, this fire becomes a Tiny-sized flame and can be used an unlimited number of times per day.

5th Level: *Goblinburner* becomes a +1 *flaming longsword* **Increases** At 6th level, *goblinburner* becomes a +1 *bane (goblinoids) flaming longsword*. At 8th level, *goblinburner* becomes a +2 *bane (goblinoids) flaming longsword*.

Destruction: *Goblinburner* must be used by someone to willingly kill their last living relative, then to willingly kill themselves. After this, it will crumble to ashes.

Hammer of Majesty

This adamantine warhammer contains a tiny star in the intersection of its two heads that lights up in battle, blessing its wielder and making it easier to smite foes. A bonded creature can always use this fabled item as a weapon, regardless of their level, and it automatically bypasses defenses like an incorporeal creature's resistance to corporeal attacks and a swarm's immunity to weapon damage. (This does not automatically bypass damage reduction.)

Power Level: Relic, **Focuses:** Deed (act of great heroism, at significant personal risk), Major Alignment (lawful good), Trained (Profession (soldier))

Base Power: Once per day, as a swift action, a bonder creature can use the *hammer of majesty* to gain the effects of the *Hallow word* of the Fate sphere (opposing evil) for one minute per level. **Increases** At 3rd level, the *hammer*

of *majesty* gains the effects of the Align Object (word) talent when its base power is active, and the base power can be used two times per day. At 5th level, the *hammer of majesty* also provides the benefits of a single (totem) talent from the War sphere, chosen by its wielder, while its base power is active. This *totem* is centered on (and moves with) the hammer. Its base power can also be used three times per day. At 7th level, the base power can be used four times per day and illuminates the hammer's wielder while active, rendering them and everything within 5 feet of them immune to all effects with the (darkness) descriptor (unless they willingly accept the effect). This includes, but is not limited to, all effects of the Dark sphere. This immunity cannot be bypassed except by mythic creatures with more tiers than half the bonded creature's level or their mythic tiers (whichever is higher). At 9th level, the base power can be used five times per day and provides the Haste effect of the Time sphere while active.

5th Level: At 5th level, the *hammer of majesty* functions as a +2 *adamantine warhammer*. **Increases** At 6th level, the *hammer of majesty* functions as a +3 *adamantine warhammer*. At 8th level, the *hammer of majesty* functions as a +3 *thundering adamantine warhammer*. At 10th level, the *hammer of majesty* functions as a +3 *bane (evil outsider and undead) thundering adamantine warhammer*. At 12th level, the *hammer of majesty* functions as a +4 *bane (evil outsider and undead) thundering adamantine warhammer*. At 18th level, the *hammer of majesty* functions as a +4 *bane (evil outsider and undead) speed thundering adamantine warhammer*. At 20th level, the *hammer of majesty* functions as a +5 *bane (evil outsider and undead) speed thundering adamantine warhammer*.

10th Level: At 10th level, the *hammer of majesty* provides spell resistance 20. **Increases** At every level, this spell resistance increases by 2. This spell resistance does not block effects from allies.

Destruction: The *hammer of majesty* will lose all of its power if it is hurled into a black hole created by the death of an evil sorcerer.

Jewel of Chaos

This swirling gem is filled with dozens of swirling colors. Scholars have tried to understand and predict the patterns of the colors, believing them to hold untold secrets of magic, but have never been able to adequately predict them. Rumors say that mischievous deities like tossing these where mortals can find them just to see what happens.

Power Level: Relic, **Focuses:** Classy (any casting class), Minor Alignment (chaos), Trained (Use Magic Device); acts as curio or heirloom for users who meet fewer focuses, **Shape** Spherical Gem

Base Power: The wielder of the *jewel of chaos* can trigger a Cantrip Wild Magic effect (see *Wild Magic* from Drop Dead Studios) as a standard action. This wild magic is unaffected by feats, class abilities, and other methods that could be used to modify its results; DC 10 + 1/2 CL, **Increases** None

5th Level: At 5th level, the wielder of the *jewel of chaos* can use it to trigger a Universal Wild Magic event once per day for every two levels they have. This otherwise acts as the base power; **Increases** None

10th Level: At 10th level, the wielder of the *jewel of chaos* can use it to trigger a Major Wild Magic event once per day. This otherwise acts as the base power; **Increases** None

Destruction: A *jewel of chaos* can only be destroyed by triggering all 100 different Cantrip Wild Magic effects in a row.

Shield of the Spirit

This silvery shield occasionally glows with a gentle blue light when in the hands of anyone devoted to the cause of righteousness.

Power Level: Heirloom; **Focuses:** Minor Alignment (good), Trained (Knowledge (religion)); **Shape** Shield

Base Power: The *shield of the spirit* can create a Hallow effect (as the Fate sphere effect) on the user, 1/day; **Increases** Starting at 3rd level, the user can affect one additional creature in close range for every 2 caster levels the *shield of the spirit* has.

5th Level: The *shield of the spirit* functions as a +1 *blinding light steel shield*. **Increases** At 6th level, it acts as a +2 *blinding light steel shield*. At 10th level, it becomes a +2 *blinding spell resistance (13) light steel shield*. At 12th level, it becomes a +3 *blinding spell resistance (13) light steel shield*. At 14th level, it becomes a +4 *blinding spell resistance (13) light steel shield*. **Special** The *shield of the spirit* sometimes becomes a shield of a type more favorable to its current user (such as a buckler, heavy steel shield, or tower shield) when it first bonds to them.

10th Level: The *shield of the spirit* provides a +5 enhancement bonus to its user's Wisdom. **Increases** At 12th level, this enhancement bonus increases to +6.

Destruction: The *shield of the spirit* can be destroyed by an antipaladin who sunders it with a weapon made entirely from the body parts of good outsiders.

Staff of Sacred Light

The *staff of sacred light* is a divine relic of the goddess of the dawn, a neutral good deity of life and light. Since only the chosen of the goddess can wield it at all, the

church uses this item to find said chosen, and it acts as a symbol of authority within the church surpassed only by the goddess herself and the high priest who oversees the church. This staff can be used as a holy symbol and can be summoned to its bonded user's hand across any distance (including planar boundaries). In mythic campaigns, the *staff of sacred light* is also a *legendary item*^{MA}.

Power Level: Relic, **Focuses:** Chosen (by the goddess), Faith (goddess of the dawn), Minor Alignment (any good), Sphere-Taught (Life or Light) **Shape** Quarterstaff

Base Power: The *staff of sacred light* can create a bright glow, as the basic power of the Light sphere, an unlimited number of times per day; DC 10 + 1/2 CL + bearer's casting ability modifier, **Increases** At 3rd level, the staff gains one (light) talent selected by the bearer (though the user does not have to use it when activating this power). At 5th level, the staff gains the Ranged Light talent. At 7th level, the staff gains the Area Glow talent.

5th Level: The *staff of sacred light* becomes a +2 *Light implement*. The increase to the caster level affects the Base Power of this fabled item. It also acquires the special bonus detailed below. **Increases** At 6th level, the *staff of sacred light* also becomes a Life implement. At 8th level, the staff becomes a +3 *implement*. At 10th level, the staff becomes a +4 *implement*. At 12th level, the staff becomes a +5 *implement*. At 16th and 20th levels, the staff grants an additional talent from the Light or Life spheres.

Special: As a free action the bonded user can only take at the start of their turn, the *staff of sacred light* can change between being an implement and being an enchanted quarterstaff weapon. This change lasts until the bonded user changes it back to the other form. In this form, it acts as a +0 *holy quarterstaff* at 5th level. All enhancement bonuses and weapon special abilities granted by the *staff of sacred light* apply to both of its ends. **Increases** At 6th level, the *staff of sacred light* becomes a +1 *holy quarterstaff*. At 8th level, the *staff of sacred light* becomes a +2 *holy quarterstaff*. At 10th level, the *staff of sacred light* becomes a +3 *holy quarterstaff*. At 12th level, the *staff of sacred light* becomes a +4 *holy quarterstaff*. At 16th level, the *staff of sacred light* becomes a +4 *holy radiant edge quarterstaff*. At 18th level, the *staff of sacred light* becomes a +5 *holy radiant edge quarterstaff*. At 20th level, the *staff of sacred light* becomes a +6 *holy radiant edge quarterstaff*.

10th Level: The *staff of sacred light* grants a +10 competence bonus to Diplomacy. **Increases** The bonus granted by this effect increases by +1 for every level above 10th.

Destruction: The *staff of sacred light* can only be destroyed by extinguishing every star in the multiverse, at which point it will shatter of its own accord.

That's a Powerful Item!

It is! The *staff of sacred light* is an example of a greater artifact created under the fabled item rules, the kind of object a faith would treat as a major relic of their deity - but if you look closely, you'll see that it breaks a couple of item creation rules. The truth is that sometimes, the guidelines presented in this chapter are not the best way to make a story-tied item for your game. If you have a good reason to bend or even break the rules, do not be afraid to do so - just be aware of the potential consequences if you give a character something that's too good for their build. If you give a fabled item anything particularly special, consider limiting its other powers somehow to reduce the benefit characters can receive at any one time.

Tome of Eldritch Lore

This mysterious book is covered with unreadable symbols and occasionally sprouts small tentacles to poke at nearby objects. It sometimes eats them.

Power Level: Curio, **Focuses:** Minor Alignment (chaotic), Powerful (6th level), **Shape** Book

Base Power: The user of the *tome of eldritch lore* can cast the greater Confusion (charm) of the Mind sphere, affecting 1 + 1 per 2 CL creatures (of any type, minimum 4 total) in close range, 1/day; DC 10 + 1/2 CL, **Increases** At 9th level, this power gains the Powerful Charm effect.

5th Level: The *tome of eldritch lore* becomes a Divination spell engine with 1 SP and the Augury (divine) and Divine Information (divine) talents. **Increases** At 6th and 8th levels, the *tome of eldritch lore* increases its maximum SP for this spell engine by 1.

Destruction: The *tome of eldritch lore* can only be destroyed by hurling it into the fiery maw of Azathoth.

Transformation Wand

Scholars are unsure how this slender, heart-topped wand was made but are about 70% sure it was for a joke.

Power Level: Heirloom; **Focuses:** Minor Alignment (any good), Trained (any Perform), **Shape** Wand

Base Power: This wand contains an *extradimensional storage* that can only hold one piece of equipment for each magic item slot (including two rings). The armor slot permanently contains a suit of +1 *mithral chainmail* enchanted to appear as a pink-and-white robe covered in ribbons. As a full-round action, a creature can add an item to any open slot within the wand, or remove any item except the armor. As a move action while holding the wand, the wearer can make a Perform check to swap all of their current

equipment for the equipment stored within the wand, instantly equipping the new gear even if it would normally take longer to equip. (The result of this check does not matter, but they must make the check.) All equipment stored within the *transformation wand* changes its appearance to match the armor when worn, though this illusion fades if it is permanently removed from the wand. After one minute, the wearer's equipment swaps back regardless of its distance from the wand, but the wearer may spend a swift action while their equipment is swapped to reset this timer. While the armor is clearly intended for female humanoids and remains so at all times, it will reshape and adjust itself to fit any body shape, including male, non-gendered, and other forms. The wearer takes a penalty on Stealth checks equal to twice their level while wearing the *transformation wand's* armor as it becomes increasingly fancy, frilly, and elaborate with their growth. **Increases** At 5th and 10th levels, the mithral chainmail gains an additional +1 enhancement bonus.

5th Level: The *transformation wand* becomes a charm and grants a +1 deflection bonus to armor class while the user is wearing its enchanted armor. **Increases** At 6th, 9th, and 12th levels, this deflection bonus increases by +1.

10th Level: As a free action, the wielder may use the *transformation wand* to gain fast healing 5 for one minute per character level. These minutes do not need to be consecutive, but must be spent in one-minute increments. **Increases** None

Destruction: The *transformation wand* can only be destroyed by using it to murder an innocent.

Trident Of The Sea King

This gleaming faintly crackled with godly power, giving its bearer command of the oceans.

Power Level: Relic; **Focuses:** The *trident of the sea king* can only be used by said king, his family, and anyone the king gives it to; **Shape** Trident

Base Power: The *trident of the sea king* can control the weather within medium range, at a caster level equal to the user's character level, as the base effect of the Weather sphere. At the GM's discretion, effects may manifest differently when the trident is used underwater. For example, it may create and control currents instead of wind, or heat water instead of creating hotter air. **Increases** At 6th level, the *trident of the sea king* benefits from the Storm Lord talent.

5th Level: The *trident of the sea king* becomes a Destruction spell engine with the Electric Blast (blast type) talent and 1 spell point. **Increases** At 6th level, the *trident of the sea king* gains the Drowning Blast (blast type) talent. At 8th level, it gains one (blast shape) talent of the user's choice. At all even levels after that, it gains an additional spell point.

10th Level: The *trident of the sea king* becomes a marvelous item with the Alteration sphere, the Ranged Alteration talent (twice), and the Anthropomorphic Transformation (transformation) and Aquan Transformation (transformation) talents. These powers are usable at-will. If the wielder is a mythic creature, they may expend one use of mythic power when activating this power to add the effects of the Permanent Transformation advanced talent.

Destruction: The *trident of the sea king* can only be destroyed by the god of the oceans, or the closest equivalent in a given setting, who can simply snap it in half (or repair it by putting the pieces back together).

Chapter 11

Talent Crystals

Talent crystals are spherical gems roughly the size of a clenched fist. As a standard action, a creature can crush a *talent crystal* in order to permanently learn a specific talent, feat, or set of talents and/or feats that work together. *Talent crystals* must be used in the way described in their entry; for example, the *fireball crystal* cannot be used to create a basic, non-fire *destructive blast*. Talents learned this way require the same actions as normal (typically a standard action for magic talents, and either specific actions or making an attack action for combat talents).

The power of these talents (including their caster level and save DC) is determined by the *talent crystal* when it is created, and they do not interact with any other talents the user has (although they can benefit from items or feats, such as metamagic feats or implements). *Talent crystals* usually (but not always) have an effective ability modifier of +4, increasing by +1 per 2 caster levels. If an effect requires a magic skill check against the MSD of the effect, its MSD is equal to 11 + the caster level of the crystal. *Talent crystals* that grant martial talents function similarly, but have an effective base attack bonus or effective skill ranks instead of an effective caster level. *Talent crystals* cannot be used to meet caster level, base attack bonus, or skill rank prerequisites for any purpose, but the talents provided by a *talent crystal* can be used to meet prerequisites for crafting (though not other purposes).

Talent crystals are extraordinarily rare items and are almost never sold on the open market because of their ability to circumvent the normal methods of acquiring power. Similarly, they cannot be crafted by ordinary methods, and on many worlds the method of creating them has long since been lost. Nevertheless, they are greatly prized for what apprentice would not want to instantly gain magical power far beyond their meager skill? On the rare occasions they are sold, *Talent crystals* usually cost 10,000 gp per talent contained.

Talent crystals come in three grades. Regular *Talent crystals* simply teach specific combinations of talents at a set power level, and the user must spend spell points on them as normal. Greater versions of each *talent crystal* also exist, and these permit at-will use of their talents with no spell point cost. *Grand talent crystals* teach all talents in a sphere and allow for their use at no spell point cost. Many sages have made it their life's work to craft even one such wonder, only to fail in the end, for the secrets of the spheres are not obtained so easily.

Regular and greater *talent crystals* are minor artifacts. *Grand talent crystals* are major artifacts. Talent crystals can only be destroyed by using them.

This book cannot add every type of talent crystal that could exist, so treat the following items as samples and templates for making your own.

Talent Crystals In Your World

Talent crystals are similar to rituals in that they are meant to be a way for GMs to add campaign-specific abilities or effects to a game, wholly separate from a character's normal talents or abilities. You can also think of them as a way to grant specific spell-like abilities, albeit ones that always have a set caster level rather than varying with the user's level or ability scores. Remember that *talent crystals* do not necessarily need to be focused on caster characters, either; a *talent crystal* with a strike talent, like the *time splitter crystal*, can be a great reward for a martial character! Players cannot obtain *talent crystals* normally, so their availability is set entirely by the GM.

For example, a PC might make a contract with a planar entity in order to be able to summon a certain type of minion for as long as they live. In that case, they might get a *talent crystal* that gives them a Conjunction companion with a specific set of traits. The power comes from

the bargain itself, so they do not really know the power so much as they know how to activate it. Alternatively, a *grand talent crystal* could be an end-game reward that caps a character's personal journey, granting them true access and mastery for a given sphere.

Similarly, an NPC might gain power far beyond their intended abilities, becoming much more dangerous as a result. Imagine a hot-headed young orc who gains the ability to throw CL 10th fireballs at-will, or a necromancer who can raise *all* the dead. *Talent crystals* can be the cause of a plot, rather than the reward, so do not be afraid to get creative!

If you want to make *talent crystals* more common in your world, consider allowing organizations access to knowledge for making specific, thematically-appropriate crystals. For example, perhaps a police force knows how to make CL 10th *magic breaker crystals*, making them extraordinarily effective at suppressing magic on the targets they hunt. Just remember not to drop a stash of these anywhere the players can reach!

Armored Warrior's Crystal

BAB 1; Sphere Equipment

Effect: You gain proficiency with light, medium, and heavy armor. You also gain proficiency with all shields, including tower shields, and are proficient in all shield bashes.

Aura of Good Crystal

CL 5th; Sphere Fate; **SP Cost** 0; **Save** Fort DC 18 negates

Effect: You may fill a 25-foot radius with an influence of good, as the effects of the Divine Force (consecration) of the Fate sphere.

Berserker's Crystal

BAB 8; Sphere Berserker

Effect: You may use the *berserking* ability of the Berserker sphere with an effective base attack bonus of 8 for determining its effects. You may also make a *brutal strike* with the effects of the Bone-Breaker (exertion) talent using the same effective base attack bonus, inflicting a -3 penalty on their attack and damage rolls for as long as they are battered by your *brutal strike* and dealing 16 additional damage if you choose to expend your martial focus while making the *brutal strike*.

Cantrips Crystal

CL 1st; Sphere All; **SP Cost** 0

Effect: You gain the Cantrips^{USoP} feat. This is the only talent crystal in relatively common circulation, much-prized for its ability to grant even the most magically-inept individual some basic magical ability.

Deadly Draining Crystal

CL 20th; Sphere Death; **SP Cost** 2; **Save** Fort DC 34 negates permanent negative levels

Effect: You may inflict 1d6 negative levels (or other effects, as the *drain ghost strike*) on all creatures within a 75-foot cone.

Fireball Crystal

CL 10th; Sphere Destruction; **SP Cost** 2; **Save** Reflex DC 24 halves

Effect: You may deal 10d8 fire damage in up to a 20-foot radius burst, centered within 50 feet.

Grand Healer Crystal

CL 20th; Sphere Life; **SP Cost** 0; **Save** DC 34 when needed

Effect: You gain access to all Life talents available within your setting and may use them at no spell point **Cost**.

Intimidation Crystal

CL 20th; Sphere Enhancement; **SP Cost** 1

Effect: You may gain a +10 enhancement bonus to Intimidate for 20 minutes. You may dismiss this effect at any time to end it early.

Magic Breaker Crystal

CL 20th; Sphere Life; **SP Cost** 2

Effect: You may make a Clarified Strike with the effects of the Break Enchantment talent (rolling 1d20+20 for your magic skill check against the MSD of each effect).

Martial Tradition Crystal

BAB 10; Sphere Equipment

Effect: You gain all talents and/or feats of a specific martial tradition, chosen when this talent crystal is created. Treat your base attack bonus as 10 for the purpose of any talent effects dependent on level (such as increases to your armor class from the Unarmored Training talent). This does not affect non-talent effects, such as your base attack bonus when using weapons this crystal gave you proficiency in.

Time Splitter Crystal

CL 10th; **Sphere** Time; **SP Cost** 1; **Save** Will DC 24 negates

Effect: You may make a Time Strike with the effects of the Broken Time (time) talent, inflicting a -5 penalty on the target's attack rolls and skill checks for up to 10 rounds.

Wall Crystal

CL 5th; **Sphere** Protection; **SP Cost** 1

Effect: You may create a flat, wall-like *barrier* (as the *ward*, with the Greater Barrier talent) that covers up to five 10-foot squares, starting adjacent to you and extending up to 35 feet away. This barrier has 50 hit points and a Break DC of 27.



Chapter 12

Weapons

ALFUR VENDI

Aura strong Nature; **CL** 12th

Slot none; **Price** 80,320 gp; **Weight** 3 lbs.

This +3 *fey-forged wooden dueling sword* is difficult to master, but also a popular choice among agile and charismatic magic warriors who have the traits required for getting the most from it. It's particularly popular among elite elf warriors, who often carve the sword by hand as part of the long process of making it. Unlike regular dueling swords, the *alfur vendi* deals bludgeoning damage due to the difficulty of properly sharpening its edge. In addition to its regular weapon traits, this weapon is a +4 *Nature implement* that helps spherecasters gather and control their powers.

CONSTRUCTION REQUIREMENTS

Smith Magical Weapons And Armor, Craft Implement Of Power, Enhancement sphere (Mental Enhancement (enhance)), Nature sphere; **Cost** 40,160 gp

BANISHING BLADE

Aura faint Protection; **CL** 5th

Slot none; **Price** 18,315 gp; **Weight** 3 lbs.

Light and easy to handle, these +1 *decisive gladiuses* are often used to help repel extraplanar creatures in cases where outright defeating them would take more time and be more dangerous.

CONSTRUCTION REQUIREMENTS

Smith Magical Weapons And Armor, Protection sphere, **Cost** 9,157.5 gp

BANISHING BLADE, GREATER

Aura faint Protection and strong Enhancement; **CL** 12th

Slot none; **Cost** 86,315 gp; **Weight** 3 lbs.

More expensive but also noticeably more powerful than their lesser cousins, these +3 *decisive gladiuses* also bestow a +6 enhancement bonus to Charisma upon their wielders, helping to maximize the chance of banishing extraplanar creatures away from the material realm. Rumors exist of *banishing blades* that also have the *keen* enchantment, though most people who specialize in using this weapon prefer to focus their training on achieving critical hits without needing to rely on weapon enchantments.

CONSTRUCTION REQUIREMENTS

Smith Magical Weapons And Armor, Forge Charm, Enhancement sphere (Mental Enhancement (enhance)), Protection sphere; **Cost** 43,157.5 gp

BANNER OF THE SAINTS

Aura moderate Protection; **CL** 5th

Slot none; **Cost** 28,505 gp; **Weight** 9 lbs.

This +1 *holy mithral longspear* has a gleaming banner tied to its end. Once per day, as an immediate action, a creature can activate the *banner of the saints* to create a *ward* that repels magic. This functions as the Spell Ward (aegis, ward) talent of the Protection sphere, but instead of attempting a check against your MSD, creatures must attempt a check against a DC of 10 + your character level. This *ward* remains for one round per caster level of this item.

Flask Shard Effect: Increase the CL of this item to the next increment of 5, increase its enhancement bonus by +1, increase the number of times the Spell Ward can be used each day by 1, and increase the DC to overcome the

spell ward by 2. At +2, this item becomes a minor artifact.

Flask Shard Limit: +4

CONSTRUCTION REQUIREMENTS

Smith Magical Weapons And Armor, Craft Marvelous Item, Fate sphere (Align Object (word)), Protection sphere (Spell Ward (aegis, ward)); **Cost** 14,252.5 gp

BLASTING STICK

Aura faint Destruction; **CL** 5th

Slot none; **Price** 9,300 gp; **Weight** 3 lbs.

This long, thin +1 *destructive focus elysian bronze club* has ornate runes carved down its length that glow and smolder when the wielder casts a spell. Casters with the Destruction sphere may upgrade this weapon's enhancement bonus or improve its special ability to the *greater destructive focus* ability as if they possessed the Smith Magical Weapons And Armor feat, but their base caster level (not counting any bonuses, such as from implements or class abilities) must be at least 3x the total enhancement bonus. This cannot be bypassed by raising the DC of the Spellcraft check to finish crafting. Casters must also provide the appropriate amount of additional crafting materials to upgrade this item; this item counts as half its total value in crafting materials and may be used normally throughout the crafting process. (For example, upgrading the blasting stick to a +2 weapon, which gives it +3 total bonus, changes its base cost from 9,300 gp to 19,300 gp and requires an additional 5,000 gp in materials, a caster level of 9, and 10 days of crafting to complete.)

CONSTRUCTION REQUIREMENTS

Smith Magical Weapons And Armor, Destruction sphere; **Cost** 4,650 gp

BOW OF ORDER

Aura moderate Fate; **CL** 9th

Slot none; **Price** 35,100 gp; **Weight** 3 lbs.

This +1 *axiomatic composite longbow* (Str +5) is a favored tool of lawmen who hunt chaotic individuals or outsiders, and many pay to enhance it further. Three times per day, when you or one of your allies within 45 feet is making an attack roll, skill check, ability score check, or saving throw, you may activate the *bow of order* as an immediate action to allow them to make the roll twice and take the highest roll. You must activate this effect before the roll in question is made. You may only activate the *bow of order's* reroll effect if your alignment is lawful.

CONSTRUCTION REQUIREMENTS

Smith Magical Weapons And Armor, Fate sphere (Bless (word)); **Cost** 17,550 gp

CHAINBLADE

Aura moderate Destruction; **CL** 4th

Slot none; **Price** 25,700 gp; **Weight** 10 lbs.

One of the most fiendishly complex (and intimidating) weapons, the *chainblade* is a +1 *blast vessel tenebrous chain-saw*^{InvHB} in the shape of a two-handed sword that can hold three charges that let it run for up to one hour each, and they can be recharged by spending 15 minutes with it. In addition to their ability to be stored in shadows and channel destructive energies, chainblades also contain sockets to attach up to three *chainblade spell engines* (although only one can power the *blast vessel* effect at once). The price of this item includes one of these spell engines. The *blast vessel* effect of this weapon is inactive unless the *chainblade* is running, but immediately takes effect (if it has been applied that day) whenever the wielder begins running it.

CONSTRUCTION REQUIREMENTS

Smith Magical Weapons And Armor, Craft Spell Engine, Destruction sphere (any (blast type) talent); **Cost** 12,850 gp

CHAINBLADE SPELL ENGINE

Aura faint Destruction; **CL** 2nd

Slot special; **Price** 1,000 gp; **Weight** 2 lbs.

Chainblade spell engines are small, disc-shaped spell engines of the Destruction sphere that contain a single (blast type) talent. However, these items can only be used to activate the *blast vessel* special weapon ability on a weapon designed to use them and cannot be used to cast effects independently. Using a *chainblade spell engine* requires a DC 20 Use Magic Device check unless the user has the Destruction sphere.

CONSTRUCTION REQUIREMENTS

Craft Spell Engine, Destruction sphere (any (blast type) talent); **Cost** 500 gp

CLAW OF CHAOS

Aura moderate Fate; **CL** 9th

Slot none; **Price** 25,502 gp; **Weight** 3 lbs.

This +1 *anarchic tekko-kagi*^{UE} is a flexible piece of equipment favored by warriors who have erratic combat styles. Three times per day, when a creature within 45 feet succeeds at a saving throw, skill check, or ability check, or hits with an attack, you may activate the *claw of chaos* as an immediate action to force them to reroll the saving throw, skill check, ability check, or attack roll. However, starting after the reroll, they gain a +4 bonus to that category of roll until they succeed at another such saving throw or check or, if they reroll an attack roll, until they hit with another attack. Succeeding on the rerolled saving throw or check or hitting with the rerolled attack does not end this effect. You may only activate the *claw of chaos*'s reroll effect if your alignment is chaotic.

CONSTRUCTION REQUIREMENTS

Smith Magical Weapons And Armor, Craft Marvelous Item, Fate sphere (Align Object (word), Borrow Trouble (word)); **Cost** 12,751 gp

COMMANDER'S BLADE

Aura faint War; **CL** 3rd

Slot none; **Price** 18,322.5 gp; **Weight** 3 lbs.

This +1 *adamantine gladius* has ornate gold decorations covering its broader sides, making it as much a work of art as a weapon of war. Three times per day, when an enemy misses an ally within 520 feet (including yourself) with a melee attack, you may spend an immediate action to allow that ally to make an attack with a natural or manufactured weapon against the enemy that missed them. If the attack hits, the ally gains a +4 dodge bonus against that enemy until the end of their next turn. If the ally was flat-footed against the enemy, they are no longer flat-footed, unless they are somehow immobilized or the attacker successfully feints after the counterattack.

CONSTRUCTION REQUIREMENTS

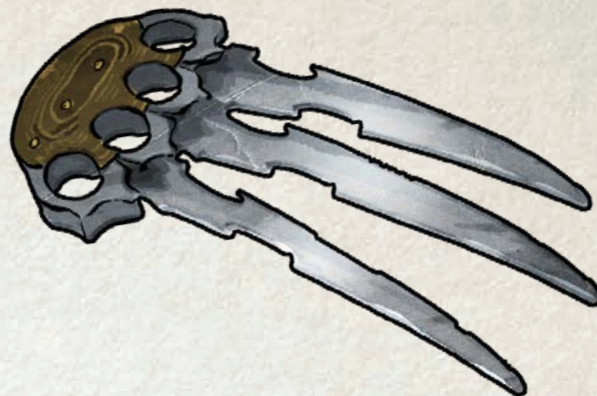
Smith Magical Weapons And Armor, Craft Marvelous Item, War sphere (Counterattack (rally)); **Cost** 9,161.25 gp

CRYSTAL LASER AXE

Aura moderate Light; **CL** 6th

Slot none; **Price** 33,810 gp; **Weight** 6 lbs.

This +2 *radiant edge blood crystal*^{UE} battleaxe can project deadly light in combat, allowing its wielder to reach foes



who are farther away. When bleeding foes are struck this way, the blood crystal at the weapon's core draws the target's blood up through the light, creating bright red lines in its radiant edge and briefly increasing the intensity of its glow when the blood reaches the crystal. The wielder may activate or deactivate the *radiant edge* effect as a free action during their turn.

CONSTRUCTION REQUIREMENTS

Smith Magical Weapons And Armor, Light sphere; **Cost** 16,905 gp

DEVOURING AXE

Aura faint Alteration And Blood; **CL** 5th

Slot none; **Price** 18,310 gp; **Weight** 6 lbs.

This +1 *hungry thirsty battleaxe* actively tries to devour enemies in combat, greedily tearing at their flesh and drinking their blood. It often acts much tamer around masters who feed it regularly, and while most casters swear it is not actually intelligent (or alive), wielders often treat it like a pet.

CONSTRUCTION REQUIREMENTS

Smith Magical Weapons And Armor, Alteration sphere (Object Transformation (transformation)), Blood sphere; **Cost** 9,155 gp

DUELIST'S RAPIER

Aura faint Protection; **CL** 5th

Slot none; **Price** 32,320 gp; **Weight** 2 lbs.

Normally used only by the wealthiest duelists, this +3 *pre-ventative rapier* helps defend its bearer after striking a foe, and that can make all the difference in a serious duel between two nearly-matched competitors. Lesser (+1/18,320 gp) and greater (+5/72,320 gp) versions exist, though the

weaker effect of lesser versions makes them less popular and the sheer cost of greater versions often keeps them out of reach.

CONSTRUCTION REQUIREMENTS

Smith Magical Weapons And Armor, Protection sphere;
Cost 16,160 gp

ELEMENTAL BLADE

Aura faint Destruction; **CL** 5th

Slot none; **Price** 53,018 gp; **Weight** 4 lbs.

While they take extensive training to use, these +1 *corrosive flaming frost shock adamantine falcata* can strike foes with a barrage of elemental damage to pinpoint their weakness. As each element can be disabled separately, users are rarely at risk of benefiting their foes.

CONSTRUCTION REQUIREMENTS

Smith Magical Weapons And Armor, Destruction sphere (any four (blast type) talents that deal acid, cold, electricity, and fire damage); **Cost** 26,509 gp

ELEMENTAL BLADE, GREATER

Aura strong Destruction; **CL** 12th

Slot none; **Price** 203,018 gp; **Weight** 4 lbs.

Usually spoken of only in reverent whispers, *greater elemental blades* are +1 *corrosive burst flaming burst icy burst shocking burst thundering adamantine falcata*. While they act like their lesser cousins most of the times, critical hits trigger a titanic explosion of elemental damage matched by few other weapons in reality (2d10 each of acid, cold, electricity, and fire damage, 2d8 sonic damage, and the chance to deafen foes, all on top of their regular elemental damage). Only a few *greater elemental blades* are known to exist, and it takes a true specialist to maximize their potential.

CONSTRUCTION REQUIREMENTS

Smith Magical Weapons And Armor, Destruction sphere (any five (blast type) talents that deal acid, cold, electricity, fire, and sonic damage); **Cost** 101,509 gp

HAMMER OF EXPULSION

Aura faint Creation; **CL** 3rd

Slot none; **Price** 4,812 gp; **Weight** 5 lbs.

This +1 *warhammer* has a large quartz orb embedded into its side. Whenever the user would use their thunderous blows feature to sunder a creature's natural armor or natural weapons, they may instead attempt to reduce a creature's deflection bonus to armor class (as if sundering

natural armor) or enhancement bonuses (as if sundering natural weapons), subject to the same limits on reductions described in the thunderous blows feature.

CONSTRUCTION REQUIREMENTS

Smith Magical Weapons And Armor, Creation sphere;
Cost 2,406 gp

HOLY KING'S BLADE (MINOR ARTIFACT)

Aura strong Creation and Illusion; **CL** 20th

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

The *holy king's blade* is a +5 *attendant holy longsword* with the unusual ability to switch between two different modes. Normally, it has the *invisible* weapon special ability while held, making it difficult for foes to see and excellent at piercing their defenses. However, by speaking a command word as a free action during their turn, a wielder can remove the *invisible* weapon special ability and replace it with the *plasma blade* weapon special ability, allowing it to deal both electricity and fire damage (and bypassing resistance, but not immunity, to both elements). Repeating the command word restores the *invisible* special ability and removes the *plasma blade* special ability. As a standard action that can be made three times per day, though only while the *plasma blade* special ability is active, the wielder can unleash a blast of destructive light taking the form of either a line or a cone in close (75 feet) or medium (300 feet) range. This blast deals 20d6 sacred damage to creatures and objects, increasing to d8's against evil undead and evil outsiders, but dealing no damage to good-aligned creatures. This blast deals its full damage to incorporeal targets (rather than being halved, as many attacks against incorporeal targets are) and bypasses all hardness. Effects that hide or change alignments must either have a higher caster level than the *holy king's blade* or be mythic abilities to fool it.

DESTRUCTION

The *holy king's blade* cannot be destroyed, but it can be reclaimed from mortal hands if the rightful bearer (or their designated representative) tosses it into a specific heavenly pool in the Neutral Good plane and calls upon the gods to take it back.

HUNGERING PISTOL

Aura faint Death and Telekinesis; **CL** 5th

Slot none; **Price** 17,700 gp; **Weight** 4 lbs.

This +1 *arcing revolver* is excellent at striking foes behind cover, making it a favored tool of gunslingers who often find themselves fighting foes in cramped, complex areas. However, these pistols also carry the effects of a *vampiric*

maw (see Chapter 7), allowing gunslingers in tight quarters to harm some of their enemies while restoring their own health.

CONSTRUCTION REQUIREMENTS

Smith Magical Weapons And Armor, Craft Marvelous Item, Death sphere (Greater Ghost Strike, Vampiric Strike (ghost strike)), Telekinesis sphere; **Cost** 8,850 gp

INFERNO BLADE

Aura moderate Creation and strong Destruction; **CL** 20th

Slot none; **Price** 690,975 gp; **Weight** 1.6 lbs.

SP 10; Range as weapon

"Craftsman, I fear you may have misunderstood me. I did not say I wanted this sword enchanted with some fire. I said I wanted it enchanted with ALL the fire. The funds you need will be in your account this evening."

The *inferno blade* is a +5 *flaming burst plasma blade fire-forged steel^{UE} greatsword*, though its *plasma blade* special ability only deals (and bypasses resistance, but not immunity, to) fire damage, rather than being half fire and half electricity. Its blade may be activated or deactivated by the wielder as a swift action; none of its other special abilities function while it is deactivated, and the blade completely disappears in this state, leaving it looking like nothing more than an ornate hilt.

The *inferno blade* also functions as a CL 20th Destruction spell engine with the Energy Strike (blast shape) and Searing Blast (blast type) talents, as well as the Energy Focus (fire) and Shape Focus (Energy Strike) drawbacks. The *inferno blade's* wielder can activate its spell engine as part of making a single attack as a standard action, or as part of an attack action if they possess the Spell Attack feat, though they cannot activate this special ability when making attacks or attack actions faster than a standard action. The spell engine adds 10d8 fire damage to a successful strike when used, or 20d8 fire damage if the wielder spends one of its spell points.

As a standard action a wielder can activate any number of times per day, the *inferno blade* can unleash a torrent of fire in a 30-foot radius burst, a 75-foot cone, or a 300-foot line (Reflex DC 20 halves). This wave of power deals 20d8 fire damage to all creatures and objects in range, affects ethereal targets, and is not halved or subject to a 50% failure chance against incorporeal targets.

Rumors hotly contest the origins and purpose of this item. Some say it was crafted at the behest of an efreeti king, while others say it is part of a set of legendary elemental blades, the lost sword of an angelic general, or even the personal weapon of a harbinger of the apocalypse.

Whatever the reality, there's no denying that it is one of the most expensive weapons ever forged.

CONSTRUCTION REQUIREMENTS

Smith Magical Weapons And Armor, Craft Marvelous Item, Craft Spell Engine, Creation sphere (Plasma Production (material)), Destruction sphere (Energy Strike (blast shape), Sculpt Blast (blast shape), Searing Blast (blast type), Spirit Blast); **Cost** 345,487.5 gp

INVISIBLE GUN

Aura moderate Illusion; **CL** 8th

Slot none; **Price** 50,487.5 gp; **Weight** 1 lb.

This +1 *invisible coat pistol* is easy to conceal on the body, but its real value comes from the fact that most creatures besides the wielder cannot see it. More than a few adventurers have 'pretended' to be holding a weapon in order to trick foes into letting their guard down.

CONSTRUCTION REQUIREMENTS

Smith Magical Weapons And Armor, Illusion sphere (Suppression (glamer)); **Cost** 25,243.75 gp

IRON WALL

Aura moderate Enhancement; **CL** 7th

Slot none and belt; **Price** 14,340 gp; **Weight** 14 lbs.

The sheer size of this +1 *avalanche earth breaker's* hammer head evokes images of being smashed by something more akin to a wall than a weapon. Particularly prized by iron mage hedgewitches who have the Fortified Casting boon as part of their casting tradition, the iron wall also provides the benefits of a +2 *belt of mountains*, improving both the wielder's offense with this weapon and their ability to endure blows.

CONSTRUCTION REQUIREMENTS

Smith Magical Weapons And Armor, Forge Charm, Enhancement sphere (Physical Enhancement (enhance)); **Cost** 7,170 gp

KNIFE WIFE

Aura moderate Life; **CL** 9th

Slot none; **Price** 47,902 gp; **Weight** 2 lbs.

This *healing shiv* is a +3 *attendant living steel^{UE} dagger*. However, it is also an intelligent item, motivated to be owned by people who are eager to use it on both themselves and others. This item can be rather clingy and jealous, and it often activates its *attendant* power to fly towards its current owner anytime they start to get too far away from it. This knife is also known to use its

diplomatic prowess to convince potential owners to pick it up and start using it... or to interject in conversations and convince potential challengers to go away.

STATISTICS

Alignment chaotic neutral (accepts any good, chaotic, or true neutral owners)

Int 10, **Wis** 10, **Cha** 20, **Ego** 9

Senses 120 ft., read languages, read magic

Languages Common

Abilities The *knife wife* has a +10 bonus to Diplomacy (total +15).

CONSTRUCTION REQUIREMENTS

Smith Magical Weapons And Armor, Craft Marvelous Item, Life sphere (Clarified Strike [strike], Deeper Healing); **Cost** 23,951 gp

LASSO OF HONESTY

Aura moderate Fate; **CL** 9th

Slot none; **Price** 54,300.15 gp; **Weight** 5 lbs.

This +3 *lasso generates light* with a *strobe* effect whenever the wielder successfully entangles a foe with it, causing it to generate light as a torch until the start of your next turn. As part of making a successful entanglement with the *lasso of honesty*, or as a standard action against an entangled creature, the wielder can also force the target to speak honestly as the Truth *word* of the Fate sphere (Will DC 13 negates). This effect may be used an unlimited number of times per day and lasts for six minutes when successful.

CONSTRUCTION REQUIREMENTS

Smith Magical Weapons And Armor, Craft Marvelous Item, Fate sphere (Shrieking Strike [strike], Truth (word)); **Cost** 27,150.075 gp

LUCKY PISTOL

Aura faint Divination and Telekinesis; **CL** 5th

Slot none; **Price** 10,085 gp; **Weight** 1 lb.

These +1 *arcing dagger pistols* also function as *lucky charms* for their owner (see Chapter 7), granting the ability to improve the chance of hitting a foe hidden behind cover when it is needed most.

CONSTRUCTION REQUIREMENTS

Smith Magical Weapons And Armor, Craft Marvelous Item, Divination sphere (Divine Future), Telekinesis sphere; **Cost** 5,042.5 gp

MAGEBANE

Aura moderate Fate; **CL** 6th

Slot none; **Price** 32,375 gp; **Weight** 8 lbs.

Magebanes are +2 *keen wild critical falchions* often carried by warriors who face a lot of spellcasters and want to disrupt their spellcasting. *Magebanes* have a +2 bonus to critical hit confirmation rolls.

CONSTRUCTION REQUIREMENTS

Smith Magical Weapons And Armor, Enhancement sphere (Deadly Weapon (enhance)), Fate sphere, **Cost** 16,187.5 gp

PHASING GLAIVE

Aura faint Warp; **CL** 5th

Slot none; **Price** 38,308 gp; **Weight** 10 lbs.

Phasing glaives are +1 *phasic glaives*, endowed with the ability to strike foes straight through their cover. Twice per day, on a successful hit, a creature wielding a *phasing glaive* can *teleport* the struck creature (as the Warp sphere effect) to any location within close range (25 feet + 5 feet per 2 caster levels of this item). A Will save negates this *teleport*. Creatures teleported this way suffer 1d6 damage per 2 caster levels; this damage bypasses hardness, damage reduction, and energy resistance. While often considered something of a specialty weapon, warriors occasionally use these to teleport foes into prepared traps.

Flask Shard Effect: Increase this item's caster level to the next increment of 5 and increase the number of times it can *teleport* a creature each day by 1. This weapon is already considered a +1 item for the purpose of flask shards, and therefore can only start its upgrade process with a +2 shard. **Flask Shard Limit:** +4

CONSTRUCTION REQUIREMENTS

Smith Magical Weapons And Armor, Warp sphere (Splinter, Unwilling Teleport, Warping Strike [strike]); **Cost** 19,154 gp

RETURNING JAVELIN

Aura faint Telekinesis; **CL** 5th

Slot none; **Price** 3,301 gp; **Weight** 2 lbs.

Favored by warriors and hunters of intermediate skill, this +1 *attendant javelin* can be hurled, summoned back, and hurled again to help take down distant foes.

CONSTRUCTION REQUIREMENTS

Smith Magical Weapons And Armor, Telekinesis sphere; **Cost** 1,650.5 gp

SHADOW AXE

Aura faint Illusion and Light; **CL** 5th

Slot none; **Price** 17,920 gp; **Weight** 12 lbs.

This +1 *shadow wake greataxe* has a black, slightly transparent blade, as if it is not quite real. In addition to its regular effects, this weapon also has the benefits of an *invisible edge* (see the chapter on Marvelous Items), granting its wielder the ability to strike harder, and at foes further away, when calling upon its power.

CONSTRUCTION REQUIREMENTS

Smith Magical Weapons And Armor, Craft Marvelous Item, Illusion sphere, Light sphere (Black Light, Encompassing Light (light)); **Cost** 8,960 gp

SHRAPNEL GLOVE

Aura moderate Destruction; **CL** 10th

Slot hands; **Price** 34,302 gp; **Weight** 1 lb.

Popular with many mageknights who like to brawl in close combat, this +1 *blast vessel gauntlet* is excellent at

channeling destructive energies. Once per day, as part of making an attack with a *shrapnel glove* as a standard action (or when making an attack action, if you possess the Spell Attack feat), you may trigger the *shrapnel glove's* additional effect and deal an additional 10d4 slashing damage and 5 bleed damage to the creature you attacked as a barrage of tiny blades shoot out of the front of the glove. This effect ignores spell resistance, spell turning, and can penetrate a *globe of invulnerability*, *antimagic field*, or other forms of antimagic, and is not treated as a spell or as magical for the purpose of bypassing damage reduction, damaging incorporeal creatures, or for creatures or classes that gain a bonus to saving throws against magic. If you did not strike the creature with your original attack, they avoid the additional burst of blades from the *shrapnel glove*.

CONSTRUCTION REQUIREMENTS

Smith Magical Weapons And Armor, Craft Marvelous Item, Destruction sphere (Energy Strike (blast shape), Shrapnel Blast (blast type)); **Cost** 17,151 gp



SWALLOW-SLAYING SWORD

Aura faint Warp; **CL** 5th

Slot none; **Price** 75,050 gp; **Weight** 6 lbs.

The *swallow-slaying sword* is a +3 *dimensional mithril katana* with ornate decorations on both the hilt and the blade. They are especially popular with warriors who often face crowds of foes and want to cut them down more efficiently.

CONSTRUCTION REQUIREMENTS

Smith Magical Weapons And Armor, Warp sphere (Quick Teleport); **Cost** 37,525 gp

SWORD OF THE STORM

Aura strong Creation and Weather; **CL** 15th

Slot none; **Price** 92,515 gp; **Weight** 4 lbs.

The *sword of the storm* is a +3 *crackling howling windblast longsword*. However, it only shows its true powers in the hands of a weather mage, because it is also a +1 *Weather implement* with the Greater Weather talent, though it can only be used to affect both Precipitation and Wind at the same time. Once per day, you may call upon the *sword of the storm* to control both Precipitation and Wind, then allow the changing weather to last for 15 minutes without concentration (without spending any spell points for these effects).

CONSTRUCTION REQUIREMENTS

Smith Magical Weapons And Armor, Craft Implement Of Power, Weather sphere (Greater Weather, Storm Lord); **Cost** 46,257.5 gp

THE CANCELLER (MINOR ARTIFACT)

Aura overwhelming Mana; **CL** 22nd

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

This dagger is made of an unknown metal and looks a little like an exaggerated lightning bolt with unreadable runes carved into the sides. *The canceller* normally acts as a +1 *keen dagger*; its enhancement bonus increases for higher-level characters by +1 at 4th level and every 4 levels thereafter (to a maximum of +5 at 16th level). In addition, *The canceller* is capable of negating magical effects it comes into physical contact with; this includes all effects that are subject to (counterspell) feats, as well as all effects that can be removed by *break enchantment*, *remove curse*, *miracle*, or *wish*. The wielder may choose to not negate specific magical effects, but they must be aware of those effects to exclude them from this artifact's powers. *The canceller* does not affect most instantaneous effects after they have been used, but if the wielder possesses the Smash From The Air (Weapon Mastery) feat or any

reasonably similar ability, they may ready an action to use *the canceller* and negate any spell effect that targets them or would include them in its area of effect. A character who readies this action must use one attack of opportunity for each spell they negate (spells with multiple attack rolls targeting them count as one spell), but can negate multiple spells each round if they have enough attacks of opportunity. *The canceller* does not affect other artifacts or magical effects created by deities.

DESTRUCTION

The canceller can only be destroyed by using it as part of a ritual designed by the dagger's creator on a world with access to magic. The backlash of its destruction encases the entire planet in a permanent magic-dead zone where only artifacts, godly powers, and self-powered magic items function.

THE SHINIEST OF SPEARS

Aura strong Mind; **CL** 20th

Slot none; **Price** 40,310 gp; **Weight** 3 lbs.

This javelin made of solid gold^{UC} is a poor weapon, but it is rarely used as such anyway. Rather, its true power lies in the +20 competence bonus to diplomacy it offers to any creature who carries it, courtesy of the undeniable allure of so much gold. How the small tribe that first created this weapon managed to do so is unknown, but their leader was certainly able to inspire fanatical loyalty in their followers.

CONSTRUCTION REQUIREMENTS

Smith Magical Weapons And Armor, Forge Charm, Mind sphere; **Cost** 20,155 gp

WHIP OF COMMAND

Aura moderate Mind; **CL** 10th; **SP** 6

Slot none; **Price** 30,707.5 gp; **Weight** 2 lbs.

A favored weapon of wealthy slavers, the *whip of command* is a +1 *blood crystal^{UE} scorpion whip^{Adv.Arm.}* with cruel, jagged edges. Aside from its value as a weapon, this item is a spell engine for the Mind sphere with the Charming Strike, Expanded Charm, and Powerful Charm talents, as well as five additional spell points. It also possesses the Blatant Side-Effects, Empath (Command (charm)), Lost In Translation, and Tactile Charm drawbacks, which together mean that its effects on creatures are very obvious and can only be delivered through weapon strikes. Normally, users can only activate the *whip of command's* mind control when making a single attack as a standard action, but they may also do it as an attack action if they

possess the Spell Attack feat. A DC 15 Will save negates the effects of the Command *charm*.

CONSTRUCTION REQUIREMENTS

Smith Magical Weapons And Armor, Craft Spell Engine, Mind sphere (Charming Strike [strike], Expanded Charm, Powerful Charm); **Cost** 15,353-75 gp

WHITE SCYTHE (MINOR ARTIFACT)

Aura overwhelming Destruction; **CL** 22nd

Slot none; **Price** -; **Weight** 10 lbs.

This scythe looks organic in origin, as if it was made from the limb of an enormous spider that had developed a mantis' claw on the end of one leg. Treat the *white scythe* as a +5 *vorpall adamantine scythe* (though it is made of organic materials instead of metal). If you make a single attack with this weapon as a standard action, or as a special attack action if you have the Spell Attack feat, this scythe deals an additional 20d6 untyped damage and may reduce objects or creatures to dust (as described in the Disintegrate advanced Destruction talent).

As a standard action a wielder can activate five times per day, the *white scythe* can unleash a disintegrating burst of energy in a 30-foot radius burst, an 80-foot cone, or a 320-foot line (Reflex DC 30 halves). This wave of power deals 20d6 untyped damage to all creatures and protected objects (such as magic items) in range, affects ethereal targets, and is not halved or subject to a 50% failure chance against incorporeal targets. This blast simply disintegrates unprotected objects and matter (such as walls or dirt) within range, but does not harm the scythe's bearer or the bearer's other equipment.

DESTRUCTION

The *white scythe* can only be destroyed by striking it with an attack that does at least 20d6 damage to it and rolls maximum damage on all of its damage dice. These dice must be rolled and cannot be modified by effects like the Maximize Spell metamagic (although abilities that reroll damage dice still work). It is otherwise impervious to harm.

Weapons With Talent-Like Powers

If you want to make your own equipment that can unleash talent-based powers, you do not have to make it too complicated! There are just a few pointers to keep in mind.

For effects that are limited per-day, use marvelous items as the base. Unlike regular marvelous items, which can have unlimited uses, items that are integrated into weapons should have no more than five uses per day (for balance reasons). Many of the marvelous items found earlier

in this product are excellent templates for applying effects. In particular, the *thunderbolt ring* is a good choice for any situation where you want to swing a weapon and unleash a big area attack. It is acceptable to have unlimited uses when an effect has no major impact on combat; for example, the *lasso of honesty* forces targets to tell the truth, which is practically never abusable in combat.

For effects that you can use more consistently, use spell engines as the base. This can give unlimited uses of basic effects, as well as limited uses of stronger effects (i.e. those that Cost spell points). Consider applying drawbacks when creating these; they can help bring the price back down. Spell engines require Use Magic Device checks to activate unless a character knows the base sphere, so you can also use the Forge Charm feat to integrate a bonus to UMD checks if a character really needs it.

If you want an item to deliver a talent-like effect when it hits the enemy, add the strike talent from the appropriate sphere. This will allow the effect to work when characters hit foes with a single attack made as a standard action, or as part of an attack action if they have the Spell Attack feat. Weapons with talent-based effects do not have to activate them on hits; it is okay for them to be additional powers the weapon has, separate from smacking enemies around. For example, a sword could also create food.

Effects from items or effects added onto weapons and other gear can have their own caster level, separate from the weapon's normal caster level. (If faced with an effect that could shut them down based on their caster level, use the item's highest caster level; it is still one item.)

Items generally have lower saving throws than talents cast by characters - sometimes much lower. This helps to balance out the easy access to them. If characters want to get around this, look for talents that either have an effect even if the foe saves (for example, many options from the Light sphere), talents that do not rely on saving throws, or options that allow characters to add their casting ability modifier when determining the saving throws required by items.

Remember to multiply the cost of the less-expensive side(s) of the item, normally the weapon itself, by 1.5x as the price for combining items. It's usually easier to make and price the magical item side first, then add the weapon to that. If the magical effect has minimal combat impact, GM's may waive the 1.5x multiplier for additional effects at their discretion. Players may be hesitant to craft or purchase such complex, expensive weapons when getting them as separate items would save them money, so consider adding weapons with talent-like powers to your game as treasure.

Chapter 13

Armor and Shields

New Armor

About Enchantment Sets

Enchantment sets are packages of materials, special abilities, enhancements, and other effects that can be applied to any armor by a character with the relevant crafting feat(s). These are designed to make it easy to figure out the correct cost for the type of an armor a character chooses to wear (rather than making a bunch of similar effects for each of the most popular types). The cost of an enchantment set is added to the cost of the armor and includes the cost of masterwork upgrades. For example, a cost of +18,000 gp means an enchantment set adds 18,000 gp to the base cost of making the armor.

BALLISTIC ARMOR ENCHANTMENT SET

Aura moderate Protection; **CL** 6th

Total Bonus +3; **Price** +9,150 gp

Usually applied to the heaviest armor sets, *ballistic armor* provides a +2 enhancement bonus and the *anti-ballistic* special ability to provide maximum protection against arrows, firearms, and other projectile weapons. Wealthy buyers sometimes use adamantine heavy armor as a base, which adds 15,000 gp to the cost but also provides DR 3/- and helps mitigate the damage of projectile attacks that get through. *Ballistic armor* is relatively rare, but also affordable, so some individuals buy or craft it for extra protection when they expect to face a projectile-dense environment.

CONSTRUCTION REQUIREMENTS

Smith Magical Weapons And Armor, Protection sphere; **Cost** +4,575 gp

COMPANION'S WARD ENCHANTMENT SET

Aura strong Mind; **CL** 12th

Total Bonus +5; **Price** +25,150 gp

Usually created for Tiny animal or supernatural helpers and familiars, including conjured companions, the *companion's ward* enchantment turns a set of armor into a +4 *benevolent*^{UE} set of protective gear, allowing such allies to significantly improve their partner's defense against regular attacks.

CONSTRUCTION REQUIREMENTS

Smith Magical Weapons And Armor, Mind sphere (Inspiration (charm)); **Cost** +12,575 gp

DUELIST'S ARMOR ENCHANTMENT SET

Aura faint Life; **CL** 9th

Total Bonus +4; **Price** +16,150 gp

This +3 *stanching*^{UE} armor is exceptionally good at limiting bleeding damage its wearers suffer, making it a popular choice for fighting duelists whose blooded strikes can sap the life from others. Many *duelist's armor* sets also have a *warrior's blessing* (see the chapter on Marvelous Items), which increases the price of the enchantment set to 18,550 gp and takes up an additional magic item slot (chosen when the armor is forged), but also offers wielders the ability to significantly improve their combat prowess for a short time. *Duelist's armors* with improved blessings are particularly sought-after among certain gladiators and wealthy nobles.

CONSTRUCTION REQUIREMENTS

Smith Magical Weapons And Armor, Life sphere; **Cost** +8,075 gp

PRISMATIC ARMOR ENCHANTMENT SET

Aura moderate Protection; **CL** 3rd

Total Bonus +1; **Price** +73,150 gp

Rare and wince-inducingly expensive, *prismatic armor* reduces the first ten points of damage from any acid, cold, electricity, or fire attack the user would suffer. Armor with this enchantment set often glimmers in a hue of different colors and is most often bought by wealthy adventurers who expect to face a host of varied elemental assaults and want armor that can provide constant protection. Rumors exist of greater and superior versions of this enchantment set that provide even further protection, although the cost of forging such would be more than a king's ransom.

CONSTRUCTION REQUIREMENTS

Smith Magical Weapons And Armor, Protection sphere (Energy Resistance (aegis, ward)); **Cost** +36,575 gp

SENTINEL'S WARD ENCHANTMENT SET

Aura moderate Fate; **CL** 6th

Total Bonus +2; **Price** +14,150 gp

The *sentinel's ward* enchantment transforms a suit of armor into a +1 *champion*^{UE} set that also provides a +2 luck bonus to armor class. This enchantment is particularly popular among righteous sentinels who find their challenge empowered by the armor's woven magics.

CONSTRUCTION REQUIREMENTS

Smith Magical Weapons And Armor, Forge Charm, Fate sphere; **Cost** +7,075 gp

SURPRISE ARMOR ENCHANTMENT SET

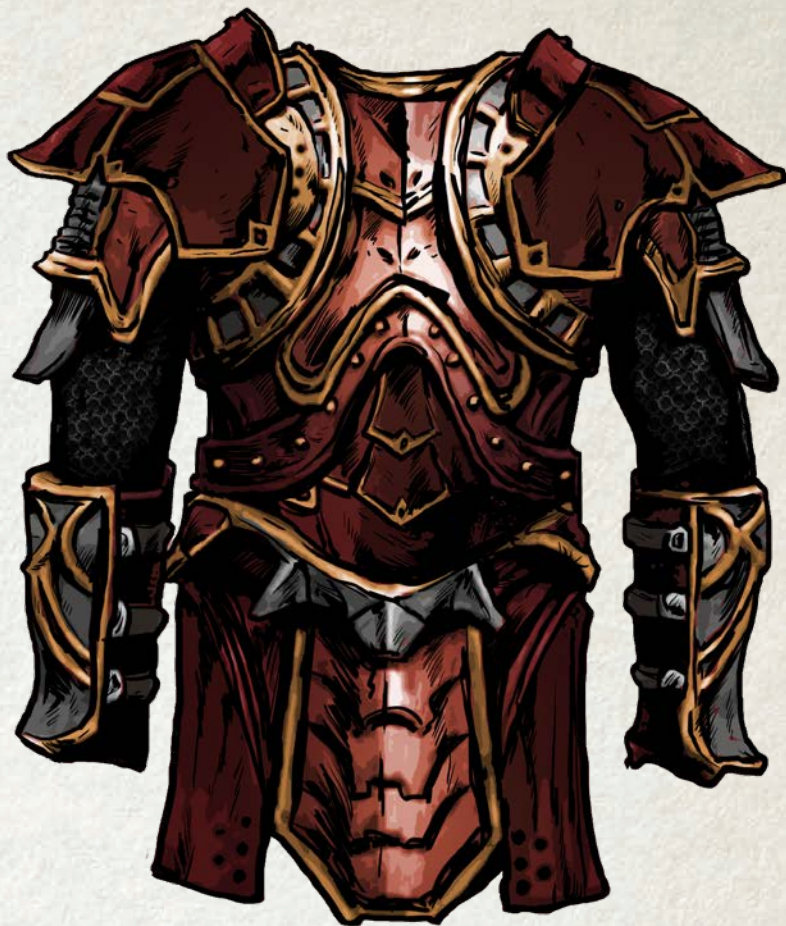
Aura strong Destruction and faint Warp; **CL** 12th/5th

Total Bonus +1; **Price** +5,150 gp

The *surprise armor* enchantment set turns a suit of armor, often cloth or clothing, into a +1 *collapsible spell storing* armor that can be quickly donned in emergencies to retaliate against attacks from enemies. While offensive blasts are popular, some adventurers get tricky and imbue these with beneficial talents, allowing their allies to strike them in order to accelerate the delivery of beneficial spells at the start of combat.

CONSTRUCTION REQUIREMENTS

Smith Magical Weapons And Armor, Destruction sphere, Warp sphere; **Cost** +2,575 gp



New Shields

SHELTERING SHIELD

Aura strong Nature and War; **CL** 15th

Slot none; **Price** 16,170 gp; **Weight** 15 lbs.

This +2 *green-touched intercepting heavy steel shield* is favored by defensive warriors who fight in close proximity to their allies, as it helps them pull their companions out of the way. Some enterprising crafters add the effects of a *portable shell* to these shields, granting additional ability to raise defenses against unwelcome assaults.

CONSTRUCTION REQUIREMENTS

Smith Magical Weapons And Armor, Nature sphere, War sphere; **Price** 8,085 gp

SHELTERING SHIELD, SPECIALIZED

Aura strong Conjunction, Nature and War; **CL** 15th
Slot none; **Price** 25,170 gp; **Weight** 15 lbs.

This +2 *defiant*^{UE} *green-touched intercepting heavy steel shield* is similar to its lesser cousin, but with an additional enchantment that raises its protective power against one type of foe. The damage reduction from the *defiant* special ability does not stack with the damage reduction from the *green-touched* special ability, but it does apply to attacks after the first each round. Most *specialized sheltering shields* are tuned to work against undead or some type of evil outsider.

CONSTRUCTION REQUIREMENTS

Smith Magical Weapons And Armor, Conjunction sphere, Nature sphere, War sphere; **Price** 12,585 gp

SHIELD OF THE VANGUARD

Aura faint Protection; **CL** 3rd
Slot none; **Price** 2,600 gp; **Weight** 15 lbs.

This +1 *heavy steel shield* has ornate heraldry painted upon it and is commonly associated with a kingdom's military. The user's reserve pool increases by 1. Additionally, the user may spend a reserve point as an immediate action to gain a +4 enhancement bonus to his CMD against bull rush, reposition, and trip combat maneuvers until the beginning of their next turn.

Flask Shard Effect: The user's reserve pool increases by an additional point. At +1, the *shield of the vanguard* becomes a +2 *heavy steel shield*. At +2, the daily ability may be used by expending an attack of opportunity instead of an immediate action, and the *shield of the vanguard* becomes a +2 *intercepting heavy steel shield*. At +3, the *shield of the vanguard* becomes a +4 *intercepting heavy steel shield*.

Flask Shard Limit: +3

CONSTRUCTION REQUIREMENTS

Smith Magical Weapons And Armor, Protection sphere;
Cost 1,300 gp

New Armor and Shield Special Abilities

Supplying

This enchantment can be placed onto any armor or shield.

A *supplying* item increases the DCs for one combat sphere whose effects are based on a single Craft skill (such as the Alchemy, Tech, and Trap spheres), or for one combat sphere that requires saving throws from other characters but not attack rolls from you (such as many uses of the Athletics or Warleader spheres). The DCs are increased by the item's permanent enhancement bonus (maximum +5), and the GM is the final arbiter of whether or not a specific talent qualifies for benefiting from this special ability. This increase only applies to the base effects and talents of that sphere (including items made with the sphere); for example, if you are able to apply the effects of another sphere when a foe sets off a *dart* or *snare* trap, a *supplying* effect would not apply to those other spheres. An item can gain this enchantment multiple times (applying its effects to a different qualifying sphere each time). Armorists may apply the *supplying* enchantment to their summoned armor; at the GM's discretion, abilities from other classes that allow users to exchange enhancement bonuses for armor special abilities can also apply the *supplying* enchantment.

CONSTRUCTION REQUIREMENTS

Smith Magical Weapons And Armor, Enhancement sphere, any sphere based on a Craft skill; **Cost** +1 bonus

Chapter 14

Alchemical Items

BOOMSTONE

Type stable formulae; Ranks 10; **Slot** none

Price 200 gp; **Weight** 1 lb.

This rock can be thrown as a ranged attack with an increment of 10 feet. Whenever it strikes a hard surface or is struck hard, it creates a deafening sonic noise. All creatures within 10 feet of the *boomstone* must succeed at a DC 17 Fortitude save or be deafened for 1 hour. Aside from the normal effects, creatures deafened by a *boomstone* take a -4 penalty on initiative and have a 20% chance to miscast and lose any spell with a verbal component that they try to cast.

CONSTRUCTION REQUIREMENTS

Brew Stable Formulae, Alchemy sphere (Improved Thunderstone (formulae)); **Cost** 100 gp

DELAYED FIREBALL

Type stable formulae; Ranks 9; **Slot** none

Price 360 gp; **Weight** 2 lbs.

A *delayed fireball* can be lit and thrown into any square within 60 feet that is unoccupied and capable of supporting an object (this does not require an attack roll). 1d3 rounds after being thrown, the *delayed fireball* detonates, dealing 5d6 bludgeoning and 5d6 fire damage in a 20 feet burst. A DC 16 Reflex save halves this damage. The GM should roll the time before detonation in secret. If two

delayed fireballs and/or improved fuse grenades explode during the same round, creatures in the overlapped area suffer diminished results from every fuse grenade after the first one, dealing only 1d6 bludgeoning damage, +1d6 per 5 ranks in the item or formulae for each overlapping grenade.

CONSTRUCTION REQUIREMENTS

Brew Stable Formulae, Alchemy sphere (Improved Fuse Grenade (formulae)); **Cost** 180 gp

HOLY FLASK

Type stable formulae; Ranks 6; **Slot** none

Price 120 gp; **Weight** 1 lb.

This glass vial can be thrown as a ranged touch attack with an increment of 10 feet. On a successful hit against a corporeal target, it breaks open and deals 5d4 points of damage to undead and evil outsiders. A *holy flask* can be poured on incorporeal foes, but the target must be within the user's reach.

CONSTRUCTION REQUIREMENTS

Brew Stable Formulae, Alchemy sphere (Aligned Liquid (formulae)); **Cost** 60 gp

KAHVI

Type stable formulae; Ranks 1; **Slot** none

Price 20 gp; **Weight** 0.5 lbs.

When drunk as a move action, a bottle of *kahvi* restores the user's martial focus. A creature cannot restore martial focus more than once per turn.

CONSTRUCTION REQUIREMENTS

Brew Stable Formulae, Alchemy sphere (Focusing Formulae (formulae)); **Cost** 10 gp

TRAPPED LIGHTNING

Type stable formulae; Ranks 10; **Slot** none

Price 200 gp; **Weight** 2 lbs.

When opened as a standard action, this bottle unleashes a jolt of lightning that deals 6d8 lightning damage to a target within 20 feet. You must make a ranged touch attack to successfully hit the target. All creatures in a line between you and the target (including the target) take 11 points of sonic damage, whether or not you actually hit the target, from the loud boom the lightning generates.

CONSTRUCTION REQUIREMENTS

Brew Stable Formulae, Alchemy sphere (Improved Bottled Lightning (formulae)), **Cost** 100 gp



Chapter 15

Spellbooks

Spellbooks are tomes that contain notes about casting complex, powerful talents. As they are primarily collections of notes, rather than inherently powerful items in their own right, they have no particular market value and are more likely to be found than sold.

Setting Note: Spellbooks

Spellbooks contain abilities created using the optional spellcrafting rules from *Ultimate Spheres of Power*. The items in this chapter may not be appropriate for (or available in) games that are not using those rules.

Cleric's Notes

The *cleric's notes* are a collection of religious essays discussing esoteric concepts such as the value of life and common blessings taught by churches. Churches sometimes keep a copy of these notes in their library, using them to teach acolytes the *restoring shield* technique for times when they need to both heal and protect an ally.

RESTORING SHIELD

Sphere Protection

Cost 3 spell points (+1 complexity, +1 *cure*, +1 *deflection*)

Casting Time full-round action

Range touch

Duration 10 minutes/level

Saving Throw none; **Spell Resistance** yes

Prerequisites Life sphere, Protection sphere

Complexity 2 (+2 Life sphere)

Crafting Time 2 days

EFFECT

This spell creates a Deflection *aegis* on the target, as the base effect of the Protection sphere, except that it lasts

for 10 minutes per caster level instead of one hour. When the *restoring shield* first affects a creature, it also gives them the effects of a *cure* from the Life sphere (typically 1d8 + caster level if not augmented by other talents).

Cursing Your Enemies For Fun And Profit

This is less book and more unusually thick pamphlet, but it features interesting ideas about a villain's two favorite things: death and destruction.

CURSING BLAST

Sphere Destruction

Cost 3 spell points (+1 complexity, +2 curse)

Casting Time full-round action

Range close

Duration instantaneous (damage)/permanent (curse)

Saving Throw Will partial (see text)

Prerequisites Death sphere (Curse (ghost strike)), Destruction sphere (Smiting Blast (blast type)), user must be evil

Complexity 2 (+2 Death sphere)

Crafting Time 4 days

EFFECT

This spell allows the user to create a *destructive blast* against a single target that deals profane damage (as the Smiting Blast talent of the Destruction sphere). Any enemy damaged by this blast is also subject to the effects of the Curse (ghost strike) talent of the Death sphere (Will negates). This blast may only be made by evil characters. While this particular blast does not allow for the use of

(blast type) talents, the user can use it as a base to create a new spell that incorporates a (blast type) talent.

Space Is An Ocean: Swimming There And Back Again

This robust tome is filled with scribbblings that appear cryptic and mad at first glance, perhaps even inspired by a god of cryptic messages. Theorists believe that when deciphered, they offer a way to swim among the stars.

BECOMING THE SPACE WHALE

Sphere Alteration

Cost 9 spell points (+2 complexity, +7 effect)

Casting Time 1 round

Range touch

Duration concentration, or 1 SP for one minute per caster level

Saving Throw Fortitude negates; **Spell Resistance** yes

Prerequisites Alteration sphere (Avian Transformation (transformation), Aquan Transformation (transformation), Extreme Adaptation, Extreme Changes, Greater Changes, Size Change, Size Mastery, Star-Spawn Body (body)), Quicken Spell feat

Complexity +4 (+1 Quicken Spell, +2 Alternate Shapeshift)

Crafting Time 10 days

EFFECT

This spell must be cast at caster level 10 or higher, or it fails. Upon success, this grants the target the ability to change between the form of a space whale (with the Aquan Transformation (transformation) form, as well as the effects of Size Change, Size Mastery, and a fly speed as from Avian Transformation (transformation)). As a swift action, the target can switch between this form and a Blank Transformation (they always possess the same traits in their Blank Transformation, as detailed below). In both forms, they have the Breathless and Pressure Immunity traits from the Extreme Adaptation talent and the Starflight trait of the Star-Spawn Body (body) advanced talent. You may use the Permanent Transformation advanced talent on *Becoming The Space Whale* if you know it (without needing to relearn or modify this spell).

The Art Of Guidance

An esoteric tome, *the art of guidance* is hotly pursued by those who practice the supporting arts and contains theories and ideas of how to apply magic in such a way as to benefit and nurture heroes. Two techniques contained within are particularly well-detailed.

HERO'S BURST

Sphere Time

Cost 2 spell points (+1 complexity, +1 effect)

Casting Time full-round action

Range close (25 feet + 5 feet per 2 caster levels)

Duration concentration

Saving Throw none; **Spell Resistance** yes (harmless)

Prerequisites Time sphere (After Image (time), Improved Haste)

Complexity 2 (+2 After Image)

Crafting Time 3 days

EFFECT

This spell alters the target's time, granting them the After Image and Haste effects of the Time sphere. The latter is augmented by the Improved Haste talent. You must concentrate to maintain this effect, but may spend a spell point as a free action to allow it to remain for 1 round per caster level without concentration.

SACRED GROUND

Sphere Fate

Cost 2 spell points (+1 complexity, +1 talent)

Casting Time full-round action

Range 20-ft. radius, +5-ft. per 5 caster levels

Duration concentration

Saving Throw Fortitude partial (see text); **Spell Resistance** yes

Prerequisites Fate sphere (Divine Pressure (consecration), Greater Serendipity)

Complexity 2 (+2 Divine Pressure)

Crafting Time 3 days

EFFECT

When cast, this spell allows you to grant a luck bonus to your allies and an equal penalty to your enemies within its range, as the Serendipity *consecration* of the Fate sphere with the effects of the Greater Serendipity talent. In addition, this spell also provides the benefits of the Divine Pressure *consecration* within its range, although foes may attempt a Fortitude save to resist that talent's power. You must concentrate to maintain this effect, but may spend a spell point as a free action to allow it to remain for 1 round per caster level without concentration.

Chapter 16

Mastering Magical Items

Items are a fundamental part of the Pathfinder Roleplaying Game. That's not just a viewpoint - the math the game is built on expects that players receive and use items as they rise up through the levels of play. This includes getting enchanted weapons to cut through the damage reduction of increasingly-tough foes, ability score increases, defensive boosts, and various tricks and tools that players can use to resolve situations. In this chapter, we'll look at mastering magical items and how to give out, customize, and otherwise handle items in your game.

Player's Guide

While the rest of this chapter is for game masters, this section focuses on some things that players should know when choosing items.

There are many different ways to approach getting items in Pathfinder. Some people buy exactly what they want, some people craft their own unique gear, and some people just loot whatever they find. Many people use a combination of these. All of these are perfectly valid approaches, but you may want to consider how you want to integrate items into your build.

Fundamentally, items fall into two categories: Things that make you better at something you are doing, and things that let you do new things. An increase to your relevant ability scores is an example of the first, while a healing potion for a character that cannot normally heal is an example of the second.

Most characters should have a balance of these two things. Focusing all of your wealth and gear into your main role in the game - however you define that - can be fun, but it can also limit your ability to act in situations outside of your specialty. To put it another way, when all you have is a hammer, every problem looks like a nail.

Consider getting at least one or two items that allow you to do something outside of your regular specialty. This way, if you cannot do what you normally want to do, you will not be limited to passing your turn and waiting in the hope that you can do something next time your turn comes up. Many of the marvelous items introduced in Chapter 7 of this book are affordable even at relatively low levels and can significantly diversify your options.

In particular, consider getting items that offer a different distance from what you usually do (self vs. melee vs. ranged) and can let you perform in different roles (such as buffing or debuffing instead of dealing damage). You may also want to target different defenses. For example, if you are a warrior who often targets a foe's regular armor class, you may want to get an item that targets Will saves or touch armor class because those may be more likely to work on foes with high armor class.

Consider getting the Item Mastery^{USoP} feat. This feat significantly improves the saving throw DCs of many items, so if you want an item-heavy build, Item Mastery is invaluable.

Also, do not underestimate the value and utility of low-cost gear, such as *magical toolkits* (which are charms that improve skills) or a simple 10-foot pole. For example, scholars can get a significant boost to their medical training feature with a +5 *magical toolkit* (Heal). Low-cost and mundane gear are often some of the most useful items outside of combat, particularly if they are not consumable.

Do not be afraid to ask your game master about how they plan to include certain types of items in the game. For example, if you know that you can expect to find ability score-boosting items as treasure, you do not need to worry about buying them yourself.

Finally, **learn the rules for your items**. Magical items can have unusual or specific effects, and as a player, it

is your job to understand how your items work so you do not have to spend several minutes referencing things during your turn. Knowing how your things work is crucial to keeping a game moving and getting the most value from your magical gear.

The Party Pool

The party pool is a treasure distribution system where an agreed amount of funds goes into a separate account to pay for things that anyone in the party can use. Most groups that use a party pool set it up by dividing treasure by the number of player characters plus one. For example, if the party has four characters, then they split the treasure five ways and put the extra into their group account.

This technique helps spread costs around fairly and prevents any one player from being locked into spending their money on other people. For example, if someone is playing a healing-focused class like the Scholar, they may not like the idea of having to spend their gold on potions for everyone else just because they are the healer. Strategies like these are especially helpful in groups that buy and use a lot of consumables or reusable items. If characters are largely self-sufficient and do not need more items than they find, you may not need a treasure distribution plan.

Treasure Selection Strategies

Similarly, it can help to set up a treasure selection plan. Ideally, this plan will allow everyone to have a fair chance at selecting treasure after notable battles, rather than letting one or two characters always have the first pick of the loot.

If your group does not have another plan, consider rolling a d100 to determine your treasure selection order, rerolling matching numbers as needed. You can do this every time the group picks up loot, or you can create an order and rotate through it (so whoever picked loot first one time picks last the next time, and everyone else moves forward by one).

Optionally, players may choose to move to the end of the turn order in exchange for some other favor, such as getting the first pick of treasure the next time around. This is useful when a particular pile of treasure has nothing they want (but some things that others do want) and stops them from “wasting” an early selection.

Questing For Treasure

Buying, crafting, and looting are the most traditional ways of adding magical items to a game. The first two are largely player-driven, while the last is set by the GM or the adventure (and includes payment for adventurers). While these are the most popular ways of adding items, they are certainly not the only ways.

The fourth method of adding items is not used nearly as often as the others, but questing for an item can be anything from part of a character's personal journey to the overall goal of your entire campaign. The difference between questing and looting is simple: with questing, acquiring the item is the predetermined goal, not an incidental bonus acquired as part of another goal.

For example, a cleric might quest for a holy relic of their church that gives great power to their followers, while a monk might quest through a series of trials to obtain an item that demonstrates their mastery of their abilities (perhaps a *talent crystal*?). Questing for items works particularly well when the items have some significance to a character or the plot. This is doubly true when the item is an artifact, but even when it is not, obtaining it after a quest can make an item feel more precious and personal than an identical item obtained from a store or pile of loot.

Questing is also useful for upgrading items. For example, perhaps you have a fabled item (see Chapter 9) that only reveals its true power after the user undergoes specific quests, or the necessary *flask shards* (see Chapter 7) for improving an item are only obtainable in a specific area.

While personalized quests can be thematic and exciting for a specific character, be sure to give the other players some opportunities to shine. After all, most players do not enjoy feeling like they are an audience member for someone else's story! If the quest is limited to one character, consider running the quest as a one-on-one adventure for that character, rather than something for everyone else to sit through during your ‘main’ game.

Giving Magical Items As Loot

While quests as described above are fun, the truth is that most magical items players receive will come as loot. Whether they are taken from the hoards of slain dragons or collected off the bodies of their enemies, players tend to find items significantly more often than they buy them. This is where your judgment as a game master comes into play.

Items are your best way to affect player characters. For example, if you realize that one player's damage is not keeping up with the rest of the party, you can add an item clearly designed for their build that helps them cover their gaps.

You can even give loot to help cover any party roles that your group is missing. For example, the *flask of the dawn* helps reduce the need for a healer, particularly early in the game when characters will not be taking as much damage. If players are comfortable with the idea that they have a certain number of potions left, and it is okay to use them because they refill each day, they may be more willing to stay in a dungeon instead of heading out for a rest every fifteen minutes.

Every group is different, so I'm not going to tell you that there's only one way to give out loot. Instead, I recommend taking a close look at what would be the most fun for your players. Pay particularly close attention to any player who seems like they are not having fun and are not able to engage with the game in the way they want to. Sometimes, it only takes one item to turn things around and make them happy again.

The Wealth By Level guidelines are a good place to start estimating how much treasure your team should have, but in the end, these are only guidelines. Some tables want to have a lot more treasure, while some tables want to have less.

If you want to have fewer items in-game (but make each of those items more interesting), consider using rules like Automatic Bonus Progression from *Pathfinder Roleplaying Game: Pathfinder Unchained* to ensure that player characters receive the ability score increases the game expects them to have. (Or don't - for a dangerous, gritty adventure, fewer items and no automatic increases can help create the right feel.)

Be sure to have a plan for how you intend to distribute loot. Your players may ask about things like whether they should plan on buying or finding certain types of loot (particularly anything the game expects, like ability score improvements or enchanted weapons), and you should have an answer ready to give them. You do not need to tell them exactly where or when they'll be finding things, but it is reasonable for players to ask what they should expect from your game so they can plan accordingly.

Finding vs. Buying vs. Gifting

Players often hesitate to spend money on items outside of anything they need for their core build. In most cases, this means that players often end up focusing on charms for stat increases, armor class bonuses, and saving throws, or on weapon and armor enhancements, while not looking too closely at any other expensive items. This is a shame because there are plenty of creative and fun items out there, but it is understandable that players want to focus on the basics so they do not get left behind. As I mentioned earlier, the Pathfinder Roleplaying Game fully expects that players will get the basic items (weapon enhancements, armor enhancements, resistance bonuses to saving throws, deflection bonuses to armor class, and ability score increases), and most experienced players know this.

I mentioned this point earlier in this book, but for anything that a player might not buy normally, consider giving it as treasure instead of putting it in stores.

The *flask shard* items (described mainly in Chapter 7) are designed to be easy to add as loot, starting as early as the first dungeon-type area the players enter. This can be a lot of fun for players because they have an exciting new tool to creatively apply in their future sessions, and the fact that the items can scale upwards in power means they can stay relevant throughout the entire game.

Buying items is a good way to give players some input on the gear they get. Many people find the idea of a "magic mart" where everything is for sale a little difficult to explain in-universe, but try to stock at least a few items that your players might be interested in. Do not bother them with anything out of their price range unless they specifically ask about it, though. Going to a magic shop just to hear how everything costs far more gold than they even have will only encourage them to walk away and not bother checking things out.

Do not hesitate to ask your players about the types of items they'd like to find/buy and use. They may not be as familiar with items as game masters often are, but understanding what they want to get can help you understand which items they'll be most excited about finding.

Similarly, you do not have to limit the distribution of items to killing monsters, getting paid for missions, or local shops. Players can also receive items from NPCs of various personalities, goals, and opinions. For example, a church might reward a paladin with a holy blade after they have made a name for themselves and earned a few levels, while a thieves' guild might give a rogue a set of enchanted lockpicks as a commemorative present for pulling off a particularly impressive heist.

Players could even receive loot from fans or benefactors who want to support their efforts. There's no end to the possibilities and - this is the important bit - how players can receive items can heavily influence their opinion of a group or location. Players tend to form positive opinions of any NPC or group that outright gives them gear, and this can get the players more invested in local plots. Similarly, this is a good way to sneak treasure into players' pockets if they miss a pile of loot you planned for them to find earlier.

Be careful to avoid seeming like you are favoring one character too much when handing out items. In general, the same player should not be outright given an item more than once in a row, and preferably not again until everyone else has gotten one or some time has passed. You can waive this guideline with your group's agreement - especially if everyone thinks one character is significantly underpowered and needs the extra gear - but you do not want to give your group the impression that you are playing favorites. Do not make a show of giving gear to NPCs that are traveling with the party unless it is crucial to the plot; just quietly add it to their sheet and have the NPC mention that they have gotten a few things they think will prove useful later.

You should give gifts of approximately the same value to all players at once (this works best if there's some benefactor or fan supporting them), or you can rotate between players if you do not want to dump a ton of items on them at the same time. For example, you may give a holy blade to the group's warrior in one session, then a metamagic apparatus to an incanter two sessions later.

When possible, try to tie gifts into the story somehow and make it feel like a natural extension of the players' actions and decisions. It makes sense that a church would want to reward one of their members when that member does something particularly notable in the name of their deity; it makes less sense for them to just hand something over one day for no particular reason. Similarly, players should not expect to get special loot from NPCs every time they do something. Gifts should be relatively infrequent unless you want to shower players in magical items.

Players can make surprising choices about who to give items to, so if something is meant for one character in particular, make it inconvenient for anyone else to have. Crafting traditions can help with this.

Regardless of how players get items, try to avoid invalidating their previous choices when passing out loot. It's not very fun to save up for weeks or months real-time to buy a +3 *sword*, then get a slightly better weapon given to you for free one session later. That just makes players feel like they wasted a lot of time and money. You can replace (or upgrade) items after a few

levels, but try to avoid encouraging anyone to toss away something that's too new or that has become an important part of their build/story. Magical items should be *exciting* to get, not something that takes away from what characters already have.

Picking Magic Items For Players

There are countless builds within the game, and players often have different views about things, so no advice will be universal aside from "ask your players what kind of loot they enjoy". However, there are other guidelines to consider:

If you are not boosting what they can already do, consider giving items that do something other than their main activity. If someone wants to play a martial warrior, most items that they could use instead of their attacks are interesting, but something they'll hesitate to actually use unless there's some other sort of value in their mental equation. For example, the *vampiric maw* deals damage in a fairly large area and also heals the user, which means it is a great emergency tool to try and turn things around with. Players are usually happier about getting items that do not conflict with their main role.

You do not have to focus on combat all the time. Items that solve other problems, or lend themselves to creative applications outside of combat, are perfectly valid choices.

You can give out some time-limited items, such as those that are only useful in a particular area due to geographic features or other challenges. However, do not present something as a big reward if it is not actually useful - that can make players feel like they are not being rewarded, and it is better to avoid that.

You should not give out items whose caster level is too far above the player's level. There are exceptions to this rule, including some consumables and items that are not meaningfully affected by caster level, but caster level is a reasonably good guide for when most items should be available. If you want to give players a particularly nice item but it is too strong for them now, consider making a scaling item out of it using your choice of guidelines for that. How high is too high varies by table, but if uncertain, 4 caster levels above the players is about the highest items should be. As always, GMs should use discretion and good judgment when evaluating whether or not a given item is currently appropriate for any given group.

At 1st level, items up to caster level 3 are the most appropriate choices.

Combined Items

At times, you may want to create items that have multiple effects. In fact, this is one of the ideas behind fabled items, as well as options like magic items that raise multiple ability scores instead of just one.

Combining effects is a practical way to make an otherwise-boring item into something more interesting. For example, most charms are *useful* for characters because they help people stay in line with the game's expected math, but they are not *exciting* because they are just numbers going up. However, if you mix that charm with a metamagic apparatus or a marvelous item, then it is suddenly more than just a boost and therefore inherently more interesting. This is particularly helpful when making items that are plot-relevant, because their more-complex powers are a good in-universe justification for why someone particularly values them.

You do not need to have all effects at the same power level when creating these types of combined items. For example, if your charm is caster level 12, you could have a marvelous item effect that is caster level 5. When creating combined items, think of them as wholly separate items that happen to share a physical form, rather than a single unified whole.

Similarly, you do not always need to raise the cost for combining items, especially items of different types. Slots are more flexible in Spheres than in the base rules, and increased costs for combined items are most appropriate when each slot has a limited focus. In Spheres, the cost can be rather discouraging when it comes to creative item combinations, so it is better to consider this an optional rule. In general, you can skip the cost increase for combining items when they are usually not competing for the character's time to start. This is most common among items that are useful outside of combat with no time pressure and items that do not take up item slots (including being held) to begin with. To put it another way, if there's usually not a limit on switching between the items, there's no reason to increase the cost when combining them because characters are not getting much of an advantage from that (compared to just having two separate items).

However, any 'major' items - such as charms that boost multiple ability scores or provide other powerful, useful effects and would still need to compete for the same slot - should retain the price increase for combining them. These are *supposed* to be more expensive when people want more than one such effect, and you should be careful about waiving that fee. If you are not sure whether or not to waive the fee for combining items, leave it in.

Be careful when creating items that provide multiple activated effects at the same time. Action economy is the most valuable resource in the game and one of the primary limiting factors on abilities, so anything that allows characters to perform multiple actions at once is extremely powerful. In some cases, this can be built into an item with the talent-based crafting method.

For example, crafting the *full healing scroll* requires a talent that allows using a *restore* at the same time as a *cure*, which raises the Price of the item and therefore serves as its own Cost. On the other hand, an item that *shapeshifts* a target to make them bigger, *enhances* their power, gives them a *haste*, and tosses an *aegis* onto them all with one activation is a complex effect and should, at minimum, be very expensive.

In short, the GM should use good judgment when combining items or effects.

Worn, Held, And Equipped Items

Some effects mention that they work while an item is "held" or "worn". Because Spheres of Power lets you craft most items in most slots, you can treat either of these phrases as meaning "when the item is equipped in its appropriate slot". However, rare and useful effects (such as the circumstance bonus to armor class from the *girding*^{USoP} implement special ability) sometimes specify that they should be held or worn in a specific slot, and GMs should review requests for changing their slot before allowing that. Those limitations are often meant to limit powerful combinations. If unsure, do not allow the item to be equipped in a way other than how it was originally described or impose additional limitations on its power to help prevent abuse.

Random Treasure Generators

If you'd like to randomize rewards for players, you can use the following treasure tables. These lists do not contain every item in this book, but they do contain most of them. Treasures are split into Minor (0-1,000 gp), Medium (1,001-10,000 gp), Major (10,001-40,000 gp), Superior (40,001-79,999 gp), Grand (80,000+ gp), and Artifact lists. Items on these tables include their item type in parentheses to make the chapter they are contained in easier to find. Superior and Grand items are not sold in most settlements, but may be found in shops located in special or unique locations like planar trading hubs or in the wealthiest cities in a given world.

Table: Minor Items (0-1,000 gp)

<i>d100</i>	<i>Item</i>	<i>d100</i>	<i>Item</i>
1	<i>Apprentice's first wand (Spell Engine)</i>	63	<i>Potion of agility +4 (Compound)</i>
2	<i>Basic wand (Spell Engine)</i>	64	<i>Potion of the amphibian, lesser (Compound)</i>
3	<i>Battle blessing (Compound)</i>	65	<i>Potion of breathlessness (Compound)</i>
4	<i>Blessed stick (Compound)</i>	66	<i>Potion of cognition +2 (Compound)</i>
5	<i>Break enchantment potion (Compound)</i>	67	<i>Potion of cognition +4 (Compound)</i>
6	<i>Brew of battle reflexes (Compound)</i>	68	<i>Potion of confidence+2 (Compound)</i>
7	<i>Cape of resistance +1 (Charm)</i>	69	<i>Potion of confidence+4 (Compound)</i>
8	<i>Chainblade spell engine (Weapon)</i>	70	<i>Potion of darkvision (Compound)</i>
9	<i>Chattergem (Spell Engine)</i>	71	<i>Potion of durability +2 (Compound)</i>
10-19	<i>Common cure (Compound)</i>	72	<i>Potion of durability +4 (Compound)</i>
20	<i>Cursed stick (Compound)</i>	73	<i>Potion of energy resistance (Compound)</i>
21	<i>Elemental oil (Compound)</i>	74	<i>Potion of enlargement/reduction, lesser (Compound)</i>
22	<i>Energy converter (Marvelous Item)</i>	75	<i>Potion of enlargement/reduction, greater (Compound)</i>
23	<i>Gauntlet of maneuvers +1 (Charm)</i>	76	<i>Potion of hide in darkness (Compound)</i>
24	<i>Gem of energy ward (Compound)</i>	77	<i>Potion of insight +2 (Compound)</i>
25-34	<i>Healing potion, standard (Compound)</i>	78	<i>Potion of insight +4 (Compound)</i>
35-44	<i>Healing potion, improved (Compound)</i>	79	<i>Potion of might +2 (Compound)</i>
45-50	<i>Healing potion, greater (Compound)</i>	80	<i>Potion of might +4 (Compound)</i>
51	<i>Infravision lenses (Compound)</i>	81	<i>Potion of winged flight, lesser (Compound)</i>
52	<i>Magical toolkit +1 (Charm)</i>	82-85	<i>Restoration potion, body (Compound)</i>
53	<i>Magical toolkit +2 (Charm)</i>	86-89	<i>Restoration potion, mind (Compound)</i>
54	<i>Oil of bleeding serum (Compound)</i>	90-92	<i>Restoration potion, soul (Compound)</i>
55	<i>Oil of enhancement +1 (Compound)</i>	93	<i>Revitalization potion, minor (Compound)</i>
56	<i>Oil of enhancement +2 (Compound)</i>	94	<i>Revitalization potion, standard (Compound)</i>
57	<i>Oil of enhancement +3 (Compound)</i>	95	<i>Revitalization potion, improved (Compound)</i>
58	<i>Oil of enhancement +4 (Compound)</i>	96	<i>Revitalizing scroll, lesser (Scroll)</i>
59	<i>Oil of enhancement +5 (Compound)</i>	97	<i>Revitalizing scroll (Scroll)</i>
60	<i>Oil of forged reach (Compound)</i>	98	<i>Scroll of the Silent Stroll (Scroll)</i>
61	<i>Oil of keen edge (Compound)</i>	99	<i>Sneakster's brew (Compound)</i>
62	<i>Potion of agility+2 (Compound)</i>	100	<i>Wand of truthtelling (Spell Engine)</i>

Table: Medium Items (1,001-10,000 gp)

<i>d100</i>	<i>Item</i>	<i>d100</i>	<i>Item</i>
1	+1 Implement (Any one sphere)	51	Necklace of natural armor +1 (Charm)
2	+1 Implement (Any two spheres)	52	Necklace of natural armor +2 (Charm)
3	+2 Implement (Any one sphere)	53	Normal metamagic apparatus (worth 5,000 gp)
4	Aegis ring +1 (Charm)	54	Normal metamagic apparatus (worth 10,000 gp)
5	Aegis ring +2 (Charm)	55	Obstructing shield (Marvelous Item)
6	Belt of avian speed +2 (Charm)	56	Oil of carthus rouge (Compound)
7	Belt of mountains +2 (Charm)	57	Oil of freedom (Compound)
8	Belt of wild might +2 (Charm)	58	Performer's edge (Marvelous Item)
9	Blasting stick (Weapon)	59	Pixie partner (Marvelous Item)
10	Blessing of the fates +1 (Charm)	60	Pocket dimension (Spell Engine)
11	Blessing of the fates +2 (Charm)	61	Portable shell (Marvelous Item)
12	Bloody mess (Marvelous Item)	62	Portable room (Spell Engine)
13	Boots of striding (Apparatus)	63	Potion of agility +6 (Compound)
14	Bug-out scroll (Scroll)	64	Potion of the amphibian, greater (Compound)
15	Cape of resistance +2 (Charm)	65	Potion of the amphibian, superior (Compound)
16	Cape of resistance +3 (Charm)	66	Potion of cognition +6 (Compound)
17	Corpse party (Spell Engine)	67	Potion of confidence +6 (Compound)
18	Cursed sign (Marvelous Item)	68	Potion of durability +6 (Compound)
19	Dagger of false death (Marvelous Item)	69	Potion of insight +6 (Compound)
20	Disposable magic sword (Compound)	70	Potion of might +6 (Compound)
21	Elemental ward (Marvelous Item)	71	Potion of powerful courage (Compound)
22	Energy resisting ring (10) (Charm)	72	Potion of waterwalking (Compound)
23	Firefighter's wand (Spell Engine)	73	Potion of winged flight, greater (Compound)
24	Flame bearer's mask (Marvelous Item)	74	Potion of winged flight, superior (Compound)
25	Flask of the dawn (Marvelous Item)	75	Pugilist's charm +1 (Charm)
26	Foodmaker (Marvelous Item)	76	Quickdraw scabbard (Marvelous Item)
27	Fragment of destiny +1 (Charm)	77	Returning javelin (Weapon)
28	Fragment of destiny +2 (Charm)	78	Revitalization potion, greater (Compound)
29	Full healing scroll (Scroll)	79	Revitalization potion, superior (Compound)
30	Gauntlet of maneuvers +2 (Charm)	80	Ring of shielding +1 (Charm)
31	Gauntlet of maneuvers +3 (Charm)	81	Sharpening stone (Marvelous Item)
32	Greater metamagic apparatus (worth 10,000 gp)	82	Shattering wand (Spell Engine)
33	Group healing scroll (Scroll)	83	Shield of the vanguard (Armor and Shields)
34	Hammer of expulsion (Weapon)	84	Space-linking gloves (Marvelous Item)
35	Headband of alluring magnetism +2 (Charm)	85	Specialist's staff (Implement)
36	Headband of genius +2 (Charm)	86	Staunching wraps (Marvelous Item)
37	Headband of sages +2 (Charm)	87	Striking ribbon (Marvelous Item)
38	Healer's staff (Implement)	88	Talisman of techniques +1 (Charm)
39	Healing shiv (Marvelous Item)	89	Tattoo of potion storing (Marvelous Item)

40	<i>Inspiring crest (Marvelous Item)</i>	90	<i>Timeshifting gloves (Marvelous Item)</i>
41	<i>Invisible edge (Marvelous Item)</i>	91	<i>Thunderbolt ring (Marvelous Item)</i>
42	<i>Lesser metamagic apparatus (worth 2,500 gp)</i>	92	<i>Totem wand (Spell Engine)</i>
43	<i>Lesser metamagic apparatus (worth 5,000 gp)</i>	93	<i>Troll hunter's friend (Marvelous Item)</i>
44	<i>Lesser metamagic apparatus (worth 10,000 gp)</i>	94	<i>Truth serum (Compound)</i>
45	<i>Lightening wand (Spell Engine)</i>	95	<i>Vampiric maw (Marvelous Item)</i>
46	<i>Lucky charm (Marvelous Item)</i>	96	<i>Vanishing vest (Marvelous Item)</i>
47	<i>Magical toolkit +5 (Charm)</i>	97	<i>War drum (Marvelous Item)</i>
48	<i>Magical toolkit +10 (Charm)</i>	98	<i>Ward and peace (Marvelous Item)</i>
49	<i>Magic-shielding tattoo (Marvelous Item)</i>	99	<i>Ward and peace, improved (Marvelous Item)</i>
50	<i>Mind-shielding ring (Marvelous Item)</i>	100	<i>Warrior's blessing (Marvelous Item)</i>

Table: Major Items (10,001-40,000 gp)

<i>d100</i>	<i>Item</i>	<i>d100</i>	<i>Item</i>
1	+2 Implement (Any two spheres)	47	Headband of genius +6 (Charm)
2	+3 Implement (Any one sphere)	48	Headband of psionic reach (Apparatus)
3	+3 Implement (Any two spheres)	49	Headband of sages +4 (Charm)
4	+4 Implement (Any one sphere)	50	Headband of sages +6 (Charm)
5	Aegis ring +3 (Charm)	51	Hungering pistol (Weapon)
6	Aegis ring +4 (Charm)	52	Iron wall (Weapon)
7	Amulet of channeled might (Apparatus)	53	Lesser metamagic apparatus (worth 15,000 gp)
8	Amulet of channeled might, greater (Apparatus)	54	Lesser metamagic apparatus (worth 20,000 gp)
9	Amulet of soulreaving (Apparatus)	55	Lucky pistol (Weapon)
10	Banishing blade (Weapon)	56	Magebane (Weapon)
11	Banner of the saints (Weapon)	57	Magical toolkit +20 (Charm)
12	Battle banner (Implement)	58	Mass appeal (Implement)
13	Belt of avian speed +4 (Charm)	59	Necklace of natural armor +3 (Charm)
14	Belt of avian speed +6 (Charm)	60	Necklace of natural armor +4 (Charm)
15	Belt of mountains +4 (Charm)	61	Negater (Implement)
16	Belt of mountains +6 (Charm)	62	Normal metamagic apparatus (worth 20,000 gp)
17	Belt of wild might +4 (Charm)	63	Normal metamagic apparatus (worth 30,000 gp)
18	Belt of wild might +6 (Charm)	64	Normal metamagic apparatus (worth 40,000 gp)
19	Blessing of the fates +3 (Charm)	65	Phasing glaive (Weapon)
20	Bow of order (Weapon)	66	Pocket dimension, greater (Spell Engine)
21	Brawler's vest (Apparatus)	67	Pugilist's charm +2 (Charm)
22	Cadaver converter (Spell Engine)	68	Rainbows bright (Implement)
23	Cape of resistance +4 (Charm)	69	Reanimator's shawl (Implement)
24	Cape of resistance +5 (Charm)	70	Ring of elemental conflux (Apparatus)
25	Chainblade (Weapon)	71	Ring of shielding +2 (Charm)
26	Claw of chaos (Weapon)	72	Ring of shielding +3 (Charm)
27	Cleric's ward (Implement)	73	Runewrap (Implement)

28	<i>Commander's blade (Weapon)</i>	74	<i>Searchglobe (Implement)</i>
29	<i>Corpse party, greater (Spell Engine)</i>	75	<i>Shadow axe (Weapon)</i>
30	<i>Crystal laser axe (Weapon)</i>	76	<i>Sheltering shield (Armor and Shields)</i>
31	<i>Cursebreaker (Implement)</i>	77	<i>Sheltering shield, specialized (Armor and Shields)</i>
32	<i>Devouring axe (Weapon)</i>	78	<i>Sbrapnel glove (Weapon)</i>
33	<i>Dimensional blocker (Implement)</i>	79	<i>Staff of boldness (Implement)</i>
34	<i>Duelist's rapier (Weapon)</i>	80	<i>Talisman of spell resistance (Charm)</i>
35	<i>Elemental attuners (Implement)</i>	81	<i>Talisman of techniques +2 (Charm)</i>
36	<i>Elixir of lifegiving (Compound)</i>	82	<i>Talisman of techniques +3 (Charm)</i>
37	<i>Emergency exit (Marvelous Item)</i>	83	<i>Talisman of the ancestor's might (Spell Engine)</i>
38	<i>Energy resisting ring (20) (Charm)</i>	84	<i>Talisman of the ancestor's will (Spell Engine)</i>
39	<i>Fragment of destiny +3 (Charm)</i>	85	<i>Tome of very forbidden lore (Apparatus)</i>
40	<i>Gauntlet of maneuvers +4 (Charm)</i>	86	<i>Unseen reacher (Implement)</i>
41	<i>Gauntlet of maneuvers +5 (Charm)</i>	87	<i>Wands of search and rescue (Spell Engine)</i>
42	<i>Greater metamagic apparatus (worth 20,000 gp)</i>	88	<i>Weather vane, greater (Implement)</i>
43	<i>Greater metamagic apparatus (worth 40,000 gp)</i>	89	<i>Whip of command (Weapon)</i>
44	<i>Headband of alluring magnetism +4 (Charm)</i>	90	<i>Windowmakers (Implement)</i>
45	<i>Headband of alluring magnetism +6 (Charm)</i>	91-100	Reroll
46	<i>Headband of genius +4 (Charm)</i>		

Table: Superior Items (40,001-79,999 gp)

<i>d20</i>	<i>Item</i>	<i>d20</i>	<i>Item</i>
1	<i>+5 Implement (Any one sphere)</i>	11	<i>Knife wife (Weapon)</i>
2	<i>+5 Implement (Any two spheres)</i>	12	<i>Liquid courage (Implement)</i>
3	<i>Aegis ring +5 (Charm)</i>	13	<i>Necklace of natural armor +5 (Charm)</i>
4	<i>Blurring bandana (Apparatus)</i>	14	<i>Pugilist's charm +3 (Charm)</i>
5	<i>Bracelet of everlasting friendship (Apparatus)</i>	15	<i>Ring of shielding +4 (Charm)</i>
6	<i>Cloak of weather resistance, minor (Apparatus)</i>	16	<i>Rod of lifegiving (Apparatus)</i>
7	<i>Cloak of weather resistance, greater (Apparatus)</i>	17	<i>Talisman of techniques +4 (Charm)</i>
8	<i>Energy resisting ring (30) (Charm)</i>	18	<i>The shiniest of spears (Weapon)</i>
9	<i>Greater metamagic apparatus (worth 60,000 gp)</i>	19	<i>Wizard's foe (Implement)</i>
10	<i>Invisible gun (Weapon)</i>	20	<i>Wolf belt (Apparatus)</i>

Table: Grand Items (80,000+ gp)

d20	Item	d20	Item
1	<i>Alfur vendi (Weapon)</i>	11	<i>Railway gun (Spell Engine)</i>
2	<i>Banishing blade, greater (Weapon)</i>	12	<i>Ring of shielding +5 (Charm)</i>
3	<i>Dragonstone (Apparatus)</i>	13	<i>Scourging symbol (Apparatus)</i>
4	<i>Ejector (Implement)</i>	14	<i>Staff of annihilation (Implement)</i>
5	<i>Elemental blade, greater (Weapon)</i>	15	<i>Sword of the storm (Weapon)</i>
6	<i>Greater metamagic apparatus (worth 80,000 gp)</i>	16	<i>Talisman of techniques +5 (Charm)</i>
7	<i>Inferno blade (Weapon)</i>	17	<i>The golden flute (Apparatus)</i>
8	<i>Murderer's wand (Implement)</i>	18	<i>Warmage's staff (Implement)</i>
9	<i>Pugilist's charm +4 (Charm)</i>	19	<i>Wizard's foe, greater (Implement)</i>
10	<i>Pugilist's charm +5 (Charm)</i>	20	Reroll

Table: Artifacts

d20	Item	d20	Item
1	<i>Crystal of the hero (Apparatus)</i>	11	<i>Staff of sacred light (Fabled Item)</i>
2	<i>Deck of fates (Marvelous Item)</i>	12	<i>Talent crystal, regular</i>
3	<i>Goblinburner (Fabled Item)</i>	13	<i>Talent crystal, greater</i>
4	<i>Hammer of majesty (Fabled Item)</i>	14	<i>Talent crystal, grand</i>
5	<i>Holy king's blade (Weapon)</i>	15	<i>The canceller (Weapon)</i>
6	<i>Jewel of chaos (Fabled Item)</i>	16	<i>Tome of eldritch lore (Fabled Item)</i>
7	<i>Key of azathoth (Marvelous Item)</i>	17	<i>Transformation wand (Fabled Item)</i>
8	<i>Scroll of the ancients (Scroll)</i>	18	<i>Trident of the sea king (Fabled Item)</i>
9	<i>Shard of secrets (Apparatus)</i>	19	<i>White scythe (Weapon)</i>
10	<i>Shield of the spirit (Fabled Item)</i>	20	<i>Wishing stones (Marvelous Item)</i>

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