ADVENTURE PATH PLUG-IN



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WITH THIS SET OF 30 MAGIC ITEMS OF ALL POWER LEVELS FOR USE IN ANY GOTHIC-THEMED CAMPAIGN!



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OVERRIDE BATON ROD OF THE ARCANE CENOTAPH ROD OF THE MOON

Rods

Weapons anatomist's knife spinelash

Wondrous Items

BEYONDER'S VEIL BLOODSCENT CLOCKTHIEF'S CANDELABRUM CLOCKTHIEF'S KEY CROWN OF DEADSPEACH CRUCIFORM ICON ELECTROSHOCK GLOVE FEARFUL KNOCKER GALVANIC NECK BOLTS GARGOYLE MASK GAUNTLET OF STAVEGUARDING GHOST SHACKLES GUARDIAN MOPPET HELM OF CERTAIN SANITY HORN OF THE DEEP ONES MESMERIC MASK SANGUINARY TORC séance CANDLE SHADOW PACK SKELETON CAGE TENTACLE VEST TOMB TAPPER WITCHBLOOD STYLUS WOLFHAIR SHIRT

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ABOUT LEGENDARY GAMES

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ENDARY GAMES

ADVENTURE PATH PLUG-IN

Welcome to Adventure Lath Plug-Ins

This supplement is the first in our product line known as "Adventure Path Plug-Ins." When you see the "Adventure Path Plug-In" logo at the top of a Legendary Games product, you can expect it is designed to fit directly with the themes of a particular Adventure Path campaign. The all-star team of designers here at Legendary Games is committed to bringing you the most creative, rules-legal, and well-designed content you can find. Though Adventure Path Plug-Ins all share a theme with a specific Adventure Path campaign, they're also designed for easy inclusion in your home game regardless of what campaign you run.

WHAT YOU WILL FIND INSIDE THE TREASURY

This supplement contains 30 magic items designed to fit perfectly in any gothic-themed campaign. One problem with Adventure Path-based campaigns is that they are written to appeal to all adventurers and they are not tailored to your campaign, your play style or your particular game group. This Treasury of magic items allows you, the GM, to insert magic items into the Adventure Path to personalize the adventures as your own and permit you to replace items in the published adventures with other appropriately-themed items. Of course, for those of you not running the gothic Adventure Path, these items bring a hefty dose of the macabre and can fit easily into any campaign.

Who better to provide you with alternate magic items for your Adventure Path campaign than the very writers of those adventures themselves? Answer: no one. And in keeping with Legendary Games' tradition of excellence and focus on story, these items are not mere cardboard cut-out items with gothic names, they are interesting and brilliantly designed items in their own right, each of which could be the focus of one of your own adventures.



HEY, WHAT'S WITH THE NAMES?

You will see us use phrases such as "Gothic Campaign" instead of title of the most recent Adventure Path. Or you may see us use the names "The Professor" or "The Professor's Daughter" or "Immortal Principality" instead of the proper names of specific characters or places from those adventures. There are legal reasons for this. While we can create compatible products under the Open Game License, we still have to be respectful of certain content that Paizo owns. Because we want to be very respectful of their content and work in partnership with them we use these "replacement phrases" for certain content. Plus, this helps the product have a more general appeal to those who may be running a home campaign that fits the same themes. In any event, we are 100% confident you know what we are talking about and will have no problem making the required connection. So enjoy these magic items in your "gothic Adventure Path," fighting cultists of the "lichking." See, that wasn't so hard, was it?

EGENDARY GAMES ADVENTURE PATH PLUG-IN

TABLE 1—1: ITEM MARKET PRICES

| Item Name | Market Price |
|----------------------------|--------------|
| tomb tapper | 600 gp |
| bloodscent | 1,500 gp |
| séance candle | 1,500 gp |
| guardian moppet | 1,600 gp |
| clockthief's candelabrum | 1,800 gp |
| wolf-hair shirt | 3,000 gp |
| shadow pack | 4,000 gp |
| electroshock glove | 5,000 gp |
| fearful knocker | 5,400 gp |
| override baton | 6,000 gp |
| gauntlet of staveguarding | 7 ,000 gp |
| gargoyle mask | 8,000 gp |
| tentacle vest | 8,000 gp |
| witchblood stylus | 8,000 gp |
| beyonder's veil | 9,000 gp |
| ghost shackles | 10,000 gp |
| anatomist's knife | 10,302 gp |
| horn of the deep ones | 12,000 gp |
| crown of deadspeech | 18,000 gp |
| mesmeric mask | 18,000 gp |
| cruciform icon | 20,000 gp |
| galvanic neck-bolts | 20,000 gp |
| sanguinary torque | 22,000 gp |
| clockthief's key | 30,000 gp |
| rod of the moon | 33,525 gp |
| skeleton cage | 36,000 gp |
| spinelash | 40,301 gp |
| helm of certain sanity | 50,000 gp |
| rod of the arcane cenotaph | 58,000 gp |
| elder talisman | – (artifact) |

Sothic Treasures

The magic items in this book are designed specifically to fit within a Gothic horror campaign, whether a published path of adventures or one of your own devising. The basic catalog of magic items can be used to supply magical treasures for such a campaign, and many are highly thematically appropriate, from a *cloak of the bat* to a *robe of bones*, a *sword of life stealing* to any number of wands and staves containing spells suitable to a Gothic atmosphere. However, the items presented in this volume are tailored to suit a number of the classical tropes of horror fiction and media. Need to stock the laboratory of a mad scientist with his deranged inventions? The tomb of an ancient wizard-king with relics of the sorcerous past? The cultic sanctum of insane stargazers and their alien artifacts? Look no further, for below is a list of magic items that fit within half a dozen horror genres (though there is plenty of room for crossover), followed by full descriptions of every item to chill the hearts and fire the imagination of you and your players.

GHOSTS AND HAUNTED BUILDINGS

fearful knocker, gargoyle mask, ghostly shackles, séance candle, tomb tapper

MAD SCIENTISTS AND CONSTRUCTS

anatomist's knife, clockthief's candelabrum, clockthief's key, override baton, electroshock glove, galvanic neck-bolts

WEREWOLVES

bloodscent, guardian moppet, rod of the moon, shadow pack, wolf-hair shirt

ELDRITCH ALIEN HORRORS

beyonder's veil, elder talisman, helm of certain sanity, horn of the deep ones, tentacle vest

VAMPIRES AND WITCHES

bloodscent, cruciform icon, mesmeric mask, sanguinary torque, witchblood stylus

LICHES AND THE ANCIENT DEAD

crown of deadspeech, gauntlet of staveguarding, rod of the arcane cenotaph, skeleton cage, spinelash



Roos

OVERRIDE BATON

Aura faint transmutation; CL 3rd Slot —; Price 6,000 gp; Weight 2 lbs.

DESCRIPTION

This rod of arcane circuitry, studded with tiny lights and buttons, allows the wearer to briefly influence the actions of constructs. Three times per day, the wielder can issue a *command* or *forbid action** to a construct within 30 feet (DC 11 Will negates). A construct gains a +4 bonus to this saving throw if its creator is within 30 feet. If a construct is targeted more than once per day with an *override baton*, it gains a cumulative +4 bonus to its saving throw for each attempt after the first. *see Ultimate Magic

CONSTRUCTION

Requirements Craft Construct, Craft Rod, command, forbid action; Cost 3,000 gp

Rod of the Arcane Cenotaph

Aura strong divination; CL 13th

Slot -; Price 58,000 gp; Weight 5 lbs.

DESCRIPTION

This rod of ancient stone is inscribed with the personal sigils of dozens of longdead arcanists, attuning the user to the lingering spiritual vestiges of the dead, allowing him to commune with them and delve their secrets, especially those of a magical nature. The rod grants a +2 bonus to Knowledge checks relating to arcane spellcasters, whether living, dead, or undead. The wielder also gains a +2 bonus to save DCs and caster level checks when casting divination spells relating to dead or undead creatures, and when using *augury*, *contact other plane*, *divination*, or another divination with a percentage chance of success to learn about a dead or undead creature, the user may roll twice and select the better result.

As a standard action, the rod can be touched to a creature to discern its spellcasting ability (if any) or to an object to discern if it is magical (if so, Spellcraft can be used to identify it), as if using *arcane sight*. As a free action, the user may sacrifice one prepared arcane spell or spell slot when making a Knowledge (arcana) or Spellcraft roll in order to gain an insight bonus to the skill check equal to twice the spell's level.

A rod of the arcane cenotaph allows the wielder to use speak with dead (Will DC 14) and vision once each per day. The rod's bonus to save DC and caster level checks is doubled when using these powers to learn about arcane spellcasters.

CONSTRUCTION

Requirements Craft Rod, Spell Focus (divination), creator must have at least 5 ranks in Knowledge (arcana) and Spellcraft, *arcane sight, contact other plane, fox's cunning, speak with dead, vision*; Cost 29,000 gp



ROD OF THE MOON

Aura moderate evocation; CL 9th Slot —; Price 33,525 gp; Weight 3 lbs.

DESCRIPTION

This alchemical silver +1 light mace glows with a soft silvery light equal to a torch and grants the wielder low-light vision as long as it is in hand. The rod gains the bane property when used as a weapon against lycanthropes. In addition, it can create each of the following magical effects:

MOONGLOW: Once per minute, the rod can limn a single creature within 30 feet with a pale glow like *faerie fire* for 1d4 rounds (no save). While so illuminated, the target suffers a -1 penalty to Will saves and to Wisdom and Wisdom-based skill checks.

MOONBEAM: Once per hour, you can create a 5-foot radius circle of bright light anywhere within 120 feet. Creatures within the moonbeam are dazzled for 1 minute (DC 14 Reflex negates). Lycanthropes failing their saving throw are fascinated for as long as they remain within the moonbeam. You can redirect the moonbeam anywhere within range as a move action, but if you move more than 120 feet away it winks out immediately. Illumination levels are increased by 1 step within 30 feet of the moonbeam.

MOONSTRUCK: Once per day, you can target a creature with *moonstruck** (DC 17). *See Advanced Player's Guide

CONSTRUCTION

Requirements Craft Magic Arms and Armor, Craft Rod, *daylight, faerie fire, moonstruck, summon monster I;* **Cost** 16,925 gp

WERPONS

ANATOMIST'S KNIFE

Aura moderate divination; CL 6th

Slot —; Price 10,302 gp; Weight 1 lb.

DESCRIPTION

This +1 cunning* dagger inflicts 1 point of bleed damage on a critical hit or sneak attack; this stacks with any bleed damage the wielder inflicts from other abilities. The anatomist's knife also grants a +2 bonus to Heal checks. *See Advanced Player's Guide

CONSTRUCTION

Requirements Craft Magic Arms and Armor, true strike, creator must have 5 ranks in Heal; Cost 5,302 gp

Spinelash

Aura strong necromancy; CL 12th

Slot -; Price 40,301 gp; Weight 4 lbs.

DESCRIPTION

This +1 keen conductive* spell storing whip is crafted of segmented vertebrae and jagged bony shards, inflicting lethal damage. On a critical hit (or any hit against a helpless creature), the target's bone structure is fractured and deformed

by the spinelash, causing the target to become entangled by its own skeleton (DC 16 Fortitude save reduces effect to 1 round). This condition is permanent but can be healed with regenerate. Creatures without skeletons are immune, but undead and creatures with chitinous exoskeletons are affected normally. *See Advanced Player's Guide

CONSTRUCTION

Requirements Craft Magic Arms and Armor, creator must be at least 12th-level caster, harm, spectral hand; Cost 20,301 gp

BEYONDER'S VEIL

Aura faint illusion; CL 7th

Slot face; Price 9,000 gp; Weight 1 lb.

DESCRIPTION

This shimmering translucent veil seems to hold shifting stars within its weave. The beyonder's veil infuses your illusions with the essence of trans-spatial nightmare dimensions beyond the stars. This distorted and disturbing wrongness decreases the the save DC to disbelieve your illusions by 1. However, creatures that fail a saving throw against an illusion spell or spell-like ability you use (other than a save to disbelieve) become shaken for 1 round per level of the spell. If the effect already causes targets to become shaken, this duration stacks with the duration of the effect. Creatures immune to fear are immune to this effect, as are creatures that succeed on their saving throw against your illusions. Creatures with a saving throw bonus specific to fear effects do not apply this bonus to your illusions but are shaken for only half the normal duration.

CONSTRUCTION

Requirements Craft Wondrous Item, phantasmal killer; Cost 4,500 gp

BLOODSCENT

| Aura moderate enchantment; CL 3rd | d |
|--------------------------------------|---|
| Slot —; Price 1,500 gp; Weight 1 lb. | |

DESCRIPTION

This rusty-red powder is comprised of magically distilled and fortified essence of blood. It may be spread carefully over four 5-foot squares, or hurled at a single 5-foot square up to 30 feet distant. Creature with the scent ability within or adjacent to the bloodscent become fascinated by it for 1d4 rounds (Will DC 13 negates). A lycanthrope that fails its save against bloodscent while in humanoid form must make a second identical save or be compelled to assume its hybrid form.

Bloodscent can be hurled at a creature as a ranged touch attack, affecting them as above. In addition, creatures with the scent ability beginning their turn adjacent to the target are compelled to attack the target for 1 round (Will DC 13 negates). If the ranged touch attack misses, the bloodscent fills a single 5-foot square wherever it lands.

Bloodscent affects creatures only once per use, though it remains potent for 1 minute after being spread or hurled, and other creatures exposed to it may be affected. Herbivorous creatures are immune to bloodscent, but any creature with a bleed or blood drain special attack is vulnerable to it, even if normally immune to mind-affecting effects.

CONSTRUCTION Requirements Craft Wondrous Item, hypnotic pattern, rage; Cost 750 gp

CLOCKTHIEF'S CANDELABRUM

Aura faint abjuration; CL 1st Slot —; Price 1,800 gp; Weight 3 lb.

DESCRIPTION

This ornate brass candle-holder sheds a magical light in a 5-foot radius that reveals the intricacies of devices both magical and mundane, providing a +2 bonus to Perception checks to notice and identify traps and secret doors, and a +4 bonus to Perception and Knowledge (arcana) checks to notice and identify constructs. In addition to its power to reveal, the *clockthief's candelabrum* can conceal those in its light from the perceptions of automata of all types. This effect can be invoked once per day with a command word, lasting 30 minutes and affecting constructs as *hide from undead* affects the undead. Intelligent constructs or constructs with immunity to magic (such as golems) are entitled to a Will save (DC 11).

The powers of the clockthief's candelabrum are ended immediately if its candles are extinguished.

CONSTRUCTION

Requirements Craft Construct, Craft Wondrous Item, find traps; Cost 900 gp

CLOCKTHIEF'S KEY

Aura strong transmutation; CL 13th

Slot —; Price 30,000 gp; Weight 1 lb.

DESCRIPTION

This simple, unadorned winding key of polished brass, the span of a human's hand, is inlaid with a labyrinth of wiry filaments almost too small to see but that channel energies highly disruptive to magical devices. The *clockthief's key* aids in disarming magical traps, granting a +5 bonus to Disable Device checks against them; it may be used in lieu of or in conjunction with masterwork thieves' tools.

The chief power of the *clockthief's key*, however, is to disable or impede the functioning of constructs, unwinding the mainsprings of their magical cores and unraveling their programmed functions into disarray. As a full-round action, the user of a clockthief's key can make a melee touch attack against a construct. This requires both hands and provokes attacks of opportunity. A successful attack attaches the *clockthief's key* to the construct and affects it as *holy word* affects evil creatures, bypassing any immunities the construct possesses, though a DC 20 Will save is allowed as normal. A deafened construct is unable to receive new orders.

The *clockthief's key* can be removed as a standard action with a DC 25 Strength check or a DC 25 Use Magic Device check; the one who placed it on the construct

gains a +10 bonus to the Use Magic Device check. The key can be removed automatically if the construct is destroyed. Removing the key immediately ends any non-instantaneous effects.

A *clockthief's key* can be reprogrammed to produce different effects in constructs, duplicating the effect of *blasphemy*, *dictum*, or *word of chaos*. This requires 1 minute of work and DC 25 Disable Device and Use Magic Device checks, and the change in function is permanent (though it may be reprogrammed many times). As a full-round action, a DC 20 Disable Device or Use Magic Device check can also be used to set the *clockthief's key* to overload, destroying the key but creating an eruptive bubble of degenerating energy affecting every construct within 40 feet with the key's current effect.

CONSTRUCTION

Requirements Craft Construct, Craft Wondrous Item, *animate objects* and either *limited wish* or one of the following: *blasphemy, dictum, holy word, word of chaos;* Cost 15,000 gp

CROWN OF DEADSPEECH

Aura moderate necromancy; CL 7th Slot —; Price 18,000 gp; Weight 3 lb.

DESCRIPTION

This crown of black iron, set with polished and rune-carved shards of bone, allows the wearer to converse with the dead as if using *speak with plants* to converse with plant creatures (intelligent undead) or normal plants (corpses, skulls, mindless undead). The crown does not make undead automatically friendly, but it does enable the wearer to affect undead with language-dependent effects, even if they are mind-affecting, and it grants a +5 competence bonus to Bluff and Diplomacy checks with undead creatures.

CONSTRUCTION

Requirements Craft Wondrous Item, speak with dead, tongues; Cost 9,000 gp

CRUCIFORM ICON

Aura moderate evocation; CL 10th

Slot -; Price 20,000 gp; Weight 1 lb.

DESCRIPTION

This holy symbol of wood polished to a golden sheen, capped in bronze and engraved with runes of holiness, strikes terror into vampires that behold it. With the *cruciform icon* in hand, you can affect vampires with fear effects. A touch attack with the *cruciform icon* suppresses a vampire's fast healing and causes it to become shaken for 1d4 rounds (Will DC 20 reduces the effect to 1 round). As a standard action, the bearer may hold vampires at bay as a *magic circle against* evil, treating vampires as if they were evil outsiders. In addition, creatures within the circle are protected against vampiric attack as *sanctuary* (Will DC 20). If any creature within the circle attacks, however, both effects are immediately broken. This effect lasts until the beginning of your next turn and can be continued in subsequent rounds. A vampire who saves against this effect of the *cruciform icon* cannot be affected by it again for 24 hours.

In addition to its effects against vampires, a *cruciform icon* is a potent aid to channeling positive energy, affecting the area (or the target, if using Channel Smite) as *consecrate* until the beginning of your next turn, including increasing the save DC of your channeled energy. If already within a consecrated area, the *cruciform icon* acts as a permanent fixture of your deity.

CONSTRUCTION

Requirements Craft Wondrous Item, channel energy class feature, *consecrate, doom, magic circle against evil*; **Cost** 10,000 gp

ELECTROSHOCK GLOVE

Aura moderate evocation; CL 1st

Slot hands; Price 5,000 gp; Weight 1 lb.

DESCRIPTION

This heavy gauntlet is laced with copper wire and can be used to deliver a *shock-ing grasp* 3 times per day that inflicts nonlethal electricity damage. However, this shock can also jolt a creature to its senses, granting a new saving throw to remove

one of the following conditions (if more than one is present, determine randomly): confused, dazed, fascinated, frightened, panicked, shaken, staggered, or stunned. An *electroshock glove* cannot affect instantaneous or permanent conditions, nor effects that do not allow a saving throw. An *electroshock glove* causes no damage to a creature with the dying condition but allows an immediate stabilization roll with a +4 bonus.

CONSTRUCTION Requirements Craft Magic Wondrous Item, shocking grasp, surmount affliction*; Cost 2,500 gp *See Ultimate Magic

FEARFUL KNOCKER

Aura faint abjuration; CL 3rd Slot —; Price 5,400 gp; Weight 3 lbs.

DESCRIPTION

This heavy metallic disk is carved in fanciful or frightful likeness of a humanoid or monstrous face, with a heavy ring in its mouth. If attached to a door, it seals the door with an *arcane lock* and wards it with a *phantom trap*. The *fearful knocker* opens and closes the door by a command word. A creature touching the door without speaking the command word is affected as *scare* (DC 13 Will partial). The *fearful knocker* cannot be removed from the door except by the command word, destroying the door, or temporarily negating its power with *dispel magic*.

CONSTRUCTION

Requirements Craft Wondrous Item, arcane lock, open/close, phantom trap, scare; Cost 2,700 gp

GALVANIC NECK-BOLTS

Aura moderate transmutation; CL 6th

Slot neck; Price 20,000 gp; Weight 1 lb.

DESCRIPTION

These metal bolts, if held next to a creature's neck while it suffers over 10 points of electrical damage, affix themselves permanently to the creature's spinal column. Removing the *galvanic neck-bolts* requires a DC 30 Heal check (inflicting 2d6 points of damage and 1d4 points of Dexterity damage per attempt, successful or not).

Once implanted, galvanic neck-bolts enable the target's body to absorb electrical energy and convert it into raw strength, speed, and power. Galvanic neckbolts can absorb and convert up to 60 points of electrical damage per day. Any electrical damage that would be suffered is ignored, converted into 1 temporary hit point per 3 points of electrical damage. These temporary hit points last for 1 hour or until lost.

In addition, for every 20 points of electrical damage absorbed the wearer gains a +2 alchemical bonus to Strength, Dexterity, or Constitution for 1 hour; if 40 or 60 points of electrical damage is absorbed, this bonus may be applied to different abilities or to stack if applied to the same ability. After absorbing 60 points of electrical damage, *galvanic neck-bolts* overload and shut down until the following day. The feedback from this overload inflicts 1d4 points of damage to Intelligence, Wisdom, or Charisma (determine randomly).

CONSTRUCTION

Requirements Craft Wondrous Item, *bear's endurance, bull's strength, cat's grace, false life, protection from energy;* **Cost** 10,000 gp

ADVENTURE PATH PLUG-IN

GARGOYLE MASK

Aura faint transmutation; CL 5th Slot —; Price 10,000 gp; Weight 2 lbs.

DESCRIPTION

This dull gray mask hides the wearer's face behind a grotesque stony visage surmounted with one or more curved or spiral horns. Besides masking the wearer's identity, a *gargoyle mask* allows the wearer to make a secondary gore attack (-5 to hit, 1d6 points of damage plus one-half Strength bonus for a Medium-sized wearer). In addition, as a standard action the wearer can assume the appearance of a weathered but vaguely monstrous stone statue, allowing the wearer to take 20 on Stealth checks near stone buildings for as long as he remains stationary. The wearer gains a +10 bonus to Perception checks against gargoyles masquerading as stone statues.

CONSTRUCTION

Requirements Craft Wondrous Item, *disguise self, monstrous physique I**; Cost 5,000 gp *See Ultimate Magic

GAUNTLET OF STAVEGUARDING

Aura faint abjuration; CL 6th

Slot —; Price 7,000 gp; Weight 3 lb.

DESCRIPTION

This heavy glove of leather covered in mithral mesh is used to safeguard a rod, staff, or wand from destruction, though it may be used in conjunction with a quarterstaff or with any item or weapon wielded in one hand. The *gauntlet of staveguarding* grants a +5 bonus to CMD against disarm and sunder attempts against the held item, and a successful sunder maneuver must first destroy the gauntlet itself (hardness 15, hp 30) before damaging the item being held. A spell targeted at an item in hand (e.g., *disintegrate, heat metal, shatter*) affects the gauntlet instead; if the gauntlet is destroyed, any leftover damage may affect the item originally targeted.

If more than one *gauntlet of staveguarding* is worn, each must protect a different held item.

CONSTRUCTION

Requirements Craft Wondrous Item, false life, shield; Cost 3,500 gp

GHOST SHACKLES

Aura moderate necromancy; CL 5th

Slot —; Price 10,000 gp; Weight 5 lbs.

DESCRIPTION

These rune-carved manacles are enchanted to bind the ectoplasm of ghostly creatures. While they have no enhancement bonus, the *ghost shackles* can be used as an improvised weapon that inflicts full damage against incorporeal creatures. In addition, once per day a creature can make a touch attack against an incorporeal creature with the *ghost shackles*. If the attack hits, the target is entangled, and as long as the wielder holds onto the *ghost shackles* the incorporeal creature is anchored to the spot, unable to move. If the wielder drops the *ghost shackles*, the creature may move but retains the entangled condition; the *ghost shackles* move with the creature but remain solid, preventing it from moving through or into solid objects or creatures. A creature bound by *ghost shackles* may attempt a DC 14 Reflex save as a full-round action to escape.

CONSTRUCTION

Requirements Craft Wondrous Item, *halt undead*; Cost 5,000 gp



GUARDIAN MOPPET

Aura faint abjuration; CL 1st

Slot — or neck; Price 1,600 gp; Weight 1 lb.

DESCRIPTION

These simple dolls, crudely sewn from burlap, rags, and dark thread with bone button eyes and stuffed with old wool in the semblance of a child or kindly animal, are usually crafted by orphaned witch-prodigies to guard children against those who would harm them. A *guardian moppet* grants a +2 resistance bonus to saves against witch hexes and hides the bearer from the child-scent* hex as long as it is held in hand or worn around the neck; it can be held while wielding a buckler or light shield.

In addition, when worn or carried by a child (including creatures with the young simple template), each guardian moppet can detect the presence of one menace that children fear: aliens (aberrations, outsiders), bad people (monstrous humanoids, or humanoids with a subtype different from the bearer's, including shapechangers), bad spirits (fey, undead), creepy-crawlies (oozes, vermin, Tiny or smaller animals), or monsters (dragons, magical beasts). If a creature of its type comes within 20 feet, the guardian moppet awakens its bearer if asleep (with a silent mental alarm), or begins to weep and cry aloud if its bearer is awake; in either case, the bearer is protected by a sanctuary (Will DC 11) for 1 minute that affects only creatures of the chosen types. The guardian moppet must have line of effect to detect creatures of its type; thus, solid barriers prevent its detection. It cannot be fooled by stealth (including magical invisibility or silence), but it cannot detect creatures that are astral, ethereal, or polymorphed.

CONSTRUCTION

Requirements Craft Wondrous Item, *alarm, hex ward*, sanctuary;* Cost 800 gp *See Ultimate Magic

Helm of Certain Sanity

Aura strong abjuration; CL 13th

Slot -; Price 50,000 gp; Weight 3 lbs.

DESCRIPTION

Crafted by those who wished to shield their perceptions against mind-bending horrors from beyond, this headgear protects against the loss of mental faculties. Any Intelligence, Wisdom, or Charisma damage or drain suffered by the wearer is reduced by 2, and the wearer is immune to temporary penalties to these ability scores (e.g., touch of idiocy). The wearer is also made immune to confusion, feeblemind, song of discord, insanity, and similar effects and gains a +4 bonus to saving throws against patterns and phantasms.

These protections come with a price, however, as the *helm of certain sanity* also leaves the wearer unable to perceive mythos creatures or spells with the mythos

descriptor*, treating them as if they had total concealment at all times. This also makes the wearer immune to gaze attacks or similar sight-based supernatural abilities used by such creatures but also imposes a -20 penalty to Knowledge checks to identify such creatures or their abilities. If the wearer is attacked by a mythos creature or spell*, she can perceive it as if it had concealment, appearing only as a dim, threatening shape, for 1d4 rounds.

CONSTRUCTION

Requirements Craft Wondrous Item, *insanity, mind blank*; **Cost** 25,000 gp *See the Legendary Games product *Tomes of Ancient Knowledge*. If you are not using that product, Mythos creatures or spells are defined as those that trigger *Sanity* checks. See *Pathfinder Adventure Path #46*: *Wake of the Watcher*.

Horn of the Deep Ones

| Aura moderate conjuration; CL 10th | |
|---------------------------------------|--|
| Slot —; Price 12,000 gp; Weight 1 lb. | |

DESCRIPTION

This horn is crafted from a nautiloid shell, and it is constantly wet with a brackish slime. Its sonorous call summons 1d4+1 skum (Pathfinder RPG Bestiary "Skum") to serve the one sounding the horn for 10 minutes or until slain. If the creature sounding the horn has the aquatic or water subtype, the skum gain the benefits of *good hope* for as long as they remain. If all of the summoned skum are slain, the horn-sounder must succeed at a DC 10 Fortitude save or be *polymorphed* into a skum and bound to the horn's call.

CONSTRUCTION

Requirements Craft Wondrous Item, summon monster V; Cost 6,000 gp

Mesmeric Mask

Aura moderate abjuration; CL 10th

Slot face; Price 18,000 gp; Weight 1 lb.

DESCRIPTION

This transparent mask clings to the wearer's face, almost imperceptible to inspection (Perception DC 30) or magical examination (DC 30 caster level check to detect its presence). The wearer is immune to *charm* and *dominate* effects but is immediately aware of them and their source. As an immediate action when targeted with such an effect, the wearer may attempt to deceive the creature using the *charm* or *dominate* effect into believing it has succeeded (DC 20 Will save negates). If the save is failed, the mask-wearer gains a +20 bonus to Bluff or Perform (acting) skill checks to perpetuate the ruse that they are mentally controlled, and he may choose to accept the telepathic bond that accompanies a *dominate* effect.

CONSTRUCTION

Requirements Craft Wondrous Item, *glibness, nondetection, protection from evil;* **Cost** 9,000 gp



Séance Candle

Aura faint necromancy; CL 7th Slot —; Price 1,500 gp; Weight 1 lb.

DESCRIPTION

Usually dead black or bone white, a *séance candle* burns for 1 hour. While alight, it attracts the lingering vestiges of dead spirits to come and whisper to the living or provide clues to answer their questions when they meditate upon the desired information in the light of the candle, depending on the amount of time spent.

10 MINUTES: +2 insight bonus to a Knowledge check to learn about a specific named individual (who may be living, dead, or undead) or to a Diplomacy check to gather information about an individual or when interacting with a sentient undead creature. This bonus is doubled if the *séance candle* is burned at a creature's grave site or in its current or former home. This bonus does not stack with itself; each time this ability is used, it must apply to a different Knowledge or Diplomacy check.

20 MINUTES: Ask a single question of a corpse, as *speak with dead* (Will DC 14) or perform an *augury* related to a specific named individual.

60 MINUTES: Perform a divination related to a specific named individual.

If a haunt is present when a *séance candle* is lit, any creature within 5 feet of the candle gains +2 bonus to skill checks to notice or interact with the haunt; however, the candle enables to the haunt to manifest more fully, and save DCs against it are increased by 1 within 5 feet of the *séance candle*. If the *séance candle* is extinguished prematurely, 10 minutes of its burning time is wasted but no benefit is gained.

CONSTRUCTION

Requirements Craft Wondrous Item, speak with dead; Cost 750 gp

Shadow Pack

Aura moderate illusion; CL 9th

Slot -; Price 4,000 gp; Weight 1 lb.

DESCRIPTION

This black-dyed backpack helps safeguard a character's rearward flank against those who would circle behind him or use pack-attack tactics by creating a shadowy shroud that clouds the vision of those attacking when the wearer is unaware. The wearer gains concealment against creatures flanking her or attacking when she is flat-footed. Darkvision penetrates this illusion, but low-light vision does not.

CONSTRUCTION

Requirements Craft Wondrous Item, blur, darkness, secret chest; Cost 2,000 gp

SANGUINARY TORQUE

Aura moderate transmutation; CL 10th Slot neck; Price 22,000 gp; Weight 1 lb.

DESCRIPTION

This twisted silver neckband, set with stones of blood red, stanches the wearer's wounds, allowing her to stabilize automatically when dying and halving all forms of bleed damage, including ability damage and ability drain, to a minimum of 0 for effects that cause only 1 point of damage or drain.

In addition, the *sanguinary torque* transmutes the wearer's blood into holy water as soon as it breaks the skin. Attacker gains no benefit from using bleed attacks, such as healing or temporary hit points. Instead, they are affected as if struck with a vial of holy water. A creature harmed by holy water that uses a blood drain attack against the wearer suffers double damage and is sickened for 1d4 rounds; a DC 20 Fortitude save reduces the duration to 1 round. Any undead or evil outsider adjacent to the wearer while she is taking bleed damage suffers 1 point of splash damage per round from her sanctified blood.

CONSTRUCTION

Requirements Craft Wondrous Item, bless water, regenerate; Cost 11,000 gp



SKELETON CAGE

Aura strong necromancy; CL 13th Slot —; Price 36,000 gp; Weight 1 lb.

DESCRIPTION

This tiny framework of bones can be activated once per day with a command word (spoken within 30 feet), causing it to expand into a Gargantuan skeletal ribcage firmly fixed to the ground and studded with jagged bony shards (AC 20, hp 120, hardness 5, CMD 34). Creatures within the area as it expands are grappled; a DC 17 Reflex save enables them to move to the nearest open space adjacent to the *skeleton cage* as a free action that does not provoke attacks of opportunity.

The skeleton cage possesses a pair of 20-foot-long skeletal arms (AC 20, hp 60, hardness 5), each of which can make a drag combat maneuver (CMB +24) once per round on your turn. You may direct the arms as a move action; otherwise, they attack the nearest creature(s) other than you.

A creature dragged into the *skeleton cage* suffers damage as if passing through a wall of thorns and gains the grappled condition. Attempts to escape the grapple are against CMD 34, and each attempt causes damage as if passing through a *wall of thorns*. A *skeleton cage* can hold up to 1 Gargantuan, 3 Huge, 8 Large, or 64 Medium or smaller creatures. If the *skeleton cage* is filled to capacity, creatures dragged to it by the hands are crushed against it, suffering damage as above, but are then dropped in an adjacent square.

A skeleton cage lasts for 1 hour or until destroyed or commanded to shrink. Destroying an arm does not harm the skeleton cage, but destroying the skeleton cage destroys the arms. Creatures within a skeleton cage when it is destroyed or commanded to shrink are freed automatically but suffer damage as if passing through a wall of thorns. If destroyed in its miniature form (AC 6, hp 13, hardness 5), a skeleton cage is permanently destroyed; otherwise, any damage it suffers is repaired the next time it is activated.

CONSTRUCTION

Requirements Craft Wondrous Item, *animate dead*, *forcecage*, *grasping hand*; **Cost** 18,000 gp

Tentacle Vest

Aura moderate conjuration; CL 7th

Slot chest; Price 8,000 gp; Weight 4 lbs.

DESCRIPTION

This leather vest is fringed with dangling strips. When the vest is worn, these strips become engorged, rubbery tentacles that squirm, lash, and twine. The *tentacle vest*

does not interfere with the wearer's actions and grant a +2 bonus to Climb and Swim checks, as well as to CMB for disarm, drag, grapple, and steal maneuvers. The *tentacle vest* can be used to hold (but not wear or wield) one item as if it were in your hand. The tentacles cannot draw or sheathe a weapon nor retrieve or or stow an item in a character's pack; however, transferring an item from hand to *tentacle vest* (or vice versa) is a swift action.

CONSTRUCTION

Requirements Craft Wondrous Item, black tentacles; Cost 4,000 gp

TOMB TAPPER

Aura faint transmutation; CL 1st Slot —; Price 600 gp; Weight 1 lb.

DESCRIPTION

This tiny mallet made of bone, sewn together with sinew and hair, allows the user to transmit secret messages through stone walls, when buried alive, or through solid surfaces or barriers using the Bluff skill as a full-round action. The recipient of your message can be up to 30 feet away, but the DC increases by 2 for every 5 feet of distance. You may send your message to a specific known creature within range, but any creature within 30 feet and adjacent to a solid surface can attempt to interpret the message with an opposed Sense Motive check.

CONSTRUCTION Requirements Craft Wondrous Item, message; Cost 300 gp



WITCHBLOOD STYLUS

Aura moderate necromancy; CL 5th Slot —; Price 8,000 gp; Weight 1/2 lb.

DESCRIPTION

This sharpened bone writing implement can be used by a witch to enhance the power of certain magical writings by infusing the blood of her familiar. If used to scribe a scroll of a patron spell, the scroll's save DC is set by the witch's actual Intelligence modifier, rather than the default minimum. A *glyph of warding, symbol*, or similar magical rune inscribed with a *witchblood stylus* requires those triggering it to save twice; a creature failing either save suffers the full effects of the glyph, symbol, or rune. A *witchblood stylus* may be used once per day, and using it inflicts 1 point of Constitution damage to the familiar per level of the spell being inscribed.

CONSTRUCTION

Requirements Craft Wondrous Item, Persistent Spell, glyph of warding; Cost 4,000 gp

Wolf-Hair Shirt

Aura faint transmutation; CL 1st

Slot chest; Price 3,000 gp; Weight 1 lb.

DESCRIPTION

The wearer of this shirt cannot be perceived by wolves, dogs, or other canine animals; they treat the wearer as if she did not exist. If the wearer touches a wolf, dog, or other canine or attacks any creature, the protection of the wolf-hair shirt is lost for 1 hour. Werewolves and canine magical beasts are entitled to a DC 11 Will save to notice the wearer.

In addition to the above, any spell or spell-like ability the wearer uses to assume the form of a canine animal or magical beast takes effect at +1 caster level.

CONSTRUCTION

Requirements Craft Wondrous Item, beast shape I, hide from animals; **Cost** 1,500 gp

Prtifacts

ELDER TALISMAN (MINOR ARTIFACT)

Aura strong abjuration; CL 18th Slot —; Price —; Weight 10 lbs.

DESCRIPTION

This rough-hewn stone in the form of a seven-pointed star at first appears a weathered relic of ancient times, but a close inspection reveals spidery whorls and traceries of pictographic runes that bend the mind and yet all lead back into the heart of the star. A creature carrying an *elder talisman* gains spell resistance of 30 and the effect of a double-strength *protection from evil*, though these protections apply only against creatures or effects with the mythos descriptor (regardless of alignment).*

If the *elder talisman* is held in both hands, the bearer may *detect mythos* at will as a standard action, and may also trigger each of the following powers once per day: *dispel mythos, magic circle against mythos,* or *shield of mythos.* These spells function as *detect evil, dispel evil, magic circle against evil,* and *shield of law,* but they function against mythos creatures and spells (regardless of alignment).*

Inimical to mythos creatures,* an *elder talisman* enhances *binding, dimensional anchor, dimensional lock, forbiddance*, and any spell that would force them to return to their home plane (e.g., *banishment, dismissal, holy word*), increasing the save DC against such effects by +2 and caster level checks to overcome SR by +4.

Finally, an *elder talisman* is impervious to damage from any mythos spell or creature,* whether from physical or magical attacks. Any non-damaging spell or effect used by a mythos creature* to suppress or circumvent the power of an *elder talisman* has no effect on it or any magical effect it produces, even spells such as *antimagic field, mage's disjunc*-

tion, and *wish*. An *elder talisman* can be used as the focus for a permanent magical effect such as *forbiddance* or *hallow*; if this is done, that spell becomes impervious to *dispelling* or *suppression* by mythos spells or creatures.* In addition, that spell's effects (or those of a companion spell tied to *hallow*) are doubled (if a static bonus) or empowered (if a variable numeric effect). It may serve as the focus for only one spell at a time; if physically removed from the spell's area of effect, its enhancement to that spell is ended.

DESTRUCTION

Requirements An *elder talisman* can be destroyed by a *rod of cancellation* that is held simultaneously by creatures with overwhelming auras (*Pathfinder RPG Core Rulebook* 266) of law, chaos, evil, and good, or if struck by weapons or spells with the chaotic, evil, good, and lawful descriptors for at least 50 points of damage of each type within a single round.

*See the Legendary Games product *Tomes of Ancient Knowledge*. If you are not using that product, Mythos creatures or spells are defined as those that trigger *Sanity* checks. See *Pathfinder Adventure Path #46*: *Wake of the Watcher*.

MACABRE

Rios

JASON NELSON started professional RPG writing in 2002 with the Save My Game and Behind the Screen gamemastering advice columns for Wizards of the Coast, then broadening into writing adventures for Dungeon ("Practical Magic" and "Man Forever") and several articles for Dragon. In 2008, he made the Final Four in Paizo's inaugural RPG Superstar competition, and since then has been a regular contributor to Paizo's Adventure Paths, including End of Eternity for Legacy of Fire, War of the River Kings for Kingmaker, and The Hungry Storm for Jade Regent. In addition to adventure writing, Jason has co-authored 10 Pathfinder Chronicles and Companion sourcebooks and has written major sections of the ENnie-award winning Pathfinder Chronicles Campaign Setting, Gamemastery Guide, Advanced Player's Guide, Bestiary 2, Ultimate Magic, and Ultimate Combat. A devoted Christian, husband, and father, and a proud gamer since 1981, Jason loves to bring hardcore old-school stylings alongside inventive new creations to his contributions to Paizo and is excited to be bringing the same high-concept, high-action, high-adventure attitude to Legendary Games.

CLINTON J. BOOMER, known to his friends as 'Booms,' resides in the quaint, leafy, idyllic paradise of Macomb, Illinois, where he attended 4th grade through college. He began writing before the time of his own recollection, predominantly dictating stories to his ever-patient mother about fire-monsters and ice-monsters throwing children into garbage cans. He began gaming with the 1993 release of Planescape, which shaped his Jr. High years, was first published professionally in the Ennie Award-winning Pathfinder Chronicles Campaign Setting from Paizo Publishing after placing in the Final Four of Paizo's inaugural RPG Superstar! competition, and currently devotes a full 99.9% of his waking hours to thinking about fantasy-adventure in general or ninjas, more specifically. Boomer is a writer, filmmaker, gamer and bartender; his short comedic films, the "D&D PHB PSAs," have over 3900 subscribers on YouTube and and have been viewed more than a million times. A member of the WereCabbages creative guild, a frequent freelance contributor to Rite Publishing, Sean K. Reynolds Games, Paizo Publishing, Reality Deviants Press, Zombie Sky Press and the Hellcrashers setting, his debut novel The Hole Behind Midnight was released in 2011; Daniel O'Brien, columnist for Cracked.com and contributor to the New York Times bestseller You Might Be a Zombie and Other Bad News called it " ... Raymond Chandler meets Douglas Adams by way of a fantasy nerd's fever dream. And it's AWESOME." Boomer is honored and humbled to bring his gonzo, his ink and - if need be - his blood to the pages of Legendary Games, and is currently the happiest he has ever been in his whole life.

CLARK PETERSON founded Necromancer Games, Inc., and has the distinction of being the first person to make use of the Open Game License and release content compatible with Third Edition with his free, ENnie-award winning adventure, The Wizard's Amulet. Clark produced a number of key third party products for Third Edition, from the famed Creature Collection and Relics and Rituals with Sword and Sorcery Studios, to the indispensible Tome of Horrors series. He wrote a large number of classic "First Edition Feel" adventures, from to The Tomb of Abysthor and Bard's Gate to Rappan Athuk, the world's deadliest dungeon crawl. Clark has had the pleasure of working with Gary Gygax on Necropolis, Flying Buffalo on The Wurst of Grimtooth's Traps and the honor of bringing Judges Guild's Wilderlands of High Fantasy and City State of the Invincible Overlord to the Third Edition rules. An expert on the Open Game License, Clark has been a tireless supporter of open gaming. Clark is also an outspoken advocate for the classic "old school" heart of gaming. A friend and supporter of Paizo since its inception, Clark served as a judge for several years on Paizo's RPG Superstar competition. Legendary Games is Clark's latest venture—an all-star team of authors and designers assembled to bring you the best third party support for the Pathfinder Roleplaying Game.

TIMOTHY K. WICKHAM, some college students go to Cancun for Spring Break, while others discover Role-Playing Games. Tim certainly belongs to the second group. After finishing his education he moved to the Pacific Northwest for the coffee and stayed for a career. When he's not pushing the limits of the Print/Pixel divide he enjoys long walks with his pup and quiet dinners with his very patient wife, Kate. Currently making his professional RPG debut with Legendary Games and Open Design. He is thrilled for the opportunity to give form to the fiction, and to be counted amongst such prestigious company.

COLBY STEVENSON is a freelance illustrator who resides deep within the forests of Connecticut. His attraction to dark worlds and the diabolic creatures that reside in them has dragged him into the realm of RPGs headfirst! Completing numerous private commissions for avid Pathfinder gamers, Warcraft fans and everything in-between, he soon moved onto Paizo Publishing's web fiction illustrating such stories as Lord of Penance and Guns of Alkenstar. Colby has now found himself locked within the dank, dungeons of Legendary Games conjuring up images and nightmares for the gaming world to feed upon. When not drawing dragons, succubi or elves, Colby can be found working on Music/Audio Production or reciting quotes from such films as Aliens and Star Wars. ENDARY GAMES

ADVENTURE PATH PLUG-IN

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