**Rite Publishing Presents** 

# 101 Special Materials and Power Components







By Steven D. Russell



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# 101 Special Materials and Power Components

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# 101 Special Materials and Power Components

# Aberrant Alloy

This metal constantly changes color based on the temperature and angle at which it is being observed. It exudes a constant smell of chlorine and its touch produces a disturbing, unnatural feeling. It has a wild interaction when it encounters an animal, vermin, or magical beast. The planeswalkers tell of its creation by the "plane-cutters" when they went searching for a type of steel that helped them in their war against "the primes." The two primal ingredients of this alloy are a mineral found in the chaos storms beyond the edge of realty and a type of fiber added during the forging process, found on the home plane of the inevitable. **HP/inch:** 30

## Hardness: 10

**Cost:** ammunition +40 gp (per missile), armor or shield + 1,000 gp, weapon + 2,000 gp

Cost (Longer Wording): Aberrant alloy weapons bypass all damage reduction types (except for epic damage reduction) possessed by animals, vermin, and magical beasts. Any of these three creature types damaged by an aberrant alloy weapon suffers +1d6 points of damage in addition to damage dealt on a successful attack. A creature affected by an aberrant alloy weapon must also succeed on a Reflex save or suffer 1d6 bleed damage for 1d4 rounds (DC 10 + 1/2 the attacking creature's HD + the attacking creature's Str or Dex modifier [attacker's choice]). Animals, magical beasts, and vermin that attack with natural weapons or unarmed attacks and miss someone protected by armor or shields made with aberrant alloy, take 1d6 and 1d6 bleed damage as though hit by an aberrant alloy attack and must make a Reflex save to avoid the bleed damage. Items not primarily of metal are not meaningfully affected by being partially made of this special material. Ammunition made from this special material has an increased market price of 40 gp per missile. Armor and shields made from aberrant alloy have an increased market price of 1,000 gp, forging an aberrant alloy weapon increases its price by 2,000 gp.

## Absolute Ice

This appears to be a hermetically sealed vial wrapped in fur, with a small cube of crystal-clear ice inside. This ice is an alchemically distilled sample from the coldest part of where the elemental plane of water and the negative energy plane meet.

Hit Points/Inch: 3

#### Hardness: 0

**Cost:** 1 power component 55 gp, wand +2,750 gp, continuous item +7,330 gp

**Cost (Longer Wording):** When you use this power component as a material component when casting any spell that inflicts damage, the victim must make a Fortitude save against the spell's original DC. If the victim fails the save, it gains the staggered condition for

## How to use this product

Scarcity: Generally GMs should treat all of these items as being rarer than the existing special materials found in the Pathfinder® Roleplaying Game Core Rulebook™ as flooding an adventure or a campaign with these new materials and components would ultimately undermine their "special" nature. This product introduces many new materials and components not to saturate the game, but to provide the GM with multiple options so he or she is not forced to introduce the same special material or power component over and over again. Scarcity also helps to maintain game balance. By introducing a small number GMs will be able to see how a player uses it and determine that use will affect their game. We found supplying two of the same type of power component was best, as some players horded singular power components, waiting for the perfect moment to use it, or they saved it for the final battle. Giving PCs two power components or intruding it as affecting an existing wand allowed them more freedom to experiment with it. However, remember pricing is ultimately based on game balance and not on the application of the theory of supply and demand.

What is a Power Component? It is an item or object often alchemical in nature used as a material component or focus for a spell in order to alter or augment the spell's normal effects. Those listed in this product are all material components (and as such are consumed in the casting) as we found though playtesting that power components that function as foci tend to be unbalancing, since foci end up working like unlimited metamagic rods. You can only use one power component to alter or augment the casting of a single spell at a time.

**Power Components and Magic items:** Power component affected magic items do not function like metamagic rods; they instead apply their benefit to a single spell effect the item can produce. You can only apply one power component to one effect on an item at a time.

1 round per two caster levels (minimum 1 round, maximum 10 rounds) in addition to the damage. Spells cast with this power component gain the cold descriptor. If the spell already has the cold descriptor, the duration of the staggered condition becomes 1 round per caster level (maximum 20 rounds). A cold chill accompanies the casting and one can see your breath as you speak the intonations when you use this power component. This adds a 55 gp material cost to the spel'ls components. If used to make a wand, it increases its market price by 2,750 gp; if used to make a continuous or a useactivated item, add 7,330 gp to the item's market price. If the item has uses per day, add to the market price 1,466 gp multiplied by its uses per day, to a maximum of 4 uses per day.

## Acumen Unseen

This translucent stone blends into the background like a chameleon; it is cool to the touch, and gives the impression of not quite being real when it is held. Legends hold that dragons created the stone to help find where dwarves hid their gold so they did not waste their time rooting it out.

## Hit Points/Inch: 10

#### Hardness: 5

**Cost:** 1 power component 30 gp, wand +1,500 gp, continuous item +4,000

Cost (Longer Wording): You can use this power component as a material component when casting any divination (scying) spell. If you do, you can choose to increase the Perception DC to notice a scrying sensor by the spell's level or change the Perception DC to 1d20 + your caster level + your relevant caster ability modifier. It also doubles the range of the sensory acuity that you possess, including any spells or effects that target you, but not spells or effects that emanate from you. This adds a 30 gp material cost to the spell's components. If used to make a wand, it increases its market price by 1,500 gp; if used to make a continuous or a use-activated item, add 4,000 gp to the item's market price. If the item has uses per day, add to the market price 800 gp multiplied by its uses per day, to a maximum of 4 uses per day.

## Akashic Crystal

These red-purple crystals hold specific memories that anyone can access simply by concentrating on them. They are said to be the creations of a mysterious group of sages who espouse a doctrine that the world itself houses a vast collective memory of everything that has ever happened.

#### Hit Points/Inch: 3 Hardness: 1

#### **Cost:** 1 crystal 500 gp

**Cost (Longer Wording):** These crystals can be activated by a standard action. These stones do not convey any bonuses, spells or abilities, but they can store valuable, interesting, or even emotional information. These crystals are worth 500 gp, though of course the information they hold may be far more valuable than that.

## Alchemical Ceramic

This alchemically treated ceramic powder is held in a mold and then heated to a temperature just below the melting point, eventually creating one solid piece. Because of its resistance to strong acid and caustic substances, and its ability to retain a cutting edge longer than forged metal combined with a bonded strip of diamond dust along its edge, this material makes some of the best cutting weapons available.

HP/inch: 15 (and see below)

Hardness: 17 (and see below)

**Cost:** weapon +6,000 gp

**Cost (Longer Wording):** Alchemical ceramic weapons are immune to rust and acid, are non-magnetic, and do not conduct electricity. Non-slashing



alchemical ceramic weapons have half the hardness of their base weapon and have the *fragile* quality. A slashing alchemical ceramic weapon has +50% hp and hardness. A ceramic slashing weapon adds +2circumstance bonus to the d20 roll to confirm a critical hit. In addition, if you use a critical hit chart or a critical hit deck you may roll twice or draw two cards and chose one of the two options. Slashing weapons fashioned from alchemical ceramic are always masterwork; the masterwork cost is included in the prices given. This special material increases a weapon's price by 6,000 gp.

### Amrita

Sometimes called ambrosia, this potent celestial fraught grants near immortality to those who consume it, but its withdrawal is usually fatal.

## HP/inch: 1

## Hardness: 0

Cost: potion +200,000 gp (per year)

**Cost (Longer Wording):** After you consume this potion, you no longer take penalties to your physical ability scores from advanced age and you do not die as the result of aging. If you are already taking such penalties, they are removed at this time. If some time in the next year you do not drink a second potion of amrita, you will suffer all penalties due to aging, and if you are past your maximum age, you will die as the result of old age. If the drinker is immortal the amrita has no effect. The value of a single draught of amrita is 200,000 gp, and is usually only granted as a gift from a deity.

## Anamnesis Alloy

This alchemically created copper-gold metal can hold two shapes that respond to the will of the bearer whenever any form of magic is applied to it. Hit Points/Inch: 30

Hardness: 10

**Cost:** base cost x5, *Add magic enhancement* +5,000 gp. Cost (Longer Wording): This alloy "remembers" both its original, cold-forged shape and a secondary shape, returning to either of those shapes by the will of its bearer whenever a spell, spell-like ability, or supernatural effect is directly applied to the metal (the effect must target the item). This allows for the creation of a weapon that has two forms (of the same size) or a suit of armor that can be a different style or shape to suit the wearer (heavy armor remains heavy armor). If the object is damaged or broken it heals 10 hp per caster level of the effect (a supernatural affect has an effective caster level equal to half the creature's CR). A ruined object is still ruined; however, if it is re-forged it retains all of its magical special abilities. Otherwise, the object is treated as being made of steel. Anamnesis alloy items quintuple the base cost of an item. Items not primarily of metal are not meaningfully affected by being partially made of anamnesis alloy (a longsword can be an anamnesis alloy weapon, while a quarterstaff cannot). Weapons made from this special material cost five times as much to make as their normal counterparts. Also, adding any magical enhancements to a weapon made from this special material increases its price by 5,000 gp. This increase is applied the first time the item is enhanced, not once per ability added. A double weapon with one half made from this special material costs 250% more than normal.

## Angelic Tears

This golden, teardrop-shaped crystal is said to be the petrified tears of some celestial creature from the higher realms of salvation.

## Hit Points/Inch: 1

#### Hardness: 1

Cost: 1 power component 30 gp, wand +1,500 gp, continuous item +4,000 gp

Cost (Longer Wording): You can use this power component as a material component when casting a spell that has beneficial effects, such as conjuration (healing) spells, bull's strength, and so on. A caster who knows the given name (those without names cannot be affected) of the subject can double the range of the spell. Further, the caster can use this to affect allies (whose given name she knows) within 25 feet with touch-only spells. Spells cast with this power component gain the good descriptor (hence evil creatures cannot use it). If the spell already has the good descriptor, the range triples. A beautiful and clear sound of a trumpet accompanies spells when you use this power component. This adds a 30 gp material cost to the spell's components. If used to make a wand, it increases its market price by 1,500 gp; if used to make a continuous or a use-activated item, add 4,000 gp to the item's market price. If the item has uses per day, add to the



market price 800 gp multiplied by its uses per day, to a maximum of 4 uses per day.

# Aranea Silk

This long silk is spun by the aranea. It is most often transformed into a shirt, made from the alchemicallytreated silk. This silk is woven in layers specifically designed to trap piercing weapons, snagging them so they fail to harm the wearer.

## HP/inch: 5

Hardness: 0 Cost: tunic +1,150 gp

Cost (Longer Wording): After being treated alchemically, this material is almost always woven into a masterwork silk tunic (included in the cost). This is considered padded armor but it can be worn under any other type of armor adding no weight and offering DR 3/slashing and bludgeoning. This special masterwork tunic has a market price of 1,150 gp.

## Astral Shard

This appears to be a hollow glass cylinder, within is some kind of white smoke-like or web-like substance in a jagged line. Scholars are not sure, but they believe this object actually holds a piece of the astral plane inside it.

## Hit Points/Inch: 1

#### Hardness: 1

Cost: lesser power component 750 gp, standard power component 1,600, greater power component 3,600 gp

Cost (Longer Wording): You can use this power component as a material component when casting any non-offensive conjuration (teleportation) spell. If you do, that spell can be cast as an immediate action (spells with a casting time of more than one round are unaffected). A puff smoke is left behind when you use this power component. If you do use this power component, you cannot use another astral shard again for 24 hours. A lesser astral shard can affect any spell of 3rd level or lower, a standard astral shard can affect any spell of 6th level or lower, a greater astral shard can affect any spell of 9th level or lower.

## Azoth

This distilled essence and animating spirit is hidden within all matter and is what makes transmutation possible. It appears to be quicksilver, though any alchemist worth his salt immediately recognizes the difference. Only a few legendary alchemists have ever discovered the secret of its creation.

#### HP/inch: 3

#### Hardness: 0

**Cost:** material component +5,000 gp, bomb +120 gp

**Cost (Longer Wording):** When used as a special material component when casting a transmutation spell it makes its duration permanent (though it can be dispelled, and it has no effect on instantaneous duration spells) the azoth is consumed in the casting and increases the material component cost by 5,000 gp. A much smaller amount can be used as part of the alchemist's bomb, if it is, it increases its damage by 1d6 on a direct hit plus 1d6 on the splash damage if the splash damage reflex save is failed, this increases the cost of creating each bombs by 120 gp.

## **Bane** Bijou

This small, precious jewel looks like a scratched and cracked ruby cut exquisitely into the shape of a small "X." Touching it gives one a sense of ill omen. Folklore says they originate at the sites where a dying curse was unleashed or a powerful hag was born.

#### **Hit Points/Inch:** 3

#### Hardness: 2

**Cost:** 1 jewel 40 gp, wand +2,000 gp, continuous item +5,330 gp

**Cost** (Longer Wording): Using this power component as a material component in a spell with the curse descriptor adds a +5 circumstance bonus to the DC of the caster level check required to remove the curse (see *remove curse*). This adds a 40 gp material cost to the spell's components. If used to make a wand, it increases its market price by 2,000 gp; if used to make a continuous or a use-activated item, it adds 5,330 gp to the item's market price. If the item has uses per day, add to its market price 1,066 gp multiplied by its uses per day, to a maximum of 4 uses per day.

## Banesteel

This luminescent blood-red steel alloy can be mined and forged only in a land that suffers under the effects of a powerful curse. It is dangerous and difficult to create banesteel due to the prevalence and long exposure to its defining curse.

#### HP/inch: 30 (see below)

Hardness: 10 (see below)

**Cost:** ammunition +60 gp, armor or shield +1,500 gp, weapon +3,000 gp

**Cost (Longer Wording):** If this alloy is crafted into armor it offers protection from curse afflictions, granting a +4 circumstance bonus to saves against curse

afflictions and spell resistance equal to 11+ your character level vs. spells with the curse descriptor. If used to craft a weapon, it inflicts a GM-determined curse upon a successful hit (as bestow curse, DC 14+ your Charisma modifier; these are often custom curses). A creature that successfully saves is immune to this curse for 24 hours. Once a creature is successfully cursed, the banesteel will not curse another creature for 24 hours. Items not primarily of metal are not meaningfully affected by being partially made of this special material (a longsword can be a banesteel weapon, while a quarterstaff cannot). Ammunition is created in a batch of 50, always shares the same curse, and the same "charge." This special material's cost increases the market price of ammunition by 60 gp per missile, armor and shields by 1,500 gp, and weapons by 6,000 gp.

## The Curse of Ashenfall

The Ashenfall curse hails from an accursed town northwest of the City of Questhaven; it has three effects (see below). In the Questhaven campaign setting, banesteel is often called Ashenfall steel.

- Successful attack rolls made against a subject always threaten a critical hit.
- Effects that deal hit point damage and do not require an attack roll deal +50% damage.
- Effects that do not deal damage or require an attack roll add +4 to the DC of their saving throws.

## Bonestone

This is a piece of obsidian crystal shaped like a finger bone; it is always cold to the touch and smells of rotting flesh. Legend says when a dragon destroys both a lich's body and its phylactery with its fiery breath, all that remains are these strange stones.

#### Hit Points/Inch: 10

#### Hardness: 5

**Cost:** 1 power component 180 gp, wand +9,000 gp, continuous item +24,000 gp

Cost (Longer Wording): You may use this power component as a material component when casting any offensive spell that has a saving throw. If the subject is a living creature, fails its saving throw and it dies because of the spell, you gain 8 temporary hit points and a +2 inherent bonus to Strength. Additionally, your effective caster level goes up by +1, improving spell effects dependent on caster level. This increase in effective caster level does not grant you access to more spells. These effects last for 10 minutes per HD of the subject creature. Spells cast with this component have the death descriptor. If the spell already has the death descriptor, and the living subject fails its save and dies, you instead gain 16 temporary hit points and a +4 inherent bonus to Strength. Additionally, your effective caster level goes up by +2, improving spell effects dependent on caster level. These effects still only last for 10 minutes per HD of the subject creature. Black and purple energy surrounds you and the subjects of this spell, and there is an audible sound of a banshee's scream when you use this power component. This adds a 180 gp material cost to the spell's components. If used to make a wand, it increases its market price by 9,000 gp; if used to make a continuous or a use-activated item, add 24,000 gp to the item's market price. If the item has uses per day, add to the market price 4,800 gp multiplied by its uses per day, to a maximum of 4 uses per day.

## Boomstone

This grey-black stone feels hard and cool to the touch, smells of smoke, and gives the holder a feeling of anger when held. The boomstones in existence are the accidental creation of an alchemist who fell asleep during one of his experiments.

#### Hit Points/Inch: 10

#### Hardness: 5

**Cost:** 1 power component 30 gp, wand +1,500 gp, continuous item +4,000 gp

**Cost (Longer Wording):** You can use this power component as a material component on any spell that deals hit point damage. The subject must make a Reflex save against the spell's original DC or be knocked prone by the impact of the spell. The spell is louder than normal and seems to strike with greater impact when you use this power component. This adds a 30 gp material cost to the spell's components. If used to make a wand, it increases its market price by 1,500 gp; if used to make a continuous or a use-activated item add 4,000 gp to the item's market price. If the item has uses per day, add to the market price 800 gp multiplied by its uses per day, to a maximum of 4 uses per day.

### Breathstealer

This white crystal shard feels cool to the touch and gives off a fleeting sense of terror when held. Folklore speaks of these crystals being created by the alchemical experiments of noble djinn during the age of enlightenment before their War of Fate with efreet of the City of Brass.

#### Hit Points/Inch: 10

#### Hardness: 5

**Cost:** 1 power component 90 gp, wand +4,500 gp, continuous item +12,000 gp

Cost (Longer Wording): You can use this power component as a material component with any spell that has the air descriptor. The subject must make a Fort save against the spell's original DC or you literally "take the subject's breath away" by stealing the air from its lungs. Each round the subject must make a Constitution check (DC 10, +1 per previous check) for a number of rounds equal to the level of the spell. If the subject fails a Constitution check, it falls unconscious (o hp). On the next round, the subject drops to -1 hit points and is dying. On the third round, the subject suffocates and dies. A creature that is unable to breathe is also unable to speak and cannot cast spells with a verbal component or communicate verbally with others. A small sound of rushing wind accompanies this spell when you use this power component. This adds a 90 gp material cost to the spell's components. If used to make a wand, it increases

its market price by 4,500 gp; if used to make a continuous or a use-activated item, add 12,000 gp to the item's market price. If the item has uses per day, add to the market price 2,400 gp multiplied by its uses per day, to a maximum of 4 uses per day.

## Captivating Crystal

This small, bright red, heart-shaped crystal smells strongly and strangely like freshly baked cookies, and if not for the smell, would likely be mistaken for a red garnet. Folklore says these originate at the sites where true love dies.

#### Hit Points/Inch: 3

#### Hardness: 2

**Cost:** 1-inch crystal 40 gp, wand +2,000 gp, continuous item +5,330 gp

**Cost (Longer Wording):** Using this power component as a material component in an enchantment (charm) spell grants the user a +5 circumstance bonus when making any opposed Charisma checks in relation to that spell. This adds a 40 gp material cost to the spell's components. If used to make a wand' it increases its market price by 2,000 gp; if used to make a continuous or a use-activated item, it adds 5,330 gp to the item's market price. If the item has uses per day, add to the market price 1,066 gp multiplied by its uses per day, to a maximum of 4 uses per day.

# Cat's Eye Crystal

This black crystal appears to have a gleaming golden circle with a vertical black slit inside it. Folklore says it is created when a truly noble and mystical feline dies an honorable death, its blood mixing with certain minerals in the earth.

Hit Points/Inch: 1

#### Hardness: 1

**Cost:** 1 power component 35 gp, wand +1,750 gp, continuous item +4,660 gp

\*Cost (Longer Wording): You can use this power component as a material component when casting any spell that involves an attack roll. That is, a spell that requires an attack roll as a part of its casting, one that adds to the attack bonus of the subject, or one that grants the subject a new attack form requiring an attack roll that she did not already have. If the spell requires an attack roll, the caster gains a + 1 bonus to the roll. If the spell grants an attack bonus, the bonus is +1 higher. If the spell grants a new attack capability or a weapon, attack rolls made in conjunction with the weapon or ability gain a +1 bonus. A ghostly shape of a fierce animal appears around your hand for a brief moment, accompanied by snarling sounds when you use this power component. This adds a 35 gp material cost to the spell's components. If used to make a wand, it increases its market price by 1,750 gp; if used to make a continuous or a use-activated item add 4,660 gp to the item's market price. If the item has uses per day, add to the market price 932 gp multiplied by its uses per day, to a maximum of 4 uses per day.

## Caustic Eggshell

This is part of the outer shell of a black dragon's egg that has been alchemically treated. Copper and brine dragon eggshells when properly treated can also be used.

#### Hit Points/Inch: 1 Hardness: 0

**Cost:** 1 power component 50 gp, wand +2,500 gp, continuous item +6,660 gp

Cost (Longer Wording): When you use this power component as a material component in a spell that can inflict damage upon an object, it ignores half the object's hardness for the purpose of the spell and destroys twice as much nonliving matter as normal. (A disintegration spell, for example, could affect two 10-foot cubes.) Spells cast with this power component gain the acid descriptor. If the spell already has the acid descriptor, it deals an additional 1 point of damage per caster level (maximum +20). A foul, eye-watering odor accompanies the casting of the spell when you use this power component. This adds a 50 gp material cost to the spell's components. If used to make a wand, it increases its market price by 2,500 gp; if used to make a continuous or a useactivated item, add 6,660 gp to the item's market price. If the item has uses per day, add to the market price 1,332 gp multiplied by its uses per day, to a maximum of 4 uses per day.

## Cavorite

This stone (sometimes called "float stone") usually looks like a chunk of common local rock with bits of iron ore inside it. Its special properties are readily apparent as the stone does not move from where it is, even if staying in place defies gravity.

## HP/inch: 15

Hardness: 8

**Cost:** object +5,000 gp per 5 foot square by 1 inch thick section

Cost (Longer Wording): Cavorite while durable is subject to fracturing when worked and the strange ore makes it immune to most magics that affect only stone. Each roughly 5-foot square 1-inch think section of cavorite can support can support up to 8,000 pounds before falling to the ground. If a creature pushes against a 5 foot section of cavorite it must make a DC 30 Strength check to move the stone up to 10 feet in a single round, each additional 5 foot section or 1 inch thickness adds an additional 1,000 lbs and increases the Strength check DC by +2. Stairs, balconies, platforms, and ladders made from cavorite increase their construction cost by 5,000 gp per 5-foot square by 1inch thick section as they are often simply moved into place like tiles. A standard 5 foot 1 inch thick section of Cavorite can be used to pay the manufacturing cost of two immovable rods.

# Celerity Stone

This dodecahedron-shaped, opaque, silver-colored crystal rolls along, moving toward the closest wand until it attaches itself at its rear end, it then change its

color, aesthetically blending in with the wand. It is truly a wonder of the alchemical sciences.

**HP/inch:** 20

Hardness: 10

**Cost:** wand +4,000 gp

**Cost (Longer Wording):** Once a celerity stone attaches to the rear end of a wand, it remains there until that wand's charges are used up and then it disintegrates; if removed from the wand by force, it is ruined. Once attached it grants the wand the ability to be activated once per day as a swift action. This increases the market price of a wand by 4,000 gp.

# **Celestial** Mithral

Celestial mithral is a form of mithral blessed by the divine power of the dwarven gods. It is a silvery, luminescent metal that is lighter than steel but just as hard.

## **HP/inch:** 30

Hardness: 15

**Cost:** weapons +3000 gp, add magic enhancement +3,000 gp

Cost (Longer Wording): Celestial mithral has all the properties of mithral but celestial mithral weapons count as silver and good for the purpose of overcoming damage reduction, affecting regeneration, and vulnerability to silver and good. If a creature's damage reduction can be overcome by silver and/or good, regeneration stops functioning due to a silver/good attack, and/or those vulnerable to silver/good takes half again as much damage (+50%) from a celestial mithral weapon (additional dice damage, such as that from a burst special ability or sneak attack damage, is not increased). Items not primarily of metal are not meaningfully affected by being partially made of this special material (a longsword can be a celestial mithral weapon, while a quarterstaff cannot). Weapons made from this special material have an increased market price of 2,000 gp. In addition, adding any magical enhancements to a celestial mithral weapon increases its price by 3,000 gp, and they can only be added by a divine caster of a dwarven deity. This increase is applied the first time the item is enhanced, not once per ability added.

# Chalybesium

An advanced but now lost ancient civilization worked this bizarre derivative of sandstone into a metal through a complex and exacting process, which tolerated no errors in its creation process. When successful, the sandstone is transformed into a mirrored metal with copious miraculous properties.

## Hit Points/Inch: 60

Hardness: 30 Cost: other items +10,000 gp/lb.

**Cost (Longer Wording):** Chalybesium cannot be reworked or repaired, due to the nature of its creation. If broken, only a *limited wish, wish,* or *miracle* can repair it. Second, chalybesium reflects all spells and supernatural attacks against it (not its wearer, it) back at the attacker (this includes area effects). Finally, any



creature touching chalybesium suffers 4d6 points of electrical damage per round. Due to its drawbacks, chalybesium has never been crafted into a weapon or a suit of armor, and has only ever been encountered as part of a battlement, most often as some form of door or gate. This increases the market price of those items by 10,000 gp per pound.

# Chameleon Skin

This leather is extremely popular among assassins, thieves, spies and scouts as it blends into its surrounding environment. There are two ways to make the leather; the first is the tanning alchemical treatment of a giant chameleon's skin, the second is rather disturbing, as it involves using the same process on skulks.

HP/inch: 5

#### Hardness: 2

**Cost:** outfit +2,500 gp, leather armor +2,650 gp; add magic enhancement +2,000 gp

**Cost (Longer Wording):** When an outfit or a type of leather armor made from chameleon leather is worn as

your primary outerwear, you gain a +5 competence bonus to Stealth. Outfits and armors not primarily constructed of leather are not meaningfully affected by being partially made of chameleon skin. As such, leather and studded leather armor can be made out of chameleon skin (although other types of armor made of leather might be possible). Because chameleon skin remains flexible, it cannot be used to construct rigid items such as shields or metal armors. Armors fashioned from chameleon skin are always masterwork items as well; the masterwork cost is included in the prices given. Making something from chameleon skin increases the cost of an outfit by 2,500 gp and a suit of leather armor by 2,650 gp. In addition, adding any magical enhancements to chameleon skin increases its price by 1,000 gp. This increase is applied the first time the item is enhanced, not once per ability added.

## Champion's Gem

This brilliant topaz feels cool to the touch, smells of musk, and gives the holder a fleeting sense of ecstasy the first time it is held. Folklore says these stones are



Hardness: 5

**Cost:** 1 power component 280 gp, wand +14,000 gp, continuous item +37,330 gp

**Cost (Longer Wording):** You may use this power component as a material component when casting any conjuration (summoning) spell that summons one or more creatures. All creatures summoned with this power component have maximum hit points. Furthermore, you may cast spells with a range of "touch" on any creatures you have summoned with this power component without actually needing to touch them, provided that they are within your line of sight. For example, you could cast *blur* on a creature you have summoned even if it's standing 30 feet away from you.

All other parameters (such as duration, number of targets, and the like) of a touch spell used in this manner still apply normally. The creatures you summon appear slightly larger and more powerful than typical specimens of their kind when you use this power component. This adds a 280 gp material cost to the spell's components. If used to make a wand, it increases its market price by 14,000 gp; if used to make a continuous or a use-activated item, add 37,330 gp to the item's market price. If the item has uses per day, add to the market price 7,466 gp multiplied by its uses per day, to a maximum of 4 uses per day.

# Chrysalis of Change

This blue, green and purple silk cocoon feels alternately warm then cold, and gives the holder a faint impression of impermanence. This alchemically created component is the pure extract of metamorphosis.

## Hit Points/Inch: 5

Hardness: 0

**Cost:** 1 power component 375 gp, wand +18,750 gp, continuous item +50,000 gp

**Cost (Longer Wording):** You can use this power component as a material component when casting any transmutation (polymorph) spell. The spell's duration (unless Instantaneous) doubles, and the DC of the spell increases by +1 (this also increases your polymorph form special ability DCs). In addition, if you as the caster are the target, you gain the benefits of a greater magic fang spell (using your caster level). Finally if you new polymorphed form grants a bonus to armor class, combat maneuver bonus, and/or skill checks, increase those bonuses by +2. There is an audible, bestial roar, and a heavy smell of musk when you use this power component. This adds a 375 gp material cost to the spell's components. If used to make a wand, it increases its market price by 18,750 gp; if used to make a continuous or a use-activated item, add 50,000 gp to the item's market price. If the item has uses per day, add to the market price 10,000 gp multiplied by its uses per day, to a maximum of 4 uses per day.

# Chthonic Steel

A scarce metal, the secret of its creation is guarded with a fatal zealousness. This material is primarily mixed with iron and is found as a natural red-orange ore amidst veins of mosaic glass. Naturally brittle, it is hardened by dousing it in a true dragon's blood during its forging. The finished metal has a gold-red hue with an orange, reflective shine.

# Hit Points/Inch: 25

Hardness: 15

**Cost:** ammunition +15 gp per missile, armor and shields +2,500 gp, weapon +750 gp, other items +500 gp/lb.

Cost (Longer Wording): Chthonic steel has several valuable qualities, including ease of enchantment, its natural sharpness, and the power to absorb magic missiles. Chthonic steel always retains its edge, even when abused, granting it a +2 bonus to the critical conformation roll of any slashing or piercing weapon it is forged into. Chthonic armor and shields negate magic missile spells that target the wearer in a manner similar to the *shield* spell. Items not primarily of metal are not meaningfully affected by being partially made of this special material. Ammunition made from this special material has an increased market price of 15 gp per missile, armor and shields 2,500 gp, weapons 750 gp, and all other items by +500 gp per pound. Chthonic steel reduces the creation cost of magic arms and armor made with it by 10%.

## Crystallized Sensation

This star-like scintillating crystal glows with a faint, multicolored light. Folklore says these come from the crystallized remains of an inevitable that forsook its duties to embrace its passions.

#### Hit Points/Inch: 1

#### Hardness: 1

**Cost:** 1 power component 60 gp, wand +3,000 gp, continuous item +8,000 gp

**Cost (Longer Wording):** When you use this power component as a material component when casting any spell with the emotion descriptor, increase the save DC by +1, your effective caster level by +1 and double the spell's duration. A flash of multi-colored light appears in your eyes when you the use of this power component. This adds a 60 gp material cost to the spell's components. If used to make a wand, it increases its market price by 3,000 gp; if used to make a continuous or a use-activated item, add 8,000 gp to the item's market price. If the item has uses per day, add to the market price 1,600 gp multiplied by its uses per day, to a maximum of 4 uses per day.

## Darkstone

This non-reflective piece of black stone casts a deeper shadow than one would think possible, is always cool to the touch and light close to it seems to dim. Scholars argue over whether darkstone is created by a freak accident caused in areas of chaos magic, the use of a shadow conjuration spell to emulate a major creation or if it is stone originally native to the negative energy plane.

#### Hit Points/Inch: 15 Hardness: 8

**Cost:** 1/2 lb. power component 90 gp, wand +4,500 gp, continuous item +12,000 gp

Cost (Longer Wording): When you use this power component as a material component in a spell with the darkness descriptor (such as darkness or deeper darkness), any light levels affected are lowered by an additional step. In addition, the spell's effective level for being dispelled, or dispelling a spell with the light descriptor, is increased by one effective spell level. Finally, you add a +5 circumstance bonus to the dispel DC of the caster level check required to dispel it (see dispel magic). This adds a 90 gp material cost to the spell's components. If used to make a wand, it increases its market price by 4,500 gp; if used to make a continuous or a use-activated item, add 12,000 gp to the item's market price. If the item has uses per day, add to the market price 2,400 gp multiplied by its uses per day, to a maximum of 4 uses per day.

## Dauntless Marble

This incredibly rare stone is tremendously expensive and its method of creation no longer works. It is also extremely heavy, making it unsuitable for weapons, armor or fine tools, and no examples of these types have been found. It looks like a deep green marble filled with some kind of metallic filaments.

Points/Inch: 15 (special see below)

Hardness: 8 (special see below)

**Cost:** single object+200,000 gp

**Cost (Longer Wording):** Dauntless marble absorbs any force attempting to break it, including mundane, extraordinary, supernatural, spell and spell-like abilities. In addition, it becomes stronger as a result. Every time it is attacked, it gains 1 point of hardness and every hit point of damage that would be dealt to it, is instead added to its hit point total. Any attempt made to break it is negated and adds to its break DC by the amount it exceeds the standard break DC. Ultimately, only spells with the earth descriptor have been able to affect this material, all others treat it as if it were in an *anti-magic shell*. The stone itself is 100 times the weight of normal stone, which makes it useless for common uses but increases the market price of an item by 200,000 gp.

# Dead Crystal

This dark purple crystal is riddled with over a thousand cracks. It gives and impression of shattering when held. Legend has it, it was formed in a magic dead area or an area constantly exposed to an antimagic shell.

#### Hit Points/Inch: 1

#### Hardness: 1

**Cost:** 1 power component 405 gp, wand +20,250 gp, continuous item +54,000 gp

**Cost (Longer Wording):** You may use this power component as a material component when casting any

offensive spell. The spell attempts to dispel (as dispel magic) any and all spell effects on the target that directly interfere with it taking effect. For example, a character casts an affected *fireball* at a foe with protection from elements (fire) upon him. The caster makes a caster level check (DC 11 + the caster level of the protection from elements caster). If the dispel succeeds, the protection spell is dispelled before the fireball takes effect. This can only affect spells cast upon a creature or object. Independent spell effects, or those affecting an area—such as a *wall of fire*, an illusion, or a conjured monster-cannot be dispelled by this component, even if they prevent the affected spell from affecting the subject. An affected spell powered by this component can dispel effects specifically intended to foil the spell in question (spell immunity) or spells that provide general protection from spells (spell resistance). Magic items that provide interference for the subject are suppressed for only 1 round. This adds a 405 gp material cost to the spell's components. If used to make a wand, it increases its market price by 20,250 gp; if used to make a continuous or a use-activated item, add 54,000 gp to the item's market price. If the item has uses per day, add to the market price 10,800 gp multiplied by its uses per day, to a maximum of 4 uses per day.

## Death Amber

This dark yellow, almost black, material is a fossilized undead ooze, rather than tree resin. Within the death amber has been trapped a single tooth, assumed to be that of a vampire or some other undead creature. **Hit Points/Inch:** 10

#### Hardness: 5

**Cost:** 1 power component 30 gp, wand +1,500 gp, continuous item +4,000 gp

Cost (Longer Wording): You can use this power component as a material component on any spell that grants a numerical bonus. Any numerical bonus granted by a spell modified with this power component increases by +2 for all undead creatures it affects. This increase does not apply to factors such as range, save DC, healing, or other numerical factors relating to a spell. Only effects described as bonuses gain this benefit. The subject of this spell is briefly outlined by dark yellow light when you use this power component. This adds a 30 gp material cost to the spell's components. If used to make a wand, it increases its market price by 1,500 gp; if used to make a continuous or a use-activated item add 4,000 gp to the item's market price. If the item has uses per day, add to the market price 800 gp multiplied by its uses per day, to a maximum of 4 uses per day.

# Deed Breaker

This fantastic red and purple metal is hated and despised by most of the humanoid races, and especially those who style themselves adventurers, as it has a deeply disturbing effect on abilities gained through experience rather than natural gifts. **HP/inch:** 30

Hardness: 10

**Cost:** ammunition +60 gp (per missile), weapon +3,000 gp

**Cost (Longer Wording):** The disconcerting ability of this material causes it to disrupt a humanoid's class abilities. Humanoids with a class ability that are damaged by weapons made of this material must make a Will save (DC 10 + 1/2 the damage dealt) or have their highest level class ability (not including spells) suppressed for 24-hours. Regardless of the success or failure of the save, the same weapon will not affect the same creature again for 24 hours. Weapons not primarily made of metal are not meaningfully affected by being partially made of this special material (a longsword can be a deed breaker weapon, while a quarterstaff cannot). The market value of ammunition is increased by 120 gp per missile, and weapons by 6,000 gp.

## Deep Joam

This seems to be a hermetically sealed vial with a bit of mud or loam with flecks of gold in it. Within is an alchemically distilled sample from the elemental plane of earth.

#### Hit Points/Inch: 1

#### Hardness: 0

**Cost:** 1 power component 50 gp, wand +2,500 gp, continuous item +6,660 gp

Cost (Longer Wording): You can use this power component as a material component when casting a spell that conjures, evokes, or creates a physical object (not an effect-so a wall of iron can be affected, but a wall of force cannot). If you do, it adds a +4 bonus to the object's hardness and break DC, and it doubles its hit points. Further, weapons created by spells gain a +1 circumstance bonus to attack and damage rolls. Spells cast with this power component gain the earth descriptor. If the spell already has the earth descriptor, the increase to the object's hardness and break DC becomes a +6 bonus and its hit points triple. Earth elementals conjured with this gain a +1 bonus to AC, and attack and damage rolls, and a +1 hp bonus per Hit Die. A deep, earthen smell accompanies spells when you use this power component. This adds a 50 gp material cost to the spell's components. If used to make a wand, it increases its market price by 2,500 gp; if used to make a continuous or a use-activated item, add 6,660 gp to the item's market price. If the item has uses per day, add to the market price 1,332 gp multiplied by its uses per day, to a maximum of 4 uses per day.

## Distilled Anathema

This appears to be a hermetically sealed glass vial with a roiling red liquid inside. Every few moments, within the liquid, you can see the shape of a particular type of creature. This substance is an alchemically distilled sample of the desire to kill a particular type of creature, the type of creature can be determined by the images seen in the red liquid.

Hit Points/Inch: 1 Hardness: 1 **Cost:** 1 power component 30 gp, wand +1,500 gp, continuous item +4,000 gp

Cost (Longer Wording): When this is created the alchemist chooses one creature type from the ranger's list of favored enemies. When you use this power component as a material component when casting a spell that inflicts hit point damage, that spell inflicts +50% damage against creatures of the chosen enemy type; this additional damage is not subject to energy resistance or immunities as its damage is untyped. An audible roar of rage or a cruel cackling accompanies the use of this power component. This adds a 30 gp material cost to the spell's components. If used to make a wand, it increases its market price by 1,500 gp; if used to make a continuous or a use-activated item add 4,000 gp to the item's market price. If the item has uses per day, add to the market price 800 gp multiplied by its uses per day, to a maximum of 4 uses per day.

## Dragon Scales

This is a small collection of true dragon scales. **Hit Points/Inch:** 5

Hardness: 2

**Cost:** 1 power component 30 gp (worth of dragon scales), wand +1,500 gp, continuous item +4,000 gp

Cost (Longer Wording): When you use this power component as a material component when casting a spell that adds to the subject's Armor Class, increase the subject's natural armor bonus by 1 (even if the subject does not have a natural armor bonus). If it is a transmutation (polymorph) spell, it increases the subject's natural armor bonus by 2 (instead of 1). An aura resembling that of a scaly hide surrounding you accompanies the spell when you use this power component. This adds a 30 gp material cost to the spell's components. If used to make a wand, it increases its market price by 1,500 gp; if used to make a continuous or a use-activated item, add 4,000 gp to the item's market price. If the item has uses per day, add to the market price 800 gp multiplied by its uses per day, to a maximum of 4 uses per day.

## Dragonglass

This is a special type of alchemically changed obsidian, which was created by a fire-breathing dragon.

## HP/inch: 15

Hardness: 5

Cost: ammunition +20 gp, weapon +1,000 gp

**Cost (Longer Wording):** Dragonglass can be used to craft light and one-handed weapons that do piercing or slashing damage, as well as spear tips and arrowheads. If a weapon made of dragonglass successfully hits an undead creature, a creature with the cold subtype, or any other creature with vulnerability to fire, its damage type will change to fire, and unless the victim makes a successful Reflex save (DC 10 +damage dealt), the victim catches on fire. A creature that successfully saves is immune to this effect for 24 hours. Once a creature successfully catches on fire, the dragonglass will not catch another creature on fire for 24 hours. A dragonglass weapon has half the hardness of its base

weapon and has the *fragile* quality. The fragile glass nature of dragonglass is perfect for creating sharp points and blades, but those same qualities make it unsuitable for creating armor. Armor cannot be constructed from dragonglass. This special material's cost increases the market price of ammunition by 20 gp per missile, and weapons increase by 1,000 gp. Dragonglass weapons weigh 75% of what base items of their type do.

# Eldritch Runestone

This appears to be a work of art, an elegantly decorated runestone that glows with a faint blue-grey light; rumors hold that the ancient runecasters crafted these long, long ago.

#### Hit Points/Inch: 10

#### Hardness: 5

**Cost:** 1 power component 60 gp, wand +3,000 gp, continuous item +8,000 gp

Cost (Longer Wording): You can use this power component as a material component when casting any spell that requires a saving throw. It requires the spell's subject to modify the saving throw with its Intelligence modifier rather than the standard ability score (Constitution for Fortitude saves, Wisdom for Will Saves, Dexterity for Reflex saves), because it must deal with the overwhelming complexity of the spell's intricacy. Strange runes and arcane symbols appear to float in the air all around you when you use this power component. This adds a 60 gp material cost to the spell's components. If used to make a wand, it increases its market price by 3,000 gp; if used to make a continuous or a use-activated item add 8,000 gp to the item's market price. If the item has uses per day, add to the market price 1,600 gp multiplied by its uses per day, to a maximum of 4 uses per day.

# Elemalefic Crystal

This purple and green crystal switches between feeling hot and feeling cold to the touch, and gives the holder a fleeting sense of loathing and admiration the first time it is held. Legends say these crystals come into being only when a powerful elementalist dies on the negative energy plane.

#### Hit Points/Inch: 10

#### Hardness: 5

**Cost:** power component 90 gp, wand +4,500 gp, continuous item + 12,000 gp

**Cost (Longer Wording):** You can use this power component as a material component when casting any spell that deals energy damage (acid, cold, electricity, fire, or sonic). After the spell's normal duration expires, or after its damage is dealt, elemental spirits plague all creatures damaged by the spell for a number of additional rounds equal to the spell's level. This residual energy deals 1d4 points of damage per round of the same energy type as the spell itself dealt. For instance, a creature damaged by an affected *ice storm* takes 1d4 points of residual cold damage per round for 4 rounds after the spell's duration expires. The spell is still considered to be in effect for the purpose of *dispel magic*. Your spell seems to form frowning skulls,

grasping claws, or screaming faces of the appropriate energy type within its area when you use this power component. This adds a 90 gp material cost to the spell's components. If used to make a wand, it increases its market price by 4,500 gp; if used to make a continuous or a use-activated item, add 12,000 gp to the item's market price. If the item has uses per day, add to the market price 2,400 gp multiplied by its uses per day, to a maximum of 4 uses per day.

## Ephemeral Rock

This pale yellow stone has almost no feeling when touched, smells of a fresh breeze, and gives the holder a feeling of serenity when held. These stones are very rare, found on the artificial islands sometimes created on the ethereal plane.

Hit Points/Inch: 10

#### Hardness: 5

**Cost:** 1 power component 90 gp, wand +4,500 gp, continuous item + 12,000 gp

**Cost (Longer Wording):** When you use this power component as a material component the spell it affects deals full damage to incorporeal subjects, rather than half, and is not subject to the 50% miss chance if it is a non-damaging spell when affecting incorporeal creatures. A barely visible, silvery aura briefly surrounds you when you use this power component. This adds a 90 gp material cost to the spell's components. If used to make a wand, it increases its market price by 4,500 gp, if used to make a continuous or a use-activated item, add 12,000 gp to the items market price. If the item has uses per day, add to the market price 2,400 gp multiplied by its uses per day, to a maximum of 4 uses per day.

## Essence of Hesitation

Within this vial you can see a single rune; anyone who understands the arcane knows that it is the arcane symbol for "Hesitation."

#### Hit Points/Inch: 1

#### Hardness: 1

**Cost:** 1 power component 90 gp, wand +4,500 gp, continuous item +12,000 gp

Cost (Longer Wording): You can use this power component as a material component with any offensive spell. The subjects must make a Will save against the spell's original DC or they hesitate and second-guess their actions. Affected creatures go last in the initiative order and ignore the first attack of opportunity they could take in each round. If more than one creature is affected by this effect, their relative initiative order remains the same relative to one another even though as a group they are moved to the end of the order. This is an enchantment (compulsion) [emotion, mindaffecting] effect. This adds a 90 gp material cost to the spell's components. If used to make a wand, it increases its market price by 4,500 gp; if used to make a continuous or a use-activated item, add 12,000 gp to the item's market price. If the item has uses per day, add to the market price 2,400 gp multiplied by its uses per day, to a maximum of 4 uses per day.

# Exsiccating Alloy

This pure white metal emits a constant smell of brine. It has a violent effect against oozes, aquatic, and other water-based creatures. The tales of the "plane-cutters" speak of this alloy's creation on a plane known as the Endless Thirst, from a mineral found in a place known as the Crystal Range.

## **HP/inch:** 30

#### Hardness: 10

**Cost:** ammunition +60 gp (per missile), armor and shield +1,500 gp, weapon +3,000 gp

**Cost (Longer Wording):** The peculiar properties of this material causes weapons made from it to deal +1d6 points of damage to oozes and to creatures with the aquatic or water subtype. If you are wearing exsiccating alloy armor (or shield) and an ooze or creature with the aquatic or water subtype creature hits you with natural weapons or unarmed attacks, it takes 1d6 points of damage as though hit by a exsiccating alloy weapon. Items not primarily made of metal are not meaningfully affected by being partially made of this special material (a longsword can be an exsiccating alloy weapon, while a quarterstaff cannot). The market value of armor and shields created with this special material is increased by 1,500 gp, ammunition by 60 gp (per missile), and weapons by 3,000 gp.

# Fey Mote

This star-like yellow crystal glows with a faint light. Legends say these are the crystallized remains of a fey who gave up immortality when it fell in love with a mortal.

#### Hit Points/Inch: 1

#### Hardness: 1

**Cost:** 1 power component 60 gp, wand +3,000 gp, continuous item +8,000 gp

**Cost (Longer Wording):** When you use this power component as a material component when casting any enchantment spell, increase the save DC by +1, and double its duration. If the spell is an Enchantment (charm) spell, this also increases the effective caster level by +1. A flash of star-like motes appears in your eyes when you the use of this power component. This adds a 60 gp material cost to the spell's components. If used to make a wand, it increases its market price by 3,000 gp; if used to make a continuous or a use-activated item add 8,000 gp to the item's market price. If the item has uses per day, add to the market price 1,600 gp multiplied by its uses per day, to a maximum of 4 uses per day.

# Force Heart

This appears to be a small transparent marble of force; it provides a sense of isolation when held. Scholars are not sure but they believe this object is in some way related to the mythical force dragons.

Hit Points/Inch: as resilient sphere

Hardness: as resilient sphere

**Cost:** lesser power component 750 gp, standard power component 1,600, greater power component 3,600 gp



**Cost (Longer Wording):** You can use this power component as a material component when casting any force spell that does not deal damage. If you do, that spell can be cast as an immediate action. An audible roaring dragon or clanging bell can be heard in a manner similar to an *alarm* spell when you make use of this power component. You cannot use more than one force heart in any 24 hour period. A lesser force heart can affect any spell of 3rd level or lower, a standard force heart can affect any spell of 6th level or lower, and a greater force heart can affect any spell of 9th level or lower.

## Force Jear

Scholars say these clear, nigh-indestructible gemstones smaller than 1/16 of an inch are the remains of a petrified tear of a force dragon, consumed with the sorrow of its failure to stop the murder of its patron deity.

HP/inch: as a wall of force

Hardness: as a wall of force

**Cost:** material component or scroll +375 gp, wand +8,500 gp

**Cost (Longer Wording):** If used as a material component in the casting of a no-damage-dealing spell with the force descriptor, a force tear increases the caster level of the spell by +1. However, if it is a damage dealing spell, this causes the damage for this spell to increase by one step on the following list: 1d2, 1d3, 1d4, 1d6, 1d8, (it has no effect on 1d8 or higher dice damage, and has no effect if the damage dealt is not based on die

damage). If one of sufficient size is found, it can be used to embed this effect in a wand that produces a damaging force effect, this adds 8,500 gp to the market price of the wand.

## Frozen Smoke

This strange solid material is a translucent blue color that scatters light in a bizarre manner. To the touch it feels like some weird, artificial foam. It was first created on a bet between two crazed alchemists, one of whom developed a process involving oozes and an unknown gas.

#### HP/inch: 3

Hardness: 10

#### **Cost:** outfit or armor +2,100 gp

**Cost (Longer Wording):** Despite its name, frozen smoke is a rigid, dry, room temperature material, with amazing insulation properties. If one uses this material to create a liner for a full body outfit (a full-suit of armor or nobleman's outfit), it grants the wearer fire and cold resistance 1. This increases the cost of the outfit or armor by 2,100 gp.

## Glassteel

This material has the strength and durability of glass while being as transparent as glass. Spellcasters and alchemists, via transmutation, have developed the ability to give glass the properties of steel, and steel the properties of glass.

#### Hit Points/Inch: 30

#### Hardness: 10

**Cost:** light armor +2,000 gp, medium armor +5,000 gp, heavy armor +10,000 gp, shield +500 gp, ammunition +50 gp, light weapon +500 gp, one-handed weapon, or one head of a double weapon +1,500 gp, two-handed weapon, or both heads of a double weapon +2,500 gp, other items 500 gp/lb.

(Longer Wording): Items can be made via Craft (armor), Craft (weapons), Craft (blacksmithing), or Craft (glassblowing) check, appropriate to the type of item. Finished products must be masterwork quality if possible (included in the cost above). The resulting material is transparent and the color of the caster's choice (though is most often colorless), appearing much like clear volcanic glass. The weight of the item is as normal for an item of that type. This material is subject to neither magnetism nor rust. The market price of light armor is increased by 2,000 gp, medium armor by 5,000 gp, heavy armor by 10,000 gp, shields by 500 gp, ammunition by 50 gp, light weapons by 500 gp, onehanded weapons, or one head of a double weapon by 1,500 gp, two-handed weapons, or both heads of a double weapon by 2,500 gp, and other items by 500 gp/lb.

## Golden Wildwood

Planeswalkers harvest this golden-colored wood from a good-aligned plane of nature and animals associated with the deity known as Our Golden Huntress. It is extremely deadly to constructs. HP/inch: 10

#### Hardness: 5

**Cost:** wooden armor and shield +2,500 gp, ammunition +30 gp per missile, weapon +1,500 gp

**Cost (Longer Wording):** The strange properties of this material cause it to disrupt constructs. Golden wildwood weapons count as adamantine for the purpose of overcoming the damage reduction and hardness of constructs. Constructs damaged by a golden wildwood weapon must make a Fortitude saving throw (DC 10 + 1/2 the damage dealt) or gain the staggered condition for 4 rounds. Regardless of the success or failure of the save, the same weapon will not affect the same construct creature again for 24 hours. Wooden armor and wooden shields made from golden wildwood have an ability to disrupt the special attack of a construct creature granting a +4 circumstance bonus to saves and CMD against a construct's special attacks. Items not primarily of wood are not meaningfully affected by being partially made of golden wildwood (a quarterstaff can be a golden wildwood weapon, while a longsword cannot). Weapons or armors fashioned from golden wildwood are always masterwork items as well; the masterwork cost is included in the prices given below. The market value of wooden armor or a shield is increased by 2,500 gp, ammunition by 30 gp per missile, and weapons by 1,500 gp. A double weapon with one special material half costs 50% more than normal.

# Heart of the Spellthief

This heart-shaped black crystal feels warm to the touch and gives off a fleeting feeling of envy when held. Sages say these come from the crystallized bodies of legendary arcane tricksters who became trapped in crystal salt mines.

#### Hit Points/Inch: 10

#### Hardness: 5

**Cost:** 1 power component 90 gp, wand +4,500 gp, continuous item +12,000 gp

**Cost (Longer Wording):** You can use this power component as a material component with any spell that requires a dispel check. When you successfully dispel a beneficial spell, the spell effect transfers to you rather than ending, and only you can dismiss the spell. An observer may attempt a Spellcraft check (DC 20) to discern what has occurred. This adds a 90 gp material cost to the spell's components. If used to make a wand, it increases its market price by 4,500 gp; if used to make a continuous or a use-activated item, add 12,000 gp to the item's market price. If the item has uses per day, add to the market price 2,400 gp multiplied by its uses per day, to a maximum of 4 uses per day.

# Heart of the Star

This appears to be a hermetically sealed vial wrapped in padding with a small white flame inside. This flame is an alchemically distilled sample from the hottest part of a star or the hottest part of the elemental plane of fire.

Hit Points/Inch: 1 Hardness: 1 **Cost:** 1 power component 50 gp, wand +2,500 gp, continuous item +6,660 gp

Cost (Longer Wording): When you use this power component as a material component when casting any spell that inflicts hit point damage, it inflicts +1d6 points of fire damage in addition to its normal damage. Spells cast with this power component gain the fire descriptor. If the spell already has the fire descriptor, it inflicts +1d6 per level of the spell (hence a 9th level spell with the fire descriptor deals +9d6 fire damage) and if the spell offered a Reflex save and the subject failed the save, it catches on fire. Fire elementals conjured with this power component gain a +1 bonus to Armor Class, attack and damage rolls, and a +1 hit point bonus per Hit Die. Your hands flicker with flames, and the spell produces a distinctive smell of rotten eggs when you use this power component. This adds a 50 gp material cost to the spell's components. If used to make a wand, it increases its market price by 2,500 gp; if used to make a continuous or a use-activated item add 6,660 gp to the item's market price. If the item has uses per day, add to the market price 1,332 gp multiplied by its uses per day, to a maximum of 4 uses per day.

## Ingot of Edicts

This black-and-white, perfectly square, cold iron ingot gives a sense of solidarity when held. Scholars say these ingots were forged on the home plane of the inevitables, by one of those intrinsic constructs given governance over the laws of alchemy.

#### Hit Points/Inch: 1

#### Hardness: 1

**Cost:** 1 power component 60 gp, wand +3,000 gp, continuous item +8,000 gp

Cost (Longer Wording): When you use this power component as a material component when casting an offensive spell upon a creature, the spell also uses perfectly structured energies to hinder the subject. The subject must make a Will save against the spell's original DC or gain the entangled condition for 1 round per 2 caster levels. Spells cast with this power component gain the lawful descriptor (hence chaotic creatures cannot use it). If the spell already has the lawful descriptor, it inflicts the grappled condition upon a failed Will save for 1 round per caster level instead. Entangled and grappled creatures can attempt to break free as a move action, making a combat maneuver (grapple) or Escape Artist check. The DC for this check is equal to 10 + your caster level + your relevant caster ability modifier. Geometric outlines of energy, along with an audible chanting of truespeech names that call upon the lords of order accompany the spell when you use this power component. This adds a 60 gp material cost to the spell's components. If used to make a wand, it increases its market price by 3,000 gp; if used to make a continuous or a use-activated item, add 8,000 gp to the item's market price. If the item has uses per day, add to the market price 1,600 gp multiplied by its uses per day, to a maximum of 4 uses per day.



## Inquisitor's Alloy

This dark purple, almost black, metal seems to absorb light and is riddled with small blemishes. After iron, its primary component is a rare, difficult-to-mine mineral (if it is not alchemically hardened before its removal, it is ruined). Some scholars state the death of a powerful shapeshifter atop a vein of gold creates this rare mineral.

#### HP/inch: 30

#### Hardness: 10

**Cost:** armor and shield +1,000 gp, ammunition +28 gp (per missile), weapon +1,400 gp

Cost (Longer Wording): The strange properties of this material cause it to disrupt the abilities of shapeshifters. Those creatures with the change shape ability or using a transmutation (polymorph) effect damaged by a weapon composed of inquisitor's alloy must make a Fortitude save (DC 10 + 1/2 the damage dealt) or have the effect suppressed (as if in an antimagic field) for 1 round. Regardless of the success or failure of the save, the same weapon will not affect the same creature again for 24 hours. Its ability to disrupt the nature of transmutation (polymorph) effects grants the wearer of inquisitor's alloy armor (or shield) a +4 circumstance bonus to saves against those effects. Items not primarily of metal are not meaningfully affected by being partially made of inquisitor's alloy (a longsword can be an inquisitor's alloy weapon, while a quarterstaff cannot). The market value of armor is increased by 1,000 gp, ammunition by 20 gp, and weapons by 1,400 gp.

## Insomnia Essentia

Within this vial you can see a single rune; anyone who understands the arcane knows that it is the arcane symbol for "Insomnia."

Hit Points/Inch: 1

Hardness: 1

**Cost:** 1 power component 30 gp, wand +1,500 gp, continuous item +4,000 gp

Cost (Longer Wording): You can use this power component as a material component with any offensive spell. The subject must make a Will save against the spell's original DC or you permanently steal away that creature's ability to rest or sleep. The target of this spell cannot sleep, accruing penalties for fatigue in addition to being unable to heal naturally. Even creatures such as elves that normally do not sleep are unable to get a proper rest with which to re-energize to gain spells or heal naturally. This effect can be dispelled by a *sleep* spell and it can be used to counter a *sleep* spell or other magical means of inducing sleep. This is an enchantment (compulsion) [emotion, mind-affecting] effect. This adds a 90 gp material cost to the spell's components. If used to make a wand, it increases its market price by 4,500 gp; if used to make a continuous or a use-activated item, add 12,000 gp to the item's market price. If the item has uses per day, add to the market price 2,400 gp multiplied by its uses per day, to a maximum of 4 uses per day.

## Invigorating Crystal

This pure white crystal feels soft and warm to the touch, smells of ozone, and gives the holder a faint feeling of joy when held. These crystals are very rare; myths speak of them being born from the compassion of a paladin sacrificing his life for a priestess of the deity of healing.

Hit Points/Inch: 1

#### Hardness: 1

**Cost:** 1 power component 30 gp, wand +1,500 gp, continuous item +4,000 gp

**Cost (Longer Wording):** You can use this power component as a material component with any spell that cures hit point damage. In addition to curing damage normally, the affected spell removes all of the following conditions affecting the targets: dazed, exhausted, fatigued, sickened, staggered and stunned. Your eyes glow and turn completely white when you use this power component. This adds a 30 gp material cost to the spell's components. If used to make a wand, it increases its market price by 1,500 gp, if used to make a continuous or a use-activated item, add 4,000 gp to the items market price. If the item has uses per day, add to the market price 800 gp multiplied by its uses per day, to a maximum of 4 uses per day.

# Jarnvidr

This almost-unknown wood has extremely high oil content, extraordinary tensile strength and a very tight grain, this makes it highly prized. This hardwood is difficult to work with due to its tendency to dull the tools used to attempt to cut or work it. The rare trees are found only in the far northern forests and are always protected by guardian sprits, frost giants, and mythical wolves.

**Points/Inch:** 15 (weapons and armor normally made of wood that are made of jarnvidr have 50% more hit points than normal)

#### Hardness: 20

**Cost:** light wooden armor and wooden shield +5,000 gp, wooden weapon +800 gp, other wooden items +500 gp/lb.

Cost (Longer Wording): Wooden weapons fashioned from jarnvidr have a natural minimum hardness of 20. Weapons not primarily made from wood gain no benefit from this effect. Wooden light armor and wooden shields made from jarnvidr grant the wearer damage reduction of 1/-. Jarnvidr is so costly that weapons and armor made from it are always of masterwork quality; the masterwork cost is included in the prices given. Thus, jarnvidr weapons and ammunition have a +1 enhancement bonus on attack rolls, and the armor check penalty of jarnvidr armor is lessened by 1 compared to ordinary wooden armor. Items not primarily made of wood are not meaningfully affected by being partially made of jarnvidr (a quarterstaff can be a jarnvidr weapon, while a longsword cannot). Light armor and shields made from this special material have an increased market price of 5,000 gp, weapons 800 gp, and other wooden items 500 gp per pound.

## Jotun Tooth

This alchemically treated petrified tooth of an ancient giant is over a foot in length. Hit Points/Inch: 10

## Hardness: 5

**Cost:** 1 power component 55 gp, wand +2,750 gp, continuous item +7,330 gp

**Cost (Longer Wording):** You can use this power component as a material component when casting any spell with an area. The area of the affected spell increases by 50 percent. Therefore, a fireball cast using a jotun tooth affects an area of a 30-foot-radius spread. You appear to grow about 25 percent in stature for a brief second when you use this power component (illusion). This adds a 55 gp material cost to the spell's components. If used to make a wand, it increases its market price by 2,750 gp; if used to make a continuous or a use-activated item add 7,330 gp to the item's market price. If the item has uses per day, add to the market price 1,466 gp multiplied by its uses per day, to a maximum of 4 uses per day.

## Kraken Quill Ink

This non-reflective ink has been subjected to alchemical treatments to remove the normally toxic nature of the kraken's expenditure.

#### HP/inch: 1

## Hardness: 0

Cost: scroll +4,000 gp

**Cost (Longer Wording):** When used as part of the crafting of a scroll, the user can add her relevant caster ability modifier to the save DC or choose to use the

user's caster level rather than the scroll's if the user's caster level is higher than the scroll's. The user cannot do both of these. This increases the market price of the scroll by 4,000 gp.

## Jeechstone

This small, oval-shaped stone feels warm to the touch, smells of stagnant water, and gives the holder a faint feeling of fear when held. Folklore says these stones are the emotional bloodstains of slain necromancers of impressive power.

#### Hit Points/Inch: 10

#### Hardness: 5

**Cost:** 1 power component 60 gp, wand +3,000 gp, continuous item +8,000 gp

Cost (Longer Wording): You may use this power component as a material component when casting any spell that deals hit point damage. The spell deals an additional 1d6 points of damage to one living target of the caster's choice, and the caster instantly gains temporary hit points equal to this bonus amount. If the chosen target is immune to the type of damage the spell deals or does not suffer the damage for some reason, the caster does not gain the temporary hit points; these temporary hit points last for one hour. Your veins throb and pulse visibly when you use this power component. This adds a 60 gp material cost to the spell's components. If used to make a wand, it increases its market price by 3,000 gp, if used to make a continuous or a use-activated item, add 8,000 gp to the items market price. If the item has uses per day, add to the market price 1,600 gp multiplied by its uses per day, to a maximum of 4 uses per day.

## **Legerity** Stone

This rhombic-triacontahedron-shaped, transparent, gold-colored crystal rolls along, moving toward the closest wand until it attaches itself at its rear end, it then changes its color, esthetically blending in with the wand. It is one of the highest wonders of alchemical science.

#### **HP/inch:** 20

Hardness: 10

#### **Cost:** wand +12,000 gp

**Cost (Longer Wording):** Once a legerity stone attaches to the rear end of a wand, it remains there until that wand's charges are used up and then it disintegrates; if removed from the wand by force, it is ruined. Once attached, it grants the wand the ability to be activated once per day as an immediate action. This increases the market price of a wand by 12,000 gp. (A legerity stone and a celerity stone cannot be attached to the same wand.)

## Tiquid Chaos

This multi-colored luminescent fluid shifts from hot to cold, smells of the sea, and gives the holder a feeling of awe when held. Liquid chaos is said to be the alchemically distilled waters of the great storms of chaos at the edges of reality.

#### Hit Points/Inch: 3 Hardness: 0

**Cost:** 1 power component 30 gp, wand +1,500 gp, continuous item +4,000 gp

Cost (Longer Wording): You can use this power component as a material component on any spell. Whenever you cast an affected spell its DC becomes 1d20 + its spell level + your relevant ability modifier. In addition there is a 50% chance that it produces the normal effect, a 25% chance that your caster level is decreased by 2; and a 25% chance that your caster level is increased by 2. The affected spell usually produces a bizarre flash of mixed colors or strange sounds, which is different each time you use this power component. This adds a 30 gp material cost to the spell's components. If used to make a wand, it increases its market price by 1,500 gp; if used to make a continuous or a use-activated item, add 4,000 gp to the item's market price. If the item has uses per day, add to the market price 800 gp multiplied by its uses per day, to a maximum of 4 uses per day.

# **Liquid** Eldritch

This extremely rare, iridescent, rainbow-colored fluid is insoluble and denser than water, so folk often find it at the bottom of magical pools. Theories about its true nature range from it being water infused with the very essence of magic or that it is actually the blood of some strange, eldritch creature from beyond our reality.

#### HP/inch: 1 Hardness: 0

#### Cost: 1 drought 1,320 gp, pool 66,000 gp

Cost (Longer Wording): If one bathes a magical item in liquid eldritch for 1 full minute, it temporarily adds 3 special charges to the magic item that last for 24 hours. If 3 charges are used then one ability of the item is activated as an immediate action (if the possessor does not know the item's abilities, then one ability is activated at random). If 2 charges are used, then one ability of the item is activated as a move action. If 1 charge is used, then one ability of the item is activated as a standard action. These charges may be tapped into without drawing upon the item's normal reservoir of charges or uses per day. This buffer (and any unused charges) vanishes after 24 hours. If the item cannot be activated by at least a standard action, liquid eldritch has no effect on that item (a GM may rule that some items such as a ring of wishes are unaffected by liquid eldritch). Bathing an item a second time destroys all of the liquid eldritch within 30 ft. and unless the magic item makes a Will save DC 22, it is rendered non-magical as if it had never been enchanted. When found in its pristine, natural state, liquid eldritch holds enough power for 50 uses and has a market price of 66,000 gp; alchemists who collect it or create artificial forms of liquid eldritch do so one draught at a time, each of which has a market price of 1,320 gp.

# Meliorating Masonry

This alchemically treated concoction of quicklime, pozzolana and an aggregate of pumice has the ability to repair itself and absorb or release heat.

Hit Points/Inch: 8 Hardness: 8

**Cost:** base cost x3

**Cost (Longer Wording):** This masonry is mixed with miniature sheathes of gelatin that release a glue-like epoxy resin that will automatically repair any cracks that form in meliorating masonry. This grants the object fast healing equal to half its hit point total; once it has healed an amount of damage equal to its hit point total, it loses this fast healing ability. In addition, it can absorb or release large amounts of heat, allowing structures made from this material to remain comfortably warm even in the coldest of temperatures, and renders them effectively immune to fire damage. Meliorating masonry items triple the base cost of an item. Items are not meaningfully affected by being partially made of meliorating masonry.

## Mithron

This tarnished silver-gray metal has parts of it that shine brilliantly like silver and other parts that are a dull blue-gray. It is an alchemical alloy of mithral and cold iron.

## **HP/inch:** 30

## Hardness: 10

**Cost:** ammunition +60 gp (per missile), light weapon +3,000 gp, one-handed weapon or one head of a double weapon +13,500 gp, two-handed weapon or both heads of a double weapon +27,000 gp

**Cost (Longer Wording):** A complex process involving metallurgy and alchemy can bond mithral and cold iron to create a weapon with the strength of steel so that it bypasses the damage reduction of outsiders such as devils and demons. On a successful attack with a weapon made of mithron, the damage it deals bypasses damage reduction as if it were both silver and cold iron. Weapons not primarily of metal are not meaningfully affected by being partially made of this special material. This increases the cost of ammunition by 60 gp per missile, a light weapon by 3,000 gp, a one-handed weapon, or one head of a double weapon by 13,500 gp, and a two-handed weapon, or both heads of a double weapon by 27,000 gp.

## Mortal's Woe

This translucent metal has an obvious crystalline structure, but humanoid onlookers looking into it often gives them a sense of an oncoming migraine. It has a wild interaction when it encounters a sentient humanoid. The planeswalkers tell of its creation by the "plane-cutters" when they went searching for a type of steel to help them in their war against "the primes." The two vital ingredients being a mineral found on a bleak and grey lower plane of damnation, and a type of fiber added during the forging process, found in the chaos storms beyond the edge of reality.

### HP/inch: 30 Hardness: 10

Cost: weapon +2,250 gp

**Cost (Longer Wording):** Weapons made from mortal's woe deal additional dice damage once every minute when they strike a creature of the humanoid type, the amount is based on their total character level (see below), à la the power of their mortal soul. The more powerful the soul, the more violently it reacts with the metal, though it takes another minute for it to build up another charge. A humanoid attempting to wield a mortal's woe weapon will also take this damage.

Character	Additional
Level	Dice Damage
1-4	+1d6
5-8	+2d6
9-12	+3d6
13-16	+4d6
17-20	+5d6

Items not primarily of metal are not meaningfully affected by being partially made of this special material (a longsword can be a mortal's woe weapon, while a quarterstaff cannot). Ammunition does not cause enough of an interaction to be effective. This special material's cost increases the market price of weapons by 2,250 gp.

## Oathsteel

This dark navy blue steel alloy is highly favored in far eastern societies. Its creation process is extremely ritualistic, bordering on a religious ceremony invoking the power of one's ancestors.

**HP/inch:** 30 (see below)

Hardness: 10 (see below)

**Cost:** ammunition +60 gp (per missile), armor +10,000 gp, shield 4,000 gp, weapon +5,000 gp, other items +2,500 gp/lb.

**Cost (Longer Wording):** You swear an oath, naming—very specifically—a task you will accomplish in no more than one year's time. If the task is not completed in that time, or if conditions arise that indicates the failure of the oath, the oathsteel weapon object gains the broken condition and cannot be repaired until the oath is fulfilled. If it cannot be fulfilled, the object is ruined. Otherwise, this object cannot be damaged, broken, or ruined as long as you are true to your oath.

You cannot be tricked into thinking this oath is fulfilled when it is not, and no magical compulsion can force you to stop attempting to fulfill it. You gain a +4 circumstance bonus to Perception and Sense Motive checks against any attempt to fool you about part of this oath (giving you an imposter to protect when you have sworn to guard a person, for example). If you successfully fulfill your oath, you must immediately swear a new one; if you do not, the oathsteel object gains the broken condition and cannot be repaired until a wielder swears a new oath. Oaths can be singular tasks or ongoing. Ongoing oaths can be renewed at the end of each year. An oath must be something measurable, so the character knows whether it has been fulfilled.

It is crucial that the user of oathsteel object work out the details of her oath with the GM. The GM is encouraged to only use oathsteel in an ongoing campaign rather than in one-shot adventures and should make sure that the oath does not run counter to the direction of the campaign or prevent the character from taking part in planned adventures.

Items not primarily of metal are not meaningfully affected by being partially made of this special material (a longsword can be an oathsteel weapon, while a quarterstaff cannot). This special material's cost increases the market price of ammunition by 60 gp per missile, armor by 10,000 gp, shields by 4,000 gp, and weapons by 5,000 gp. Other items have their market price increased by 2,500 gp per pound.

## Orichalcum

This is an extremely rare bronze-gold or white colored metal. It was only known (or reputed) to exist in one location: a mythical island kingdom and naval power of vaunted magic and technology that sank into the ocean "in a single day and night of misfortune."

## **HP/inch:** 30

#### Hardness: 10

**Cost:** *armor* +200 gp, *construct* +4,000 gp, *magic item* +500 gp

Cost (Longer Wording): When this mythical material is worked like steel, it becomes a fantastic substance granting various benefits depending on its use. Items not primarily of metal are not meaningfully affected by being partially made of this special material. A wearer of armor made from orichalcum gains electricity resistance 1; this increases its price by 200 gp. If used in the proper amount when creating metal constructs, any construct so created deals +1d4 electrical damage per strike and the target creature must make a successful Fort save (DC 10 +1/2 the construct's HD + its Str modifier) or be staggered for 1d4 rounds; this increases its price by 4,000 gp. Finally if used to create a magic item that creates a spell effect with the electricity descriptor, that item gains +1 to its caster level and deals +1d6 points of electricity damage upon a failed save (if it does not offer a save, this offers no effect); this increases its market price by 500 gp.

# Pacifying Mucilage

This silver putty smells of freshly made pulp or parchment, and provides a faint sense of compassion. This refined substance results from the alchemically treated gummy secretions and gelatinous substances present in a special type of unnamed plant that grows atop a pacifistic martyr's grave.

Hit Points/Inch: 1

#### Hardness: 1

**Cost:** 1 power component 30 gp, wand +1,500 gp, continuous item +4,000 gp

**Cost (Longer Wording):** When you use this power component as a material component when casting any spell that inflicts hit point damage, all such damage



becomes nonlethal damage unless the subject is immune to nonlethal damage. You create a momentary warm, yellowish glow around both yourself and the spell's subjects when you use this power component. This adds a 30 gp material cost to the spell's components. If used to make a wand, it increases its market price by 1,500 gp; if used to make a continuous or a use-activated item, add 4,000 gp to the item's market price. If the item has uses per day, add to the market price 800 gp multiplied by its uses per day, to a maximum of 4 uses per day.

## Petrified Jorment

This appears to be a small stone sculpture of a human head. In reality, it's the shrunken head of a human that was turned to stone at the moment just before it would have died.

#### Hit Points/Inch: 10

#### Hardness: 5

**Cost:** 1 power component 60 gp, wand +3,000 gp, continuous item +8,000 gp

**Cost (Longer Wording):** When you use this power component as a material component when casting an offensive spell upon a creature, the spell also inflicts the subject with wracking pains. The subject must make a Fortitude save against the spell's original DC or gain the sickened condition for 1 round per 2 caster levels. Spells cast with this power component gain the pain descriptor. If the spell already has the pain descriptor, upon a failed Fortitude save it inflicts 1d6 points of

nonlethal damage per spell level and the sickened condition for 1 round per caster level instead. The image of a nine-tailed, barbed whip appears around the subject when you use this power component. This adds a 60 gp material cost to the spell's components. If used to make a wand, it increases its market price by 3,000 gp; if used to make a continuous or a use-activated item, add 8,000 gp to the item's market price. If the item has uses per day, add to the market price 1,600 gp multiplied by its uses per day, to a maximum of 4 uses per day.

# Plague Pebble

This small brown-and-black lump of stone appears to be covered with pox-like bulges and boils, it smells of feces, and holding it gives one a small sense of revulsion. Folklore says that these are gifts from one of the four horsemen.

#### Hit Points/Inch: 10

#### Hardness: 5

**Cost:** 1 power component 405 gp, wand +20,250 gp, continuous item +54,000 gp

Cost (Longer Wording): When you use this power component as a material component when casting any offensive spell, the subject must make a Fortitude save against the spell's original DC or be affected by a contagion spell. Spells cast with this component have the disease descriptor. If the spell already has the disease descriptor, the subject is instead affected by an epidemic spell (see Pathfinder® Roleplaying Game: Ültimate Magic<sup>™</sup>). In addition, its cure requires 1 additional consecutive save and its onset time is reduced by one-step (weeks become days, days become hours, hours become minutes, etc.). You and the subjects of the spell are surrounded by a sickly green aura when you use this power component. This adds a 405 gp material cost to the spell's components. If used to make a wand, it increases its market price by 20,250 gp; if used to make a continuous or a use-activated item, add 54,000 gp to the item's market price. If the item has uses per day, add to the market price 10,800 gp multiplied by its uses per day, to a maximum of 4 uses per day.

## Polemarch's Crystal

This appears to be a clear white crystal about a foot long. Floating inside there seems to be a near-limitless number of runes. No one knows how these so called polemarch's crystals were made.

## Hit Points/Inch: 1

#### Hardness: 1

**Cost:** lesser power component 375 gp, standard power component 1,650, greater power component 3,825 gp

**Cost (Longer Wording):** You can use this power component as a material component when casting any spell based on its type (see below) adding to the duration the concept of "until triggered" (although once triggered, the spell's duration reverts to normal). The affected spell must be tied to an object, creature, or location, which becomes the "source" of the affected spell when it is triggered. Triggering is based on some event set by the caster. The event can be as simple or elaborate as the caster desires, but she must determine

the specifics of targets and placement beforehand. Special conditions for triggering the affected spell can be based on a creature's name, identity, or observable actions or qualities such as race or "when the door opens." Intangibles such as level, class, Hit Dice, and hit points do not qualify. A subject can only have one spell affected by this power component within range or area of effect of another spell affected by a polemarchs crystal at any given time or they are both countered. Affected spells are vulnerable to dispel magic (even if they normally are not). *Mislead*, *polymorph*, and nondetection (and similar magical effects) can fool a polemarch's crystal, though non-magical disguises and the like cannot. A character with the trapfinding class feature (only) can use the Perception skill to find a spell affected by a polemarch's crystal and a Disable Device check to thwart it. The DC in each case is 25 + the affected spell's level. Read magic allows a character to identify a polemarch's crystal with a DC 27 Knowledge (arcana) check. Identifying the crystal does not discharge it and allows you to know the basic nature of the crystal (what triggers it and what spell is stored). A lesser polemarch's crystal can affect any spell of 3rd level or lower, a standard polemarch's crystal can affect any spell of 6th level or lower, a greater polemarch's crystal can affect any spell of 9th level or lower.

# Polemarch's Grip

This appears to be a strip of leather bearing a single rune. No one knows how these so-called polemarch's grips were made but rumors say it was taken from the skin of a rune giant.

Hit Points/Inch: 8 Hardness: 3

#### **Cost:** 1 grip 700 gp

Cost (Longer Wording): You can use this leather wrap by securing it to a wand; the wand can then be programmed to trigger under a special condition. Triggering is based on some event set by you. The event can be as simple or elaborate as you desire, but you must determine the specifics of targets beforehand. Special conditions for triggering the affected spell can be based on a creature's name, identity, or observable actions or qualities such as race or "when the door opens." Intangibles such as level, class, Hit Dice, and hit points do not qualify. A subject can only have one wand affected by a polemarch's grip at any given time (if more than one is attempted, they are all countered). Mislead, polymorph, and nondetection (and similar magical effects) can fool a polemarch's grip, though non-magical disguises and the like cannot. A character with the trapfinding class feature (only) can use the Perception skill to find a polemarch's grip affected wand and a Disable Device check to thwart it. The DC in each case is 25 + the affected wand's spell level. Read magic allows a character to identify a polemarch's grip with a DC 27 Knowledge (arcana) check. Identifying the grip does not discharge it and allows you to know the basic nature of the grip (what triggers it). Once triggered, the polemarch's grip is consumed; a single grip costs 700 gp.

## Powder of Glory

This powdered bone of a powerful archmage or lich has been alchemically treated. It is always warm and coarse to the touch, while giving its holder an impression of bygone grandeur.

Hit Points/Inch: 1

#### Hardness: 0

## Cost: 1 dose 100 gp

**Cost (Longer Wording):** When you spread the powder on the inside of a magic ring, it allows that ring not to count against her two-ring limit for 16 hours. Only one ring you wear can gain the benefits of this powder at a time. This has a market price of 100 gp per dose.

## **Primal** Iron

This dark grey, almost black, iron is non-reflective and lets off a constant smell of freshly spilt blood; its touch gives off a feeling of security. It has a violent effect against creatures vulnerable to cold iron. The tales of the elder druids tell of its creation by the "creatorbeings" when their blood mingled with portals into the plane of dreams and filtered down to iron ore deposits in the deep places of the earth.

**HP/inch:** 30 (weapons and shields made from primal iron have half the normal hp, and suffer a -2 penalty to saving throws)

#### Hardness: 10

**Cost:** weapon x3 normal, add magic enhancement +3,000 gp.

**Cost (Longer Wording):** Primal iron weapons count as cold iron for the purpose of overcoming damage reduction, affecting regeneration, and concerning vulnerability to cold iron. Creatures whose damage reduction is overcome by cold iron, or whose regeneration stops functioning due to a cold iron attack, or who are vulnerable to cold iron take half again as much damage (+50%) from a primal iron weapon (additional dice damage is not increased such as that from a burst special ability or sneak attack damage) as normal.

Items not primarily of metal are not meaningfully affected by being partially made of this special material. Weapons made of primal iron cost three times as much to make as their normal counterparts. In addition, adding any magical enhancements to a primal iron

adding any magical enhancements to a primal iron weapon increases its price by 3,000 gp. This increase is applied the first time the item is enhanced, not once per ability added; a double weapon with one primal iron half costs 150% more than normal.

## Puissant Ingot

This pure white round block of metal lets off flashes of argent light at random intervals. It is easy to see that this is not a natural object. It is most likely supernatural, as the table it sits on begins to dance. **HP/inch:** 20

## Hardness: 10

**Cost:** 1 in. ingot 48,000 gp, 2 in. ingot 96,000 gp, 4 in. ingot 192,000 gp

Cost (Longer Wording): This powerful and often unheard of alchemic casting of rare metal is sometimes found on a plane of pure positive energy. A puissant ingot can cause inanimate objects to animate. This functions as per the *animate object* spell with a permanent duration, though the ingot must be left in contact with an appropriate-sized object for 1 hour. For some reason puissant ingots cannot animate cloth, so they are often stored in cloth bags or wrappings. In addition, the ingot also grants constructs of the appropriate size fast healing 1. It can also reform a destroyed construct creature (which consumes the ingot), leaving 1 hp +10 hp per size category above Small, though the reformed construct has the broken condition. A 1-inch diameter ingot worth 48,000 gp can animate, grant fast healing 1 or restore one Small or smaller object; a 2-inch diameter ingot diameter ingot worth 96,000 gp can animate, grant fast healing 1 or restore one Medium object; a 4-inch diameter ingot worth 192,000 gp can animate, grant fast healing 1, or restore one Large object. There are rumors of more powerful ingots up to 32 inches in diameter, but as of yet, none have been proven to exist. The animated objects and constructs benefiting from the ingots always defend the puissant ingot to the best of their ability, but the due to their lack of intelligence they cannot employ elaborate tactics. If more than two puissant ingots are attached to constructs and come within 100 ft. of each other, they create a resonance, causing their lights to flash in time with each other, and after one minute they explode in a 100-ft.-radius blast that deals 1d6 points of damage per CR of the construct creature.

## Quintessence of Failure

Within this vial you can see a single rune; anyone who understands the arcane knows that it is the arcane symbol for "Failure."

Hit Points/Inch: 1

#### Hardness: 1

**Cost:** 1 power component 90 gp, wand +4,500 gp, continuous item +12,000 gp

**Cost (Longer Wording):** You can use this power component as a material component with any offensive spell. The subject must make a Will save against the spell's original DC or the subject is filled with melancholy feelings of inferiority, taking a -20 penalty on its next attack roll. Additionally, the target automatically misses if its next attack is against a target with concealment or total concealment. The effect discharges immediately after either effect. This is an enchantment (compulsion) [emotion, mind-affecting] effect. This adds a 90 gp material cost to the spell's components. If used to make a wand, it increases its market price by 4,500 gp; if used to make a continuous or a use-activated item, add 12,000 gp to the item's market price. If the item has uses per day, add to the market price 2,400 gp multiplied by its uses per day, to a maximum of 4 uses per day.

## Radiant Crystal

This brilliant multi colored crystal seems to be almost made of pure light; it is always warm to the touch. Scholars argue over whether. Scholars believe this crystal is only native to the border realm between the plane of fire and the plane of positive energy.

Hit Points/Inch: 1

#### Hardness: 1

**Cost:** power component 90 gp, wand +4,500 gp, continuous item +12,000 gp

**Cost (Longer Wording):** When you use this power component as a material component in a spell with the light descriptor (such as *light*), any light levels affected are increased by an additional step. In addition, the spell's effective level for being dispelled, or dispelling a spell with the darkness descriptor, is increased by one effective spell level. Finally you add a +5 circumstance bonus to the dispel DC of the caster level check required to dispel it (see *dispel magic*). This adds a 90 gp material cost to the spell's components. If used to make a wand, it increases its market price by 4,500 gp; if used to make a continuous or a use-activated item, add 12,000 gp to the item's market price. If the item has uses per day, add to the market price 2,400 gp multiplied by its uses per day, to a maximum of 4 uses per day.

## **Reach Rock**

This small, pure white piece of stone is surprisingly heavy for its size and gives off a slight warmth. Holding it provides a minor feeling of safety and comfort. These small pieces of stone have been left to drift in a plane of positive energy for a generation. **Hit Points/Inch:** 30

## Hardness: 10

**Cost:** 1-inch pebble 50 gp (1st-3rd), 2-inch stone 185 gp

(1st-6th), 3-inch or larger rock 400 gp (1st-9th)

(Longer Wording): If you cast a conjuration (healing spell) with a range of touch, while holding a reach pebble in your hand, you can place the spell's charge in the stone. You can then throw the stone as a ranged touch attack effectively making the conjuration (healing) spell have a ray effect with a range of Close (25 ft./+5ft. 2 levels). The stone is consumed 1 round after the conjuration (healing) spell is cast. A small 1-inch pebble of reach rock can store a 1st-3rd level conjuration (healing) spell, a 2-inch stone of reach rock can store a 1st-6th level conjuration (healing) spell, a 3-inch or larger piece of reach rock can store a 1st-9th level conjuration (healing) spell.

## Scattersteel

This sky blue alloy's primary non-ferrous component is a strange meteoric mineral that absorbs vibrations, which is then bathed in the tears of the blind.

#### Hit Points/Inch: 3

Hardness: 0

**Cost:** armor +90,000 gp

**Cost (Longer Wording):** If this material is forged into armor it grants its wearer total concealment (50%) against other creatures' blindsense, blindsight, and tremorsense. Armors not primarily made of metal are

not meaningfully affected by being partially made of this special material. It increases the market price of any armor by 90,000 gp.

## Shackling Stone

This pale red crystal feels hard and warm to the touch, smells of musk, and gives the holder a faint feeling of annoyance when held. These crystals are very rare; myths speak of them being born from the victory of a mortal human over a titan in hand-to-hand combat. **Hit Points/Inch:** 10

#### Hardness: 5

**Cost:** 1 power component 90 gp, wand +4,500 gp, continuous item + 12,000 gp

Cost (Longer Wording): You can use this power component as a material component on any spell with a duration other than instantaneous or permanent. The subject must make a Fortitude save against the spell's original DC or only be able to move at half its normal speed (rounded down to the next 5-foot increment) for the entire duration of the spell. If applied to a spell that itself reduces speed (such as slow), the effects are cumulative. Any reduction in speed also affects jumping distance, as normal. You perform a grasping hand gesture (somatic component) when you use this power component. This adds a 90 gp material cost to the spell's components. If used to make a wand, it increases its market price by 4,500 gp, if used to make a continuous or a use-activated item, add 12,000 gp to the items market price. If the item has uses per day, add to the market price 2,400 gp multiplied by its uses per day, to a maximum of 4 uses per day.

# Shield Crystal

This deep orange crystal appears to have something hard and invisible around it that does not let someone touch it directly. Myth says this is the crystallized blood of the legendary tarrasque; most mages, however, scoff at this idea.

#### Hit Points/Inch: 10

#### Hardness: 5

**Cost:** 1 power component 30 gp, wand +1,500 gp, continuous item +4,000 gp

Cost (Longer Wording): You can use this power component as a material component for any spell that can be dispelled. When you do, you create a magical shield around the affected spell. This magical shield automatically absorbs up to one dispel check (regardless of whether the check succeeds or not), and dissipates once it has absorbed the check. Casters who attempt to dispel the shield believe they have successfully dispelled a magical effect, though *detect magic* reveals the shield and its nature. This adds a 30 gp material cost to the spell's components. If used to make a wand, it increases its market price by 1,500 gp; if used to make a continuous or a use-activated item, add 4,000 gp to the item's market price. If the item has uses per day, add to the market price 800 gp multiplied by its uses per day, to a maximum of 4 uses per day.

## Slurksheet

Alchemists recently created this white violet material via a secret process that combines slurk slime and bits of molten glass that they pour into a mold. It is lightweight, extremely strong, and robust. Though its strength is somewhat lower than steel, it is far more flexible and is far easier to customize and form via its molding processes.

**HP/inch:** 35 (add +5 to the object's normal break DC) **Hardness:** 8

**Cost:** slurksheet breastplate +2,000 gp, slurksheet boots 3,500 gp, objects +70 gp/lb.

**Cost (Longer Wording):** Slurksheet cannot hold an edge and its lack of real weight makes it useless for weapon manufacture. It has, however, been shown to be able to make an excellent lightweight breast plate. This is treated as light armor; it suffers a -1 penalty to its AC but its maximum Dex bonus is +5, its skill check penalty is 0, and provides only a 5% chance of arcane spell failure. These decreases do not apply to proficiency in wearing the armor. A character wearing a slurksheet breastplate must be proficient in wearing medium armor to avoid adding the standard -4 armor check penalty to all his attack rolls and skill checks that involve moving.

Items not primarily of metal or stone are not meaningfully affected by being partially made from slurksheet; if it is primarily made of metal or stone, its weight is reduced by half; this increases its cost by 70 gp per pound of its original weight.

One of the most interesting items made from slurksheet is an alchemical gadget called slurks boots, which require an Acrobatics check DC 15 to use each round; any terrain that modifies movement adds +10 to this Acrobatics DC. Failure results in no movement while failure by 5 or more results in the wearer falling prone halfway through its movement and taking 1d6 points of subdual damage. These boots can double a creature's speed when performing the run action, and add a +5 circumstance bonus to Acrobatics checks for the purpose of jumping. Each boot consists of a footplate with slurksheet bindings (it requires 1 minute to secure the boots and another minute to remove them) and a footpad of resin or rubber attached to the boot by an arch-shaped slurksheet that serves as a spring.

## Sortosis Steel

This blue-black metal is highly reflective and blemish free. It often exudes the smell of air after a lightning strike. It is made from the extremely rare sortosis ore, which is difficult to mine and refine due to the toxic dust those processes create. Some scholars state the death of a great wyrm dragon atop a vein of iron ore creates sortosis ore.

**HP/inch:** 15 (weapons and shields made from sortosis steel have half the normal hp, and suffer a -2 penalty to saving throws)

#### Hardness: 10

**Cost:** shield +2,000 gp, ammunition +112 gp, light weapon +630 gp, one-handed weapon, or one head of a



double weapon +2,800 gp, two-handed weapon, or both heads of a double weapon +5,600 gp.

Cost (Longer Wording): The strange properties of this material cause it to disrupt breath weapons. As it is as hard as steel but not nearly as flexible, it is subject to fracturing. Creatures with breath weapons damaged by a sortosis weapon must make a Fortitude saving throw (DC 10 + 1/2 the damage dealt) or have the use of their breath weapon suppressed (as if in an anti-magic shell) for 4 rounds. Regardless of the success or failure of the save, the same weapon will not affect the same creature again for 24 hours. Due to its tendency to fracture, armor cannot be made from sortosis steel, though shields can be. Such shields' ability to disrupt breath weapons grants their users a +4 circumstance bonus to saves against breath weapon attacks. The market value of a shield is increased by 2,000 gp, ammunition by 112 gp, light weapons by 630 gp, one-handed weapons or one head of double weapons by 2,800 gp, and twohanded weapons or both heads of a double weapon by 5,600 gp.

# Star Pearl

This blue-black blistered pearl feels hard and cool to the touch, smells of incense, and gives the holder a feeling of amazement when held. Star pearls are a very rare type of fresh water cultured pearl created when one introduces a secret alchemical component into the oyster on the night of a shooting star.

#### Hit Points/Inch: 10

#### Hardness: 5

**Cost:** 1 power component 30 gp, wand +1,500 gp, continuous item +4,000

**Cost (Longer Wording):** You can use this power component as a material component on any spell that is delivered by a ranged touch attack. Choose a target within range before casting the affected spell and the affected spell ignores anything up to total cover and full concealment as it moves over, under, or around barriers, seeking that target. You do not check for miss chance due to concealment, and your foe does not gain an AC bonus due to cover. If the affected spell misses on its initial attack, it persists for a number of rounds equal to 1/3 your caster level (rounded down), making another ranged touch attack on your turn each round against that target until it hits or the power component's

duration ends. If the target or you moves out of the range of the spell, if the target gains total cover or concealment from your position, or if the line of effect for the spell is blocked, the affected spell immediately ends. You do not need to concentrate on an affected spell while it is attacking. The target of this spell is briefly outlined by starlight when you use this power component. This adds a 30 gp material cost to the spell's components. If used to make a wand, it increases its market price by 1,500 gp; if used to make a continuous or a use-activated item add 4,000 gp to the item's market price. If the item has uses per day, add to the market price 800 gp 8 multiplied by its uses per day, to a maximum of 4 uses per day.

# Star-Child Steel

Forged in the darkness between the stars by beings that sail that vast ocean of emptiness, this dull, dark green, almost-black metal is found near sightings of eldritch abominations like the star-child of Cthulhu, hence its common appellation.

**HP/inch:** 35 (Weapons and armor normally made of star-child steel have +20% more hit points than normal.)

#### Hardness: 15

**Cost:** ammunition +10 gp (per missile), armor and shields +4,000 gp, weapon +500 gp, other items +500 gp/lb.

Cost (Longer Wording): An object) made from this material is immune to transmutation magic as if it had infinite SR (the object, not its wearer); spell effects and special materials cannot bypass its hardness; it also possesses double its normal hardness when resisting fire and electricity damage. Armor and shields made from star-child steel grant a +2 circumstance bonus to Fortitude saves against transmutation magic, and grant fire and electricity resistance 3. If a creature is transmuted, the star-child steel does not change form (the transmutation magic causes the individual's body to discard the star-child steel with no harm to the wearer). Items not primarily of metal are not meaningfully affected by being partially made of this special material. Ammunition made from this special material has an increased market price of 10 gp per missile, armor and shields 4,000 gp, weapons 500 gp, and all other items 500 gp per pound.

# Subsuming Steel

This black steel has a white mottling pattern reminiscent of flowing water, and always makes s the same distinct low-pitched bell tone when struck.

## HP/inch: 30

#### Hardness: 10

**Cost:** ammunition (per missile) or material component +40 gp, armor or shield +1,000 gp, wand or weapon +2,000 gp.

**Cost (Longer Wording):** Said to be forged by inevitables on the higher planes of order (or made from one of their corpses), this mystical steel has a number of startling uses. If made into armor or a shield, it grants a +2 circumstance bonus to AC and to saves from effects,

spells, etc. against creatures of the aberration type. Weapons made from subsuming steel deal an additional +2 points of damage to creatures of the aberration type. If used as a consumable material component, as part of a spell cast against an aberration, it deals an additional +1d6 points of damage to that aberration upon a failed saving throw (if a spell does not offer a save, it has no effect). This last effect can also be added to a wand's spell effect. Items not primarily of metal are not meaningfully affected by being partially made of this special material. Ammunition and material components made from this special material have an increased market price of 40 gp per missile, armor and shields 1,000 gp, and wands or weapons by 2,000 gp.

## Tarn Crystal

This small bowl-shaped orange crystal feels warm to the touch, smells of ozone, and gives a faint sense of anticipation when held. Legends say the death of a powerful magus who expends all of his arcane pool to kill a titan creates these crystals as the titan's blood pools and eventually crystallizes.

## HP/inch: 3

Hardness: 1

**Cost:** 1 tarn shard +30 gp, 1 tarn crystal +4,000 gp **Cost (Longer Wording):** These crystals, which can sit in the palm of your hand, can store up to 4 class feature pool points (arcane points, ki point, grit points, moments of change, moments of chance, motes of time, etc.) as if the points were in your class pool. A tarn shard will shatter and become ruined once 4 points have been expended by the crystal; a tarn crystal is a continuous effect. You cannot gain the benefit from a different tarn shard/tarn crystal in a 24 hour period. A tarn crystal which has a market price of 4,000 gp can be broken into 50 tarn shards which are worth 30 gp each.

## **Joxic** Essentia

This seems to be a hermetically sealed vial with some kind of dark and foul-looking, green liquid swirling about inside. From time to time, you catch the image of skull and crossbones in the patterns of the liquid. This liquid is an alchemically-fermented sample from a strange border realm near where the negative energy plane and the elemental plane of water meet.

## Hit Points/Inch: 1

#### Hardness: 1

**Cost:** 1 power component 375 gp, wand +18,750 gp, continuous item +50,000 gp

**Cost (Longer Wording):** When you use this power component as a material component when casting an offensive spell upon a creature, the spell also poisons the subject. The subject must make a Fortitude save against the spell's original DC or suffer 1d3 Constitution damage per round for 6 rounds. Poisoned creatures can make a Fortitude save each round to negate the damage and end the affliction. Spells cast with this power component gain the poison descriptor. If the spell already has the poison descriptor, upon a failed Fort save it inflicts 1d6 Constitution damage per round for 12 rounds instead. Poisoned creatures must make two successful

consecutive Fortitude saves to negate the damage and end the affliction. A dark green aura, a foul odor, and a coppery taste in one's mouth afflicts the subjects when you use this power component. This adds a 375 gp material cost to the spell's components. If used to make a wand, it increases its market price by 18,750 gp; if used to make a continuous or a use-activated item, add 50,000 gp to the item's market price. If the item has uses per day, add to the market price 10,000 gp multiplied by its uses per day, to a maximum of 4 uses per day.

## Trouble Stone

This rock is often mistaken for lapis lazuli. It always feels rough to the touch, even though it is perfectly smooth, and it gives the holder a fleeting sense of disapproval when held. This is said to be formed from the alchemically treated tears of an archmage that were caused by true, heart-rending sorrow.

Hit Points/Inch: 10

#### Hardness: 5

**Cost:** 1 power component 30 gp, wand +1,500 gp, continuous item +4,000 gp

**Cost (Longer Wording):** You can use this power component as a material component on any offensive spell that offers a saving throw. Upon a failed save against the affected spell, the next spell the subject casts (including spell-like abilities) is subject to a dispel check; if successful, the spell is countered as per *dispel magic*. An observer may attempt a Spellcraft check (DC 20) to discern what has occurred. This adds a 30 gp material cost to the spell's components. If used to make a wand, it increases its market price by 1,500 gp; if used to make a continuous or a use-activated item, add 4,000 gp to the item's market price. If the item has uses per day, add to the market price 800 gp multiplied by its uses per day, to a maximum of 4 uses per day.

## True Air

This appears to be a hermetically sealed vial with a small whirling tornado of air inside. Within is an alchemically distilled sample from the elemental plane of air.

#### Hit Points/Inch: 1

#### Hardness: 0

**Cost:** 1 power component 45 gp, wand +2,250 gp, continuous item +6,000 gp

**Cost (Longer Wording):** When you use this power component as a material component when casting a spell with a range other than touch or personal it doubles the spell's range. Further, if the spell allows a saving throw and has no obvious physical effect (a blast of fire, for example), a target that succeeds at the saving throw must make a Will save against the spell's normal DC even to realize that a spell was cast upon her. For example, if you cast *dominate person*, and the victim makes a Will saving throw as normal, she must make a second Will saving throw. If this second save fails, she never realizes that you tried to cast a spell upon her. Spells cast with this power component gain the air descriptor. If the spell already has the air descriptor, the

range triples. Air elementals conjured with this template gain a +1 bonus to Armor Class, attack and damage rolls, and a +1 hit point bonus per Hit Die. A mysterious, brief gust of wind or a hint of a breeze accompanies spells when you use this power component. This adds a 45 gp material cost to the spell's components. If used to make a wand, it increases its market price by 2,225 gp; if used to make a continuous or a use-activated item, add 6,000 gp to the item's market price. If the item has uses per day, add to the market price 1,332 gp multiplied by its uses per day, to a maximum of 4 uses per day.

## Unstable Interval

This rather mundane object moves very rapidly or very slowly while fading in and out of existence. It creates a perfectly spherical explosion of migraine-inducing white light.

HP/inch: various

Hardness: various

**Cost:** object +9,000 gp **Cost (Longer Wording):** This is a volatile type of

matter that is not native to the present time. Physical shock or even friction (subject to GM adjudication) can cause it to explode in a 60 ft. radius (though as it is not stuck in time, this only has a 50% chance of occurring). Should it happen, the explosion is not blocked by anything. When the explosion strikes an object, it affects that object and continues on through that object and continues to the limit of its radius. All objects and creatures within the area of effect take 200 points of damage. A successful Fortitude save results in half damage. If the damage slays or destroys the subject, it consumes the physical remains and a creature's soul utterly including any equipment or possessions. That creature can never be resurrected, raised, or transformed into undead by any means, including miracle and wish. Only divine intervention from a deity whose portfolio deals with time can restore the creature to life. Artifacts are immune to this effect. There is however, a greater side effect. Any creature or object destroyed with this effect ceases to exist for 24 hours before it was stuck by this effect. That is, if a creature is destroyed, it is as if that creature never existed for the previous 24 hours. Memories of those actions remain, but the actual events of the creature's life during the last 24 hours never occurred. For example, an opponent kills several allies but is later slain by this effect, the allies the opponent killed are later found alive, having a blurred memory of their death and at times others who were witness to their deaths express surprise at seeing them alive. This can result in a paradox such that the explosion should not happen but still does. Unstable intervals degrade over time to form varieties that are even more erratic. Objects that become unstable intervals have their values increased by 9,000 gp as they are often used as violent explosives.

## Unvielding Crystal

This alchemical crystal lattice can be given a custom color by adding a small amount of impurities during its creation. While extremely hard, it is also extremely inflexible and so shatters if its hardness is overcome. Due to this, it is rarely used in any way that requires movement, and is commonly found as a unique building material.

**HP/inch:** 1 ( immune acid, cold, electricity and fire, vulnerable to sonic, it also always gains a saving throw against spells and effects that could affect it, with a +12 bonus, and has Break DC of 85)

Hardness: 25 (sonic damage ignores its hardness) Cost: objects 100 gp/lb.

**Cost (Longer Wording):** This material is often created onsite, creating the crystalline structure using an alchemical vapor, though its use is often an aesthetic choice rather than a practical one. While immune to most forms of energy, it has a particular weakness to sonic attacks, suffering +50% damage from such attacks, which also ignore its hardness. It is also expensive to make, with a market price of 100 gp/lb. Its inflexible nature has so far made it useless in crafting weapons or armor.

# Victory's Essence

This red-gold stone smells of sweat, feels warm to the touch, and gives the holder a faint impression of victory. This alchemically created component is the pure extract of athletic triumph.

#### Hit Points/Inch: 10

#### Hardness: 5

**Cost:** 1 power component 40 gp, wand +2,000 gp, continuous item +5,330 gp

Cost (Longer Wording): You can use this power component as a material component when casting any spell that has the caster as a target (either with Target: Personal or Target: One creature) and increases the target's attack bonus, damage bonus, Armor Class, Strength, Constitution, or Charisma (or those ability scores' bonuses). The spell's duration (unless Instantaneous) doubles, and the caster further gains a +1 bonus to attack and damage rolls for the duration (no longer than one hour per level). There is an audible roar of a crowd and heavy smell of musk when you use this power component. This adds a 40 gp material cost to the spell's components. If used to make a wand, it increases its market price by 2,000 gp; if used to make a continuous or a use-activated item, add 5,330 gp to the item's market price. If the item has uses per day, add to the market price 1,066 gp multiplied by its uses per day, to a maximum of 4 uses per day.

## Vile Stone

This blood red, teardrop-shaped crystal is said to be the petrified blood of some fiendish creature from the lower realms of damnation.

Hit Points/Inch: 1

#### Hardness: 1

**Cost:** 1 power component 30 gp, wand +1,500 gp, continuous item +4,000 gp

**Cost (Longer Wording):** When you use this power component as a material component when casting an attack spell upon a living creature, the spell also uses vile energies to corrupt the target—causing her to flirt

with insanity. The spell inflicts 2 points of Wisdom damage in addition to its normal effects. This spell allows a Will saving throw to negate this damage (if the spell already allows a save, the spell now requires two). Spells cast with this power component gain the evil descriptor (hence good creatures cannot use it). If the spell already has the evil descriptor, it deals 4 points of Wisdom damage. Black and red energy, along with an audible chanting of abyssal and infernal names that call upon fell powers, accompanies the spell when you use this power component. This adds a 30 gp material cost to the spell's components. If used to make a wand, it increases its market price by 1,500 gp; if used to make a continuous or a use-activated item, add 4,000 gp to the item's market price. If the item has uses per day, add to the market price 800 gp multiplied by its uses per day, to a maximum of 4 uses per day.

## Violet Jeaves

From a durable, slender tree, violet leaves are immediately identifiable by their light purple color. Violet leaves wood is a good and strong wood, similar to pine in utility, but has a unique affinity for the casting of spells.

Hit Points/Inch: 10

Hardness: 5

**Cost:** wand +4,000 gp

**Cost (Longer Wording):** If used to make a wand, this wood reduces the level increase of a metamagic feat by 1 spell level.

## Volatilized Thunder

This appears to be a hermetically sealed vial that seems to constantly vibrate. It lets off a very hushed sound, like distant, rolling thunder. This sound is an alchemically volatilized sample from the most violent part of the elemental plane of air where it meets the positive energy plane, sometimes called the plane of lightning.

#### Hit Points/Inch: 1

#### Hardness: 1

**Cost:** 1 power component 50 gp, wand +2,500 gp, continuous item +6,660 gp

Cost (Longer Wording): When you use this power component as a material component when casting any spell that inflicts damage, the target must make a Fortitude save against the spell's original DC or be permanently deafened in addition to suffering the damage of the spell. Spells cast with this power component have the sonic descriptor, gain a verbal component, and do not work at all in areas of magical silence. If the spell already has the sonic descriptor, the target, upon the failed Fortitude save, also gains the confused condition for 1 round per caster level. You always have an audible sound of dramatic thunder when you use this power component. This adds a 50 gp material cost to the spell's components. If used to make a wand, it increases its market price by 2,500 gp; if used to make a continuous or a use-activated item, add 6,660 gp to the item's market price. If the item has uses per day, add to the market price 1,332 gp multiplied by its uses per day, to a maximum of 4 uses per day.

## **Volatilized Voices**

This appears to be a hermetically sealed vial from which you can hear a low murmur of voices in thousands of different languages. This sound is an alchemically volatilized sample from a strange demiplane associated with the power of truenames. **Hit Points/Inch:** 1

## Hardness: 1

**Cost:** 1 power component 30 gp, wand +1,500 gp, continuous item +4,000 gp

**Cost (Longer Wording):** You can use this power component as a material component when casting any spell with the language dependent descriptor. If you do, the subjects of the spell are treated as if they speak the same language as you; mindless creatures are still unaffected. You always have an audible sound of ominous chanting in a foreign language when you use this power component. This adds a 30 gp material cost to the spell's components. If used to make a wand, it increases its market price by 1,500 gp; if used to make a continuous or a use-activated item, add 4,000 gp to the item's market price. If the item has uses per day, add to the market price 1,600 gp multiplied by its uses per day, to a maximum of 4 uses per day.

## Wand Meniscus

This is a crescent-shaped section of a white-blue piece of glass. It gives a feeling of eldritch puissance when touched. Legends say it forms when a lone wizard with a wand slays a glass golem.

## Hit Points/Inch: 1

Hardness: 1

## **Cost:** wand +4,000 gp

**Cost (Longer Wording):** When a wand meniscus is used in the creation of a wand, it has a remarkable effect. First, the wielder can add her relevant primary casting ability modifier to the *wand*'s normal DC. In addition, the wielder can also sacrifice a spell slot of equal or greater level than the spell created by the wand rather than using a charge from the wand itself. If this is done, the caster level of the spell can be changed to the wielder's caster level; this increases the market price of the wand by 4,000 gp.

## War Stone

This muddy brown stone appears to be mixed with streaks of a flowing blood red liquid beneath its polished veneer and gives an impression of violence when held. Legends say it is formed from the distilled essence of the blood and the mud of a war that kills an entire family bloodline.

#### Hit Points/Inch: 10

#### Hardness: 5

**Cost:** lesser power component 375 gp, standard power component 1,650, greater power component 3,825 gp **Cost (Longer Wording):** When you use this power component as a material component when casting any spell (see below) with a target or targets (as opposed to



an area or an effect), the spell affects 1d3+1 times the normal number of targets for the spell. For example, an affected *charm person* spell could affect 1d3+1 humanoids rather than just one. There is always a loud noise like a cannon being fired when this power component is used. This adds a 180 gp material cost to the spell's components. If used to make a wand, it increases its market price by 9,000 gp; if used to make a continuous or a use-activated item, add 54,000 gp to the item's market price. If the item has uses per day, add to the market price 10,800 gp multiplied by its uses per day, to a maximum of 4 uses per day. A lesser war stone can affect any spell of 3rd level or lower, a standard war stone can affect any spell of 6th level or lower, a greater war stone can affect any spell of 9th level or lower.

## Water's Soul

This appears to be a hermetically sealed vial that holds a bit of dark blue water from which you can hear the sounds of the ocean. This water is an alchemically purified sample from the heart of the elemental plane of water.

#### Hit Points/Inch: 1

#### Hardness: 1

**Cost:** 1 power component 130 gp, wand +6,500 gp, continuous item +17,330 gp

**Cost (Longer Wording):** When you use this power component as a material component when casting a spell on the sea, in a boat at sea, or even on (or in) any large body of water such as a lake at least 2,000 feet across, all your spells are treated as heightened, even though you need not use a higher-level spell slot (you use the highest spell level you currently have slots or

prepared spells which you have available). Spells with this template gain the water descriptor. If a spell already has this descriptor, the caster also may double its range and duration (if it has a range measured in feet and a non-instantaneous duration). Water elementals conjured with this template gain a +1 bonus to Armor Class, attack and damage rolls, and a +1 hit point bonus per Hit Die. Affected spells always carry with them the smell of sea salt and brine when you use this power component. This adds a 130 gp material cost to the spell's components. If used to make a wand, it increases its market price by 6,500 gp; if used to make a continuous or a use-activated item, add 17,330 gp to the item's market price. If the item has uses per day, add to the market price 3,466 gp multiplied by its uses per day, to a maximum of 4 uses per day.

### Wildstar

This bizarre, non-euclidian crystal changes colors constantly. Scholars say these crystals can only be found adrift on the evershifting planes at the edges of known reality.

Hit Points/Inch: 1

#### Hardness: 1

**Cost:** 1 power component 60 gp, wand +3,000 gp, continuous item +8,000 gp

Cost (Longer Wording): When you use this power component as a material component when casting an attack spell upon a living creature, the spell also uses wild energies to bewilder the subject. Upon a failed Will saving throw the subject gains the confused condition for 1 round. Spells cast with this power component gain the chaos descriptor (hence lawful creatures cannot use it). If the spell already has the chaos descriptor, it inflicts the confused condition upon a failed Will save for 1 round per caster level. Scintillating energy along with an audible chanting of aklo names that call upon fell powers from beyond accompany the spell when you use this power component. This adds a 60 gp material cost to the spell's components. If used to make a wand, it increases its market price by 3,000 gp; if used to make a continuous or a use-activated item, add 8,000 gp to the item's market price. If the item has uses per day, add to the market price 1,600 gp multiplied by its uses per day, to a maximum of 4 uses per day.

## Wisp Jewel

This faintly glowing jewel of light bobs gently in the air, the nebulous image of what might be a skull visible somewhere in its depth. Legend holds that these precious stones are the petrified remains of truly gluttonous will o'wisps.

#### Hit Points/Inch: 15

#### Hardness: 8

**Cost:** 1 power component 100 gp, wand +5,000 gp, continuous item +13,330 gp

**Cost (Longer Wording):** When you use this power component as a material component in a spell with the fear descriptor (such as *cause fear* or *scare*), the caster can increase its effect by one step upon a failed save. For example, shaken becomes frightened, frightened

becomes panicked, panicked becomes cowering, and cowering becomes helpless. In addition, if a creature is immune to fear effects, it gains the confused condition for one round upon a failed save. This adds a 100 gp material cost to the spell's components. If used to make a wand, it increases its market price by 5,000 gp; if used to make a continuous or a use-activated item, add 13,330 gp to the item's market price. If the item has uses per day, add to the market price 2,666 gp multiplied by its uses per day, to a maximum of 4 uses per day.

## Wrathstone

This brilliant red rock feels hot to the touch and gives off a pulsing sense of rage when held. Legends say the emotional bloodstain of a legendary berserker dying and failing to complete his or her quest for vengeance creates this stone.

## Hit Points/Inch: 10

Hardness: 5

**Cost:** 1 power component 90 gp, wand +4,500 gp, continuous item +12,000 gp

Cost (Longer Wording): You can use this power component as a material component with any offensive spell. The subject must make a Will save against the spell's original DC or attack its nearest ally. This attack can be of any sort, but it must be an attack that, to the subject's knowledge, deals damage and is the most effective form of attack in the target's arsenal. If the creature has no ally, or if all its allies are out of attack range, it takes no actions but defends itself normally. This is an enchantment (compulsion) [emotion, mindaffecting] effect. This adds a 90 gp material cost to the spell's components. If used to make a wand, it increases its market price by 4,500 gp; if used to make a continuous or a use-activated item, add 12,000 gp to the item's market price. If the item has uses per day, add to the market price 2,400 gp multiplied by its uses per day, to a maximum of 4 uses per day.

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