

The Genius Guide to: RELICS OF THE GODLINGS II



PATHFINDER
ROLEPLAYING GAME COMPATIBLE

Mythology is full of heroes who carried one or two amazing items throughout their adventuring careers. Sometimes the acquisition of the item marked the hero as special from the beginning, or is the catalyst for the heroes early adventures. Often, special magic items are given to heroes by the gods (Perseus famously receives gifts ranging from Hades' helm of invisibility to Hermes' winged sandals), or other supernatural forces (many swords of Norse mythology, including Dainsleif, Hqfud, Ridill, and Tyrting, are forged by the dwarves, who also make magic items for the Norse gods).

While such items are clearly the progenitors of the magic items found in modern fantasy RPGs, there's often a serious disconnect between how the two kinds of items work. Mythological items are often an important and defining feature of the heroes who carry them, and accompany those heroes throughout a large chunk of their adventures. To help provide an option to fill those roles, we released *The Relics of the Godlings* to present a new magic item type, the godling relic, and numerous rules for adding them to a campaign.

While that product added eight godling relics, each with powers at levels 1-20, it also included two templates a GM could use to create relic staves and relic weapons quickly and easily. While the book and the idea of godling relics were popular, the overwhelming demand we received was for more templates!

Thus was born *The Relics of the Godlings II*, which presents both six more godling relics and five more templates, covering relic rings, shields, and light, medium, and heavy armors! Each template has some advice on what kinds of powers work well for specific kinds of relic items, and wherever possible we've made the templates as flexible and easy to use as possible.

HOW TO USE RELICS IN YOUR CAMPAIGN

There are two broad ways to use relics in a campaign: either as plot points that one or more adventures are built around (which may result in the relic being destroyed or lost, making it a temporary element of the campaign), or as near-permanent additions to characters in the vein of mythological gifts from the gods. Similarly, the origins of relics can be viewed in more than one way. The term “relic of the godlings” (or just relic, for short) can either be viewed as a relic given to a godling (classes available if your campaign uses *The Genius Guide to the Godling*, *The Genius Guide to Mystic Godlings*, and *The Genius Guide to the Godling Ascendant*), or as relics from godlings, minor artifacts that don’t have the power and impact of gifts from the major gods.

If using relics as plot points, their origin and nature should be tightly tied to the plot in question. If a GM wants to drive characters toward a particular goal, a relic can be used as a breadcrumb, its unusual nature and growing powers encouraging PCs to investigate its nature. If relics are used more as elements of character development, their origins and nature can support the story the GM and character wish to tell.

RELICS AS OMNI-ITEMS

Some GMs and players prefer campaigns with a few named, storied, memorable magic items that stay with them for an entire adventuring career. To achieve such a campaign style, a GM can just give each player 1 to 3

relics, making them iconic parts of each character’s development. Relics need not all be gained at 1st level (even though they have powers to match 1st level characters), if a GM would prefer them to help set the narrative of growing, learning heroes. If characters receive one relic as 1st level characters, a second at 5th-7th, and a third at 11th-15th, they will still have a reasonable amount of magic item bonuses to take on typical encounters, without the laundry-list of 15 items worn at once, and another dozen or so kept in extradimensional spaces. A GM should also allow such characters reasonable access to charged magic items (such as scrolls, potions, and wands) to round out areas of competence, but a good, broad selection of relics can replace a lot of the magic items most adventurers collect by mid-to-high level. Several of the options for compensating for the extra power a relic can represent listed below in Paying The Piper work well in this type of campaign (especially Relics as Assumed Treasure and Relics as Money Sinks).

RELICS AS FEATS

Since relics often function more like part of a character’s core ability than an item (growing with the character and, if the GM has matched the relic to the character properly, closely matching the needs and themes of the character), one good option is to charge characters feats to be able to access higher levels of a relic’s power. Under these rules a character can access a relic’s power as he gains in level, but to gain

access to the relic’s powers for levels 3 and higher, the character must take a feat to do so. This option allows characters to gain the very minor 1st-2nd level powers (worth no more than 500 gp), but higher level powers are paid for with feat slots rather than gp value. This allows characters to choose how much effort they wish to put into growing their bond to a relic, and makes that process feel much more like an effort the character undertakes, rather than a free bonus simply from gaining levels.

The baseline assumption is that these feats cannot be taken as bonus feat of any type, but a GM might allow characters to use bonus feats thematically appropriate to a relic to help pay this cost. For example, a fighter hero who is anointed as the ultimate champion of war, and thus gains a relic that is the symbol of the god of war, might be allowed to spend fighter class bonus feats to attune himself to that relic.

RELIC ATTUNEMENT FEATS

RELIC ATTUNEMENT I

You have forged a link between yourself and a relic.

Prerequisites: Character level 3, access to a relic.

Benefit: You attune yourself to a specific relic to which you have access. The relic’s power grows as you gain levels, to a maximum of relic level 6. If you lose this relic and gain access to a new one, you may switch your attunement to the new relic after 24 hours of meditation.

RELIC ATTUNEMENT II

The link between you and your relic has strengthened.

Prerequisites: Relic Attunement I, character level 7, access to a relic.

Benefit: The power of your relic grows with your character level, to a maximum of level 10.

RELIC ATTUNEMENT III

The link between you and your relic has strengthened.

Prerequisites: Relic Attunement I and II, character level 11, access to a relic.

Benefit: The power of your relic grows with your character level, to a maximum of level 14.

RELIC ATTUNEMENT IV

The link between you and your relic has strengthened.

Prerequisites: Relic Attunement I, II, and III, character level 15, access to a relic.

Benefit: The power of your relic grows with your character level, to a maximum of level 18.

RELIC ATTUNEMENT V

The link between you and your relic has strengthened.

Prerequisites: Relic Attunement I, II, III, and IV, character level 19, access to a relic.

Benefit: The power of your relic grows with your character level.

RELICS AS TEMPLATES

Rather than treat relics as additional magic items, they can be treated as additional character class features, and thus be compensated for through a reduction in a character's class features rather than a reduction in treasure gained. Essentially, the relic becomes an archetype of the character's class, taking the place of class abilities rather than acting as additional power.

For characters taking one of the godling classes (the clever or mighty godling, from *The Genius Guide to the Godling*, or the adept or eldritch godling, from *The Genius Guide to Mystic Godlings*), the class can give up its lineage domains and scion talents (for clever and mighty godlings) or divine traits (for adept and eldritch godlings) to gain a relic without it being considered a magic item. Other character classes can be similarly stripped of some of their abilities in return for "free" access to a relic, at the GM's discretion. For suggestions on what powers to give up to gain a relic as a template, a GM may wish to look at the archetype packages classes are assumed to normally have using the rules for any of the *Genius Guide* to... Archetypes books. Removal of any base archetype package from a class can be considered equal to gaining a relic without it counting against a character's total wealth.

RELICS AS ASSUMED TREASURE

Another simple option is for a GM to simply count the value of a relic against a character's wealth when calculating how much treasure to give out to the player characters. The trick with this is that it can be unbalanced – if in a four-character party only one has a relic, and as a result the treasure handed out to the whole party is reduced, three of the players aren't going to get their fair share of loot if the PCs split all treasure equally. This isn't a problem for some groups, who either don't mind unequal treasure division, or will be happy to give the relic-carrying character less treasure, understanding the relic makes up for the difference. It's a good



idea for a GM to check with his players before selecting this option, however, as it can lead to both character imbalance and bad feeling on the part of the players if not handled carefully.

Alternatively, if the GM ends up giving all the PCs a relic of their own, lowering their other treasure rewards can be a good method for making up for the extra power without creating the same kinds of potential problems.

More ideas on how to handle relics can be found in *The Relics of the Godlings*.

[H1]Relic Rules

For the most part, relics use the same rules as other magic items, and most take recognizable forms (magic staves, magic weapons and armor, and so on) and have powers common to such items. Whenever there is a question as to how a relic functions, assume it works like the magic item it is closest to in appearance or function, unless the relic description specifically says otherwise. If a relic has an ability with a DC determined by the user, the relic owner uses his Int, Wis, or Cha modifier (whichever is higher) to set the ability's save DC.

There are two special cases where relics work more like artifacts than normal items. First, a relic cannot be located through any magic that could not find an artifact. If a relic's location is obvious (such as when it is in plain sight), divination spells (such as *detect magic*) reveal information about it normally. But when a relic's location is unknown, no magic can find it, unless that magic could also find a full artifact. This is to explain why the owner of a relic isn't constantly barraged by treasure-hunters and arcane experimenters wishing to take and wield or study the relic. The sole exception to

this is that if a relic bearer's relic is stolen, his magic efforts to locate it work normally.

Secondly, a relic cannot be permanently destroyed by any normal force. If a relic would normally be destroyed (such as if it is sundered, or *disjoined*), it is only broken until its bearer gains a new level, at which point it either regenerates itself, or a new version of the relic comes into the bearer's possession. The price most characters pay to gain a relic is too extreme to have it all lost by the destruction of a single item. Alternatively, a GM may have a character whose relic is destroyed undertake a side-quest to regain it, or to have it replaced by a new relic.

Relics cannot be created by mortal forces, much like artifacts, and so their descriptions do not bother with rules on how to do so.

RELICS

Most relics are unique items, and all of the descriptions below work on this assumption. However, there's nothing to prevent a GM from deciding there are numerous copies of a specific relic, and possibly even using this as part of a plot (perhaps every mortal descended from The First Archon becomes a spellcaster and eventually gains a *Myrmix*).

There is no limit to what relics might be capable of (and some guidelines for creating new relics are presented after this section), but these relics hit some of the most common tropes found in mythology and fantasy fiction.

DRAUPNIR

Draupnir is a magic gold ring, with runes of judgment and shrewdness etched into its outer surface. It is much sought after by the greedy and lazy, as legend grants it the power to duplicate itself daily, creating additional gold rings. In truth *Draupnir* only creates duplicates of itself in the hands of a true god (who sometimes then give the perfect copies as gifts to their children and demimortal agents), for demi-mortals and great heroes it instead creates a handful of gold coins (stamped with its image) to ensure its wearer is never destitute.

In an ironic twist, *Draupnir* is the ring of insight and guidance, giving its wearer greater powers of discernment and acumen. As a result, while it is often sought by the unwise, once they acquire it, they are often shown the error of their ways so they no longer desire its financial powers.

Draupnir is most often given to warrior-priests and champions to aid them in seeking the wisest course in troubled times, though it is sometimes handed out by trickster gods to miscreants and scoundrels in the hopes its mere existence will cause entertaining trouble.

DRAUPNIR

Aura: strong abjuration; **CL:** as wielder's level
Slot: ring; **Weight:** —

POWERS BY LEVEL

Level 1: Once per day, the ring provides up to 5 gp to purchase one item or service for sale by a merchant or tradesman with an attitude of no more than indifferent

toward the wielder. The ring cannot be fooled into providing money to buy things from a traveling companion, ally, cohort, or follower; nor does it provide money that be hoarded or used for any purpose other than a legitimate purchase.

Level 2: The ring now grants the wearer a +1 competence bonus to one Craft check of the wearer's choice and Sense Motive checks. Once the Craft check has been selected, it cannot be changed by the same wearer

Level 3: The ring now grants the wearer a +1 resistance bonus to saving throws.

Level 4: The money the ring provides for purchases once per day increases to a maximum of 25gp.

Level 5: The competence bonuses to Craft and Sense Motive increase to +2.

Level 6: The ring now grants the wearer a +2 resistance bonus to saving throws.

Level 7: The money the ring provides for purchases once per day increases to a maximum of 50gp.

Level 8: The ring now grants the wearer a +2 enhancement bonus to Wisdom.

Level 9: The ring now grants the wearer a +3 resistance bonus to saving throws.

Level 10: Once per day, when the wearer of the ring fails a Will save, he may immediately reroll the save with the same bonuses as a free action. The wearer must use this second saving throw result, even if it is worse.

Level 11: The money the ring provides for purchases once per day increases to a maximum of 100gp. Also, the competence bonuses to Craft and Sense Motive increase to +3.

Level 12: The ring now grants the wearer a +4 resistance bonus to saving throws.

Level 13: The ring now grants the wearer a +4 enhancement bonus to Wisdom.

Level 14: The money the ring provides for purchases once per day increases to a maximum of 250gp. Also, the competence bonuses to Craft and Sense Motive increase to +4.

Level 15: The ring now grants its wearer a +1 insight bonus to AC. Also, the competence bonuses to Craft and Sense Motive increase to +5.

Level 16: The ring now grants the wearer a +5 resistance bonus to saving throws. Also, the competence bonuses to Craft and Sense Motive increase to +6.

Level 17: The money the ring provides for purchases once per day increases to a maximum of 1000gp. Also, the competence bonuses to Craft and Sense Motive increase to +7.

Level 18: The ring now grants the wearer a +6 enhancement bonus to Wisdom. Also, the competence bonuses to Craft and Sense Motive increase to +8.

Level 19: The insight bonus to AC increases to +2. Also, the competence bonuses to Craft and Sense Motive increase to +9.

Level 20: Three times per day, the ring can grant the wearer *true sight*, as the spell, using the wearer's HD as the caster level. Also, the competence bonuses to Craft and Sense Motive increase to +10.



DRAKKENHAEL

Drakkenhael is the first set of dragonhide armor ever created, and myth says it was craved from a multiheaded dragon goddess during a battle where the dragoness was defeated, but not slain. Though legends disagree on who was responsible for this act, the god or hero credited is almost always a master of stealth, and frequently a demigod of thievery or assassins. The armor itself is seen as a relic in many dark cults, and is often lost for decades after a wearer dies.

Rather than the heavy, bulky hide armor most adventurers think of when discussing dragonhide, *Drakkenhael* is a set of svelt armored scales and plates with the hardness and lightness of metal. *Drakkenhael* is infused with wards and powers to protect the wearer from dragons, but also to allow the wearer to be alert and nimble enough to escape the worst draconic wrath by avoiding detection and never being caught off guard. Occasionally champions and warriors who prefer to remain unencumbered seek superior protection the armor offers with little weight or bulk, but it is much more often found in the hands of scouts, burglars, and backstabbers.

DRAKKENHAEL

Aura: strong abjuration; **CL:** as wielder's level
Slot: armor; **Weight:** 25 lbs.*

*This is the armor's weight at 1st level. It reduces to 22.5 lbs. at 2nd level, and to 12 lbs. at 4th level.

POWERS BY LEVEL

Level 1: *Drakkenhael* detects as magic and looks like finely crafted leather armor made from some kind of fine lizardhide, but functions as a masterwork chain shirt. The armor also grants a +1 competence bonus to Perception checks.

Level 2: The armor weighs 10% less than normal, and its armor check penalty is reduced by 1.

Level 3: The armor becomes +1 *magic*.

Level 4: The armor gains all the benefits of being made of mithral. This replaces the 10% reduction in weight and 1-point armor check penalty reduction. Additionally, the competence bonus to Perception increases to +2.

Level 5: The armor's competence bonus to Perception increases to +3.

Level 6: The armor is now +1 *defiant* (vs dragons).

Level 7: The armor is now +1 *defiant* (vs dragons) *shadow*.

Level 8: The armor's competence bonus to Perception +4.

Level 9: The armor is now +1 *bolstering defiant* (vs dragons) *shadow*.

Level 10: The armor's competence bonus to Perception increases to +5.

Level 11: Armor grants a +5 competence bonus to Acrobatics.

Level 12: The armor is now +1 *bolstering defiant* (vs dragons) *improved shadow*.

Level 13: The armor is now +2 *bolstering defiant* (vs dragons) *improved shadow*. Additionally, the competence bonuses to Acrobatics and Perception increase to +6 each

Level 14: The armor is now +3 *bolstering defiant* (vs dragons) *improved shadow*.

Level 15: The armor is now +3 *bolstering defiant* (vs dragons) *greater shadow*. Additionally, the competence bonuses to Acrobatics and Perception increase to +7 each

Level 16: The armor is now +4 *bolstering defiant* (vs dragons) *greater shadow*.

Level 17: The armor is now +5 *bolstering defiant* (vs dragons) *greater shadow*. Additionally, the competence bonuses to Acrobatics and Perception increase to +8 each

Level 18: The armor is now +5 *bolstering defiant* (vs dragons) *energy resistant* (fire & lighting) *greater shadow*.

Level 19: The armor is now +5 *bolstering defiant* (vs dragons) *greater energy resistant* (fire & lightning) *greater shadow*. Additionally, the competence bonuses to Acrobatics and Perception increase to +9 each

Level 20: The armor is now +5 *bolstering defiant* (vs dragons) *etherealness greater energy resistant* (fire & lightning) *greater shadow*. Additionally, the competence bonuses to Acrobatics and Perception increase to +10 each.



KAVACHA

The *Kavacha* is a suit of golden armor that was originally worn by a god when the god was first born. The armor was invulnerable while in contact with the god, and in turn made him undefeatable. The god championed the cause of light and struck down evil and tyranny wherever he found them, until the powers of darkness joined forces to remove the *Kavacha* from its rightful owners. The slyest and most silver-tongued of the dark gods managed to be invited into the home of the *Kavacha*'s owner, and was offered a gift. The dark god demanded the golden armor and the *Kavacha*'s owner, not wishing to deny the hospitality due a guest, cut it from his body without delay. This so impressed the dark god that he took the *Kavacha* to a hero in great need, and it has since traveled from hero to hero, assisting them in their darkest hours.

The heavy plate is gold in color and amazingly hard. As its wearer gains access to its powers the *Kavacha* gains the ability to call upon light on command, and extends some of its invulnerability to its wearer.

KAVACHA

Aura: strong abjuration; **CL:** as wielder's level
Slot: armor; **Weight:** 50 lbs.

POWERS BY LEVEL

Level 1: *Kavacha* detects as magic, but functions as masterwork splint mail.

Level 2: The armor detects as magic, but functions as masterwork banded mail.

Level 3: The armor detects as magic, but functions as masterwork half plate

with a base +1 maximum Dexterity bonus and -6 armor check penalty (reduced to a -5 armor check penalty as a result of being masterwork).

Level 4: The armor is +1 *full plate*.

Level 5: *Kavacha* grants a +1 enhancement bonus to the wearer's CMB against sunder maneuvers.

Level 6: The armor now grants a +2 enhancement bonus to the wearer's CMB against sunder maneuvers.

Level 7: The armor is now +1 *light fortification*.

Level 8: The armor is now +1 *light fortification radiant*, but without the *daylight* ability of radiant armor.

Level 9: The armor now grants a +3 enhancement bonus to the wearer's CMB against sunder maneuvers.

Level 10: The armor is now +2 *light fortification radiant*, but without the *daylight* ability of radiant armor.

Level 11: Attacks and damage directed against the *kavacha* treat it as being made of adamantine, though it does not grant its wearer DR as true adamantine does.

Level 12: Armor is now +1 *moderate fortification radiant* (with the full radiant ability).

Level 13: The armor now grants a +4 enhancement bonus to the wearer's CMB against one maneuver. Also, the armor now acts as adamantine heavy armor for all purposes (including giving its wearer DR

Level 14: Armor is now +2 *moderate fortification radiant*.

Level 15: Armor is now +2 *moderate fortification radiant*.



Level 16: Armor is now +1 *heavy fortification rallying radiant*.

Level 17: Armor is now +1 *heavy fortification impervious rallying radiant*. Additionally once per day the wearer of the armor may fire a *searing light* (as the spell) as caster level 6.

Level 18: Armor is now +2 *heavy fortification impervious rallying radiant*. Additionally twice per day the wearer of the armor may fire a *searing light* (as the spell) using his hit dice as the caster level.

Level 19: Armor is now +3 *heavy fortification impervious rallying radiant*. Additionally three times per day the wearer of the armor may fire a *searing light* (as the spell) using his hit dice as the caster level.

Level 20: Armor is now +4 *heavy fortification impervious rallying radiant*. Additionally four times per day the wearer of the armor may fire a *searing light* (as the spell) using his hit dice as the caster level.

LOKANAUT

Also known as the Trickster's Gift, the *lokanaunt* rings are rings of power that make their wearers feel wise and powerful. They are also called cursing rings, as the promise of power a *lokanaunt* represents often makes the wearer arrogant and foolish, leading to such ringbearers to anger friend and foe alike and eventually call some doom down upon themselves. Some *lokanaunts* are given grudgingly as gifts by gods who are commanded to aid their demimortal children, but most are found by accident (usually right after their previous owners suffer a gruesome fate).

And most who bear these rings do get themselves killed, often at a young age. When used with caution and humility, a *lokanaunt* can be a

great boon to its owner. But as its their original creator perhaps intended, the powers of the ring encourage those who own them to steal, sneak, threaten, and bully when diplomacy and caution might be better choices.

LOKANAUT

Aura: strong divination; **CL:** as wielder's level
Slot: ring; **Weight:** —

POWERS BY LEVEL

Level 1: The wearer can use *mage hand*, CL 1, 1/day.

Level 2: The ring grants a +1 competence bonus to Appraise and Intimidate checks.

Level 3: The ring now grants the wearer a +1 deflection bonus to AC against melee attacks.

Level 4: The ring now grants the wearer a +1 deflection bonus to AC against all attacks. Additionally the *mage hand* may be used twice per day.

Level 5: The competence bonuses to Appraise and Intimidate increase to +2.

Level 6: The competence bonuses to Appraise and Intimidate increase to +3.

Level 7: The ring now grants the wearer a +2 deflection bonus to AC.

Level 8: The wearer gains the benefits of *ant haul*.

Level 9: The competence bonuses to Appraise and Intimidate increase to +4.

Level 10: The wearer can use *cure moderate wounds* (CL 3) 3 times/day.

Level 11: The ring grants the wearer Dazzling Display. If the wearer does not have Weapon Focus with some weapon, he may use the feat by displaying the ring.

Level 12: The competence bonuses to Appraise and Intimidate increase to +5. Additionally, the *mage hand* may be used 5/day.

Level 13: The ring now grants the wearer a +3 deflection bonus to AC.

Level 14: The *cure moderate wounds* now uses the wearer's HD as the caster level.

Level 15: The wearer can now use *magic missile* (using his HD as the caster level) 5 times/day. Additionally, the competence bonuses to Appraise and Intimidate increase to +6.

Level 16: The ring now grants the wearer a +4 deflection bonus to AC. Additionally, the competence bonuses to Appraise and Intimidate increase to +7.

Level 17: The wearer can now use *charm person* (using his HD as the caster level) 5 times/day. Additionally, the competence bonuses to Appraise and Intimidate increase to +8.

Level 18: The ring now grants the wearer a +5 deflection bonus to AC. Additionally, the competence bonuses to Appraise and Intimidate increase to +10.

Level 19: Five times each day, the wearer may use one of the spells from the lower-level relic powers as a swift action.

Level 20: The wearer can use *greater teleport* or *plane shift* (using his HD as the caster level) twice a day.



MYRMIX

The *Myrmix* is the legendary armor of champions and charioteers that legend claims protects its wearer from all harm, as long as that warrior never refuses any battle. Supposedly its first wearer received the *Myrmix* from a goddess of blacksmithing and war, who was his mother. She also taught him the secrets of combining martial and arcane skills, making him the first and greatest of the warrior-wizards known as archons. After this legendary warrior's death the *Myrmix* was for a time the armor worn by the leader of a band of mercenaries known as the Myrmidons (from whom it takes its name), before being lost in battle. It reappears every few generations, sometimes found in a tomb, sometimes a gift from a god or powerful patron – and finds its way to a young spellcaster destined to master the skills of both battle and dweomercraft.

The *Myrmix* combines arcane enhancement with powerful defensive abilities, boosting its wearer's eldritch skills while protecting him from an ever-increasing range of mystic assaults. At the apex of its power, the *Myrmix* can even give its wearer some defense against death itself.

MYRMIX

Aura: strong abjuration; **CL:** as wielder's level
Slot: armor; **Weight:** 30 lbs.*

*This is the armor's weight at 1st level. It reduces to 15 lbs. at 7th level.

POWERS BY LEVEL

Level 1: The *Myrmix* detects as magic, but functions as masterwork breast plate.

Level 2: Armor now gives a +1 competence bonus to Use Magic Device checks.

Level 3: Armor is now +1 *breast plate*.

Level 4: Armor now gives a +3 competence bonus to Use Magic Device checks.

Level 5: Armor gives a +1 luck bonus to Will saves.

Level 6: Armor is now +1 *spell storing*.

Level 7: Armor is now mithral.

Level 8: Armor now gives +1 luck bonus to all saving throws.

Level 9: Armor now gives a +5 competence bonus to Use Magic Device checks.

Level 10: Armor is now +2 *spell storing*.

Level 11: Armor now gives +2 luck bonus to all saving throws.

Level 12: Armor is now +3 *spell storing*.

Level 13: Armor now gives a +7 competence bonus to Use Magic Device checks.

Level 14: Armor is now +3 *ghost touch spell storing*, but the ghost touch property applies only against bludgeoning attacks.



Level 15: Armor now gives +3 luck bonus to all saving throws. Additionally, the competence bonus Use Magic Device checks increases to +9.

Level 16: Armor is now +3 *energy resistance* (acid) *ghost touch spell storing*, with the ghost touch applying to bludgeoning and piercing attacks.

Level 17: Armor is now +3 *energy resistance* (acid) *ghost touch spell storing*. Additionally, the armor now gives +4 luck bonus to all saving throws.

Level 18: Armor is now +4 *energy resistance* (acid) *ghost touch spell storing*. Additionally, the competence bonus to Use Magic Device checks increases to +10.

Level 19: Armor is now +5 *energy resistance* (acid) *ghost touch spell storing*. Additionally, the armor now gives +5 luck bonus to all saving throws.

Level 20: Armor is now +5 *deathless determination energy resistance* (acid) *ghost touch spell storing*.

SVALINN

Known also as the “Shield that Stands before the Sun,” *Svalinn* is a powerful tool designed to allow battle-priests and holy (or unholy) warriors to stand up to the most powerful of magics. Not even the light of the sun is said to cow *Svalinn* or its bearer, nor the cold of the blackest night. Its origins are lost even to the gods, and it may be that there has always been, and will always be, a *Svalinn*. When not in the hands of heroes or demigods, the golden disc is worn on the back of a god of dawn, or kept on the wheel of such a god’s chariot. When a god bearing *Svalinn* wishes to go out into the mortal world he disguises himself as a commoner in distress, and waits to see how mortals treat him. If a mortal treats him well, that worthy is given *Svalinn* as a reward. If a mortal attacks and kills his

disguised form, the god allows the attacker to find *Svalinn* on his corpse, making him more powerful as punishment to a cruel world that allowed such a brigand to roam free.

SVALINN

Aura: strong abjuration; **CL:** as wielder’s level
Slot: shield; **Weight:** 15 lbs.

POWERS BY LEVEL – SHIELD

Level 1: *Svalinn* detects as magic, but functions as a masterwork heavy metal shield.

Level 2: The shield is also treated as a masterwork weapon if used to shield bash, and bypasses DR as if it was a magic weapon.

Level 3: The shield becomes +1 magic shield.

Level 4: Shield gives a +1 enhancement bonus to ability and skill checks based on Wisdom.

Level 5: Shield gives a +1 enhancement bonus to ability and skill checks based on Charisma.

Level 6: *Svalinn* is a +1 reflecting shield, but the reflecting property can only reflect 1 level of spells.

Level 7: Shield acts as a *ring of counterspells*.

Level 8: Shield’s enhancement bonus for Wisdom switches from +1 to related skill and ability checks to +2 to the Wisdom score.

Level 9: *Svalinn*’s reflecting property now reflects up to 1d3 levels of spells.

Level 10: Shield’s enhancement bonus for Charisma switches from +1 to related skill and ability checks to +2 to the Charisma score.

Level 11: The shield now also functions as a *ring of mind shielding*.

Level 12: Shield’s enhancement bonus to Wisdom increases to +4.

Level 13: *Svalinn*’s reflecting property now reflects up to 1d4+1 levels of spells.

Level 14: *Svalinn*’s reflecting property now reflects up to 1d4+3 levels of spells.

Level 15: Shield’s enhancement bonus to Charisma increases to +4.

Level 16: *Svalinn*’s reflecting property now reflects the normal up to 1d4+6 levels of spells.

Level 17: *Svalinn* is a +1 *mirrored reflecting shield*. Additionally, the shield’s *ring of counterspells* function can now store (and protect against) two different spells at once.

Level 18: *Svalinn* is a +2 *mirrored reflecting shield*. Additionally, the shield’s enhancement bonus to Wisdom increases to +6.

Level 19: *Svalinn* is a +3 *mirrored reflecting shield*. Additionally, the shield’s enhancement bonus to Charisma increases to +6.

Level 20: *Svalinn* is a +4 *mirrored reflecting shield*. Additionally, the shield acts as a *ring of evasion*.



CREATING RELICS FOR YOUR CAMPAIGN

While the relics presented here cover a wide range of themes and styles, they are far from the only possible relics a GM could add to a campaign. Designing new relics that specifically match the needs of a character concept or long-term plotline is time consuming, but not actually more difficult than standard magic item design. The important things to remember are the approximate cost of the relic at each character level (presented in the table below), and what kinds of bonuses are typically given by magic items in the body slot the relic takes up.

When designing a relic it can be very useful to keep a running tab on the cost of each ability it grants. Since increases are incremental, it can be annoying to forget what the costs are for the various special abilities you gave the *armor of the sun* on levels 5-11 when you want to boost one of them for level 15. It's also an easy way to compare the bonuses the relic grants to similar items a character can afford at the same level. There's nothing wrong with the *armor of the sun* giving its wearer a +2 enhancement bonus to Wisdom (representing enlightenment), but if you wait until 15th level to do so the PC using that relic likely already has a Wisdom bonus if one is useful to her character, and won't be excited by getting one from the armor if it isn't.

LEVEL	APPROXIMATE RELIC VALUE
1	350 gp
2	500 gp
3	1,500 gp
4	3,000 gp
5	4,750 gp
6	6,750 gp
7	9,750 gp
8	11,750 gp
9	15,500 gp
10	20,500 gp
11	26,500 gp
12	33,750 gp
13	42,500 gp
14	54,500 gp
15	68,500 gp
16	87,500 gp
17	111,000 gp
18	140,000 gp
19	176,000 gp
20	220,000 gp

When looking at a relic's cost at each level, don't be hung up on getting too close to the exact value listed below. Relics have a wide range of powers, and it's impossible for all of them to get these exact values over 20 levels of scaling power. In general if a relic is no more than 20% below this cost and no more than 5% above it, it's close enough to be useful in the campaign without being overpowered. If you want to give a relic a very expensive ability you can dial back its power at lower levels to be consistently

closer to the 20% under value mark, to give you more leeway to pay for the expensive power once you grant it. It's not a good idea to undervalue a relic by more than this, however, or to go more than 5% over value at any level. Having a relic that's too weak for the first ten levels and then too powerful for the next ten doesn't equal a balanced item. It is, instead, a relic that has two different kinds of imbalance.

RELIC TEMPLATES

Some magic items (such as armor, staves, and weapons) have easily scalable powers, allowing a GM to create a template that can be used to create multiple relics. Three such templates are presented below (for magic shields and light, medium, and heavy armor), and a GM can easily create other templates that grant different kinds of enhancements at different levels. Other items are more difficult to present relic templates for, but even so we gamely present a relic ring template, to allow GMs a fast way to make more flexible relics. To use these templates, a GM simply chooses what power of the indicated type his relic gains at each level, and creates a matching name, description, and back-story.

Additional relic templates (for staves and weapons) can be found in *The Relics of the Godlings*.

RELIC ARMOR TEMPLATE

This relic template outlines a fairly typical relic armor a divine parent might give a heroic or godling offspring as a gift. Four different tables are given below – one each for light armor, medium armor, heavy armor, and shields – as characters in each type of armor often have

different thematic needs. While the actual type of armor changes as relic armor gains abilities this need not mean its appearance changes – a suit of heavy relic armor may have the game statistics of masterwork split mail at 1st level but look more like a suit of plate, if it's eventually grow into a set of full plate.

The theme of a magic armor relic is determined by what abilities it enhances, and what abilities it gains. If a GM wants to give a relic armor more powerful abilities at later levels, it can be a good idea to allow the armor's enhancement bonus to grow before reducing a portion of the bonus with a more expensive ability. Going from +3 *plate mail* at 11th level to +1 *ghost touch* at 14th does reduce the character's armor class, but most players will be fine with the change. However, it can be equally effective to just keep adding +1 enhancements. A suit of +1 *balanced bitter bolstering brawling* armor is a pretty impressive item!

Shields are obviously a form of armor, and it's possible to use the light armor templates for magic shields (replacing the armor type with a similarly-priced shield) if a GM prefers the abilities in that template to those of the shield template. Similarly the shield template can be used for armor that costs 200 gp or less base if the GM wants a template that does not use adamantine or mithral.

POWERS BY LEVEL – LIGHT ARMOR

Level 1: Armor detects as magic, but functions as a masterwork chain shirt. The armor also grants a +1 competence bonus to one skill (normally not Escape Artist or Slick, for which magic special properties already exist)

Level 2: The armor weighs 10% less than normal, and its armor check penalty is reduced by 1 (to a minimum of 0).

Level 3: The armor becomes +1 magic.

Level 4: The armor gains all the benefits of being made of mithral. This replaces the 10% reduction in weight and 1-point armor check penalty reduction. Additionally, the competence bonus to one skill increases to +2.

Level 5: The armor's competence bonus to one skill increases to +3.

Level 6: Armor now has a total +2 bonus (may be a +2 enhancement bonus, or a +1 enhancement bonus and a +1 bonus cost special ability, such as *light fortification* or *spell storing*).

Level 7: Armor gains special abilities worth 3,750 gp or less.*

Level 8: The armor's competence bonus to one skill increases to +4.

Level 9: Armor now has a total +3 bonus, of which at least +1 must be an enhancement bonus.

Level 10: The armor's competence bonus to one skill increases to +5.

Level 11: Armor grants a +5 competence bonus to a second skill.

Level 12: The armor's special abilities increase to a value of 18,000 gp or less.*

Level 13: Armor now has a total +4 bonus, of which at least +1 must be an enhancement bonus.

Level 14: Armor now has a total +5 bonus, of which at least +1 must be an enhancement bonus.

Level 15: The armor's special abilities increase to a value of 36,000 gp or less.*

Level 16: Armor now has a total +6 bonus, of which at least +1 must be an enhancement bonus.

Level 17: Armor now has a total +7 bonus, of which between +1 and +5 must be an enhancement bonus. Additionally, the armor's special abilities increase to a value of 54,000 gp or less.*

Level 18: Armor now has a total +8 bonus, of which between +1 and +5 must be an enhancement bonus. Additionally, the armor's special abilities increase to a value of 67,000 gp or less.*

Level 19: Armor now has a total +9 bonus, of which between +1 and +5 must be an enhancement bonus. Additionally, the armor's special abilities increase to a value of 82,000 gp or less.*

Level 20: Armor now has a total +10 bonus, of which between +1 and +5 must be an enhancement bonus. Additionally, the competence bonus to two skills increases to +10 each, and the armor's special abilities increase to a value of 82,000 gp or less.*

POWER BY LEVEL – MEDIUM ARMOR

Level 1: Armor detects as magic, but functions as masterwork breast plate.

Level 2: Armor now gives a +1 competence bonus to one skill.

Level 3: Armor is now +1 *breast plate*.

Level 4: Armor now gives a +3 competence bonus to one skill.

Level 5: Armor gives a +1 luck bonus to 1 saving throw (Fort, Ref, or Will).

Level 6: Armor now has a total +2 bonus (may be a +2 enhancement bonus, or a +1 enhancement bonus and a +1 bonus cost special ability, such as *light fortification* or *spell storing*).

Level 7: Armor is now mithral.

Level 8: Armor now gives +1 luck bonus to all saving throws.

Level 9: Armor now gives a +5 competence bonus to one skill.

Level 10: Armor now has a total +3 bonus, of which at least +1 must be an enhancement bonus. (17,950)

Level 11: Armor now gives +2 luck bonus to all saving throws.

Level 12: Armor now has a total +4 bonus, of which at least +1 must be an enhancement bonus.

Level 13: Armor now gives a +7 competence bonus to one skill.

Level 14: Armor now has a total +5 bonus, of which at least +1 must be an enhancement bonus.

Level 15: Armor now gives +3 luck bonus to all saving throws. Additionally, the competence bonus to one skill increases to +9.

Level 16: Armor now has a total +6 bonus, of which at least +1 must be an enhancement bonus. Additionally, the armor gains special abilities worth 15,000 gp or less*.

Level 17: Armor now has a total +7 bonus, of which between +1 and +5 must be an enhancement bonus. Additionally, the armor now gives +4 luck bonus to all saving throws.

Level 18: Armor now has a total +8 bonus, of which between +1 and +5 must be an enhancement bonus. Additionally, the competence bonus to one skill increases to +10.

Level 19: Armor now has a total +9 bonus, of which between +1 and +5 must be an enhancement bonus. Additionally, the armor now gives +5 luck bonus to all saving throws.

Level 20: Armor now has a total +10 bonus, of which between +1 and +5 must be an enhancement bonus. Additionally, the armor's special abilities increase to a value of 45,000 gp or less.*

POWERS BY LEVEL – HEAVY ARMOR

Level 1: Armor detects as magic, but functions as masterwork splint mail.

Level 2: Armor detects as magic, but functions as masterwork banded mail.

Level 3: Armor detects as magic, but functions as masterwork half plate with a base +1 maximum Dexterity bonus and -6 armor check penalty (reduced to a -5 armor check penalty as a result of being masterwork).

Level 4: Armor is +1 *full plate*.



Level 5: Select one combat maneuver. The armor grants a +1 enhancement bonus to the wearer's CMB against that maneuver.

Level 6: The armor now grants a +2 enhancement bonus to the wearer's CMB against one maneuver.

Level 7: Armor now has a total +2 bonus (may be a +2 enhancement bonus, or a +1 enhancement bonus and a +1 bonus cost special ability, such as *light fortification* or *spell storing*).

Level 8: Armor gains special abilities worth 3,750 gp or less*.

Level 9: The armor now grants a +3 enhancement bonus to the wearer's CMB against one maneuver.

Level 10: Armor now has a total +3 bonus, of which at least +1 must be an enhancement bonus.

Level 11: Armor's special abilities increase to a value of 10,000 gp or less.*

Level 12: Armor now has a total +4 bonus, of which at least +1 must be an enhancement bonus.

Level 13: The armor now grants a +4 enhancement bonus to the wearer's CMB against one maneuver. Also, the armor's special abilities increase to a value of 18,000 gp or less.*

Level 14: Armor now has a total +5 bonus, of which at least +1 must be an enhancement bonus.

Level 15: Armor's special abilities increase to a value of 33,750 gp or less.*

Level 16: Armor now has a total +6 bonus, of which between +1 and +5 must be an enhancement bonus. Also, the armor's special abilities increase to a value of 42,000 gp or less.*

Level 17: Armor now has a total +7 bonus, of which between +1 and +5 must be an enhancement bonus. Also, the armor's special abilities increase to a value of 49,000 gp or less.*

Level 18: Armor now has a total +8 bonus, of which between +1 and +5 must be an enhancement bonus. Also, the armor's special abilities increase to a value of 66,000 gp or less.*

Level 19: Armor now has a total +9 bonus, of which between +1 and +5 must be an enhancement bonus. Also, the armor's special abilities increase to a value of 86,000 gp or less.*

Level 20: Armor now has a total +10 bonus, of which between +1 and +5 must be an enhancement bonus. Also, the armor's special abilities increase to a value of 120,000 gp or less.*

POWERS BY LEVEL – SHIELD

Level 1: Shield detects as magic, but functions as a masterwork shield (or any type).

Level 2: The shield is also treated as a masterwork weapon if used to shield bash, and bypasses DR as if it was a magic weapon.

Level 3: The shield becomes +1 magic.

Level 4: Shield gives a +1 enhancement bonus to ability and skill checks for one ability score.

Level 5: Shield gives a +1 enhancement bonus to ability and skill checks for a second ability score.

Level 6: Shield now has a total +2 bonus (may be a +2 enhancement bonus, or a +1 enhancement bonus and a +1 bonus cost special ability, such as *light fortification* or *spell storing*).

Level 7: Shield gains special abilities worth 4,000 gp or less.*

Level 8: Shield's enhancement bonus for one ability switches from +1 to related skill and ability checks to +2 to the ability score.

Level 9: Shield now has a total +3 bonus, of which at least +1 must be an enhancement bonus.

Level 10: Shield's enhancement bonus for the second ability switches from +1 to related skill and ability checks to +2 to the ability score.

Level 11: The armor's special abilities increase to a value of 12,000 gp or less.*

Level 12: Shield's enhancement bonus for its first ability increases to +4.

Level 13: Shield now has a total +4 bonus, of which at least +1 must be an enhancement bonus.

Level 14: Shield now has a total +5 bonus, of which at least +1 must be an enhancement bonus.

Level 15: Shield's enhancement bonus for its second ability increases to +4.

Level 16: Shield now has a total +6 bonus, of which at least +1 must be an enhancement bonus.

Level 17: Shield now has a total +7 bonus, of which between +1 and +5 must be an enhancement bonus. Additionally, the shield's special abilities increase to a value of 24,000 gp or less.*

Level 18: Shield now has a total +8 bonus, of which between +1 and +5 must be an enhancement bonus. Additionally, the shield's enhancement bonus for its first ability increases to +6.

Level 19: Shield now has a total +9 bonus, of which between +1 and +5 must be an enhancement bonus. Additionally, the shield's enhancement bonus for its second ability increases to +6.

Level 20: Shield now has a total +10 bonus, of which between +1 and +5 must be an enhancement bonus. Additionally, and the shield's special abilities increase to a value of 60,000 gp or less.*

*There are three ways to calculate special abilities for relic armor. First, they can be selected from the typical special abilities for magic armor that are priced in gp (such as glamered or slick) rather than as a bonus. An effort has been made to attempt to keep the value of special abilities granted to armor in ranges that neatly match such armor special abilities, to make the GM's life easier.

Second, the GM can create unique special abilities based on spells using the Magic Item Creation rules in Chapter 15 of the *Pathfinder Roleplaying Game Core Rulebook*. This is a very flexible options, but one that takes the most work from the GM. Third, the GM can simple duplicate the abilities of a worn magic items and use that item's cost to determine the value of the relic's "special abilities." Magic rings that grant abilities rather than give bonuses are a particularly good source for such abilities.



RELIC RING TEMPLATE

It's very difficult to make a template for relic rings, as rings can have a wide range of powers and no two are all that similar. Unlike magic armor and weapons there isn't a table to common powers with their prices neatly delineated. There are a few things rings typically do that a character isn't going to want to give up – give bonuses to AC, grant access to useful spells, grant bonuses to skills – and less common things that can be impressive but harder to work into a template (such as granting the evasion ability). This template is designed to create a relic ring that remains useful at all levels and is easy for a GM to fill in, but as a result it may produce rings that are less interesting than some mythic items. A GM should feel free to replace the spell abilities listed in this template with more interesting powers of a similar value, such as feats and (if the GM is comfortable blurring class lines) possible even some popular class abilities.

POWERS BY LEVEL – RELIC RING

Level 1: 0-level spell, CL 1, 1/day.

Level 2: +1 competence bonus to two skills.

Level 3: The ring now grants the wearer a +1 deflection bonus to AC against either melee or ranged attack (select one).

Level 4: The ring now grants the wearer a +1 deflection bonus to AC against all attacks. Additionally the 0-level spell may be used twice per day.

Level 5: The competence bonuses to two skills increase to +2.

Level 6: The competence bonuses to two skills increase to +3.

Level 7: The ring now grants the wearer a +2 deflection bonus to AC.

Level 8: Add 1st level spell, CL 1, 5/day (or CL 5, 1/day)*

Level 9: The competence bonuses to two skills increase to +4.

Level 10: 1st level spell is now CL 5, 5/day (or wearer's HD as CL, 3/day)

Level 11: The ring grants the wearer access to a feat. This feat should be one with no prerequisites, or prerequisites any 11th level character can meet (such as a +1 base attack bonus).

Level 12: The competence bonuses to two skills increase to +5.

Level 13: The ring now grants the wearer a +3 deflection bonus to AC. Additionally, the 0-level spell may be used 5/day.

Level 14: 1st level spell is now at the wearer's HD as CL, 5/day.

Level 15: Either change the 1st level spell to a 2nd level spell at the wearer's HD as CL 5/day, or add an additional 1st level spell at the wearer's HD as CL, 5/day. Additionally, the competence bonuses to two skills increase to +6.

Level 16: The ring now grants the wearer a +4 deflection bonus to AC. Additionally, the competence bonuses to two skills increase to +7.

Level 17: Either change the 2nd level spell to a 3rd level spell at the wearer's HD as CL 5/day, or add a third 1st level spell at the wearer's HD as CL, 5/day. Additionally, the competence bonuses to two skills increase to +8.

Level 18: The ring now grants the wearer a +5 deflection bonus to AC. Additionally, the competence bonuses to two skills increase to +10.

Level 19: Either change the 3rd level spell to a 4th level spell at the wearer's HD as CL 5/day, or change the three 1st level spells to 2nd level spells at the wearer's HD as CL, 5/day, or add a fourth and fifth 1st level spell at the wearer's HD as CL, 5/day

Level 20: Add any spell or combination of a spell and metamagic feats that does not exceed a spell level of 8, once per day, using the wearer's HD as CL.

*Alternatively you may add a constant 1st level spell with duration of 1/hour level or more (such as *alter winds*, *deadeye's lore*, *emblazon crest*, *hex ward*, *pass without trace*, *unseen servant*, or *youthful appearance*) at caster level 1.

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