

The Genius Guide to:

RELICS OF THE GODLINGS



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 (such as King Arthur pulling the sword from the stone), and in other cases the items were gained as part of an early adventure (Hercules killed the Nemean lion as the first of his Twelve Labors, and thereafter wore its hide as armor). 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 Tyrfinn, 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. Most magic items in the *Pathfinder Roleplaying Game Core Rulebook* are useful only at a fairly narrow range of character levels, and thus likely to be abandoned as more useful magic items become available. In terms of game mechanic, this is a good design as it keeps characters excited about new treasure and ensures that much of the loot gained by overcoming encounters needs to be spent on or traded for new gear to overcome more powerful encounters.

However, it can be disappointing for players who grow attached to a magic item. If Dara the paladin overcomes a minor fiend early in her career, using a cold iron weapon she receives from the spirit of a local hero who died a generation earlier in the fiend's

lair, she may be saddened to learn it's nearly impossible for her to take the time to have it enchanted to keep up with her as she gains levels. While not every magic item needs to be a prized possession throughout a hero's career, the idea of iconic, special magic items that do take such a role are appealing to many game groups. To help provide an option to fill those roles, *The Relics of the Godlings* presents a new magic item, the godling relic, and numerous rules for adding them to a campaign.

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. Perhaps the characters discover the aegis only appears in times when a great, venomous evil stalks the land, or that the hero foretold to face the Wraith King inevitably receives *Nageling*, The Berserker Blade, as a youth. Alternatively, relic may be more directly tied to an adventure, as the only weapon that can permanently kill a ghost, or as a staff that must be present when a horrific ritual is performed, and is thus sought by the forces of evil.

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. If a player wants his character to be destined to be the first priest of a newborn god, a relic might appear that is powered by the growing might of the infant divinity. Conversely, if playing out the classic roles of Greek demi-god heroes, a relic may be a gift from a divine parent, or a trophy taken from an opposing godling anti-hero. If a GM wants to call out an entire group of PCs as specially destined heroes, he can grant relics to each of them as a concrete sign that they are different from typical adventurers.

RELICS AS MINOR BUT GROWING ARTIFACTS

While relics are designed to be useful (but not overwhelming) at every level, that doesn't mean a GM has to assume they will remain in a campaign permanently. An alternative option is to use relics in much the same way

you use artifacts, but without having to deal with the full impact artifacts often bring into play. Especially in lower-level games, even the simplest of artifacts may completely overwhelm a game, regardless of how cautiously and wisely the GM introduces it. If a GM is interested in having an item of great importance be part of an ongoing plotline, a relic provides an appropriate focus for such plots, without having nearly as great an impact on how a campaign plays out. And unlike just using very minor artifacts or entirely powerless curios given importance only by their backstory, which quickly fade from an involved part of a game into mere MacGuffins, a relic scales its power as the game progresses, ensuring it is always relevant, if not commanding center stage.

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 PLAYER OPTIONS

If a GM likes the idea of relics, but doesn't want to worry about who gets them or build plotlines around them, it's easy enough to simply allow players to decide when and if their characters acquire such items. This is best done by selecting a method for compensating for the power of a relic (see *The Cost of Relics: Paying the Piper*, below) and leaving each player to decide if they are willing to pay that cost. The Relics as Feats, Relics as Templates, and Relics as Money Sink options work best for this kind of situation, and it's easiest to make such options available at the beginning of a campaign. If a GM decides to add relics as a player option into an established, ongoing campaign, it's a good idea to allow players interested in taking that option to rewrite their characters.

THE COST OF RELICS: PAYING THE PIPER

The average value of a relic rests somewhere between 1/2 and 1/4 of a character's assumed wealth per level (see *Creating Relics for Your Campaign*, below). That's a considerable amount of magic power to add to a character, and if not every character gains a relic allowing it to just be "more loot" can quickly create an imbalance among characters. To keep characters balanced against each other and their total power balanced against typical encounters for their level, the power of a relic must be paid for somehow. A number of different options are presented below.

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.

RELICS AS MONEY SINKS

Rather than reduce the treasure PCs receive or have them spend some non-financial resource to counterbalance the power influx of a relic's growing power, a GM can simply hand out relics as 1st-level items, and require the PCs to pay a gp cost to access higher-level abilities. Using the average cost of a relic per level (see *Creating Relics for Your Campaign*, below), the GM charges the difference between the value that has already been spent on the relic and the approximate value of the new level of power to be gained.

The money should be used for a ritual or sacrifice appropriate to the nature of the relic and the force that gave it to the PC, as determined by the GM. A powerful magic staff given by a semi-divine archmage might require powerful incantations with rare components, while a weapon from a god of war might need to be present when an elaborate ceremony is performed commemorating great victories of the god. In general, the GM should be sure such events

remove the money entirely from the PC and his allies (building a church to honor your divine grandfather might be appropriate, but not if the PCs plan to also use the building as a base of operations),

For example, Eliana is a 5th level sorceress who receives the *kilaka* as a gift from her divine father, the Horned Wolf. The *kilaka* has only its 1st level power, and an approximate value of 350 gp. If Eliana wishes to access its power as a 5th level relic, she must make a sacrifice of furs and rare oils worth 4,400 gp (the approximate value of a 5th level relic, 4,750 gp, minus the value of a 1st level relic, 350 gp) in a pyre dedicated to her god-sire. She cannot access any of the relic's higher level abilities until she gains matching character levels.

RELICS AS POWER BOOSTS

Another option is for a GM to just give out relics as bonuses to characters, without making the characters pay any sort of price for gaining them. This may be most useful if the adventuring party is much smaller than usual, and the GM does not wish to modify the difficulty of the encounters they face. A group with just three characters, and none playing a healer, is much more likely to survive if they carry a relic each.

A GM could also offer relics to players to offset some difficult element the GM is adding to the campaign. Instead of increasing PC power above the baseline, they are used to make up for some rule or campaign assumption that would lower the base power of most PCs. For example, if a GM wants to

run a campaign where magic items are rare and cannot be custom-crafted, giving each PC a relic early in the campaign can serve to offset the loss of power from not having the standard "assumed" amount of magic items as part of each PC's wealth by level. Other common campaign themes that might call for relics to compensate are lack of access to clerical/healing magic, PCs operating in evil empires where villainy has won and there is little support or safety for them, and games without any ability to return dead heroes back to life. Since these games are adding an element that makes it much harder to survive and succeed as a hero, an extra relic can be used to tip the balance of power back toward a "baseline."

Similarly, if the campaign is set up to give common villains extra advantages (such as most foes having psionic powers in addition to their normal abilities, or allowing one group of common villains to take a few feats from The Genius Guide to Horrifically Overpowered Feats), giving the PCs a "free" relic each can raise the power level of everyone, keeping foes and heroes balanced against each other.

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 Silent Emperor becomes a spellcaster and eventually gains a *kilaka*).

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.

ÆGIS

Aura: strong abjuration; CL: as wielder's level

Slot: held; Weight: varies by shield type

DESCRIPTION

This shield is a golden disk with a blank center and wreaths etched around the rim. If light hits the face of the *aegis* at just the right angle, the hint of an image is revealed, that of a beautiful woman with snakes for hair. This is all that remains of a powerful medusa (some legends claim the *first* medusa), whose image was captured on the golden surface of the relic. Empowered by a combination of the enchantments that originally protected the shield from the medusa's power and venom and the magic of the medusa itself, the *aegis* now confers considerable warding against poison on its bearer. It can also be used to call on the medusa's visage to slow (or eventually even petrify) the bearer's foes.

It can come in any shield size and type, depending on the nature of the hero to receive it. It is most often gifted to champions of a people threatened by venomous foes, but can serve warriors, scouts, priests, and huntsmen with equal skill.

POWERS BY LEVEL

Level 1: Once per day, if the bearer of the *aegis* acts in the surprise round of a combat, as a swift action he may activate the medusa-head image on the *aegis*. Foes within 30 feet of him who do not act in the surprise round suffer a -2 penalty to their initiative checks to determine when they act beginning in the first full round of combat.

Level 2: The bearer of the *aegis* gains a +1 bonus to saving throws against poison. The bearer need not have the *aegis* equipped to gain this bonus, but it must be on his body.

Level 3: Now whenever the bearer of the *aegis* acts in the surprise round of a combat, as a swift action he may activate the medusa-head image on the *aegis*. The *aegis* also becomes a masterwork shield.

Level 4: The *aegis* becomes a +1 shield.

Level 5: The bonus the *aegis* gives its bearer to saves against poison increases to +2.



Level 6: When the bearer of the *aegis* activates the medusa-head image during the surprise round, foes within 30 feet of him who do not act in the surprise round now suffer a -4 penalty to their initiative checks.

Level 7: The *aegis* becomes a +1 *light fortification* shield.

Level 8: The *aegis* now weighs only half as much as a normal shield of its type, and its

armor check penalty is reduced by 2 (the penalty cannot drop below 0).

Level 9: As a standard action, once per day, the bearer of the *aegis* may make the eyes of the medusa image flash. This acts as a *hold person* spell, cast at the bearer's level.

Level 10: Once per day, when the bearer of the *aegis* fails a saving throw against poison, he may immediately make a second save with the same bonuses as a free action. He must accept the result of this second roll, even if it is worse than the original. The bearer need not have the *aegis* equipped to gain this bonus, but it must be on his body.

Level 11: The *aegis* becomes a +2 *light fortification* shield.

Level 12: The *aegis* becomes a +1 *moderate fortification* shield.

Level 13: The bearer of the *aegis* may now make the eyes of its medusa image flash twice per day.

Level 14: The *aegis* becomes a +2 *moderate fortification* shield.

Level 15: When the bearer of the *aegis* makes the eyes of the medusa image flash, the effect is now either a *hold person* or a *slow* spell, whichever the bearer prefers, cast at the bearer's level.

Level 16: The *aegis* becomes a +2 *heavy fortification* shield.

Level 17: The bonus the *aegis* gives its bearer to saves against poison increases to +4

Level 18: The *aegis* becomes a +4 *heavy fortification* shield.

Level 19: The bearer of the *aegis* is now immune to poison when he has the *aegis* equipped.

Level 20: The *aegis* becomes a +5 *heavy fortification* shield. Additionally, when the bearer of the *aegis* makes the eyes of the medusa image flash, the effect is now a *hold person*, *slow*, or *flesh to stone* spell, whichever the bearer prefers, cast at the bearer's level.

ASKLEPIAN

Aura: strong conjuration; CL: as wielder's level

Slot: held; Weight: 5 lbs.

DESCRIPTION

This staff is the ultimate symbol of healing, most likely to be granted to a hero or godling who faces a future of horrific wars, and the injuries caused by such conflicts. Its appearance is that of a long wooden staff, around which a snake of brass is coiled, the snake's head wrapped around the head of the staff.

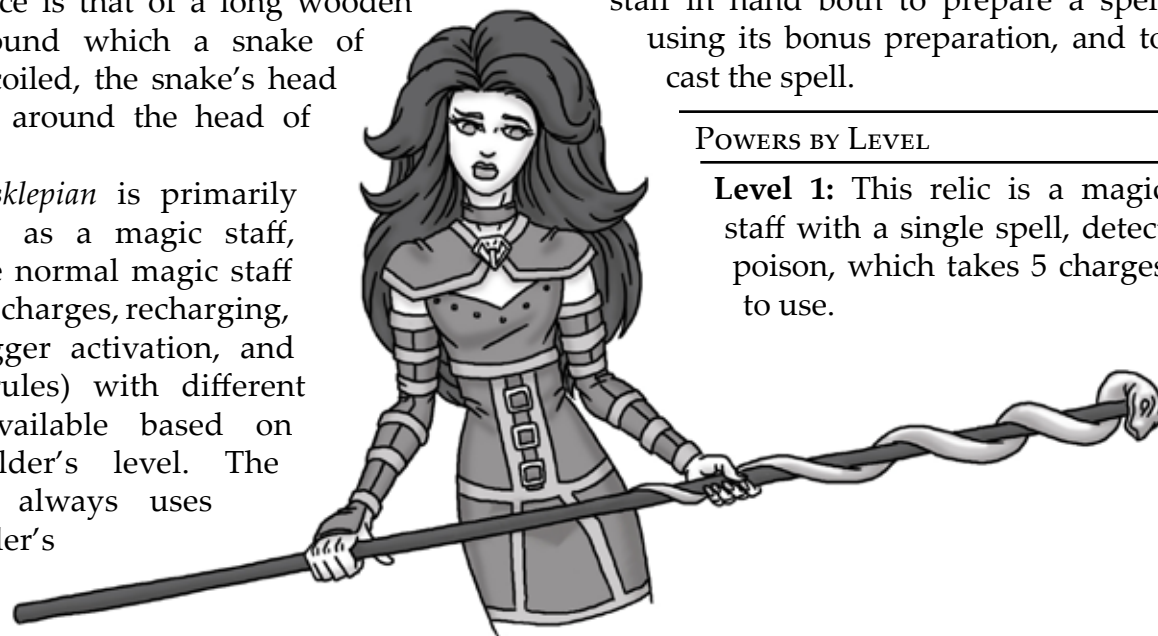
The *asklepian* is primarily functions as a magic staff, using the normal magic staff rules (for charges, recharging, spell trigger activation, and similar rules) with different spells available based on the wielder's level. The *asklepian* always uses the wielder's caster level,

feats, and ability scores to determine the effects and save DCs of any spell cast from it. In most cases, the *asklepian* is only granted to a character with access to spell lists that include the spells it grants, though a character with a high Use Magic Device check might also be trusted by the gods to be able to use its power.

The *asklepian* also eventually grants the wielder additional spell preparations (for preparation spellcasters, such as clerics) or spell slots (for spontaneous spellcasters, such as oracles). Treat these as if the wielder had gained additional spells/day from a high ability score. The wielder must have spellcasting ability to use these bonus preparations or slots, but if the wielder has multiple classes that grant spellcasting, he may decide each day which class receives these bonuses. The wielder must have the staff in hand both to prepare a spell using its bonus preparation, and to cast the spell.

POWERS BY LEVEL

Level 1: This relic is a magic staff with a single spell, detect poison, which takes 5 charges to use.



Level 2: The detect poison now takes only 3 charges to use.

Level 3: The detect poison is lost, and the magic staff now has one spell, *remove sickness**, which takes 2 charges to use.

*Indicates a spell found in *Ultimate Magic*.

Level 4: The *remove sickness* now takes only 1 charge to use.

Level 5: The magic staff adds the spell *lesser restoration*, which takes 3 charges to use.

Level 6: The *lesser restoration* now takes only takes 2 charges to use, and the staff grants its wielder one additional 1st level spell preparation or spell slot per day.

Level 7: The additional spell preparation or spell slot is now for a 2nd level spell.

Level 8: Both ends of the staff are now considered masterwork weapons, and the additional spell preparation or spell slots are for one 1st- and one 2nd-level spells.

Level 9: The *lesser restoration* now takes only takes 1 charge to use.

Level 10: The magic staff adds the spell *remove blindness/deafness*, which takes 2 charges to use.

Level 11: The upper end of the staff is now a +1 spell storing staff.

Level 12: The *remove blindness/deafness* now takes only takes 1 charge to use, and the additional spell preparation or spell slots are for two 2nd-level spells.

Level 13: The lower end of the staff is now a +1 merciful staff.

Level 14: The magic staff adds the spell *death ward*, and the additional spell preparation or spell slots are for one 3rd- and one 2nd-level spells.

Level 15: The magic staff adds the spell *snake staff**.

*Indicates a spell found in the *Advanced Player's Guide*.

Level 16: The magic staff adds the spell *heal*.

Level 17: The magic staff adds the spell *regenerate*.

Level 18: The additional spell preparation or spell slots are now for one 5th- and one 4th-level spell.

Level 19: The magic staff adds the spell *mass cure critical wounds*.

Level 20: The magic staff adds the spells *greater spell immunity* and *mass heal*, loses the spell *mass cure critical wounds*, and the additional spell preparation or spell slots are now for two 5th-level spells.

GJALLARHORN

Aura: strong conjuration; CL: as wielder's level

Slot: held; Weight: 5 lbs.

DESCRIPTION

The *gjallarhorn* is a mighty curved bullhorn, more than a foot in length, with a stoppered mouthpiece at its tip and a sturdy rune-covered leather strap bolted to it with silver rivets. The mouthpiece's stopper is enruned silver, and is attached to the horn by a fine silver chain. The lower rivets holding the

leather strap in place also serve as feet for the horn, allowing it to sit on a flat surface as a drinking cup. The horn can be used both as a musical instrument (giving deep, loud calls), and as a drinking vessel when the stopper is in place.

The *gjallarhorn* is a primal relic, often tied to shamanistic or warrior-themed cultures. It serves as both a symbolic vessel of the drinks of the gods (able to give life and hold magic within itself), and as a war-horn able to embolden warriors and summon creatures to aid its wielder. It is most often given to either skalds and epic historians, to aid them in staying alive long enough to chronicle the deeds of the heroes of their age, or to great heralds and battlefield leaders to augment the effectiveness of their forces.

POWERS BY LEVEL

Level 1: The *gjallahorn* can be blown as a standard action to give a resounding call, which can be heard for up to 3 miles.

Level 2: The *gjallahorn* gains the ability to be blown as a standard action once per day to give an audacious call, which grants one ally within 60 feet a +5 competence bonus to the next Intimidate check the ally makes by the end of your next turn.

Level 3: The *gjallahorn* gains the ability to heal a creature that drinks a fluid from it (even if the fluid is itself a magic potion) for 1d8+1 hp of damage, twice day. This requires a standard action, which may be combined with the action required to drink a potion in the *gjallahorn*.

Level 4: The *gjallahorn's* ability to heal a creature that drinks a fluid from it can now be used 5 times per day.

Level 5: The *gjallahorn's* ability to give an audacious call can now be used five times per day.

Level 6: The *gjallahorn* gains the ability to be blown as a standard action once per day to give a summoning call. This acts as a *summon monster III*, except it cannot be used to summon multiple creatures from the *summon monster II* or *summon monster I* lists, and the creature remains for only 1 round/2 user levels.

Level 7: The *gjallahorn* gains the ability to store up to 5 doses of drink within it. These

may be normal potable liquids, magic potions, or even poison. Each dose takes a standard action to pour into the *gjallahorn*, then remains in an extradimensional space until the user takes another standard action to drink the draught (or a full-round action to apply it to another character).

Level 8: The *gjallahorn's* ability to give a summoning call now works as either *summon monster III* or *summon nature's ally III*, and has all the normal options and durations of those spells.

Level 9: The *gjallahorn's* ability to heal a creature that drinks a fluid from it now heals 3d4+2 hp.

Level 10: The *gjallahorn's* ability to give a summoning call now works as either *summon monster IV* or *summon nature's ally IV*, and has all the normal options of those spells.

Level 11: The *gjallahorn's* ability to give an audacious call now

grants a +10 competence bonus to the next Intimidate check the ally makes by the end of your next turn.

Level 12: The *gjallahorn's* ability to give a summoning call now works as either *summon monster V* or *summon nature's ally V*, and has all the normal options of those spells.

Level 13: The *gjallahorn's* ability to heal a creature that drinks a fluid from it now heals 2d8+3 hp.

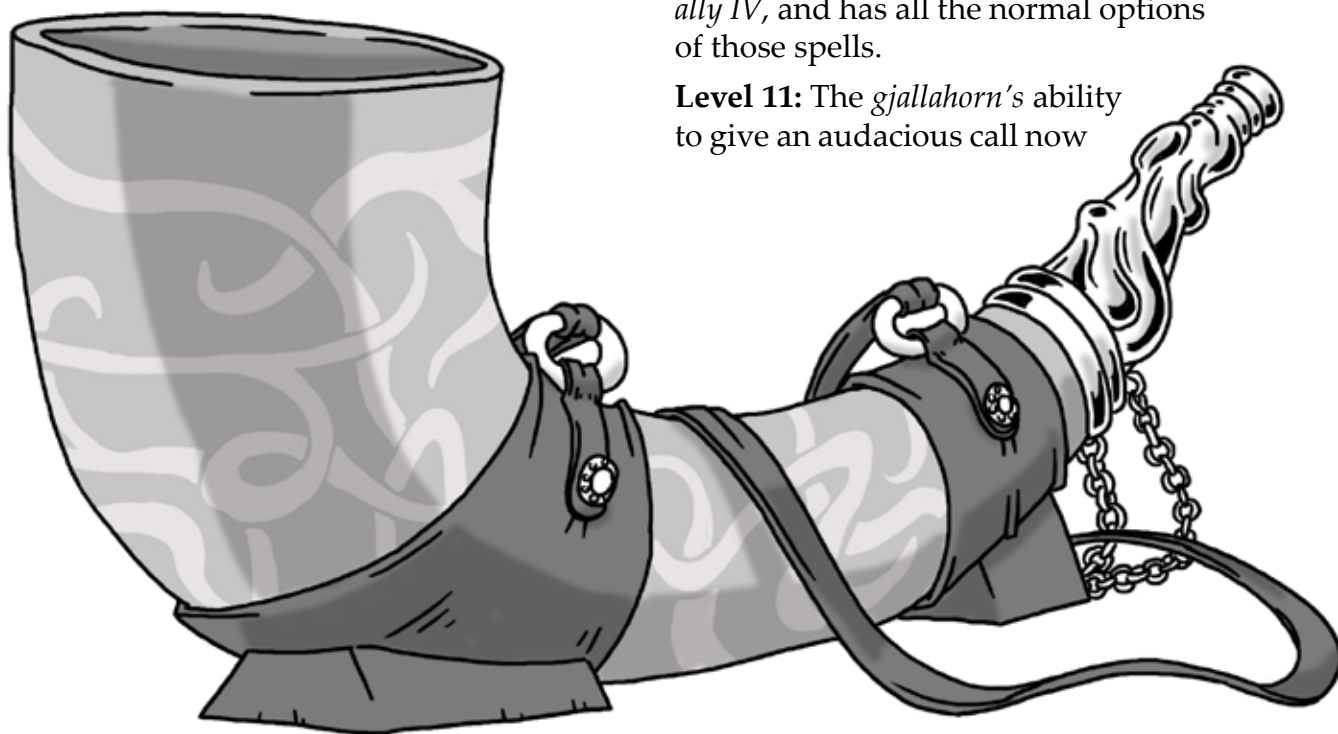
Level 14: The *gjallahorn's* ability to give a summoning call now works as either *summon monster VI* or *summon nature's ally VI*, and has all the normal options of those spells.

Level 15: The *gjallahorn* gains the ability to cleanse a creature that drinks a fluid from it (even if the fluid is itself a magic potion) once per day. This ends any and all of the following adverse conditions affecting the imbiber: ability damage, blinded, confused, dazzled, deafened, diseased, exhausted, fatigued, nauseated, poisoned, and sickened. This requires at least a standard action, which may be combined with the action required to drink a potion in the *gjallahorn*.

Level 16: The *gjallahorn's* ability to heal a creature that drinks a fluid from it now heals 4d8+5 hp.

Level 17: The *gjallahorn's* ability to give a summoning call now works as either *summon monster VII* or *summon nature's ally VII*, and has all the normal options of those spells.

Level 18: The *gjallahorn's* ability to cleanse a creature that drinks a fluid from it now acts as the *heal* spell, cast at the wielder's level.



Level 19: The *gjallahorn's* ability to give a summoning call can now be used twice per day, and works as either *summon monster VIII* or *summon nature's ally VIII*, and has all the normal options of those spells.

Level 20: The *gjallahorn's* ability to cleanse a creature that drinks a fluid from can now also be applied to a dead or unconscious potion (as a potion is) as a full-round action. In addition to acting as a *heal* spell, it used upon a creature that has died within 3 rounds, apply the healing from the ability to the creature. If the healed creature's hit point total is at a negative amount less than its Constitution score, it comes back to life and stabilizes at its new hit point total. If the creature's hit point total is at a negative amount equal to or greater than its Constitution score, the creature remains dead. Creatures brought back to life through the *gjallahorn* gain a temporary negative level that lasts for 1 day.

Creatures slain by death effects cannot be saved by the *gjallahorn*. The *gjallahorn* cannot bring undead creatures back to life.

KILAKA

Aura: strong evocation; CL: as wielder's level

Slot: held; Weight: 1 lb.

DESCRIPTION

The *kilaka* takes the form of a three-edged dagger, each of the three edges radiating from a central spine (resulting in the weapon's blade looking a bit like a spike). It has a long handle (sometimes as long as the blade), and a large pommel that shows the face of a snow

leopard, the front of a temple, and the face of the wielder (each image taking up 1/3 of the pommel's surface). It is a ritual dagger, designed to aid the wise in understanding and working magic, and is often used in place of other spell foci. (The *kilaka* can be used as the focus for any spell requiring a focus with a total value no greater than the wielder's level squared x 10 gp.)

The *kilaka* is most often given to heroes who dabble in magic, but are not dedicated spellcasters. It is a common tool for gods of magic or storms to give to bards, magi, inquisitors, summoners, and rogues. Less often it is granted to heroes with no magic talents, if their patron gods fear their lack of arcane ability is their great weakness, and only the *kilaka's* ability to expand their use of magic can save them.

POWERS BY LEVEL

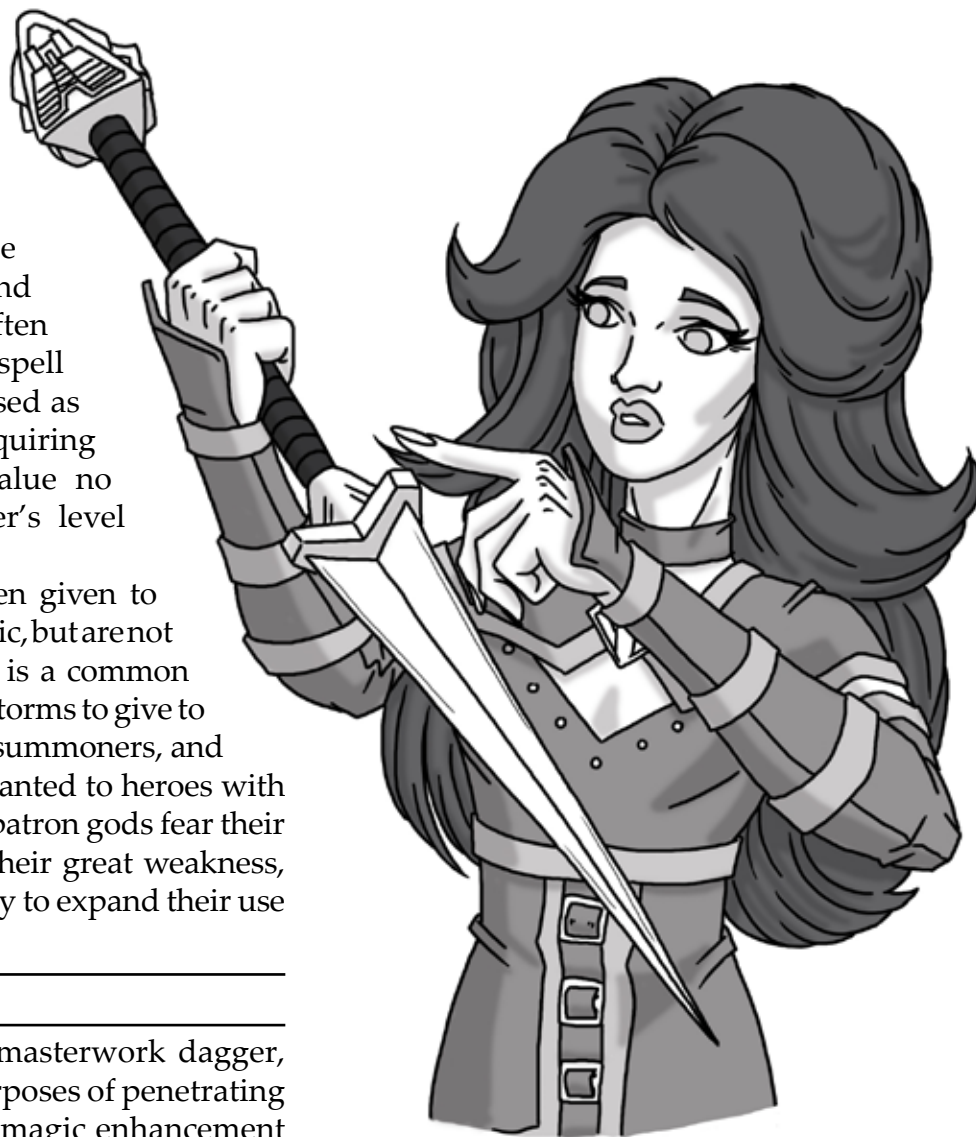
Level 1: The *kilaka* is a masterwork dagger, considered magic for purposes of penetrating DR, but does not give a magic enhancement bonus to attack or damage rolls. (Though it does grant a +1 nonmagic enhancement bonus to attack rolls as a masterwork weapon.)

Level 2: Adds a +1 competence bonus to Use Magic Device checks. The weapon need not be drawn to grant this benefit, but must at least be on the character's body.

Level 3: Grants electricity resistance 1. The weapon need not be drawn to grant this benefit, but must at least be on the character's body.

Level 4: Electricity resistance increases to 3.

Level 5: The *kilaka* now functions as a +1 dagger.



Level 6: Competence bonus to UMD checks increases to +2.

Level 7: Electricity resistance increases to 4.

Level 8: The *kilaka* now functions as a +1 *keen dagger*.

Level 9: Electricity resistance increases to 5.

Level 10: Competence bonus to UMD checks increases to +3.

Level 11: The *kilaka* now functions as a +1 *keen shock dagger*.

Level 12: Competence bonus to UMD checks increases to +4, electricity resistance increases to 10.

Level 13: Grants the wielder a +2 enhancement bonus to Dexterity and Charisma. The weapon need not be drawn to grant this benefit, but must at least be on the character's body.

Level 14: Competence bonus to UMD checks increases to +5, electricity resistance increases to 15.

Level 15: The *kilaka* now functions as a +1 *keen shock spell storing dagger*.

Level 16: Competence bonus to UMD checks increases to +6, electricity resistance increases to 20, and the enhancement bonus to Dexterity increases to +4.

Level 17: Electricity resistance increases to 25, and the enhancement bonus to Charisma increases to +4.

Level 18: The *kilaka* now functions as a +1 *keen shocking burst spell storing dagger*. Also, the competence bonus to UMD checks increases to +8 and electricity resistance increases to 30.

Level 19: The *kilaka* now functions as a +1 *keen shocking burst spell storing thundering dagger*. Also, the competence bonus to UMD checks increases to +9.

Level 20: The competence bonus to a UMD checks increases to +10, and the enhancement bonuses to Dexterity and Charisma increase to +6.

NAGELING: THE BERSERKER BLADE

Aura: strong transmutation; CL: as wielder's level

Slot: held; Weight: 6 lbs.

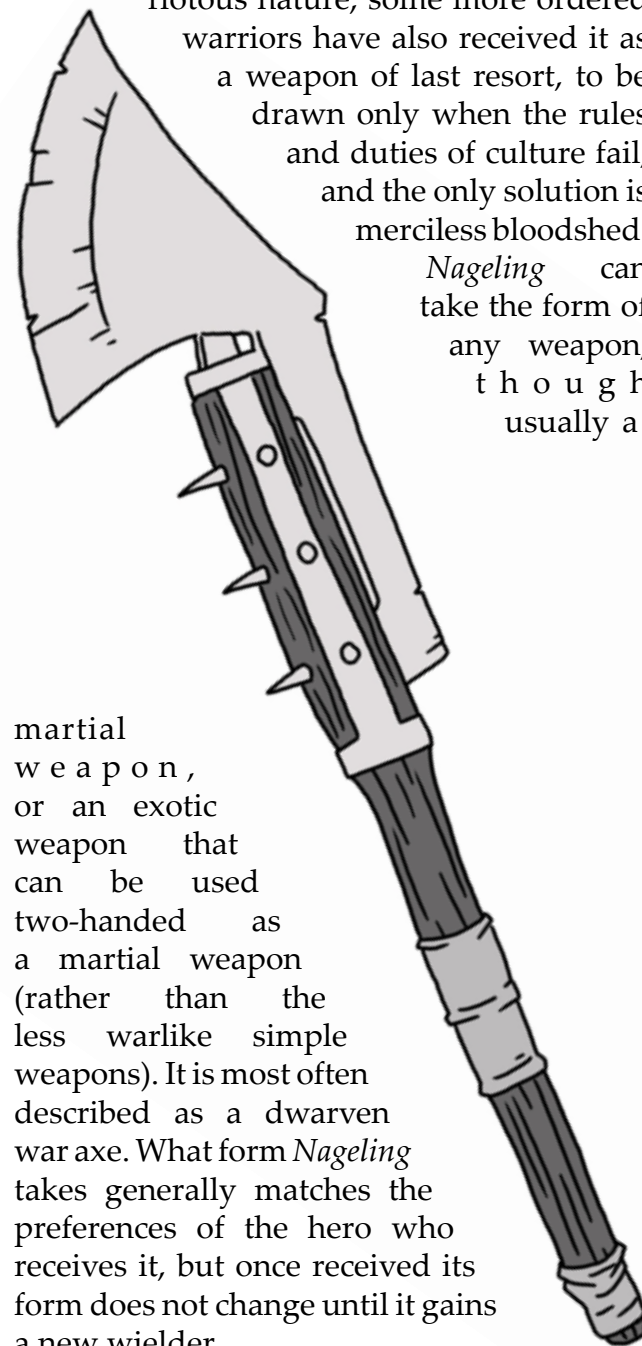
DESCRIPTION

Nageling is The Berserker Blade, the weapon that represents both the wrath felt in the heat of battle, and the righteous fury brought on by an offense only combat can settle. While it is often the iconic weapon of raiders, marauders, and cultures that depend on and revere conquest, it is also found in more refined societies, as a reminder both of their savage history, and the inherent frenzy of combat. It is a weapon of siege and terror, protecting its wielder from the fires of razed towns and augmenting the impact of his outrage when directed against others. It is a weapon opposed to law and order, but is not always the bane of civilization. It can sometimes be used in overly-rigid cultures to strike down hidebound traditions and allow new thinking to forge better institutions.

Nageling is only given to combatants of a stout nature, as it not only increases their martial might, it draws upon their own vitality to do so. While it is most often given

to barbarians who appreciate its riotous nature, some more ordered warriors have also received it as a weapon of last resort, to be drawn only when the rules and duties of culture fail, and the only solution is merciless bloodshed.

Nageling can take the form of any weapon, though usually a



martial weapon, or an exotic weapon that can be used two-handed as a martial weapon (rather than the less warlike simple weapons). It is most often described as a dwarven war axe. What form *Nageling* takes generally matches the preferences of the hero who receives it, but once received its form does not change until it gains a new wielder.

POWERS BY LEVEL

Level 1: *Nageling* is a masterwork weapon, considered magic for purposes of penetrating DR, but does not give a magic enhancement bonus to attack or damage rolls. (Though it does grant a +1 nonmagic enhancement bonus to attack rolls as a masterwork weapon.)

Level 2: *Nageling* grants its wielder a +1 competence bonus to Intimidate checks. The weapon need not be drawn to grant this benefit, but must at least be on the character's body.

Level 3: *Nageling* grants its wielder fire resistance 1. The weapon need not be drawn to grant this benefit, but must at least be on the character's body.

Level 4: The fire resistance increases to 3.

Level 5: *Nageling* now functions as a +1 *weapon*.

Level 6: The competence bonus to Intimidate checks increases to +2.

Level 7: The fire resistance increases to 4.

Level 8: *Nageling* now functions as a +1 *vicious weapon*.

Level 9: The fire resistance increases to 5.

Level 10: The competence bonus to Intimidate checks increases to +3.

Level 11: *Nageling* now functions as a +2 *vicious weapon*.

Level 12: The competence bonus to Intimidate checks increases to +4, and the fire resistance increases to 10.

Level 13: *Nageling* now grants the wielder a +2 enhancement bonus to Strength and Constitution. The weapon need not be drawn

to grant this benefit, but must at least be on the character's body.

Level 14: The competence bonus to Intimidate checks increases to +5, and the fire resistance increases to 15.

Level 15: *Nageling* now functions as a +1 *vicious wounding weapon*.

Level 16: The competence bonus to Intimidate checks increases to +6, and the fire resistance increases to 20. The enhancement bonus to Strength increases to +4.

Level 17: The fire resistance increases to 25, and the enhancement bonus to Constitution increases to +4.

Level 18: *Nageling* now functions as a +2 *vicious wounding weapon*. Also, the competence bonus to Intimidate checks increases to +8 and fire resistance increases to 30.

Level 19: *Nageling* now functions as a +1 *anarchic vicious wounding weapon*. Also, the competence bonus to Intimidate checks increases to +9.

Level 20: The competence bonus to Intimidate increases to +10, and the enhancement bonuses to Strength and Constitution increase to +6.

SEVEN LEAGUE BOOTS

Aura: strong transmutation; CL: as wielder's level

Slot: feet; **Weight:** 2 lbs.

DESCRIPTION

The *seven league boots* are legendary footwear imbued with divine powers of movement, agility, and luck. They aid their wearer in

making greater and greater leaps, eventually granting the power to jump seven leagues (21 miles) with a single step. They also grant a measure of nimbleness and general good fortune to their wearer, a link to the good fortune of the well traveled, and the common mythological idea of wanderers also acting as lucky rogues and bold tricksters.

The *seven league boots* are most often given to clever heroes who need help in surviving and escaping situations well beyond their abilities. Such heroes are most often rogues, bards, rangers, alchemists, or more rarely humble monks. The appearance of the boots are generally worn and practical, with a hint they were once part of much more expensive finery.

POWERS BY LEVEL

Level 1: The *seven league boots* grant their wearer a +2 competence bonus to Acrobatics checks made to jump.

Level 2: The competence bonus to Acrobatics checks made to jump increases to +3.

Level 3: The competence bonus to Acrobatics checks made to jump increases to +5.

Level 4: The wearer now treats all jumps as if they were running jumps.

Level 5: Once per day, the wearer may activate the "league jumping" ability of the boots. For five minutes, the wearer can make jumps of up to 30 feet as move actions, and of up to 120 feet as full-round actions. The wearer can make longer jumps, but they take one full round of activity per 120 feet jumped – a character wishing to jump 360 feet is

airborne and unable to do anything but take swift or free actions for 3 full rounds.

Level 6: The competence bonus to Acrobatics checks now applies to all Acrobatics checks.

Level 7: The wearer of the *seven league boots* now always lands on his feet from any fall or jump, as long as he's conscious and has not lost his Dex bonus to AC.

Level 8: The *seven league boots* grant their wearer a +1 luck bonus on all saving throws.

Level 9: The *seven league boots* grant their wearer a +1 luck bonus to armor class. Additionally, the wearer can add small springs and hops to every move he makes, granting him a +10 ft. bonus to his movement rate.

Level 10: The wearer may now activate the "league jumping" ability twice per day.

Level 11: The competence bonus to Acrobatics checks increases to +6, and the luck bonus to saving throws increases to +2.

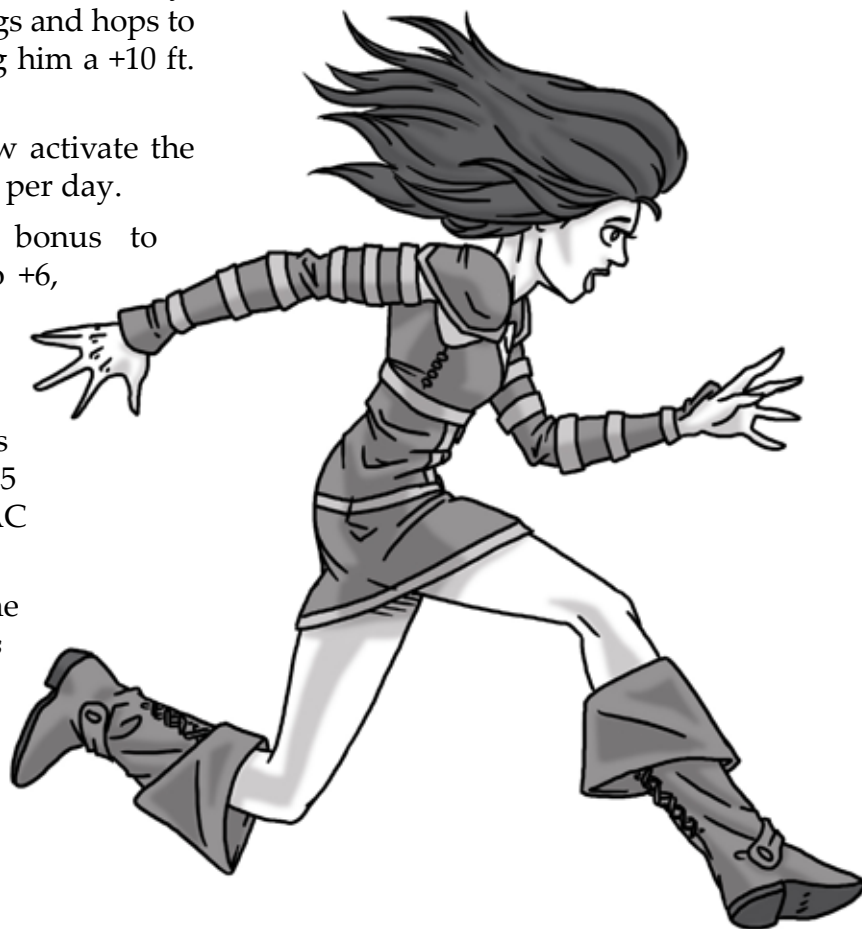
Level 12: The wearer's enhancement bonus to his movement rate increases to +15 ft., and his luck bonus to AC increases to +2.

Level 13: Once per day the wearer of the *seven league boots* may call upon a flash of luck. As a swift or immediate action, when the wearer fails any d20 check he may make a second d20 roll and use the better of the two results.

Level 14: The competence bonus to Acrobatics checks increases to +7, and the luck bonus to saving throws increases to +3.

Level 15: When the wearer uses the "league jumping" ability of the *seven league boots*, he now has the option of making a single leap as a standard action, traveling up to 400 feet, +40 feet per level, rather than gain the ability to make 120 ft. jumps as full-round actions for 5 minutes.

Level 16: The wearer's enhancement bonus to his movement rate increases to +20 ft., and his luck bonus to AC increases to +3.



Level 17: The competence bonus to Acrobatics checks increases to +8, and the flash of luck can now be used twice per day.

Level 18: The "league jumping" ability can now be used five times per day.

Level 19: The competence bonus to Acrobatics checks increases to +9, and the luck bonuses to saves and armor class increase to +4.

Level 20: Each time the wearer activates the "league jumping" ability, he can now leap up to 7 leagues (21 miles) as a move action. He retains this ability for 6 minutes each time he activates, and can activate it up to five times per day, granting the wearer the power to makes leaps that cover thousands of miles.

TARNHELM

Aura: strong illusion; CL: as wielder's level

Slot: head; Weight: 3 lbs.

DESCRIPTION

This mighty relic grants the wearer the powers of invisibility and stealth. It takes the form of a helmet, though the exact appearance varies based on the culture of the godling or hero who receives it. Most often it includes a visor than can be lowered over the eyes, or a leather or chainmail veil that can be brought up to cover the mouth and nose, and taking this action is how the item's invisibility powers are activated. While the *tarnhelm* is an obvious choice for heroes and godlings that focus on subterfuge and moving through the shadows, it is actually traditional to give it to a mighty warrior (who might otherwise have no chance at successfully being stealthy).

POWERS BY LEVEL

Level 1: The *tarnhelm* grants its wearer a +1 competence bonus to Stealth checks.

Level 2: The competence bonus to Stealth checks increases to +2.

Level 3: The *tarnhelm* can grant the wearer invisibility (as if the *vanish** spell had been cast on the wearer) once per day for a maximum of 2 rounds.

*Indicates a spell found in the *Advanced Player's Guide*.

Level 4: The *tarnhelm* can now grant the wearer invisibility once per day for a maximum of 5 rounds. Also, the competence bonus to Stealth checks increases to +3.

Level 5: The *tarnhelm* can now grant the wearer invisibility twice per day for a maximum of 5 rounds each time. Also, the competence bonus to Stealth checks increases to +4.

Level 6: The competence bonus to Stealth checks increases to +5.

Level 7: The *tarnhelm* can now grant the wearer invisibility three times per day for a maximum of 5 rounds each time.

Level 8: When the *tarnhelm* grants the wearer invisibility, it now functions as the *invisibility* spell, and each use has a maximum duration of 5 minutes.

Level 9: The competence bonus to Stealth checks increases to +6.

Level 10: The *tarnhelm* can now grant the wearer *invisibility* three times per day for a maximum of 6 minutes each time.

Level 11: The *tarnhelm* can now grant the wearer *invisibility* three times per day for a maximum of 1 minute/wearer level each time. Also, the competence bonus to Stealth checks increases to +7.

Level 12: When the *tarnhelm* grants its wearer *invisibility*, it now also grants the benefits of nondetection (as the spell) for the same duration.

Level 13: The competence bonus to Stealth checks increases to +8.

Level 14: When the *tarnhelm* grants its wearer *invisibility*, it can function as either the *invisibility* spell (with a maximum duration of 1 minute/wearer level), or the *greater invisibility* spell (with a duration of 7 rounds).

Level 15: When the *tarnhelm* grants its wearer *invisibility*, it can function as either the *invisibility* spell (with a maximum duration of 1 minute/wearer level), or the *greater invisibility* spell (with a duration of 1 round per level of the wearer). Also, the competence bonus to Stealth checks increases to +9.

Level 16: The *tarnhelm* can now grant the wearer *invisibility* or *greater invisibility* four times per day.

Level 17: The *tarnhelm* now grants the wearer a constant *nondetection* (as the spell).

Level 18: The *tarnhelm* can now allow the wearer to become *invisible* (as the spell) at will, in addition to granting

greater invisibility four times per day. Also, the competence bonus to Stealth checks increases to +10.

Level 19: When the *tarnhelm* grants its wearer *invisibility* or *greater invisibility*, it now also makes him undetectable by scent and blindsense.

Level 20: When the *tarnhelm* grants its wearer *invisibility* or *greater invisibility*, it now also makes him undetectable by tremorsense.



TUNGGAAL PANALUAN

Aura: strong necromancy; CL: as wielder's level

Slot: held; Weight: 5 lbs.

DESCRIPTION

This dark magic staff is made of gnarled, black-lacquered wood carved with humanoid figures, and topped with a fetish made of humanoid hair and flesh taken from foes. It is a dread fetish imbued with the powers of death, undeath, and vitality; a symbol of the cycle of life tilted to benefit its wielder at the cost of other creatures. Though the *tungaal panaluan* is not itself inherently evil, it does grant the wielder the power to create and control increasingly powerful undead, making it easily used for evil purposes.

In most cases the *tungaal panaluan* is given to a dark champion of evil, pestilence, and the crawling forces of undeath. Much more rarely it may be given to a champion of light and life, either to keep it out of the hands of those who would abuse its power or to allow them to draw carefully on the forces of necromancy (hopefully without giving in to the temptation of its darker powers).

POWERS BY LEVEL

Level 1: The *tungaal panaluan* is a magic staff with a single spell, *touch of fatigue*, which takes 5 charges to use.

Level 2: *Touch of fatigue* now takes only 3 charges to use.

Level 3: *Touch of fatigue* is lost. The *tungaal panaluan* now has one 1st level spell, *ray of sickening*, which takes 2 charges to use.

Level 4: *Ray of sickening* now takes only 1 charge.

Level 5: The *tungaal panaluan* adds the spell *command undead*, which takes 3 charges to use.

Level 6: *Command undead* now takes only 2 charges to use, and the staff grants its wielder +3 bonus hit points. The staff need not be held by the wielder to grant this benefit, but must at least be adjacent to him.

Level 7: The *tungaal panaluan* now grants the wielder 1 bonus hit point/level.

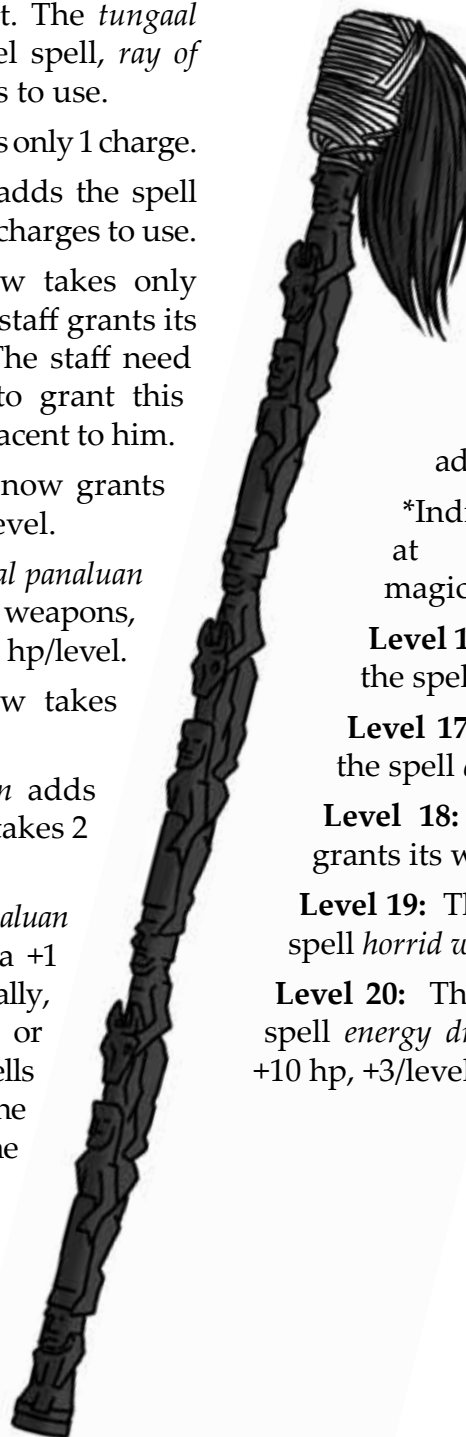
Level 8: Both ends of the *tungaal panaluan* are now considered masterwork weapons, and it grants its wielder 3 hp, +1 hp/level.

Level 9: *Command undead* now takes only 1 charge to use.

Level 10: The *tungaal panaluan* adds the spell *vampiric touch*, which takes 2 charges to use.

Level 11: One end of the *tungaal panaluan* is now a magic weapon, with a +1 enhancement bonus. Additionally, the wielder may deliver touch or ranged touch necromancy spells through weapon strikes with the *tungaal panaluan* as if he has the magus spelltouch class feature.

Level 12: *Vampiric touch* now takes only 1 charge to use, and the *tungaal panaluan* grants its wielder bonus hit points equal to 6 +1/level.



Level 13: Both ends of the *tungaal panaluan* are now +1 *magic weapons* with the necromancy spelltouch ability.

Level 14: The *tungaal panaluan* adds the spell *animate dead*, and it grants bonus hit points equal to 2/level.

Level 15: The *tungaal panaluan* adds the spell *black spot*.*

*Indicates a spell that be found at http://www.d20pfsrd.com/magic/all_spells/b/black_spot

Level 16: The *tungaal panaluan* adds the spell *create undead*.

Level 17: The *tungaal panaluan* adds the spell *control undead*.

Level 18: The *tungaal panaluan* now grants its wielder +3 hp/level.

Level 19: The *tungaal panaluan* adds the spell *horrid wilting*.

Level 20: The *tungaal panaluan* adds the spell *energy drain*, and grants its wielder +10 hp, +3/level.

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.

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

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

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. Two such templates are presented below (for magic staves and magic weapons), and a GM can easily create other templates that grant different kinds of enhancements at different levels. 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.

RELIC STAFF TEMPLATE

The relic staff begins with a 0-level spell it can only cast twice per day, and loses that by 3rd level. However, every other spell it gains, from 1st to 9th level, it keeps over the course of 20 levels of increasing power. This helps ensure that if a character becomes attached to any of the staves' abilities, that "iconic" power isn't lost.

It also gives the wielder additional slots for spells. While these do constantly shift in level (giving first an additional 1st level spell slot, then making it a 2nd level spell slot), it's worth noting that a character can use a higher level slot for a lower-level spell. If Eliana, the Scion of the Horned Wolf, has gotten used to

using her *staff of the hunt* to prepare an extra *scorching ray* starting at 7th level, she can keep doing so even at 18th level when the relic is granting her extra 4th and 5th level spell slots.

The themes of magic staff relics are generally determined by what spells they grant, which are often all from a single school or match the spells of a specific bloodline, domain, or mystery. When choosing spells, a GM should pick those likely to be at least modestly useful at higher level. *Magic missile*, an auto-hit force effect, is a great choice for a relic staff. *Sleep* is not.

Powers By Level

Level 1: Staff has a single 0-level spell, which takes 5 charges to use.

Level 2: 0-level spell now takes only 3 charges to use.

Level 3: 0-level spell is lost, staff now has one 1st level spell which takes 2 charges to use.

Level 4: 1st-level spell now takes only 1 charge.

Level 5: Staff now has one 2nd-level spell that takes 3 charges to use, and the 1st-level spell.

Level 6: 2nd-level spell now takes only takes 2 charges to use, and the staff grants its wielder 1 additional 1st level spell preparation or spell slot per day.

Level 7: The additional spell preparation or spell slot is now for a 2nd level spell.

Level 8: Both ends of the staff are now considered masterwork weapons, and the additional spell preparation or spell slots are for one 1st- and one 2nd-level spells.

Level 9: 2nd-level spell now takes only takes 1 charge to use.

Level 10: Staff now has one 3rd level spell, which takes 2 charges to use.

Level 11: One end of the staff is now a magic weapon, with a total weapon bonus value of +2 (may be a +2 enhancement bonus, or a +1 enhancement bonus and a +1 bonus cost special ability, such as *flaming* or *spell storing*).

Level 12: 3rd-level spell now takes only takes 1 charge to use, and the additional spell preparation or spell slots are for two 2nd-level spells.

Level 13: Both ends of the staff are now magic weapons, each with a total weapon bonus value of +2 (may be a +2 enhancement bonus, or a +1 enhancement bonus and a +1 bonus cost special ability, such as *flaming* or *spell storing*).

Level 14: Staff now has one fourth-level spell, and the additional spell preparation or spell slots are for one 3rd- and one 2nd-level spell.

Level 15: Staff now has one 5th level spell.

Level 16: Staff now has one 6th level spell.

Level 17: Staff now has one 7th level spell.

Level 18: The additional spell preparation or spell slots are now for a 5th- and 4th-level spell.

Level 19: Staff now has one 8th level spell.

Level 20: Staff now has one 9th level spell, and the additional spell preparation or spell slots are now for two 5th-level spells.

RELIC WEAPON TEMPLATE

This relic template outlines a fairly typical relic weapon a divine parent might give a heroic or godling offspring as a gift. Any kind of weapon can be used (though if a double weapon is picked, only one end would become magic using this template). The theme of a magic weapon relic is determined by what abilities it enhances, and what abilities it gains. If a GM wants to give relic weapons more powerful abilities at later levels, it can be a good idea to allow the weapon's enhancement bonus to grow before reducing a portion of the bonus with a more expensive ability. Going from a +3 *longsword* at 11th level to a +1 *longsword of speed* at 14th does reduce the character's attack and damage bonuses, but most players will be fine with the change. However, it can be equally effective to just keep adding +1 enhancements. A +1 *flaming frost keen shock longsword* is a pretty impressive weapon!

Abilities that can be duplicated with feats (such as *keen*) should be added at lower levels, to reduce the chance a character gains a useless benefit from his relic.

Powers By Level

Level 1: Masterwork weapon, considered magic for purposes of penetrating DR, but does not give a magic enhancement bonus to attack or damage rolls. (Does grant a +1 nonmagic enhancement bonus to attack rolls as a masterwork weapon)

Level 2: Adds a +1 competence bonus to checks of a single skill. The weapon need not be drawn to grant this benefit, but must at least be on the character's body.

Level 3: Grants energy resistance 1 against a single energy type. The weapon need not be drawn to grant this benefit, but must at least be on the character's body.

Level 4: Energy resistance increases to 3.

Level 5: Becomes a +1 *magic weapon*.

Level 6: Competence bonus to the chosen skill increases to +2.

Level 7: Energy resistance increases to 4.

Level 8: Total weapon bonus value increases to +2 (may be a +2 enhancement bonus, or a +1 enhancement bonus and a +1 bonus cost special ability, such as *flaming* or *keen*).

Level 9: Energy resistance increases to 5.

Level 10: Competence bonus to the chosen skill increases to +3.

Level 11: Total weapon bonus value increases to +3 (may be a +3 enhancement bonus, or a +1 enhancement bonus and a total +2 bonus cost special abilities and additional enhancement).

Level 12: Competence bonus to the chosen skill increases to +4, energy resistance increases to 10.

Level 13: Grants an enhancement bonus to two ability scores. The weapon need not be drawn to grant this benefit, but must at least be on the character's body.

Level 14: Competence bonus to the chosen skill increases to +5, energy resistance increases to 15.

Level 15: Total weapon bonus value increases to +4 (may be a +4 enhancement bonus, or a +1 enhancement bonus and a total +3 bonus cost special abilities and additional enhancement).

Level 16: Competence bonus to the chosen skill increases to +6, enhancement bonus to one of the ability scores increases to +4, and energy resistance increases to 20.

Level 17: Enhancement bonus to the other ability score increases to +4 and energy resistance increases to 25.

Level 18: Total weapon bonus value increases to +5 (may be a +5 enhancement bonus, or a +1 enhancement bonus and a total +4 bonus cost special abilities and additional enhancement). Also, competence bonus to the chosen skill increases to +8 and energy resistance increases to 30.

Level 19: Total weapon bonus value increases to +6 (may be a +6 enhancement bonus, or a +1 enhancement bonus and a total +5 bonus cost special abilities and additional enhancement), and competence bonus to the chosen skill increases to +9.

Level 20: Competence bonus to the chosen skill increases to +10, and enhancement bonus to two ability scores increases to +6.

WE ERR ON THE SIDE OF AWESOME!

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Special Thanks: To my primary playtesting groups, who have pried a number of proto-relics from their previous owner's cold, dead hands. The Epic Trapsweepers: Ian Allen, Marc Curlee, Lj Stephens. The Lords of the Hinterlands: Carl Gilchrist, John Menzie, Lj Stephens.

Special Thanks: To Corinne, the Vannadotir, Godling of Spokesmodeling

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