

RELIC FILES

FROM BEYOND THE STARS II

BREATH OF THE HEAVENS

Utilizing the rules presented in *The Genius Guide to Relics of the Godlings* and *The Genius Guide to Relics of the Godlings II*, the Relic Files brings new magic items to your game table. Drawing on mythology and traditional fantasy tropes, each Relic File PDF presents a new relic suitable for use in most fantasy campaigns.

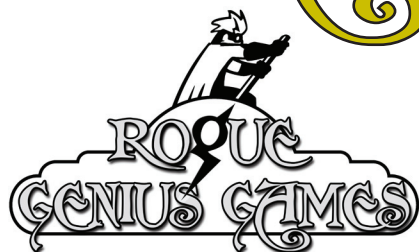
For suggestions on how to use relics in your campaign, consult either volume of *The Genius Guide to Relics of the Godlings*.

Whether you're telling a science fiction story or an epic fantasy, sometimes sneaking in a little of the other creates an interesting twist. This aesthetic can be seen in a number of fantasy and science fiction sources from pulp stories such as Edgar Rice Burroughs' *The Warlord of Mars* and more modern fiction such as Gene Wolfe's *Book of the New Sun* series to game resources like *The Expedition to the Barrier Peaks*. These three titles are far from an exhaustive list but they represent a variety of the ways the two genres can be brought together. *Relic Files: From Beyond the Stars* is a series of short PDFs that blends elements of science fiction and fantasy to create exciting technological relics for the Pathfinder Roleplaying Game.

In the first volume we introduced *Quicksilver Mail*, alien armor made from a liquid alloy. In this volume we present the *Breath of the Heavens* a strange bit of nanotechnology that inhabits the bearers lungs augmenting its breathing and grants the bearer a number of other interesting abilities.



ANDREW MARLOWE



BREATH OF THE HEAVENS

Wynn charged down the corridor in the direction of his friend's yell.

Sliding to a stop on the damp stones, Wynn exhaled hard and a puff of twinkling light escaped his lips. Up ahead he could see one of the troglodytes raise its club to swing it at Angar's head. Wynn called out a warning just in time for the fighter to roll to the side, still retching on the creature's stench.

Since accidentally inhaling the glowing cloud that had erupted from the strange hostile creature in the so-called Meteor Dungeon, things were getting weird. At first he was certain he'd inhaled some monstrous toxin, but he'd since accepted it was some sort of magical air. Right now he was happy the stuff was dulling the foul odor of the trogs.

Wynn shifted his footing and charged into small chamber, drawing his daggers. Passing through the open door, Wynn aimed both blades at the troglodyte with the club, crouched low, and slid between the stunned creature's legs, then tumbled and twisted expertly back into a standing position facing the beast as its two friends closed in around Wynn. Their swords flashed in the torchlight and while Wynn was able to evade the trog on his right, his flank was left exposed, and a blade bit painfully into his leather jerkin. Wynn doubted the thrust did more than scratch him through his armor but the force of the blow was still enough to stagger him, and send pain flaring through his side.

He spun and faced the troglodyte on his left, intending to snap off a witty remark, but instead lightning crackled from his mouth as he exhaled to speak. The bolt of energy caught the surprised monster square in the chest, sending it sprawling backward. Wynn stood dumbfounded. He'd had no idea the magical air could do that!

Damn, he thought, this is gonna be useful!

Sometime, somewhere, in your campaign world, a spacecraft crashed, or a dimensional rift opened, and the treasures of super-science, or strange alien technology emerged. Your PCs may discover them, or perhaps they will have to face-off against the opponents who currently own them. Though *Breath of the Heavens* is powered by advanced technological forces, it manipulates the same eldritch energies as magic does, so it is treated as a magic item.

USING THE BREATH OF THE HEAVENS IN YOUR GAME

Here are a few useful tips for integrating this relic into your ongoing campaign.

Finding It: Placing the *Breath of the Heavens* as treasure can be tricky. Perhaps the most exciting way to introduce it to your players is by having a defeated enemy expel it with its dying breath. You might also present it floating and luminescent inside a glass beaker or sealed inside a locket which could then tie into other story threads. Or perhaps it is discovered free floating aimlessly and easily mistaken for a will-o'-wisp.

Attunement Time: Normally when a character becomes the bearer of a relic, he gains any powers associated with his current level (or highest relic attunement feat if you are using that option). But since the *Breath of the Heavens* requires the nano-machines to move into the bearer's body a period of attunement might be more realistic. For every level past 1st, it takes 1d6 minutes for the next level's abilities to attune until the character has all abilities he would be eligible for. This would only be a required delay when a character higher than level 1 becomes the relic's bearer, and would not have to be repeated every time the bearer gains a level.

Passing It on: Like any other magic item, your PCs should be able pass ownership of this relic from one member of the group to another, or turn it over to an NPC if they wish. To end ownership of the relic the bearer simply wills the *Breath of the Heavens* gone and exhales.

No Science Fiction Please: This series of relics assumes that you want to include downed spaceships, extradimensional aliens or some other science fiction elements but that need not be the case. You can strip out the science fiction elements and still use this relic. Perhaps the *Breath of the Heavens* is bestowed upon the character as a gift from a rescued nymph or discovered in the laboratory of a famous alchemist or wizard.

BREATH OF THE HEAVENS

Aura: strong transmutation; **CL:** as wielder's level
Slot: none; **Weight:** --.

DESCRIPTION

The *Breath of the Heavens* appears as a sparkling cloud of dim light about a foot in diameter. The cloud is comprised of millions of self-replicating nano-machines originating from an advanced alien society. Once inhaled, the nano-machines are able to improve the general health and cognitive function of the bearer. They also filter toxins from the bearers air supply and can even allow the bearer to breath water as easily as air. Portions of the nano-cloud may also be exhaled, either as a breath weapon, or as means of limited communication and surveillance.

Level 1: The *Breath of the Heavens* allows its bearer to exhale a small glowing cloud of microscopic nano-machines. For 1 minute per day this cloud functions as per the *dancing lights* spell. The bearer may also send and receive whispered messages through this small cloud in a manner similar to the *message* spell.

Level 2: The bearer gains a +2 competence bonus to all Perception skill checks as the nano-machines spread through the bearer's bloodstream to the brain where they can improve the bearer's acuity and general brain function.

Level 3: The *Breath of the Heavens* grants its bearer a +1 resistance bonus to Fortitude saves.

Level 4: The bearer of the *Breath of the Heavens* gains improved respiration for 2 hours per day. Improved respiration allows the bearer to breathe water and become temporarily immune to inhaled effects such as stench and poisons. This power has no effect on poisons already in the bearer's system those effects continue to function normally. This power need not be used all at once it can instead be broken into 10 minute intervals.

Level 5: The duration of the level one power increases to 3 minutes per day. This may be used all at once or in separate 1 minute intervals.

Level 6: The bearer gains a +1 enhancement bonus to both Constitution and Intelligence.

Level 7: The duration of the level 4 improved respiration power increases to a total of 2 hours per day. The competence bonus to Perception increases to +3.

Level 8: The duration of the level one power increases to 5 minutes per day.

Level 9: Once every 2d4+2 rounds the bearer of the *Breath of the Heavens* can breathe a 20 foot line of electricity that deals 2d6 points of damage. A successful Reflex save (with a DC equal to the bearer's level + bearer's Intelligence modifier) halves this damage. The resistance bonus to Fortitude saves increases to +2.

Level 10: The improved respiration power's duration increases to 4 hours per day. The competence bonus to Perception increases to +5.

Level 11: The enhancement bonuses to Constitution and Intelligence increase to +2.

Level 12: The recharge time between breath weapon attacks is reduced to 1d6+2 rounds. The resistance bonus to Fortitude saves increases to +3.

Level 13: The glowing cloud of nano-machines from the *Breath of the Heavens'* level 1 power now functions as a sensor for *clairaudience/clairvoyance* while the cloud persists.

Level 14: The competence bonus to Perception increases to +7 and the duration of the level one power increases to 10 minutes per day.

Level 15: The improved respiration power's duration increases to 8 hours per day and the resistance bonus to Fortitude saves increases to +4.

Level 16: The enhancement bonuses to Constitution and Intelligence increase to +4.

Level 17: The competence bonus to Perception increases to +10. The breath weapon attack now deals 5d6 damage.

Level 18: The level one power may be used for 20 minutes a day and the resistance bonus to Fortitude saves increases to +5.

Level 19: The enhancement bonuses to Constitution and Intelligence increase to +6.

Level 20: The improved respiration power becomes constant and the breath weapon may now be used every other round at will.

GO ROGUE!!

Designer:
Andrew Marlowe

Developer:
Lj Stephens

Editor:
Lj Stephens

Creative Director:
Stan!

Illustrations:
Matt Morrow, courtesy of Purple Duck Games

Graphic Design and Typesetting:
Lj Stephens

Produced By:
Rogue Genius Games
Contents © Copyright 2014 Owen K.C. Stephens
Used with Permission

For more information about Rogue Genius Games and our upcoming products, follow us on
Facebook: www.facebook.com/roguengeniusgames, via Twitter: Owen: @Owen_Stephens

All logos are the trademark of Rogue Genius Games All rights reserved.

Product Code: RGG0134

Published Under the SRD, OGL, and d20 (v 3) License ©2000, Wizards of the Coast, Inc.

Compatibility with the Pathfinder Roleplaying Game requires the Pathfinder Roleplaying Game from Paizo Publishing, LLC. See <http://paizo.com/pathfinderRPG> for more information on the Pathfinder Roleplaying Game. Paizo Publishing, LLC does not guarantee compatibility, and does not endorse this product.

Pathfinder is a registered trademark of Paizo Publishing, LLC, and the Pathfinder Roleplaying Game and the Pathfinder Roleplaying Game Compatibility Logo are trademarks of Paizo Publishing, LLC, and are used under the Pathfinder Roleplaying Game Compatibility License. See <http://paizo.com/pathfinderRPG/compatibility> for more information on the compatibility license.

DESIGNATION OF PRODUCT IDENTITY: The Rogue Genius Games (RGG) company names and logos; the "Relic Files: From Beyond the Stars II" name and logo; all artwork, backgrounds, and logos; all trade dress, and graphic design elements.

DECLARATION OF OPEN CONTENT: All game mechanics, proper names of classes, prestige classes, archetypes, feats, skills, spells, magic items, monsters, rituals, artifacts AND OR the names of abilities presented within this book are Open Game Content as described in Section 1(d) of the License.

OPEN GAME LICENSE Version 1.0a

The following text is the property of Wizards of the Coast, Inc. and is Copyright 2000 Wizards of the Coast, Inc ("Wizards"). All Rights Reserved.

1. Definitions: (a) "Contributors" means the copyright and/or trademark owners who have contributed Open Game Content; (b) "Derivative Material" means copyrighted material including derivative works and translations (including into other computer languages), potation, modification, correction, addition, extension, upgrade, improvement, compilation, abridgment or other form in which an existing work may be recast, transformed or adapted; (c) "Distribute" means to reproduce, license, rent, lease, sell, broadcast, publicly display, transmit or otherwise distribute; (d) "Open Game Content" means the game mechanic and includes the methods, procedures, processes and routines to the extent such content does not embody the Product Identity and is an enhancement over the prior art and any additional content clearly identified as Open Game Content by the Contributor, and means any work covered by this License, including translations and derivative works under copyright law, but specifically excludes Product Identity. (e) "Product Identity" means product and product line names, logos and identifying marks including trade dress; artifacts; creatures characters; stories, storylines, plots, thematic elements, dialogue, incidents, language, artwork, symbols, designs, depictions, likenesses, formats, poses, concepts, themes and graphic, photographic and other visual or audio representations; names and descriptions of characters, spells, enchantments, personalities, teams, personas, likenesses and special abilities; places, locations, environments, creatures, equipment, magical or supernatural abilities or effects, logos, symbols, or graphic designs; and any other trademark or registered trademark clearly identified as Product Identity by the owner of the Product Identity, and which specifically excludes the Open Game Content; (f) "Trademark" means the logos, names, mark, sign, motto, designs that are used by a Contributor to identify itself or its products or the associated products contributed to the Open Game License by the Contributor (g) "Use", "Used" or "Using" means to use, Distribute, copy, edit, format, modify, translate and otherwise create Derivative Material of Open Game Content. (h) "You" or "Your" means the licensee in terms of this agreement.

2. The License: This License applies to any Open Game Content that contains a notice indicating that the Open Game Content may only be Used under and in terms of this License. You must affix such a notice to any Open Game Content that you Use. No terms may be added to or subtracted from this License except as described by the License itself. No other terms or conditions may be applied to any Open Game Content distributed using this License.

3. Offer and Acceptance: By Using the Open Game Content You indicate Your acceptance of the terms of this License.

4. Grant and Consideration: In consideration for agreeing to use this License, the Contributors grant You a perpetual, worldwide, royalty-free, non-exclusive license with the exact terms of this License to Use, the Open Game Content.

5. Representation of Authority to Contribute: If You are contributing original material as Open Game Content, You represent that Your Contributions are Your original creation and/or You have sufficient rights to grant the rights conveyed by this License.

6. Notice of License Copyright: You must update the COPYRIGHT NOTICE portion of this License to include the exact text of the COPYRIGHT NOTICE of any Open Game Content You are copying, modifying or distributing, and You must add the title, the copyright date, and the copyright holder's name to the COPYRIGHT NOTICE of any original Open Game Content you Distribute.

7. Use of Product Identity: You agree not to Use any Product Identity, including as an indication as to compatibility, except as expressly licensed in another, independent Agreement with the owner of each element of that Product Identity. You agree not to indicate compatibility or co-adaptability with any Trademark or Registered Trademark in conjunction with a work containing Open Game Content except as expressly licensed in another, independent Agreement with the owner of such Trademark or Registered Trademark. The use of any Product Identity in Open Game Content does not constitute a challenge to the ownership of that Product Identity. The owner of any Product Identity used in Open Game Content shall retain all rights, title and interest in and to that Product Identity.

8. Identification: If you distribute Open Game Content You must clearly indicate which portions of the work that you are distributing are Open Game Content.

9. Updating the License: Wizards or its designated Agents may publish updated versions of this License. You may use any authorized version of this License to copy, modify and distribute any Open Game Content originally distributed under any version of this License.

10. Copy of this License: You MUST include a copy of this License with every copy of the Open Game Content You Distribute.

11. Use of Contributor Credits: You may not market or advertise the Open Game Content using the name of any Contributor unless You have written permission from the Contributor to do so.

12. Inability to Comply: If it is impossible for You to comply with any of the terms of this License with respect to some or all of the Open Game Content due to statute, judicial order, or governmental regulation then You may not Use any Open Game Material so affected.

13. Termination: This License will terminate automatically if You fail to comply with all terms herein and fail to cure such breach within 30 days of becoming aware of the breach. All sublicenses shall survive the termination of this License.

14. Reformation: If any provision of this License is held to be unenforceable, such provision shall be reformed only to the extent necessary to make it enforceable.

15. COPYRIGHT NOTICE

Open Game License v 1.0a. Copyright 2000, Wizards of the Coast, Inc.

System Reference Document. Copyright 2000, Wizards of the Coast, Inc.; Authors: Jonathan Tweet, Monte Cook, Skip Williams, based on material by E. Gary Gygax and Dave Arneson.

Pathfinder RPG Core Rulebook. Copyright 2009, Paizo Publishing, LLC; Author: Jason Bulmahn, based on material by Jonathan Tweet, Monte Cook, and Skip Williams.

Demodad, Slime from the Tome of Horrors Complete © 2011, Necromancer Games, Inc., published and distributed by Frog God Games; Author: Scott Greene, based on original material by Gary Gygax.

Forlarren from the Tome of Horrors Complete © 2011, Necromancer Games, Inc., published and distributed by Frog God Games; Author: Scott Greene, based on original material by Ian Livingstone.

Hangman Tree from the Tome of Horrors Complete © 2011, Necromancer Games, Inc., published and distributed by Frog God Games; Author: Scott Greene, based on original material by Gary Gygax.

Rot Grub from the Tome of Horrors Complete © 2011, Necromancer Games, Inc., published and distributed by Frog God Games; Author: Scott Greene, based on original material by Gary Gygax.

Troll, Ice from the Tome of Horrors Complete © 2011, Necromancer Games, Inc., published and distributed by Frog God Games; Author: Scott Greene, based on original material by Russell Cole.

Troll, Rock from the Tome of Horrors Complete © 2011, Necromancer Games, Inc., published and distributed by Frog God Games; Author: Scott Greene.

Yellow Musk Creeper from the Tome of Horrors Complete © 2011, Necromancer Games, Inc., published and distributed by Frog God Games; Author: Scott Greene, based on original material by Albie Fiore.

Pathfinder Roleplaying Game Mythic Adventures. © 2013, Paizo Publishing, LLC; Authors: Jason Bulmahn, Stephen Radney-MacFarland, Sean K Reynolds, Denis Baker, Jesse Benner, Ben Bruck, Jim Groves, Tim Hitchcock, Tracey Hurley, Jonathan Keith, Jason Nelson, Tom Phillips, Ryan Macklin, F. Wesley Schneider, Amber Scott, Tork Shaw, Russ Taylor, and Ray Vallese.

The Genius Guide to Relics of the Godlings. © 2013, Rogue Genius Games; Author: Owen K.C. Stephens

The Genius Guide to Relics of the Godlings II. © 2013, Rogue Genius Games; Author: Owen K.C. Stephens

Relic Files: From Beyond the Stars II Treasures of Camelot I. © 2014, Rogue Genius Games; Author: Andrew Marlowe