

# MORE MAGIC OF THASSILON

## RELICS OF THE RUNELORDS

BY BRIAN CORTIJO AND OWEN K. C. STEPHENS, WITH STEPHEN S. GREER, TIM HITCHCOCK, MICHAEL KORTES, NICOLAS LOGUE, AND GREG A. VAUGHAN

Even the passage of millennia has not erased the wonders of ancient Thassilon. *Pathfinder* #5 features “Magic of Thassilon,” an investigation into the sinister sin magic and forgotten spells of that fallen empire’s decadent rulers. Yet, no one article can contain all there is to know of the runelords’ magic. Revealed here are 14 new magic items, fantastic treasures, and deadly weapons that might lie waiting in the nameless vaults and forgotten crypts of ageless Thassilon.

### RELICS OF ENVY

#### VANITY’S EYE

**Aura** moderate enchantment and transmutation; **CL** 12th

**Slot** none; **Price** 51,000 gp

**Weight** 1 lb.

##### DESCRIPTION

This pair of fine, silver hand mirrors secretly steals the confidence and finesse of one bearer and transfers them to another. Two distinct components make up *vanity’s eye*: a silver hand mirror set with flawless glass (the master) and a silver hand mirror set with slightly warped glass (the slave).

The mirrors have no effect until one looks into the slave mirror. Once a creature looks into the slave mirror, it must make a DC 20 Will save or be deceived by the mirror into believing that it has magically made him more dashing, suave, and glib. In truth, however, the slave mirror is cursed and steals the bearer’s Charisma, causing him to take a –6 penalty to his Charisma score. The bearer is unaware of this penalty, and will not willingly part with the magical mirror. This penalty persists for as long as the mirror’s curse lasts. Should the mirror be lost or taken, the bearer does all he can to retrieve the mirror. Only *break enchantment*, *limited wish*, *remove curse*, *miracle*, or *wish* can make the mirror’s holder willingly part with the item and return his stolen Charisma. Breaking the slave mirror also restores the victim’s Charisma. The slave mirror can only affect one creature at a time and has no affect on other creatures that look into it.

For as long as the slave mirror imposes a Charisma penalty upon a victim, the bearer of the master mirror gains a +6 enhancement bonus to his Charisma. This bonus applies as long as the master mirror’s bearer is within 10 feet of the

mirror. If the master mirror is destroyed, its bearer loses this bonus and the slave mirror is rendered inert, freeing any victim and restoring his Charisma.

##### CONSTRUCTION

**Requirements** Craft Wondrous Item, *bestow curse*, *eagle’s splendor*; **Cost** 25,500 gp, 2,040 XP

#### DUST OF ENVY

**Aura** moderate abjuration; **CL** 6th

**Slot** amulet; **Price** 900 gp

##### DESCRIPTION

Upon a frail silver chain dangles a tiny crystalline phial filled with light blue dust. When one shatters the phial, it releases a potent flash of abjuration magic that affects all evocation and necromancy magic in a 30-foot-radius with a targeted *dispel magic*. Each phial holds one use of the dust and, once used, the item is destroyed. This phial can be used as a thrown weapon (PH 158).

While legends credit Runelord Belimarius with creating *dust of envy*, further historical accounts imply that the remaining runelords also uncovered the secrets of making their own virtue-related dusts—all of which activate under similar circumstances and produce similar effects, being attuned to a specific sin and targeting spells of the schools related to the two opposing sins.

##### CONSTRUCTION

**Requirements** Craft Wondrous Item, *dispel magic*; **Cost** 450 gp, 36 XP

### RELICS OF GLUTTONY

#### FAMINE ROD

**Aura** moderate necromancy; **CL** 6th

**Slot** held; **Price** 24,000 gp

**Weight** 3 lbs.

##### DESCRIPTION

A *famine rod* is a 2-foot length of ebony carved in the likeness of a gaunt, emaciated man. As a standard action, the wielder can expend 1 charge to make a ranged touch attack against a foe within 60 feet, dealing 2d6 points of damage on a hit. The wielder gains temporary hit points equal to half of the damage the rod deals. The temporary hit points disappear

1 hour later. The wielder can expend 3 charges to deal 4d6 points of damage instead.

A *famine rod* has 10 charges when found. Spent charges are renewed once per week, so that a wielder can expend up to 10 charges in any 1-week period.

## CONSTRUCTION

**Requirements** Craft Rod, *vampiric touch*; **Cost** 12,000 gp, 960 XP

## THE GLUTTONOUS TOME

### Major Artifact

**Aura** overwhelming necromancy; **CL** 20th

**Slot** held; **Price** priceless

**Weight** 3 lbs. per section

## DESCRIPTION

Karzoug is not alone in his restless sleep of the ages. Zutha, The undead lord of Gastash and Runelord of Gluttony saw the end in the stars just as his compatriots did and prepared accordingly. To ensure his vile soul's return, the runelord crafted a tome of leathery flesh, bound in bone, and inked in the blood of a thousand slaves. The *Gluttonous Tome* was Zutha's opus—the result of a decade's toil and his plan to rise from the ashes of Thassilon.

Dividing his masterwork into three parts—each a potent artifact in its own right—the Runelord of Greed secreted the means of his resurrection away in three of his farthest-flung holdings, protected by the stewardship of his most devout servants. Thassilon's cataclysmic end disrupted Zutha's hopes of a swift return, though, as his minions deserted, died, or betrayed their master, resulting in the sections being scattered across Avistan. For millennia, the potent abjurations protecting its pages saved the parts of the *Gluttonous Tome* from destruction, with each having been lost and rediscovered countless times. Throughout the centuries the evil tripartite book has schemed to rejoin its pages.

The three portions of the text and the abilities they confer are as follows:

**The Kardosian Codex:** Named for a sinister devourer wizard who became its custodian a thousand years ago, this is the middle portion of Zutha's masterpiece, a 4-inch-thick sheaf of bone-white blank parchment, indestructible and completely impossible to mark. The *Codex's* power is a secret only told in blood. Soaking its pages in fresh gore reveals it to be a spellbook containing spells from the necromancy school. The only marring the book's pristine pages suffer is the addition of more necromancy spells penned in blood. The book contains every arcane necromancy spell of 1st to 7th level. Any necromancy spell prepared from the *Codex* is cast at +1 caster level. The book also absorbs necromantic energy, granting the bearer a +4 bonus on saves versus necromancy effects and immunity to energy draining effects of any kind (such as from *enervation* or a vampire's slam attack). Finally this section of the *Gluttonous Tome* includes a *flesh golem manual* that re-scribes itself one year after it's used.

The *Codex's* hunger passes to the bearer as well. Although

he does not notice this, the bearer begins eating far more than before and rapidly puts on weight, his physical form beginning to emulate Zutha's in life.

**The Bone Grimoire:** This portion of the tome bears the leathery flesh front-cover, twisted rib binding, and a hundred pages of blood-scripted verse and grisly diagrams. Anyone who reads the entire text of strange runic code (requiring 1 week of uninterrupted study and a DC 25 Decipher Script check) must make a DC 20 Will save, or gain a +2 inherent bonus to Intelligence and begin to take on traits of the undead (see below). Regardless of this save's result, the bearer acquires a deep understanding of necromancy, gaining a permanent +4 insight bonus on all Knowledge (arcana) and Spellcraft checks involving this school of magic. In addition, this section includes a *flesh golem manual* identical to the one in the *Kardosian Codex*.

After reading the *Grimoire*, the bearer's flesh takes on a pale cast and, if he failed his Will save, his life force is slowly replaced by necromantic unlife. After reading the entire text of the *Bone Grimoire*, the bearer is no longer healed by positive energy, but rather harmed by it. Negative energy now heals him. If the bearer channels energy (if he is a cleric for example) he now channels negative energy. Only a *wish* or *miracle* reverses this condition.

**The Black Book:** This portion of the *Gluttonous Tome* consists of a charred flesh back-cover and 100 pages of smoked skin scrawled with blood runes in Zutha's erudite hand. Anyone reading the *Black Book* and keeping it on their person gains the ability to rebuke or command undead as a cleric of his total character level. If the bearer already possess this ability, he doubles the amount of undead he can control at any one time. This section also includes a *flesh golem manual*, just like the others.

The *Black Book* corrupts its reader's mind and heart. Every day the GM should make a secret Will save for the bearer—the DC starts at 10 but increases by +1 for every consecutive successful save the bearer makes. Every failed save shifts the bearer's alignment one step toward chaotic evil.

**Rebinding the Gluttonous Tome:** If two or more portions of the *Gluttonous Tome* are brought within 10 feet of each other, they surge together, tearing free from anyone holding them and bathing a 30-foot radius spread with ghoulis green light. This light causes all living creatures within it to become nauseated for 1d6 rounds (no save). The sections mesh and meld, flesh knitting with flesh and bones grinding together. If two or more individuals control a portion of the tome when they fuse together, the one with the highest total character level gains control (determined randomly if there is a tie). Two fused sections grant the bearer the effects of both parts and the following spell-like abilities at a caster level equal to the bearer's HD:

At will—*detect undead*, *gentle repose*

3/day—*empowered ray of enfeeblement*, *false life*

1/day—*bestow curse*



If all three parts of the *Gluttonous Tome* are brought together, their bearer is granted the benefits noted above as well as the following:

3/day—maximized *vampiric touch*, *create undead*

1/day—*create greater undead*, *waves of exhaustion*

The *Gluttonous Tome* is Zutha's phylactery, a slow-burning vessel of hate that infests any who read it. It corrupts everyone it touches, offering them great power over life and death, but at a secret price. Once the tome is fully rejoined, its bearer is slowly seduced and devoured by Zutha, the Runelord of Gluttony. The tome manifests an insidious, seductive intellect (see below), which it uses to tempt its bearer to feats of greater and greater depravity. Zutha's soul feeds on the necromantic power embraced by the bearer. Every month, the bearer must make a DC 30 Fortitude save or gain a +1 inherent bonus to Intelligence (this stacks with that bonus granted by the *Bone Grimoire* to a maximum gain up to Intelligence 26) and permanently lose 1 point of Constitution. This reduction in Constitution cannot be restored by mortal magic as long as the *Tome* is retained. Despite this wasting away, the bearer becomes addicted to the necromantic power the tome grants, and must make a DC 40 Will save to part with the book. Once the tome slays the bearer, Zutha gains complete control of the body, which soon transforms into the runelord's original, bloated, undead body, freeing him to wreak his evil upon Golarion once more.

**The *Gluttonous Tome*:** AL LE; Int 26, Wis 20, Cha 23; speech, telepathy; 120 ft. darkvision and hearing; Ego score 35.

Lesser powers: *detect magic* at will, *major image* 1/day, 10 ranks in Bluff (total modifier +16), 10 ranks in Knowledge (arcana) (total modifier +18).

Greater powers: *clairvoyance* 3/day, *detect undead* at will, *fear* 3/day.

## DESTRUCTION

The assembled tome must be used as the fuel to cook a meal for a pious king who has not eaten in over 14 days.

## RELICS OF GREED

### GLOVE OF STRENGTH-STEALING

**Aura** moderate necromancy; **CL** 6th

**Slot** gloves; **Price** 6,000 gp

## DESCRIPTION

This single, seamless glove of gray calfskin is fitted with silver finger bones, covering the wearer's hand snugly yet stretching to accommodate movement. Once per day, the wearer of a *glove of strength-stealing* may spend a free action to activate a *chill touch* effect, as per the spell. Any Strength damage inflicted by the wearer's touch for the 6 rounds it remains in effect is added to his Strength score as an enhancement bonus (to a maximum of +6). This bonus fades 1 hour after the glove is activated.

## CONSTRUCTION

**Requirements** Craft Wondrous Item, *bull's strength*, *chill*

*touch*; **Cost** 3,000 gp, 240 XP

### GOLDEN HELM OF XIN-SHALAST

**Aura** strong transmutation; **CL** 15th

**Slot** head; **Price** 48,000 gp

## DESCRIPTION

This ornate, crested helmet of gold is typical of those worn by palace and household guards in and around Xin-Shalast. Topped with a brush of platinum bristles and filigreed with silver around the rim and nose guard, the golden helm is as much a display of wealth and status as it is a powerful magic tool. When donning a *golden helm of Xin-Shalast*, the wearer takes on the appearance of a masterfully sculpted golden statue. This change is purely cosmetic, except for 10 minutes per day when the owner can activate the effects of an *iron body* spell. The *iron body* effect can be activated as a free action.

## CONSTRUCTION

**Requirements** Craft Wondrous Item, *iron body*; **Cost** 24,000 gp, 1,920 XP

## RELICS OF LUST

### SADIST'S LASH

**Aura** moderate enchantment; **CL** 11th

**Slot** held; **Price** 22,301 gp

## DESCRIPTION

The sadist's lash is a long whip of black leather, with sliver wires running the length of its lash. The lash acts as a +1 *wounding whip*, which aids enchantment spells in two simple ways. First, it can deliver enchantment spells with a range of touch (most notably *irresistible dance* and *touch of idiocy*) as if the wielder had touched the creature struck. Additionally, any creature that takes damage from the lash does not get the normal +5 bonus on its saving throw to resist *charm person* or similar enchantment spells cast by the wielder or his allies. This effect lasts 1 minute after a creature has been struck.

## CONSTRUCTION

**Requirements** Craft Magic Arms and Armor, *dominate person*; **Cost** 11,301 gp, 880 XP

### SCINTILLATING GARMENT

**Aura** moderate enchantment; **CL** 7th

**Slot** torso; **Price** 14,000 gp

## DESCRIPTION

A *scintillating garment* can become either a tight-fitting tunic of any style or a long, tight dress of any cut. It appears to be made of mist and shimmering silks, hinting at the form and color of the skin beneath without revealing it. When worn, it gives any successful Diplomacy check made by the wearer the chance to increase one target's attitude by one additional step (PH 72). The wearer chooses a single target affected by her Diplomacy check to make a DC 13 Will save. If the target fails, his attitude improves by one step above the

attitude indicated by the check. If the target succeeds, he is unaffected by the garment but his attitude is still adjusted by the successful Diplomacy check as normal. Any target that successfully saves against the garment's effects is immune to its magic for 24 hours. A *scintillating garment* has no effect on a failed Diplomacy check.

## CONSTRUCTION

**Requirements** Craft Wondrous Item, *eagle's splendor*; **Cost** 7,000 gp, 560 XP

## MAGIC OF PRIDE

### EMPTY HANDS

**Aura** moderate illusion; **CL** 7th

**Slot** gloves; **Price** 18,000 gp

## DESCRIPTION

The *empty hands* are an innocuous looking pair of well-crafted gloves made of soft, tanned brown leather. As a standard action, the wearer can cause any weapon or item he holds to become invisible for 3 minutes, during which it is clear the wearer is holding something, but it's not possible to see exactly what it is. The wearer gains a +1 circumstance bonus on attack rolls with an invisible weapon, a +5 circumstance bonus on opposed Bluff checks made to feint in combat or claim to be unarmed, and a +10 circumstance bonus on opposed Sleight of Hand checks made to conceal a weapon or item. This invisibility can be dismissed as a free action. The 3 minutes a held item is invisible need not be consecutive, but must be expended in 1-minute increments. Empty hands grant no bonuses against foes able to see invisible objects, as per spells like *see invisibility* or *true seeing*. Empty hands can only affect one item at a time, even if one item is held in each hand.

## CONSTRUCTION

**Requirements** Craft Rod, *greater invisibility*; **Cost** 9,000 gp, 720 XP

### MANTLE OF LORDLY COMMAND

**Aura** moderate illusion and enchantment; **CL** 10th

**Slot** mantle; **Price** 23,000 gp

## DESCRIPTION

This intimidating mantle of gold and silver is set with several large gems, which seem to change in cut and type of stone every time it's viewed. The wearer of this mantle always appears to be clean, uninjured, and calm, granting him a +5 bonus on Diplomacy checks. Also, once per day as a standard action, the wearer can bellow a single word in a thundering, imperious tone. This functions as the spell *shout*, and the word can be heard by any creature within 200 feet. If this word is one of the five orders detailed by the spell *command*, in addition to the effects of *shout*, all creatures within 25 feet must make a DC 16 Will save or be affected as if by the spell *command*. Those damaged by *shout* take a -4 penalty on this Will save.

## CONSTRUCTION

**Requirements** Craft Wondrous Item, *disguise self*, *greater command*, *shout*; **Cost** 11,500 gp, 920 XP

## MAGIC OF SLOTH

### EFFIGY OF THE FAVORED SERVANT

**Aura** Strong transmutation and necromancy; **CL** 15th

**Slot** hand; **Price** 60,000 gp

## DESCRIPTION

An *effigy of the favored servant* is a thumb-sized figurine of wondrous power depicting a marble, toga-wearing slave. When commanded, the statue grows and animates with the same statistics as a hill giant. The giant has no hint of personality, but is capable of telepathically receiving orders from the item's possessor up to a range of 100 feet. The item can be used twice a week for up to 6 hours per use. If animated in an area too small for the giant to appear in, the figurine simply doesn't animate, with no weekly use expended.

In addition to its use as a *figurine of wondrous power*, an *effigy of the favored servant* can be used as the repository of a dying soul once per day. By spending a full round action on a sentient, living creature reduced to -1 or fewer hit points, the effigy's bearer can draw its soul into the statuette, killing the creature if it fails a DC 22 Will save. From that time forward, the giant summoned by the figurine has the same personality as the killed creature. The creature must obey the figurine bearer's commands, and the effigy functions as normal. The creature retains none of the skills or abilities it had in life, being effectively trapped within the statuette. The creature cannot be resurrected or otherwise returned to life unless the effigy is destroyed. If the effigy is used to trap another dying soul, the first is released and may be raised normally.

## CONSTRUCTION

**Requirements** Craft Wondrous Item, *animate objects*, *death knell*, *trap the soul*; **Cost** 30,000 gp, 2,400 XP

### RING OF THE CLEAN HANDS

**Aura** strong transmutation; **CL** 9th

**Slot** hand; **Price** 18,000 gp

## DESCRIPTION

This delicate ring of forged bronze is formed into the shape of two hands, which do not quite touch as they meet at the top of the wearer's finger. A *ring of the clean hands* grants use of *telekinesis* as a standard action and has 10 charges. These charges return at the start of the next day.

The ring's charges can be expended to create the following effects:

**Combat maneuver:** This effect costs 3 charges for each round it is active, but otherwise functions as described by the spell *telekinesis*. The force created by this effect has a +9 base attack bonus, and is considered to have Strength 20 and Dexterity 20.



**Force lash:** This effect costs 3 charges, striking out as if with an invisible whip. One target within 60 feet must make a DC 17 Will save or be struck for 4d6 points of nonlethal damage. This attack does not affect targets with a +3 or higher natural armor bonus, or a +1 or higher armor bonus.

**Sustained force:** This effect costs 1 charge for each round it is active, but otherwise functions as described by the spell *telekinesis*, making it capable of lifting 225 lbs.

**Violent thrust:** This effect costs 5 charges, but otherwise functions as described by the spell *telekinesis*, allowing you to throw up to 9 creatures or objects up to 90 feet, with a total weight of 225 lbs. The attack roll has a +9 modifier. The Will save is DC 17.

---

#### CONSTRUCTION

**Requirements** Craft Wondrous Item, *telekinesis*; **Cost** 9,000 gp, 720 XP

## MAGIC OF WRATH

### ROD OF MALRION

**Aura** moderate evocation; **CL** 7th

**Slot** held; **Price** 22,400 gp

---

#### DESCRIPTION

This 14-inch rod of simple white oak is sheathed with a 3-inch sleeve of rune-carved steel in the middle. The ends are seared, as if the wood had endured a forest fire. Once per day, the wielder of a *rod of Malrion* can surround a target with four *walls of fire*, forming a square around the target. The caster determines whether the walls spring up within 10 or 20 feet of the target and whether the heat affects creatures within or outside the barrier of flames. If the walls are raised within 10 feet of the target with the heat spreading inward, the target takes 8d4 points of fire damage by standing at the centermost space; if they are created within 20 feet, the target takes no damage if he does not move from the centermost space. The size of the target does not affect how far away from a creature the walls appear. Passing through any of the walls deals 2d6+7 points of fire damage (double damage to undead).

The rod creates as many of the four *walls of fire* as it can, though barriers and cramped quarters might prevent the walls from appearing at their full size. The flames created by the rod last for 1 minute.

---

#### CONSTRUCTION

**Requirements** Craft Rod, *wall of fire*; **Cost** 11,200 gp, 896 XP

### SACRIFICIAL SPEAR

**Aura** faint evocation; **CL** 5th

**Slot** held; **Price** 1,802 gp

---

#### DESCRIPTION

An ashen shaft with a steel blade, this finely crafted masterwork shortspear holds a removable shard of carnelian at its base. By crushing the gem as a move action, the spear explodes as per the spell *fireball*. This detonation is centered

on the spear and deals 5d6 points of fire damage to all creatures within a 20-foot-radius spread. The spear's bearer or allies are not immune to this damage (unless they have immunity to fire from another source) and the weapon is destroyed.

A *sacrificial spear* can be detonated at a range by spending a full-round action to throw the spear and crush the gem. If the attack roll hits the target, the *fireball* is centered on the target, otherwise refer to the thrown weapons chart to determine where the spear lands (PH 158). Each spear has a specific shard attuned to it at the time of its creation, which can be removed or reaffixed to its spear as a standard action.

---

#### CONSTRUCTION

**Requirements** Craft Magic Arms and Armor, *fireball*; **Cost** 1,052 gp, 60 XP