

Arcanis

THE WORLD OF
SHATTERED EMPIRES™

Forged in Magic



Revised and Expanded



Forged in Magic

Revised and Expanded

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INTRODUCTION

Introduction

It has been four years since we first released *Forged in Magic*. During that time we have all learned what does and does not work well and even more telling, Arcanis itself has changed. Thus, it fell to me to update and revise the original items from *Forged in Magic*. However, I have done far more than that; I took this as a chance to not only update the original material, but to expand on it.

Inside these pages are not only the original items, all of which have been updated to the 3.5 Rule Set, but also new items. Hidden amongst the original are new rules for pricing standards and banners, new rules for creating armor attachments, guidelines for item slots that animals can use, new items for animals, and a new way of looking at and pricing special materials.

I also elected to reference materials that are found in both the *Player's Guide to Arcanis* and *Magic of Arcanis*. In places you will find references to potentially unfamiliar spells or feats. Those items are from one of those two books. If you are not using those books, then either replace these items with other spells or feats that suit the flavor of your game, or simply ignore their presence.

Considerable thought was put into how to not only update the original content of *Forged in Magic*, but also on how to provide new material. Part of that choice was to spend some pages on areas that are sorely lacking in quantity of items. You will find that there are new psionic items in this book, there are new and special items for mounts and animals, as well as standards and banners of both normal and epic scope.

Speaking of epic, I collected the various relics that dotted the pages of the original *Forged in Magic* and collected them into one chapter within this new version of the book. Included in that section are a number of epic level items, including Legion Standards for three of the Legions of the Coryani Empire.

I hope that you find this book useful as a resource for both designing new items, and as a resource for finding that perfect item to use in an adventure, or as a complement to the weaknesses of your particular character.

James Zwiers
June 7, 2006

Original Introduction

Here they are, the final words to be written before press time! I drew the lucky straw on this one and therefore get to introduce you to one of the most extensive collections of magical invention designed for the D20 System to date. It is hard to believe that these pages are the end result of a process that began with the words "Hey, you guys want to make a book of magic items?" But then Paradigm Concepts, and I'd imagine most adventure game companies, began with the words "Wouldn't it be great if we published games?" I have to admit; it sure looked a lot easier from the outside of the industry.

Even beyond Team Paradigm, I want to thank the top-notch group of guys that put in the time to make this book come about. Without Charles, Duane, Rene, Roland, Scott and Shawn this book would not have made into your hands today. Way to go guys. Hard to imagine that even after putting out more than 300 original magic items our other releases this year will have even more!

Now, I could end this here, but I have been given a soapbox and I intend to use it. Now, even though you didn't ask for it, I am going to give you my opinions on how to use magic items in your campaign:

Magic items are one of the defining elements of the D20 System and fantasy adventure fiction as a whole. Without them, any non-spell caster is just a mere mortal, devoid of the gifts of the Arcane. With them, great heroes can be made and great tales can be spun. But magic items bring their share of headaches, to player and gamemaster alike.

The most commonly expressed concern is balance, though I find that to be a laughable concept in a role-playing game based upon fantasy literature and legend. The tale of the One Ring could not be told as well without either Gandalf or Sam, yet that disparity in power is far greater than one will ever see in a fantasy role-playing game. That said, you never want to create an item that permits any character to infringe upon the unique value of another. At no time have I ever been sorry to have the powerful combat character in my adventuring party, whether it was my character or another, those folks are needed.

The next concern, and the one I value the highest, is flavor. In many games, magic items are simple expressions of combat bonuses or engines that cast spells. Sure a +5 greatsword will make Ig the half-orc fighter very powerful, but where is the compelling interest? Wouldn't a sword that despises elves and growls when in their presence add more to the character's value as a storytelling element, even if the plusses were less? I'd think so.

I have a few ideas that my fellow gamers may find useful on the topic and I will share them below. At the end of each section one will find a magic item that will illustrate the point that I hope to make.

Name Them Well

This is the ultimate issue. King Arthur did not wield "+4 Holy Keen Vorpall Longsword" and it is likely that an 8th century Celtic bard would have been stoned to death if he had. Heroes of legend wield weapons of great repute, few heroic figures have boring names and even fewer items of power were explained away as "a mighty blade." This cannot be stressed enough, avoid "+something hand axe" or "wand of some spell or another" and you have already increased the storyline value of the item. Also, players that create magic items should be required to name them, especially something as vital and personal as a weapon.

The first and easiest way to name an item is to place the name of a being onto it. It may be the name of the legendary figure that once wielded it, the god to which it is blessed or the famous wizard

that crafted it. Association to such a powerful figure in your campaign world will automatically apply prestige and value to the weapon in the hearts and minds of your players.

The second method is to associate the features of the item into the name. The players can ask for no better indication of the nature of the item than its very title. Many excellent examples of this can be found in fantasy literature. For one, *Shieldbreaker*, the *Sword of War*, could not ask for a better description than that provided by the very name of the weapon.

Defiance

These magical heavy flails are the bane of tyrants; forged from the chains of the wrongfully accused, these weapons are the redemption and vengeance of the outcast, oppressed and otherwise wronged.

This is a +2 *Anarchic, Holy GMW heavy flail*. Additionally, three times per day, the wielder can declare an attack to be a retributive strike. This special attack behaves as a *hostile empathic transfer* effect (if it hits). The target is receives a DC 14 Will save to halve the damage. This effect has a manifester level of 7.

Moderate Evocation [chaos, good] & Weak Telepathy; ML 7th & CL 12th; Craft Magic Arms and Armor, Craft Psionic Arms and Armor, *holy smite*, *hostile empathic transfer*, *chaos hammer*, creator must be chaotic good; Price 102,855 gp; Cost 51,735 gp + 4,090 XP.

Treat Items as Characters

Stories of heroes are often stories of their weapons or other amazing magical device. The tale of Aladdin was as much about the amazing magical lamp as it was about the hero. Stormbringer is essential to the tale of Elric. If your items have great history and depth, they bring a value to the character beyond the simple game mechanics. Arthur was King precisely because he could wield Excalibur, that benefit is immeasurable, the sword didn't need its other great powers.

If a weapon has an established history with a great deal of role-playing potential and benefits to the character beyond just game mechanics, the characters will value them greatly. Certainly the +5 sword is powerful, but I can easily see a Paladin character favoring a +2 Holy sword once wielded by the great hero who severed the hand of a demon prince during the battle that saved mankind 300 years past. The association with that ancient victory is incentive enough to wield the nominally weaker blade.

Make the Item a Resource Beyond Combat

Have the item give benefits to other facets of the game system. A sword that makes a man a great general, or perhaps the robe of a legendary diplomat that provides magical enhancement to social skills and graces. Skill ranks and detection abilities are the easiest to add and the easiest to balance. Think for instance of an armor given to the favor children of Yarris, the God of the Seas:

Scales of Yarris

This exquisitely crafted suit of armor is made of the enchanted shells of scallops harvested from the City of the Tritons in Naeraanth harbor. Given as a gift by the sons of Yarris to his favored children of man, such a suit is a clear display of the favor of Yarris and the val'Ossan line of Milandisian Kings. These suits are highly prized by those Knights that serve as officers in the Royal Navy, as the bulky armor needed for fierce boarding actions is a death sentence to those tossed overboard. This suit of +1 *GMW scale mail* grants the wearer the following benefits:

- The armor does not inflict any skill penalties for the swimming skill and its weight does not count towards encumbrance in the water.
- Non-enchanted, natural sea creatures will not attack the wearer
- The wearer may breathe water
- The wearer gains a +5 competence bonus to swimming checks

Moderate Transmutation; CL 9th; Prerequisites: Craft Magic Arms and Armor, *charm animal*, *freedom of movement*; Market Price: 30,850 gp; Cost 15,600 gp + 1,220 XP; Weight: 30 lb.

Make them Last!

In too many campaigns, magic items are expendable. Once a character gets that new sword, the eldritch blade that served him so well for so long is tossed aside without a backwards glance. I don't recall reading the tale when Cu Chulainn pawned Gae Bolga after moving up to a new spear with more plusses. I know that players are greedy, power can aid survival and everyone wants to keep their character alive after all, so there needs to be a reason to hold onto something. The easiest way is the make the item grow in power as the character does. Some folks would want a rationale, so I will prove a few.

- The item is intelligent and gains experience as the player does. Create an experience chart and have the item "level" as the character adventures with it.
- The item was always that powerful, but the character was not capable of wielding such power. As the character grows in levels, his understanding of the item increases and new powers become available.
- The item has the same power; the character is just better at wielding it now. Perhaps a proportional growth of benefits per level, much like spells grow with caster level can be applied.

Just with these simple changes, campaigns can be transformed from sessions of combat system application into legendary stories worthy of the finest fantasy authors. Now stop reading my opinions and get into the game!

Eric Wiener
June 7, 2002

A armor, Shields & Armor Attachments

A armor & Shield Enhancements

Some of the Abilities presented below make use of Psionics; these enhancements are marked with an asterisk (*). Furthermore, included is also one Epic level armor enhancement, *Regenerating*.

Avoiding

Light armor or shields enchanted with this ability grant their wearer the benefits of the Mobility feat while worn. This enhancement cannot be applied to Medium or Heavy armor. It also cannot be applied to Tower Shields. This enhancement may only be added to Greater Masterwork or higher quality armors or shields.

Moderate Transmutation; CL 9th; Prerequisites: Craft Magic Arms & Armor, Dodge, Mobility; Price +10,000 gp; Cost 5,000 gp + 400 XP.

Backlashing

This ability, which only functions on shields, redirects some portion of energy-based spell damage back at the caster when activated. Activating the ability is a standard action that does not provoke attacks of opportunity. The shield remains active for at most five rounds at a time and can be activated three times per day.

When a spell that deals energy damage would affect the wielder of an active backlashing shield, the wielder may, as an *immediate* action, expend the activation of the shield (deactivating it) to redirect half of the spell energy back at the caster. Treat this as a second spell of the same type being targeted on the caster, with that spell and the original now only dealing half as much damage as before. All of the standard saves apply, at the original caster's DC.

Example: Ingarthin, a Ymandrake Harvester (a 7th level caster), casts *fireball* on Sir Malthaek val'Inares who is wielding an active +1 *backlashing steel shield*. Sir Malthaek elects to have his shield function against this spell, and so both he and Ingarthin are now saving versus the *fireball*, but each of them will only be subjected to at most half of the 7d6 fire damage, even if they fail the save. If they should succeed on their saves they would take one quarter of the 7d6 fire damage. The same applies to anyone else within the area of affect of either *fireball* (since the reflected *fireball* is centered on Ingarthin). Strong Abjuration; CL 13th; Prerequisites: Craft Magic Arms & Armor, *spell turning*; Price +110,000 gp; Cost 55,000 gp + 4,400 XP.

Buffering

The wearer of this armor is partially immune to bludgeoning damage. They gain the benefits of DR5/piercing or slashing. This enhancement may only be added to Greater Masterwork or higher quality armors.

Moderate Abjuration; CL 9th; Prerequisites: Craft Magic Arms & Armor, *stoneskin*; Price +1 bonus

Magical Items and Caster Level

As a reminder, the caster level of spells and spell-like effects that magical items produces are based off the caster level entry of the associated item. At your GM's discretion, they may allow you to create versions of these items with higher caster levels, however, this option is not allowed in Living Arcanis.

Bull Rushing

The wearer of this armor gains the benefits of the Improved Bull Rush feat when attempting a bull rush attack. If the wearer already has the Improved Bull Rush feat they instead count as one size larger when resolving bull rush attempts.

Moderate Transmutation; CL 9th; Prerequisites: Craft Magic Arms & Armor, *bull's strength*, Improved Bull Rush; Price +10,000 gp; Cost 5,000 gp + 400 XP.

Climbing

Three times per day, this enhancement allows you to use the *spider climb* spell upon yourself.

Moderate Transmutation; CL 7th; Prerequisites: Craft Magic Arms & Armor, *spider climb*; Price +1 bonus

Complementing

Complementing is an ability that only works if both your armor and shield has the complementing enchantment. When benefiting from the armor and shield bonuses of a suit of armor and shield, both with the complementing ability, you gain +1 competence bonus to hit and damage with the shield (while shield bashing). The armor bonus that the armor provides and the shield bonus the shield provides each go up by 1 and you gain a +2 competence bonus to reflex saving throws. This enhancement may only be added to Greater Masterwork or higher quality armors or shields.

Moderate Abjuration; CL 7th; Prerequisites: Craft Magic Arms & Armor, *shield* or *shield of faith*, *greater magic weapon*; Price +1 bonus (shield), +2 bonus (armor)

Deflecting

The wearer of this armor is partially immune to piercing damage. They gain the benefits of DR5/bludgeoning or slashing. This enhancement may only be added to Greater Masterwork or higher quality armors.

Moderate Abjuration; CL 9th; Prerequisites: Craft Magic Arms & Armor, *resistance to arrows*; Price +1 bonus

Enlarging

Once per day, the wearer of this armor may speak the command word and benefit from an *enlarge person* spell cast at 8th level. The wearer may dismiss the effect by speaking the command word a second

time. This enhancement may be added multiple times, each additional application grants another use of the above ability once per day. Activating this ability is a standard action.

Moderate Transmutation; CL 8th; Prerequisites: Craft Magic Arms & Armor, *enlarge person*; Price +3,200 gp; Cost 1,600 gp + 128 XP.

Fleet-Foot

Wearers of this armor receive a +10 enhancement bonus to their base speed.

Moderate Transmutation; CL 6th; Prerequisites: Craft Magic Arms & Armor, *longstrider*; Price +6,000 gp; Cost 3,000 gp + 240 XP.

Floating, Greater *

This enhancement behaves as the weaker *floating* enhancement does. However, instead of a +4 circumstance bonus to Swim checks, it grants a Swim speed of 10 ft. Having a Swim speed allows the wearer to take 10 on all Swim checks, and grants a +8 circumstance bonus to Swim checks. This enhancement may only be added to Greater Masterwork or higher quality armors that are crafted from Yarricite.

Moderate Psychoportation; ML 12th; Prerequisites: Craft Psionic Arms & Armor, *float*; Price +15,000 gp; Cost 7,500 gp + 600 XP.

Grace

The Osalikene first created this enhancement during the early period of the Elorii Empire, allowing them to use the heaviest of armor with grace and skill. A suit of armor of grace becomes incredibly light (its weight is reduced by 50%) and counts as one armor category lighter (i.e. Heavy armor is treated as Medium, and Medium armor is treated as Light). The maximum Dexterity bonus of the armor increases by +2 and the armor check penalty is lowered by 3. This ability may not be placed on shields.

The benefits of this enhancement do not stack with the benefits of any special material that lowers the base item's weight, increases its maximum Dexterity bonus, or lowers its armor check penalty (for example, aerium or mithral). Only the better benefit applies.

Moderate Transmutation; CL 15th; Prerequisites: Craft Magic Arms and Armor, *cat's grace*, *limited wish*; Price +2 bonus.

Magnetic

This ability can be placed only on metal shields. When the wielder of this shield is attacked by a metal melee weapon and missed, the attacker must determine if the defender's touch AC was hit. If it was, then the attacker and the defender must make an opposed Disarm roll. This is not an actual disarm action and the wielder of the shield does not provoke an attack of opportunity. If the wielder of the shield wins this opposed roll then the attacker's weapon attaches to the shield. To

attempt to retrieve a weapon from the shield you must spend a standard action that provokes an attack of opportunity and make a strength check DC 13. Activating this ability is an *immediate* action that can only be performed three times per day.

Strong Abjuration; CL 13th; Prerequisites: Craft Magic Arms & Armor, *repel metal*; Price +2

Mobile

Armor with this ability allows the wearer to cast *freedom of movement* once per day.

Strong Abjuration; CL 7th; Prerequisites: Craft Magic Arms & Armor, *freedom of movement*; Price +10,080 gp

Mobile, Greater

Armor with this ability allows the wearer to cast *freedom of movement* once per day. Activating this ability is an *immediate* action.

Strong Abjuration; CL 17th; Prerequisites: Craft Magic Arms & Armor, Quicken Spell, *contingency*, *freedom of movement*; Price +61,200 gp

Scintillating

This enhancement allows the wearer of the armor to which this is applied to use the *mirror image* spell three times per day. Activating this ability is a standard action.

Weak Illusion; CL 5th; Prerequisites: Craft Magic Arms & Armor, *mirror image*; Price +2 bonus

Scintillating, Greater

This enhancement allows the wearer of the armor to which this is applied to use the *mirror image* spell three times per day. Activating this ability is a standard action. It also allows for one additional use of *mirror image* each day as a free action. This enhancement does not stack with the *scintillating* enhancement.

Weak Illusion; CL 15th; Prerequisites: Craft Magic Arms & Armor, Quicken Spell, *mirror image*; Price +4 bonus

Steadfast

Wearers of this armor count as one size-category larger when defending or resisting against Strength based special attacks including Overrun, Bull Rush & Trip attacks.

Moderate Transmutation; CL 9th; Prerequisites: Craft Magic Arms & Armor, *bull's strength*; Price +1 bonus

Sustaining

Wearing sustaining armor has no immediate effect. Three times per day when the person wearing the armor takes enough damage to reduce his total hit points to -1 or lower, the armor instantly heals the wearer to -1 hit points to a maximum of 15 damage. If the damage would have reduced the wearer to -10 hit points or lower then they must

make a DC 15 Fortitude save or die regardless. If the damage was not sufficient to reduce the wearer to below –10 hit points then there is not additional risk of death.

Moderate Conjunction; CL 11th; Prerequisites: Craft Magic Arms & Armor, *cure moderate wounds, contingency*; Price +34,000 gp; cost 17,000 gp + 1,360 XP

Sustaining, Improved

Improved Sustaining armor works like Sustaining armor, except that it can heal up to 30 points of damage each time.

This enhancement may only be added to Greater Masterwork or higher quality armors.

Moderate Conjunction; CL 11th; Prerequisites: Craft Magic Arms & Armor, *cure serious wounds, contingency*; Price +68,000 gp; cost 34,000 gp + 2,720 XP

Unmovable

Only armor can be made unmovable. As a standard action you activate Unmovable armor. While activated you cannot be tripped or bull rushed. In addition to this, all attempts to Tumble through squares you occupy fail. While this armor is activated the wearer cannot move from the square he is in.

Moderate Evocation; CL 9th; Prerequisites: Craft Magic Arms & Armor, *wall of force*; Price +2 bonus

Unyielding

Armor so enchanted allows its wearer to use the *aid* spell three times per day.

Weak Enchantment; CL 9th; Prerequisites: Craft Magic Arms & Armor, *aid*; Price +2 bonus

Warning *

The wielder of a suit of armor or shield with this enchantment gains a preternatural sensitivity to imminent danger. This sensitivity allows him to retain his Dexterity bonus to Armor Class, even while flat-footed. This has the side-effect of preventing sneak attacks (and similar attacks), but only ones that would have been granted due to being flat-footed (it does not prevent sneak attacks if flanked for instance).

Faint Clairvoyance; ML 10th; Prerequisites: Craft Psionic Arms & Armor, *precognition*; Price +2 bonus

Withstanding

The wearer of this armor is partially immune to slashing damage. They gain the benefits of DR5/bludgeoning or piercing. This enhancement may only be added to Greater Masterwork or higher quality armors.

Moderate Abjuration; CL 9th; Prerequisites: Craft Magic Arms & Armor, *stoneskin*; Price +1 bonus

Specific Armors

The following specific suits of armor usually are constructed with exactly the qualities described here.

Aegis of the Crusader

This aetherite breastplate includes greaves, vambraces and a crested helm. Furthermore, each suit of aegis is dedicated to a specific god from the human pantheon. The chosen god's iconography and selected passages from the god's holy texts is emblazoned on the breastplate of the aegis. The first of these armors were created during the Crusade of Light; those bear the styling of the First Imperium. Recent times have seen the occasional aegis commissioned by the Mother Church of Coryan, but this is rare due to the cost involved in their construction.

An Aegis of the Crusader is a suit of Greater Masterwork Aetherite Breastplate Armor. If the wearer venerates the god to whom the Aegis is dedicated, it serves as +2 armor (but only if the wearer venerates only that specific god). If the wearer is also capable of casting divine spells, then the armor is +3 armor.

Furthermore, the armor grants to wearers who follow the selected god a +2 enhancement bonus to one ability score; the specific ability score is determined by which deity the aegis is dedicated to. Finally, there is a special ability associated with the aegis (again dependent on the deity to which the aegis is dedicated) that is only available to divine casters who worship the selected god.

Whenever the special ability of the aegis is activated, a brief momentary image of the deity appears around the wearer of the armor, sheltering and protecting them. The caster level for all special abilities is 10th level.

Armor of Illiir's Light

This enchanted suit of +2 *dwarven full plate* is finely crafted by the dwarves of Solanos Mor and built to protect their champions. It is made of the finest dwarven forged steel with each plate adorned with balls of light that are spreading to edge like the rays of the sun. Twice per day on command this armor begins to glow like the sun behaving as a *daylight* spell centered on the wearer and a *widened magic circle against evil*; both lasting for 9 minutes. In addition to these effects, all undead take 1d6 damage per minute while in the radius of the daylight and evil creatures receives a -2 penalty to attack rolls against the wearer, while in the radius of the daylight.

Strong Evocation, Strong Abjuration; CL 11th; Prerequisites: Craft Magic Arms and Armor, *disrupt undead, daylight, consecrate, magic circle against evil*; Price: 78,430 gp; Cost: 39,215 gp + 3138 XP.

Aegis of the Crusader ■ SPECIFIC ARMORS

<u>Deity</u>	<u>Ability Score</u>	<u>Special Ability (Usable once per day)</u>	<u>Market Price</u>
<u>Aura, Requirements & Cost to Craft</u>			
Althares	Intelligence	See Invisibility	24,850 gp
Moderate Divination; CL 15th; Craft Magic Arms and Armor, Craft Wondrous Item, must worship Althares, <i>fox's cunning, see invisibility</i> ; Cost to Create: 14,385 gp + 824 XP.			
Anshar	Constitution	Expeditious Retreat	21,250 gp
Moderate Transmutation; CL 15th; Craft Magic Arms and Armor, Craft Wondrous Item, must worship Anshar, <i>bear's endurance, expeditious retreat</i> ; Cost to Create: 12,585 gp + 680 XP.			
Beltine	Wisdom	Deathward	32,050 gp
Moderate Necromancy; CL 15th; Craft Magic Arms and Armor, Craft Wondrous Item, must worship Beltine, <i>owl's wisdom, deathward</i> ; Cost to Create: 17,985 gp + 1,112 XP.			
Cadic	Dexterity	Greater Invisibility	32,050 gp
Moderate Illusion; CL 15th; Craft Magic Arms and Armor, Craft Wondrous Item, must worship Cadic, <i>cat's grace, greater invisibility</i> ; Cost to Create: 17,985 gp + 1,112 XP.			
Hurrian	Strength	Divine Favor	21,250 gp
Moderate Evocation; CL 15th; Craft Magic Arms and Armor, Craft Wondrous Item, must worship Hurrian, <i>bull's strength, divine favor</i> ; Cost to Create: 12,585 gp + 680 XP.			
Illir	Charisma	Searing Light	28,450 gp
Moderate Evocation; CL 15th; Craft Magic Arms and Armor, Craft Wondrous Item, must worship Illir, <i>eagle's splendor, searing light</i> ; Cost to Create: 16,185 gp + 968 XP.			
Larissa	Charisma	Dance of Fate *	28,450 gp
Moderate Evocation; CL 15th; Craft Magic Arms and Armor, Craft Wondrous Item, must worship Larissa, <i>eagle's splendor, dance of fate</i> ; Cost to Create: 16,185 gp + 968 XP.			
Neroth	Wisdom	Neroth's Embrace *	32,050 gp
Moderate Necromancy; CL 15th; Craft Magic Arms and Armor, Craft Wondrous Item, must worship Neroth, <i>owl's wisdom, neroth's embrace</i> ; Cost to Create: 17,985 gp + 1,112 XP.			
Nier	Strength	Flame Blade	24,850 gp
Moderate Evocation; CL 15th; Craft Magic Arms and Armor, Craft Wondrous Item, must worship Nier, <i>bull's strength, flame blade</i> ; Cost to Create: 14,385 gp + 824 XP.			
Saluwe	Constitution	Resist Energy	24,850 gp
Moderate Abjuration; CL 15th; Craft Magic Arms and Armor, Craft Wondrous Item, must worship Saluwe, <i>bear's endurance, resist energy</i> ; Cost to Create: 14,385 gp + 824 XP.			
Sarish	Intelligence	Magic Circle against Evil	28,450 gp
Moderate Abjuration; CL 15th; Craft Magic Arms and Armor, Craft Wondrous Item, must worship Sarish, <i>fox's cunning, magic circle against evil</i> ; Cost to Create: 16,185 gp + 968 XP.			
Yarris	Dexterity	Water Breathing	28,450 gp
Moderate Transmutation; CL 15th; Craft Magic Arms and Armor, Craft Wondrous Item, must worship Yarris, <i>cat's grace, water breathing</i> ; Cost to Create: 16,185 gp + 968 XP.			

* New Spells, see *Appendix I*.

Battledress of the Mercenary Captain

This +2 *greater masterwork full plate armor of light fortification* is made by the mastersmiths of Solanos Mor from Wolf Iron. It is usually decorated with black enamel and inlayed with other precious metals. When worn by someone who is proficient with all martial weapons, the armor also grants spell resistance of 13. Furthermore, if the bearer is proficient with all martial weapons and is also a dwarf then the armor is +3 *greater masterwork full plate armor of moderate fortification and spell resistance* (15).

This armor is highly sought after by mercenaries across Onara, and the merchant lords who ply their trade across the continent.

Moderate Transmutation; CL 18th; Prerequisites: Craft Magic Arms and Armor, *spell resistance, limited wish or miracle*; Price: 85,500 gp; Cost: 47,875 gp + 2922 XP.

Bodice of the Sacred Harlot

This finely tailored bodice is made from the softest, most supple leather taken from yearling lambs. The bodice is lined with samite and trimmed with beaded lace.

This +2 leather bodice (treat this as a chain shirt, save being made of leather) can only be worn by a woman. If worn by a man there is a cumulative 2% chance each day that his sex spontaneously changes to female.

While worn by a female this bodice grants a +2 enhancement bonus to Charisma, furthermore, if worn by a follower of Larissa this armor becomes +3 armor. If the follower of Larissa is capable of casting divine spells they gain access to the Charm domain as a bonus domain. This does not grant additional spells each day, however, spells that are on the domain list may be memorized as normal spells for that caster. They also gain the granted power of the domain. If the wearer already has the Charm domain, then all spells from the Charm domain are cast at +1 caster level.

Moderate Universal; CL 17th; Prerequisites: Craft Magic Arms and Armor, creator must have access to the Charm domain, *miracle*; Price: 70,100 gp; Cost: 35,035 gp + 2,800 XP.

Buccaneer's Brigandine

This enchanted suit of brigandine armor is made of beroku plates inserted into articulated overlapping strips of tanned and cured shark hide which are ruffled in texture to suggest the play of wind on water. Besides allowing the wearer to *water walk* twice per day as per the spell cast at 5th level, this armor possesses a +1 enhancement bonus which increases to +2 when the wearer is at sea. Lastly when the wearer is involved in a grapple versus an unarmored opponent, the wearer may deal normal damage with each successful grapple check as if using +1 *armor spikes*.

Moderate Transmutation; CL 8th; Prerequisites: Craft Magic Arms and Armor, *water walking*; Price: 18,800 gp; Cost: 10,035 gp + 675 XP.



Campaign Lorica

This enchanted suit of +1 lorica segmentata is fashioned from the highest quality leather and steel, carefully articulated, proportioned and finally enchanted to allow for maximum comfort and range of motion. This increases the maximum Dexterity bonus by 2 and lowers the armor check penalty by an additional point (two in total when compared with the base lorica segmentata). It is usually commissioned by officers or veteran soldiers with enough money to have their armor enchanted, and many bring their armor over into their adventuring careers. This armor may be slept in without incurring penalties for as many nights as the wearer's Con bonus and can be donned in five rounds or removed in just one.

Faint Transmutation; CL 6th; Prerequisites: Craft Magic Arms and Armor, *cat's grace, sleep*; Price: 3,000 gp; Cost: 2,000 gp + 800 XP.

Corselet of the Duelist

This close fitting doublet-styled jacket is reinforced with expertly arranged internal plates of hard leather, giving it superior protection while retaining remarkable flexibility. Best suited to a nimble and flashy fighter, this armor is enhanced to aid the balance and speed of such fighters. Of course, that is due largely to the armor's history amongst the Red Blade fighting school. It is reputed that the first suit of this armor was fashioned for Mannalus val'Sheem, founder of the Red Blade school in Old Coryan.

This is +1 fleet-of-foot, reinforced leather jacket armor. Furthermore, while the wearer is wielding a weapon with the Weapon Finesse feat, it grants a +1 insight bonus to their attack rolls and to their Armor Class.



Weak Transmutation; CL 5th; Prerequisites: Craft Magic Arms and Armor, *speak with animals*; Price: 7,920 gp; Cost: 39,35 gp + 310 XP.

Horsehair Cuirass

A common sight on warriors of the Vanomir people of the Hinterlands, these suits of armor protect the wearers from enemy blades as well as forge relationships between the rider and his mount. Long ago the Ehtzara of the Vanomir people discovered how to merge the essence of a mount with the rider. Armorsmiths of the tribes create exquisitely fine suits of armor from the hides of rhinoceros, buffalo and other thick-skinned dwellers of the plains. For chieftains, armor is crafted from the sacred hide of a Ya Uk'hekh.

When a warrior is found worthy, due to acts of heroism for the sake of the tribe, his hide cuirass is brought before the current Ehtzara, along with a long braided strip of horsehair. The Ehtzara then call upon mystic powers to enchant the suit, giving the hero a most precious gift indeed. A Horsehair Cuirass is a blessing in the eyes of the Vanomir; woe is it to anyone wearing a suit that has not been found worthy in their eyes.

A Horsehair Cuirass appears to be a finely crafted suit of hide armor, with a long braided mane of horsehair suspended near the nape of the wearer and flowing down his back. The Cuirass functions as +2 Hide Armor, and the wearer may speak with equines as if under the spell *Speak with Animals* for as long as the armor is worn.

Moderate Divination; CL 6th; Prerequisites: Craft Magic Arms and Armor, *speak with animals*; Price: 6,165 gp; Cost: 3,083 gp + 247 XP.

Ice Shard Armor

Brilliant blue ice shards, magically enchanted to remain frozen and for strength, form the body of this scale mail. Legend speaks of a disenchanting Elorii Elementalist forging the first of these suits of armor. However, the truth of the matter is that these suits of armor can be found wherever people must delve into the frozen wastes, be they glaciers or blizzards.

This is a suit of +3 ice scale mail of cold resistance. Furthermore, twice per day, the wearer may use a *cone of cold* (DC 19) effect.

Moderate Evocation; CL 9th; Prerequisites: Craft Magic Arms and Armor, *resist energy*; Price: 59,450 gp; Cost: 29,720 gp + 2,376 XP.

Jerkin of the Brotherhood

This leather jerkin is always made in muted, dim colors. They are known to be crafted only by the Brotherhood of Shadow, a secretive organization based out of Savona. It is also known that they do not look kindly upon others who are found wearing jerkins that the Brotherhood fashioned. However, there have been rare instances where they have made a gift of one of these jerkins to someone outside the Brotherhood who has done for them a great service.

Faint Transmutation; CL 6th; Prerequisites: Craft Magic Arms and Armor, *haste*, *longstrider*; Price: 13,550 gp; Cost: 6,725 gp + 530 XP.

Garb of the Foresters of the Golden Boughs'

This armor is fashioned from hardened bone that reinforces a cured leather jerkin lined with furs. The exterior of the armor is typically covered by a woven 'tabard' of grasses and tree foliage. The foresters of the Golden Boughs' of Saluwé, who venture no further than a few hours journey from the outside world, make use of these armors to remain concealed from the terrible creatures and dangers that lurk within the serene glades of the Golden Boughs.

This is a suit of +2 studded leather armor, which can be worn by druids without penalty due to its construction. Furthermore, each suit has one of the following totems attached to it. Each totem grants the indicated bonus to the wearer of the armor.

Totem Benefit

Bear	+5 competence to Climb
Raven	+5 competence to Listen
Turtle	+5 competence to Swim
Lynx	+5 competence to Move Silently
Vole	+5 competence to Hide

Finally, the benefit granted by the chosen totem is retained even if the wearer of this armor use the wildshape class ability (or similar powers such as the val'Dellenov blood-line ability). They do not retain the armor bonuses granted by the armor, only the totem benefit.

This is a suit of +1 leather armor of shadow. If worn by an individual with the sneak attack class ability, the armor is instead +3 leather armor of shadow. Furthermore, for such individuals the pockets are extra-dimensional spaces, allowing for up to 8 cubic feet or 80 pounds to be stored amongst them.

Moderate Conjuration; CL 9th; Prerequisites: Craft Magic Arms and Armor, *invisibility*, *secret chest*; Price: 11,660 gp; Cost: 5,805 gp + 460 XP.

Khitani Rune Robe

This finely made robe is fashioned from painted paper, sewn to a layer of fine silks. Each paper strip is painted with arcane runes and sigils.

On its own this robe grants no protective bonus to its wearer's armor class. However, once each day, an individual who is wearing the armor may cast an arcane spell into it. The robe then grants an armor bonus to AC equal to the spent spell level to whoever wears it for the next 24 hours.

Furthermore, the robe can absorb spells that are targeted upon the wearer (the wearer may choose to either absorb or not absorb spells that target them). Treat this as a rod of absorption effect. The wearer may choose to use such an absorbed spell to activate the robe, but must choose immediately upon absorbing the spell; if no choice is made within 1 round of absorbing the spell, then the energy has dissipated. A newly created robe can absorb 25 spell levels before crumbling to dust.

Strong Conjuration; CL 15th; Prerequisites: Craft Magic Arms and Armor, *mage armor*, *spell turning*; Price: 73,000 gp; Cost: 36,500 gp + 2,920 XP.

Minstrel's Mail

Finely woven links of mithral chain are sandwiched between layers of fine cloth that forms an entertainer's outfit. There are places where the glint of the mail can be seen through, glinting as stars do at night. Minor enhancements keep the outfit clean and repair small tears and other minor damage.

This is a +2 mithral chain shirt, however, if the wearer has the Bardic Music ability, then the armor serves as +3 armor and grants an additional use of Bardic Music each day. Finally, if the wearer of the armor has any kind of Lore ability (such as the Bardic Knowledge of a Bard, or the Lore of a Loremaster) they receive a +2 competence bonus to their checks.

Moderate Divination; CL 10th; Prerequisites: Craft Magic Arms and Armor, *good hope*, *legend lore*; Price: 16,500 gp; Cost: 8,735 gp + 616 XP.



Roofwalker's Hauberk

The first of these suits of armor was fashioned more than 400 years ago for Armund Shadowhand, the thief-king of Sulpecci. This armor consists solely of a chest protector, held in place by four straps, and a set of arm guards.

This is a suit of +1 climbing studded leather armor of shadow. Furthermore, it grants a wearer who has the sneak attack special ability a +5 competence bonus on Balance checks. If the wearer also have improved uncanny dodge as a class feature, the armor grants a +1 insight bonus to Armor Class.

The arm guards contain a number of small pockets that can be used to store specialist's tools, small weapons and similar items. There are five pockets on each arm.

Moderate Divination; CL 12th; Prerequisites: Craft Magic Arms and Armor, *invisibility*, *spider climb*; Price: 14,675 gp; Cost: 7,310 gp + 580 XP.

Scales of Yarris

This exquisitely crafted suit of armor is made of the enchanted shells of scallops harvested from the City of the Tritons in Naeraanth harbor. Given as a gift by the sons of Yarris to his favored children of man, such a suit is a clear display of the favor of Yarris and the val'Ossan line of Milandisian Kings. These suits are highly prized by those Knights that serve as officers in the Royal Navy, as the bulky armor needed for fierce boarding actions is a death sentence to those tossed overboard. This suit of +1 *GMW scale mail* grants the wearer the following benefits:

- The armor does not inflict any skill penalties for the swimming skill and its weight does not count towards encumbrance in the water.
- Non-enchanted, natural sea creatures will not attack the wearer
- The wearer may breath water
- The wearer gains a +5 competence bonus to swimming checks

Moderate Transmutation; CL 9th; Prerequisites: Craft Magic Arms and Armor, *charm animal*, *freedom of movement*; Market Price: 30,850 gp; Cost 15,600 gp + 1,220 XP; Weight: 30 lb.

Shade Hunter

This is a dark-gray suit of banded mail decorated with images of skulls and spirits adorning its spiked surfaces. These suits are popular amongst the clergy of Neroth and Beltine.

The armor is +2 ghost touch banded mail with +1 armor spikes. Once per day, upon command, the wearer can activate an *ethereal jaunt* effect as the spell cast at 13th level.





Moderate Transmutation; CL 15th; Prerequisites: Craft Magic Arms and Armor, *ethereality*, *ethereal jaunt*; Price: 60,510 gp; Cost: 30,130 gp + 2,391 XP.

Tourney Armor

Upon first seeing this elaborately inlaid gold and steel armor, most think it is intended for parade. However, it is fully functional battle armor. Some suits of this armor are further embellished through colored lacquers or the inlaying of precious stones, or both for particularly opulent suits.

These suits originated in Tralia at the height of its jousting craze, and since then many have been bartered to absolve family debts, usually incurred in the armor's creation. Of course, this has caused some of these suits to be discovered in the oddest of places.

Tourney armor is +1 greater masterwork full plate armor with the added ability of being able to *enthrall* (DC 13) an audience three times per day. To use the *enthrall* ability of the armor, the wearer must be engaged in some type of dramatic performance, including but not limited to parading, jousting, trick riding, or mock combat.

Weak Enchantment; CL 5th; Prerequisites: Craft Magic Arms and Armor, *enthrall*; Price: 9,280 gp; Cost: 4,340 gp + 300 XP.

Warp Hide

Crafted from the skin of a dire bear or a dire wolf, this hide armor is crafted to look like the creature that the skin was taken from.



This is a suit of +2 hide armor, however, when worn by someone with the ability to rage, grants some additional bonuses. If worn by someone who can rage, the armor grants them an additional +2 to Strength and Constitution, an extra +1 to Will saves, but the enhancement bonus to armor class is lost. Furthermore, the wearer receives a +5 competence bonus to Intimidate checks.

Weak Enchantment; CL 6th; Prerequisites: Craft Magic Arms and Armor, *rage*; Price: 16,665 gp; Cost: 8,305 gp + 660 XP.

Ymandrake Spellweaver Armor

Finely tooled and imbued with powerful enchantments upon the Isle of Tears, this otherwise plain looking studded leather armor is coveted by arcane casters across Onara. And while the first such suits may have been crafted upon the dreaded isle, it was not long before the magewrights of the Sanctorem began to duplicate the armor for their own people.

This armor is +1 studded leather armor of grace. Furthermore, an arcane caster who wears this armor finds that the number of cantrips (0th-level spells) he can cast each day is doubled. Bonus 0th-level spells are not doubled.

Moderate Transmutation; CL 15th; Prerequisites: Craft Magic Arms and Armor, *cat's grace*, *limited wish*; Price: 24,175 gp; Cost: 12,060 gp + 960 XP.

Armor Attachments

Armor attachments are additions to armor such as magical tabards or an additional breast plate or magical pins. However you may only ever have one armor attachment on any one suit of armor. Shields may not have armor attachments. You must wear armor attachments over armor, none of these items can be worn without armor. Donning or removing an armor attachment takes 5 rounds.

Banners and Standards have an Armor Class of 15, 20 hit points and a harness of 5. They also weigh 20 lbs.

Altherian Horseman's Tabard

This tabard is gifted to the finest horsemen in Altheria and makes its wearer better at mounted combat.

Firstly this tabard grants its wearer the ability to use the Mounted Combat feat twice per round instead of once per round. Secondly the wearer benefits from the Spirited Charge feat while mounted. Champions of Althares often wear these tabards.

They only work for someone who worships Althares.

Strong Transmutation; CL 13th; Prerequisites: Craft Magic Arms and Armor, Craft Wondrous Item, *haste*, Mounted Combat, Spirited Charge; Price: 24,000 gp; Cost: 12,000 gp + 960 XP.

Beltine's Blessed Relief

These pins, in the shape of a holy symbol of Beltine, are given to the worthy of Beltine and are used to preserve her favored souls.

If the wearer of this pin dies and is not raised before sunset the soul instead enters this pin where it awaits to be raised and placed back into its body. Also this pin preserves the body as well and prevents it from being raised as undead.

You must worship Beltine for this item to work.

Strong Universal and Moderate Necromancy; CL 15th; Prerequisites: Craft Magic Arms and Armor, Craft Wondrous Item, *limited wish*, *magic jar*, *gentle repose*; Price: 20,000 gp; Cost: 10,000 gp + 800 XP.

Blessing of Neroth

This pin, shaped like a holy symbol of Neroth, grants Neroth's blessing to the wearer.

The wearer's type changes to undead, granting her all the immunities of the undead type. Additionally, the wearer no longer needs to breathe, eat or sleep while wearing the pin. Finally, despite the benefits this grants the wearer, it also makes them susceptible to positive energy; the wearer can now be turned, rebuked and controlled as an undead creature. This also means that they are healed by *inflict* spells and damaged by *cure* spells.

You must worship Neroth for this item to work.

Strong Necromancy; CL 17th; Prerequisites: Craft Magic Arms and Armor, Craft Wondrous Item; *Wish* or *Miracle*; Price: 75,000 gp; Cost: 37,500 gp + 3000 XP.

Centurion's Pin

This pin is granted to Centurions who goes above and beyond the normal call of duty as a commander, risking or sacrificing their safety for the betterment of Onara. This pin is shaped like a falcon in flight on a field of gold and all who wear it are held in high regard amongst the legions.

This pin provides the wearer with a permanent *magic circle against evil* spell as long as he wears it. If the wearer ever betrays his legion a bolt of lightning falls from the sky striking the wearer dealing 30d6 holy damage and destroying the pin.

Strong Abjuration and Evocation; CL 20th; Prerequisites: Craft Magic Arms and Armor, Craft Wondrous Item, *magic circle against evil*, *chain lightning*; Price: 50,000 gp; Cost: 25,000 + 2,000 XP.

Cuirass of the Hussar

This is an elaborately engraved cuirass of aerium steel affixed at the back with two hook-rods fashioned to look like feathers that project as high as three feet above the shoulders. The cuirasses are usually commissioned by the wealthier officers of Milandir's famed cavalry lancers since its special power can only activated while riding a mount.

On command up to three times per day., this armor allows the rider and his mount to *jump* as the spell cast at 6th level and gives the mount a +10 insight bonus to its speed for 1 minute.

Moderate Transmutation; CL 6th; Prerequisites: Craft Magic Arms and Armor, Craft Wondrous Item, *jump*, *expeditious retreat*; Price: 4,660 gp; Cost: 2,330 gp + 187 XP.

Defender of the Woodlands Tabard

Saluwe is the earth mother and ruler over the vast tracks of wilderness in Onara. These tabards made from the finest green silk embroidered with the holy symbol of Saluwe on the back empower the spellcasting ability of Male druids of Saluwe and female Clerics of Saluwe.

The tabard gives the wearer a +4 enhancement bonus to Wisdom and once per day can empower any one spell that the wearer casts. These tabards only work for clerics and druids of Saluwe respectfully. A druid who wears this tabard may wild shape one additional time each day and a cleric may make two additional turn attempts per day.

Strong Transmutation; CL 17th; Prerequisites: Craft Magic Arms and Armor, Craft Wondrous Item, *owl's wisdom*, Empower Spell, *polymorph* or wild shape ability, turn undead; Price: 63,300 gp; Cost: 31,650 gp + 2532 XP.

Dolphin Tabard

These tabards, made from the finest blue silk, given to highly praised members of the Milandisian Dolphin Guard. They are embroidered images of dolphins and decorated with gold trim.

When worn, the tabard allows the wearer to breathe water and grants a swim speed of 20 ft. This is given to Dolphin Guard members who prove their bravery in battle.

Moderate Transmutation; CL 6th; Prerequisites: Craft Magic Arms and Armor, Craft Wondrous Item, *water breathing*, *freedom of movement*; Price: 16,500 gp; Cost: 8,250 gp + 660 XP.

Legionnaire's Pin

This is a pin granted to Legionnaire's who go above and beyond the normal call of duty, risking or sacrificing their safety for the betterment of Onara. This pin is shaped like a falcon in flight and all who wear it are held in high regard amongst the legions.

This pin provides the wearer with a permanent *protection from evil* spell as long as he wears it. If the wearer ever betrays his legion a bolt of lightning falls from the sky striking the wearer dealing 20d6 holy damage and destroying the pin.

Moderate Abjuration Overwhelming Evocation; CL 15th; Prerequisites: Craft Magic Arms and Armor, Craft Wondrous Item, *protection from evil*, *lightning bolt* or *call lightning*; Price: 9,000 gp; Cost: 4,500 gp + 360 XP.

Legionnaire's Plume

These brilliantly colored red plumes are used to adorn the helms of Coryani's most dedicated legionnaires.

While attached to a legionnaire's helm these plumes grant the wearer a +4 luck bonus to saving throws and other checks made to resist fear effects.

Moderate Abjuration; CL 10th; Prerequisites: Craft Magic Arms and Armor, Craft Wondrous Item, *remove fear*; Price: 16,000 gp; Cost: 8,000 gp + 640 XP.

Nier's Heart

These pins, made of fire opal with a flame inside, are given to the most loyal of Cancerese soldiers. Recently the Swords of Nier have confiscated some of these items for their troops. This pin grants its wearer the ability to protect against Nier's and use its power against foes.

The wearer of this pin gains resistance 10 to fire and allows the wearer to act under the effects of *haste* for five rounds each day. Activating the *haste* is a free action, as is deactivating the ability. The five rounds duration can be spend individually and need not be consecutive.



Flame

Moderate Abjuration and Transmutation; CL 7th; Prerequisites: Craft Magic Arms and Armor, Craft Wondrous Item, *continual flame*, *energy resistance*, *haste*; Price: 25,500 gp; Cost: 12,750 gp + 1,020 XP.

Pin of Sarish's Might

Given to worshippers of Sarish who dedicate their life to his will. This pin is purple disk with inscribed sigils of Sarish and it protects the wearer from the touch of Infernals. These are used by both factions of Sarishan's; those of the Mother Church and those of the Dark Triviriate.

Any Infernal that tries to touch or attack the wearer must make a DC 23 Will save or be prevented from doing so.

These pins only function for worshippers of Sarish.

Strong Abjuration; CL 11th; Prerequisites: Craft Magic Arms and Armor, Craft Wondrous Item, *sanctuary*; Price: 15,000 gp; Cost: 7,500 gp + 600 XP.

Plume of Righteous Victory

This simple, unassuming plume is crafted by the Sons of Righteous Fury. They can be found in amongst treasure hordes, but it is rare because the plume does not detect as magical (although, an *identify* spell will correctly identify the item if the caster succeeds on a DC 11 Will save; failure means the caster can never identify this item).

The plume has two uses, both usable once each day. By pulling a feather out of the plume, the wearer may send a short written message to a recipient on the same plane. The plucked feather transforms into a magical pigeon which carries the message. The plucked plume regrows each day.

The second ability of the plume is to produce a *telepathic bond* effect once per day, as a standard action. The caster level for this effect is 9th.

None; CL 12th; Prerequisites: Craft Magic Arms and Armor, Craft Wondrous Item, *major creation*, *magic aura*, *telepathic bond*; Price: 22,000 gp; Cost: 11,000 gp + 720 XP.



Radiance of Illiir

"Sometimes the truth is told but not understood, and yet sometimes the truth is avoided like the plague yet no lie was told"- Velorin Val'Assante, governor of Coryan

This crest which can be placed on armor is the shape of the Sun with beams of light circling it. When anyone lies to someone wearing this crest they must make a DC 20 Will save or be unable to tell a lie to the wearer for one hour. This item only works for worshippers of Illiir.

Strong Divination; CL 11th; Prerequisites: Craft Magic Arms and Armor, Craft Wondrous Item, Heighten Spell, *zone of truth*; Price: 22,500 gp; Cost: 11,250 gp + 900 XP.

Sea Tabard

These Tabards are given to the champions of Yarris who first prove themselves masters of the sea. It is a blue green tabard with crossed tridents embroidered in the center. Yarris is master over the creatures of the sea and this tabard allows the wearer to utilize that aspect of the Sea Lord.

The wearer gains the ability to command sea creatures as the *dominate monster* spell once per day as a 17th level caster. This effect can be used on any creature with the aquatic or water subtype. Additionally, the wearer gains the ability to *water walk* once per day as the spell cast by a 15th level caster.

You must be a worshipper of Yarris to gain the above abilities.

Strong Enchantment and Moderate Transmutation; CL 17th; Prerequisites: Craft Magic Arms and Armor, Craft Wondrous Item, *dominate monster*, *water walk*; Price: 30,600 gp; Cost: 15,300 gp + 1,224 XP.

Surcoat of the Eldritch Defender

This dark blue surcoat is emblazoned with faint sigils of arcane power.

While this armor attachment is worn by someone with the Battlemage ability of a spellblade, the wearer gains the ability to make any weapon she wields into a +1 defending weapon. This overrides the normal abilities of the blade, although it cannot be used on cursed blades. Activating this ability is a standard action, and once active it remains active for 1 hour.

A spellblade may further empower this surcoat by casting a spell into it. If that is done, the spellblade receives a deflection bonus to Armor Class equal to the level of the spell x 1.5 (round down) for 1 minute per spell level expended. Only one spell level may be spent in this manner, but the ability may be used any number of times per day.

Strong Abjuration; CL 15th; Prerequisites: Craft Magic Arms and Armor, Craft Wondrous Item, *shield of faith*, *wish* or *miracle*; Price: 30,100 gp; Cost: 15,050 gp + 1,204 XP.

Tabard of the Reluctant Warrior

This tabard is white cotton with crossed arcs of lightning on the front of it. These are tabards are given to noble Hurrianites who show great restraint in their lives; doing the will of Hurrian patiently and calmly.

The wearer of one of these tabards gains the ability once per day, while acting in the defense of those who cannot defend themselves against a given threat, to gain a +2 sacred bonus to AC, to hit and to damage until the end of the encounter. For the purposes of Val'Tensen bloodline powers, the wearer is considered to have a bloodrank of two points higher while the tabard is active. This does not grant additional bloodline abilities.

Only a follower of Hurrian may activate this tabard. Should the bearer of this Tabard fail to defend those in need, she immediately takes a -2 divine penalty to all ability scores until an *atonement* spell is cast by a worshipper of Hurrian.

Strong Abjuration; CL 20th; Prerequisites: Craft Magic Arms and Armor, Craft Wondrous Item, *shield of faith*, *wish* or *miracle*; Price: 50,000 gp; Cost: 25,000 gp + 2,000 XP.

Tabard of Tenacity

This surcoat of high quality, heavy cloth is meant to be worn over heavy armor and typically is embroidered with the heraldry of the creator. It provides damage reduction 3/- and gives the wearer a 50% chance to negate a critical hit or sneak attack, instead damage is rolled normally.

These two effects do not stack with similar abilities, such as the damage reduction of a barbarian, or the chance to negate criticals from light, medium or heavy fortification armor.

Strong Transmutation; CL 20th; Prerequisites: Craft Magic Arms and Armor, Craft Wondrous Item, *wish* or *miracle*; Market Price: 65,000 gp; Cost: 32,500 + 2,600 XP.

Tabard of Stealth

This tabard is made from the blackest cloth and has been crafted in such a way as to blend well with shadows.

This tabard grants the wearer +10 competence bonus on all Hide and Move Silently checks. Also the wearer may activate a *silent invisibility* effect as a standard action three times per day. *Silent invisibility* cloaks the wearer in both *silence* and *invisibility*. The *silence* effect does not extend past the wearer. Finally, both the *silence* and *invisibility* last for 30 minutes each time they are used.

Only a worshipper of Cadic may wear this tabard.

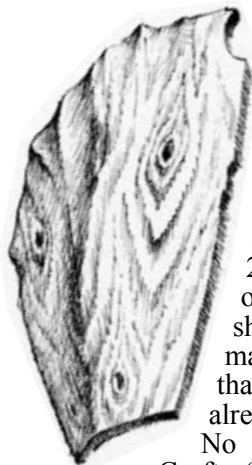
Strong Illusion; CL 7th; Prerequisites: Craft Magic Arms and Armor, Craft Wondrous Item, *invisibility*, *silence*; Price: 39,500 gp; Cost: 19,750 gp + 1,580 XP.

Specific Shields

The following specific shields are usually constructed with the qualities described here.

Gillicar Shield

These shields are crafted from the tough exoskeleton of the gillicar, a large, ferocious amphibian predator that is native to the flood plain of the Blessed Lands. The creature's favorite hunting tactic is to pose as a piece of flotsam or driftwood, an easy task for a creature whose body is patterned to look like rotting wood.



The skill of the Chauni craftsmen transforms the hard exoskeleton of the gillicar into these tower shields, which grant a +2 circumstance bonus to Hide checks when attempting to look like flotsam or driftwood. The shield weighs a mere 10 lbs and only impacts a -5 armor check penalty and a 25% arcane spell failure, instead of the normal properties of a tower shield. This shield is considered masterwork, and the benefits that masterwork imparts are already included above.

No aura; CL -; Prerequisites: Craft (armorsmithing) 5 ranks, gillicar exoskeleton; Price: 500 gp.

Scutum of the Burnished Steel

Priests of Illir created these prized items specifically for the veteran soldiers of the Legion of Burnished Steel. Designed to bring the radiance of Illir to the infidels that oppose the Emperor's legions, a veteran squad armed with these shields can bring the most blood-crazed savages to their knees. Armed with these holy items, the Legion of Burnished Steel has trod dark paths where most other legions quail in despair.

Each scutum of the burnished steel is built from a wooden framework of thin oak, covered with a layer of Sarishan Steel, polished to a mirror-like shine. A legion armed with these shields presents an awe inspiring spectacle as they march in ranks across the battlefield, the new rays of the morning sun glinting off their shields. With a mere command word, a legionnaire can cause the scutum to blaze forth with the glory of Illir, blinding whatever infidels dare oppose the will of the Emperor and Illir.

This is a +1 *blinding tower shield*. Additionally, wielders of a scutum are immune to the *blinding* ability of other scutums. Finally, twice per day, the bearer of the scutum may trigger a *searing ray* as a 5th level caster.

Strong Abjuration; CL 11th; Prerequisites: Craft Magic Arms and Armor; *shield other*, *entropic shield*; Price: 11,880 gp; Cost: 6,030 gp + 468 XP.

Shield of My Lord's Protection

This is a +2 *heavy wooden shield of arrow-catching* that allow the wielder to cast *shield other* on a nearby ally once per day as an 11th level caster. These shields were originally created by dwarves to protect Emtazi (humans) but are now used by many defenders of powerful people to help protect their leaders.

Strong Abjuration; CL 11th; Prerequisites: Craft Magic Arms and Armor; *shield other*, *entropic shield*; Price: 14,170 gp; Cost: 7,085 gp + 567 XP.

Shield of the Ujch'ki

This large shield is stylized to resemble the wing of a raptor. It is made of an aerium-steel alloy and covered in feathers, which repair themselves after battle damage. They are commonly painted with characters or insignia significant to their owner. At the top an elliptical aperture from which ribbon charms are often tied serves as a crossbar on which a bird-of-prey might perch.



This is a +2 heavy steel shield, which in the hands of someone with *Wild Empathy* becomes a +3 shield. Furthermore, in the latter case, they may also use *wind wall* twice per day as an 11th level cleric. Finally, once per day any bird that lands on the crossbar is subject to a *heal* spell cast at 11th level.

Moderate Conjunction; CL 11th; Prerequisites: Craft Magic Arms and Armor; *wind wall*, *heal*; Price: 22,920 gp; Cost: 11,545 gp + 910 XP.

Ssethregoran Viperfang Shield

These shields are relics from the ancient Ssethregoran Empire, and can be identified by the embossed viper's head upon the face of the shield. These shields once evoked terror amongst the foes of the empire, but now the memory of these shields are confined to a rare few, mostly adventurers who have discovered the occasional shield hidden in ancient ruins of old outposts of the Ssethregoran empire.

This is a +2 light steel shield that grants its bearer immunity to poison, although poisons in effect when the shield is first picked up run their course. Furthermore, once per day, it may be triggered, causing the viper to spring forth from the shield, bursting into a swarm of smaller vipers. This swarm attacks a single target (who must be within 30 ft.) ravaging their flesh, and dealing 4d6 points of damage. Also, the individual who is struck, is injected with a poison and must make a DC 15 Fortitude save or suffer 1d10 points of Constitution damage. There is no attack roll needed to trigger this ability.

Moderate Conjunction; CL 7th; Prerequisites: Craft Magic Arms and Armor; *neutralize poison*, *summon swarm*, *poison*; Price: 59,285 gp; Cost: 29,725 gp + 2,365 XP.

Magical Weapons

Modified Core Weapon Special Abilities

Bane

In the world of Arcanis there are many factions and nationalities that have hatred for one another and have bane weapons specific to their type to better defeat that enemy. The following is the expanded list for bane weapons in Arcanis.

Bane – Designated Foe	Price Modifier
Aberrations	+1 bonus
Animals	+1 bonus
Constructs	+1 bonus
Dragons ¹	Special
Elementals	+1 bonus
Entropic	+1 bonus
Fey ²	Non-existent
Giants	+1 bonus
Humanoids, aquatic	+1 bonus
Humanoids, dark-kin ³	+1 bonus
Humanoids, dwarf ⁴	+1 bonus
Humanoids, Elorii (elf)	+1 bonus
Humanoids, gnom	+1 bonus
Humanoids, goblinoid ⁵	+1 bonus
Humanoids, Halfling ¹	Special
Humanoids, human ⁸	+1 bonus
Humanoids, orc ⁶	+1 bonus
Humanoids, reptilian ⁷	+1 bonus
Humanoids, Val ⁸	+1 bonus
Infernals ⁹	+1 bonus
Magical Beasts	+1 bonus
Monstrous Humanoids	+1 bonus
Oozes	+1 bonus
Outsiders, air	+1 bonus
Outsiders, chaotic	+1 bonus
Outsiders, earth	+1 bonus
Outsiders, evil	+1 bonus
Outsiders, fire	+1 bonus
Outsiders, good	+1 bonus
Outsiders, lawful	+1 bonus
Outsiders, water	+1 bonus
Plants	+1 bonus
Psibane ¹⁰	+1 bonus
Ssethric Creatures ¹¹	+2 bonus
Tainted Creatures ¹²	+2 bonus
Undead	+1 bonus
Vermin	+1 bonus

¹ These entries are included only because both Dragons and Halflings once existed and in certain extremely rare circumstances bane weapons for these creature types may be found.

² Fey creatures do not exist in Arcanis.

³ Bane (dark-kin) includes only dark-kin; it does not include full-blooded Infernals or any other creature with the [Tainted] subtype.

⁴ Bane (dwarves) includes gnomes.

⁵ Bane (goblinoids) includes half-hobgoblins.

⁶ Bane (orcs) includes half-orcs.

⁷ Bane (reptilian humanoids) includes all ss'ressen, regardless of Egg Clutch. It does not include any other Ssethric creatures unless they have both the

Humanoid type and the [Reptilian] subtype.

⁸ Bane (Val) does not include humans (and vice versa).

⁹ Bane (Infernals) includes only creatures with the Infernal type; it does not include dark-kin or other creatures with the [Tainted] subtype but not the Infernal type. Bane (Infernals) affects all Infernals equally, regardless of whether they are Native or Extraplanar, Bound or Unbound. Bane (Infernals) does not, in and of itself, convey any ability to bypass an Infernal's DR.

¹⁰ Psibane includes all awakened Val, but does not include non-awakened Val.

¹¹ Bane (Ssethric) includes all creatures with the [Ssethric] subtype as well as all ss'ressen.

¹² Bane (Tainted) includes all creatures with the [Tainted] subtype. This covers all dark-kin, all Infernals, and any other Tainted creature, even if the [Tainted] condition is only temporary (such as Corruption-Touched creatures; see *Legacy of Damnation* for details).

Arcanis Weapon Special Abilities

Items marked with an asterisk (*) may be applied to ranged weapons.

Aiding

This weapon is designed to provide additional support to allies. When using the Aid Another action, this weapon doubles the bonus provided (from +2 to +4).

Moderate Enchantment; CL 9th; Prerequisites: Craft Magic Arms and Armor, *aid*; Price +1 bonus

Anchoring *

Once per day, this weapon can cast *dimensional anchor* upon a struck foe as a free action. The target receives a DC 16 Will save to resist the effect.

Moderate Abjuration; CL 8th; Prerequisites: Craft Magic Arms and Armor, *dimensional anchor*; Price +25,600 gp; Cost 12,800 gp + 1,024 XP.

Bonded *

Bonded weapons must be of greater masterwork quality or better. Through magical manipulation, these weapons have become sensitive to the experience level of their wielder. As the user advances in power, so does the weapon. A bonded weapon will not readily adjust itself to any new user, taking at least 30 days to bond to a new wielder. Until that time has passed the weapon exhibits no magical properties, but still detects as magical.

Awakening a bonded weapon: As the character who wields the blade advances in level, the weapons powers begin to awaken as shown on *Table: Bonded weapon advancement* below. In all cases a bonded weapon in the hands of a 1st level character possesses no awakened powers, and just seems to be an exceptionally well made weapon, albeit one that still detects as magical. When the

character advances to second level the first power of the blade awakens, and so on. Normally only one enhancement awakens at a time, except in the case of a +10 weapon at 20th level, where two enchantments awaken.

Enhancement Placement: Weapon enhancements must be placed in the order of power level for the weapon when spread out upon the weapons advancement chart, with standard weapon enhancements always first (that is a +1 is always placed before a +1 power, if the weapon possesses a +2 is always placed before a +2 power and so on). Also *burst* enchantments can only be placed on weapons that possess the base version of the enhancement, which must awaken below the burst enchantment (that is flaming before flaming burst). The creator of the weapon specifies which enhancements are available, and if desired in which order they become active.

Crafting a bonded weapon: Crafting a weapon with the bonded enchantment requires the crafter to meet all the prerequisites necessary for each enchantment placed upon the weapon, also even though the market price of the weapon is lower the crafter must still spend time crafting the weapon as if he was making the weapon at its *full enchantment*.

Crafting & Advancement Example: If a wizard wishes to create a Bonded Longsword which maxes out at +3 ability for a 8th level character as a +1, Flaming Burst weapon. He would need to meet all the prerequisites (caster level, spells needed, and any feats) to make the weapon as usual. But he must spend as much time as he would have to create a +3 weapon. In the hands of a 1st level character the weapon is a +0, at second level it awakens to a +1 weapon, at 6th level it becomes a +1 flaming, and finally at 8th level becomes a +1 flaming burst.

Special: Bonded is the only weapon enchantment which may be placed on a weapon without the weapon being of +1 enchantment. Also a Bonded weapon may not be further enchanted in any way, except with the Soul Bound enhancement which may only be placed upon a bounded weapon. If bonded is added to a weapon with existing properties, those properties remain in place but count against the total plus of the bonded weapon. For example, a +1 flaming longsword has the bonded (+3) enhancement

added to it. Only one additional enhancement may be specified, and that property only becomes available once the user reaches 8th level (the lower level enhancements are instead over-written by the +1 flaming enhancements).

Caster Level: The required caster level for a Bonded weapon is either two times the maximum bonus available, or the required caster level for any enhancements being added, whichever is greater. Thus a Bonded (+1 Flaming Burst) greatsword would require a 12th level caster (6th for the +3 Bonded, 10th for Flaming, and 12th for Flaming Burst).

Moderate Transmutation; CL Special (see above); Prerequisites: Craft Magic Arms and Armor, spells required as per all abilities possessed by the weapon; Price +1 (for +3 Maximum), +3 (for +5 Maximum), +6 (for +10 Maximum).

Charger

When charging, this weapon inflicts additional +2d6 bonus damage.

Moderate Transmutation; CL 8th; Prerequisites: Craft Magic Arms and Armor, *bull's strength*, Power Attack; Price +2 bonus

Concussive *

This weapon deals an additional +1d4 sonic damage with each successful blow.

Weak Evocation [Sonic]; CL 10th; Prerequisites: Craft Magic Arms and Armor, *sound burst*; Price +1 bonus

Concussive Burst *

A concussive burst weapon functions as a concussive weapon that releases a powerful sonic shockwave with each critical hit. This shockwave deals an extra +1d8 sonic damage on a critical hit (+2d8 for a x3 weapon and +3d8 for a x4 weapon).

Moderate Evocation [Sonic]; CL 12th; Prerequisites: Craft Magic Arms and Armor, *shout*; Price +2 bonus

Crushing

This enhancement functions as *Vorpal*, but may be added to bludgeoning weapons.

Strong Necromancy and Transmutation; CL 18th; Prerequisites: Craft Magic Arms and Armor, *circle of death*, *keen edge*; Price +5 bonus

Table: Bonded Weapon Advancement

Character Level	Bonded weapon (+3)	Bonded weapon (+5)	Bonded weapon (+10)
1	None	None	None
2	Enhancement	Enhancement	Enhancement
4	---	---	---
6	Enhancement	Enhancement	Enhancement
8	Enhancement	Enhancement	Enhancement
10	---	Enhancement	Enhancement
12	---	Enhancement	Enhancement
14	---	---	Enhancement
16	---	---	Enhancement
18	---	---	Enhancement
20	---	---	2 Enhancements

Cycling *

This enhancement overrides the enhancement bonus of the weapon to which it is applied. When first drawn, the enhancement bonus of the weapon is +1. For each attack that is made, the bonus increases by +1 (to a maximum of +5). Once the bonus reaches +5, the next attack reduces it to +1; thus you get one attack at +1, one at +2, one at +3 and so forth, before it returns to +1. If one round passes in which no attacks are made, the enhancement bonus resets to +1.

Moderate Psychoportation and Metacreativity; ML 15th; Prerequisites: Craft Psionic Arms and Armor, *metaphysical weapon*, *time hop*; Price +3 bonus

Destruction

This enhancement functions as *Disruption*, but may be added to slashing weapons.

Strong Conjunction; CL 14th; Prerequisites: Craft Magic Arms and Armor, *heal*; Price +2 bonus

Dissolution *

This enhancement functions as *Disruption*, but may be added to piercing weapons. Bows, slings and pistols so enchanted bestow this enhancement on their projectiles.

Strong Conjunction; CL 14th; Prerequisites: Craft Magic Arms and Armor, *heal*; Price +2 bonus

Faithful *

A faithful weapon is imbued with the divine power of the human gods. When added to a weapon it does +1d6 divine damage to the opponent if they are a follower of a god other than the wielder of the weapon. If the user strikes someone of the same faith (i.e. someone who worships the same god) the user takes 2d6 Divine damage for each hit.

Firstly, a specific human god must be chosen when the weapon is enchanted. Secondly, the caster who is adding this enhancement must also be a divine worshiper of the chosen god. Lastly, the wielder of the weapon must also worship the chosen god for this ability to be active.

Followers of non human gods who wield this weapon receive 2 negative levels for as long as they hold the weapon. These negative levels disappear once the weapon is no longer held. Bows, crossbows, slings, and flintlocks bestow the faithful ability to their ammunition.

Moderate evocation; CL 7th; Prerequisites: Craft Magic Arms and Armor, *divine power*, Holy Domain; Price +1 bonus.

Feinting *

A feinting weapon provides its wielder with a +4 circumstance bonus to Bluff checks that are made to Feint an opponent in combat.

Weak enchantment; CL 5th; Prerequisites: Craft Magic Arms and Armor, *charm person*; Price +1 bonus.

Feinting, Greater *

A greater feinting weapon provides all the benefits of a *feinting* weapon, but also grants the wielder the Improved Feint feat as a bonus feat.

Weak enchantment; CL 10th; Prerequisites: Craft Magic Arms and Armor, *charm person*, Improved Feint; Price +3 bonus.

Grace

This enhancement, first crafted by the Osalikene Elorii, allows a one-handed melee weapon to be used with the Weapon Finesse feat.

This ability may not be added to a two-handed weapon. For a weapon that can be wielded either one-handed or two-handed, the benefits of this property only apply while the weapon is being wielded one-handed.

The grace enhancement does not change the weight of the weapon or any of its other properties.

Weak transmutation; CL 6th; Prerequisites: Craft Magic Arms and Armor, *cat's grace*; Price +1 bonus.

Harmonizing *

This enhancement grants anyone who is using Bardic Music a +4 circumstance on their Perform checks.

Weak enchantment; CL 6th; Prerequisites: Craft Magic Arms and Armor, *harmony**; Price +1 bonus.

Harmonizing, Greater *

This enhancement, which provides all the benefits of the *Harmonizing* enhancement, doubles the duration of the wielders Bardic Music effects. This doubling only applies to the time period that the song remains in effect once the wielder ceases to perform.

Moderate enchantment; CL 9th; Prerequisites: Craft Magic Arms and Armor, *harmony**, *hypnotism*; Price +2 bonus.

Hexing *

This enhancement curses foes who are struck by a confirmed critical hit from the weapon. The curse is treated as a *bestow curse*, and the foe receives a DC 16 Will save to negate the curse. The exact effects of the curse are chosen as if the wielder had cast *bestow curse* and must be chosen before the saving throw is made.

Moderate Necromancy; CL 7th; Prerequisites: Craft Magic Arms and Armor, *bestow curse*; Price +2 bonus.

Intense

This enhancement behaves exactly as the *keen* enhancement, except that it may be applied to bludgeoning weapons.

Moderate Transmutation; CL 10th; Prerequisites: Craft Magic Arms and Armor, *keen edge*; Price +1 bonus.

Jagged *

A jagged weapon deals 1 points of Constitution damage from blood loss when striking a creature with a successful critical hit. Creatures immune to critical hits (such as constructs, plants and undead) are immune to the Constitution damage dealt by this weapon. The effects of Jagged and Vicious Wounding do not stack. A jagged weapon cannot have Vicious Wounding applied, and vice versa. Moderate transmutation; CL 7th; Prerequisites: Craft Magic Arms and Armor, *vampiric touch*; Price +1 bonus

Lesser Vorpall

A lesser vorpall weapon uses powerful illusions to frighten foes. On a successful critical hit with a lesser vorpall weapon the target must make a DC 19 Fortitude save or be stunned for 1d4 rounds. Anyone who witnessed the attack sees the targets head being severed. This is an illusion that can be seen through with a DC 19 Will save, however, you must interact with the body before you can make the save. The illusion ends when the target is no longer stunned. This is an *illusion (glamour)* effect.

This weapon enhancement, despite its name, cannot be upgraded into the full version of the *Vorpall* enhancement. This enhancement is sometimes called *Poor Man's Vorpall*.

Moderate Illusion, Moderate Transmutation; CL 13th; Prerequisites: Craft Magic Arms and Armor, *mirage arcana*, *sound burst*; Price +2 bonus

Multi-Form

As a standard action, this weapon can be polymorphed into a similar weapon type with the same size/damage type. For example, a longsword can be changed into a scimitar, bastard sword or any other one handed slashing weapon. A heavy mace could become a warhammer, club or any other one handed bludgeoning weapon.

Moderate Transmutation; CL 9th; Prerequisites: Craft Magic Arms and Armor, *fabricate*, *polymorph any object*; Price +2 bonus.

Off-Hander

When wielded in the off-hand while using Two-Weapon Fighting, this weapon reduces the penalty for both hands by one. (i.e.: the Two-Weapon Fighting penalties of -2/-2 become -1/-1)

Moderate Transmutation; CL 9th; Prerequisites: Craft Magic Arms and Armor, *cat's grace*, *haste*; Price +1 bonus

Off-Hander, Greater

When wielded in the off-hand while using Two-Weapon Fighting, this weapon reduces the penalty for both hands by one. (i.e.: the Two-Weapon Fighting penalties of -2/-2 become -1/-1) Additionally, as a greater Off-Hander weapon, the weapon grants the wielder the Two-Weapon Fighting feat as a bonus feat, even if they don't meet the prerequisites.

Moderate Transmutation; CL 15th; Prerequisites: Craft Magic Arms and Armor, *cat's grace*, *haste*, Two-Weapon Fighting; Price +3 bonus

Opportunistic

This weapon grants its wielder one additional available Attack of Opportunity each round.

Moderate Transmutation; CL 10th; Prerequisites: Craft Magic Arms and Armor, *haste*, Combat Reflexes; Price +2 bonus

Precision *

A weapon that bears this enhancement has its critical multiplier increased by one. This increase does not stack with any other ability that increases the critical multiplier of a weapon.

Strong Psychokinesis; ML 15th; Prerequisites: Craft Psionic Arms and Armor, *control object*; Price +4 bonus

Protecting *

A protecting weapon grants its wielder an extra +2 enhancement bonus to attack while they are fighting defensively (effectively reducing the penalty to attack while fighting defensively to -2).

Strong Transmutation; CL 9th; Prerequisites: Craft Magic Arms and Armor, *greater magic weapon*; Price +1 bonus

Quick Drawing *

A quick drawing weapon allows its wielder to reflexively draw the weapon with blazing speed as he possessed the Quick Draw feat.

Strong Transmutation; CL 11th; Prerequisites: Craft Magic Arms and Armor, *haste*, Quick Draw; Price +10,000 gp

Reaching

This special ability projects a weightless extension of the weapon at the moment of attack, giving the wielder an extra five feet of reach. Thus, a medium-sized creature using a +1 reaching longsword has ten-foot reach, while a medium-sized creature using a +1 reaching spiked chain has fifteen-foot reach.

Moderate Conjunction (Creation); CL 12th; Prerequisites: Craft Magic Arms and Armor, *black tentacles*; Price +2 bonus

Reflecting *

Weapons that are enchanted with this ability can reflect spells back at their casters three times per day. When the wielder of this weapon is targeted by a spell (as per the rules for *spell turning*) she may make a Reflex save (DC is that of the spell). If she succeeds then the spell is reflected back upon the caster (making the caster the new target; if the caster is not a valid target then the spell has no effect).

Strong Abjuration; CL 14th; Prerequisites: Craft Magic Arms and Armor, *spell turning*; Price +4 bonus

Reforming *

Sundering a *reforming* weapon is difficult at best. Anytime the weapon is broken, meaning that significant pieces remain, it will reform at the start of its wielder's action the next round. Each time it reforms one enhancement bonus or enhancement is lost from the weapon; the order of loss is determined by the wielder. For instance, a +2 reforming longsword is sundered, and reforms the next round as a +1 reforming longsword. If it were sundered again it would reform the next round as a +1 longsword (since the weapon must retain at least a +1 enhancement to be a valid weapon).

Moderate Transmutation; CL 7th; Prerequisites: Craft Magic Arms and Armor, *make whole*; Price +1 bonus

Riposte

The first *riposte* weapons were created by the Kio fencers. When the wielder of a *riposte* weapon is fighting defensively, twice per day they may declare select a successful strike from a foe to be a riposte attack (however, they must do so before damage is rolled). The selected attack instead misses the wielder of the weapon, and they immediately gain an attack of opportunity on the foe who attempted to strike them. This attack of opportunity counts against their normally available attacks of opportunity.

Moderate Clairsentience; ML 11th; Prerequisites: Craft Psionic Arms and Armor, *defensive precognition*, *offensive precognition*; Price +2 bonus

Scaling *

Weapons with this ability calculate their damage as if they were one size category larger. See *Core Rulebook II* for the appropriate rules in increasing the size category of weapons.

Strong Transmutation; CL 15th; Prerequisites: Craft Magic Arms and Armor, *enlarge item*; Price +2 bonus

Searing *

Upon command, a Searing weapon glows with the pure light and heat of the sun. Searing weapons deal +1d6 points of bonus divine damage from the heat of the glowing blade. Bows, crossbows, and slings so enchanted bestow the light energy upon their ammunition. Divine casters who follow Illiir are immune to the extra damage provided by this enchantment, as are good outsiders. This enchantment only functions if the wielder of the weapon is a val'Assante, or a divine caster who follows Illiir.

Weak Evocation; Caster Level: 10th; Prerequisites: Craft Magic Arms and Armor, *searing light*, creator must be a divine caster of Illiir; Market Price: +1 bonus.

Skewering *

This enhancement functions as *Vorpal*, but may be added to piercing weapons.

Strong Necromancy and Transmutation; CL 18th; Prerequisites: Craft Magic Arms and Armor, *circle of death*, *keen edge*; Price +5 bonus

Soulbound *

The Soulbound enhancement may only be added to a bonded weapon of *legendary* quality. A soulbound weapon is made for one individual person and the intended wielder must be present during all stages of the weapons creation. Once crafted the weapon is forever tied to the wielder's soul, only allowing the intended wielder to access the weapons bonded enhancements.

The weapon instantly gains the *Custom* quality and the ability for the weapon to be called to the wielder's hand (through a modified use of *Teleport Object* with no chance of failure) at will as an *immediate* action. If this weapon is ever destroyed, the wielder suffers an immediate 2d6 points of temporary Constitution damage and an immediate permanent loss of 200XP per character level from the shock to their soul. Even if the weapon can somehow be repaired, the XP loss remains. In any other wielder's hand, a soulbound weapon becomes a non-magical legendary weapon.

Moderate Transmutation; CL 13th; Prerequisites: Craft Magic Arms and Armor, *teleport object*; Price +1

Spell-eating *

A spell eating weapon that successfully strikes a creature that has a spell active on him has a chance of dispelling a single spell on the creature. You must make a caster level check as the weapon (1d20 + 12) against a DC of 11 + the caster level of the highest level spell on the target to successfully dispel that spell. If there are multiple spells that share the same level and they are the highest level active spell on the target, determine randomly which spell is dispelled. Each time a spell is successfully dispelled the weapon's wielder gains 5 temporary hit points. Regardless of the result of the first dispel check, you only get one dispel check against an opponent for each successful attack.

Moderate Abjuration; CL 12th; Prerequisites: Craft Magic Arms and Armor, *greater dispel magic*; Price +3 bonus

Spellstoring, Greater *

This powerful ability behaves as *spell-storing*, save that it can store up to a 6th level spell.

Strong Evocation; CL 18th; Prerequisites: Craft Magic Arms and Armor, creator must be at least 18th level; Price +5 bonus

Stunning ■ ARCANIS WEAPON SPECIAL ABILITIES

Stunning *

A stunning weapon is only activated on a critical hit. Creatures who are struck with a critical hit are subject to a DC 15 Fortitude save. Creatures that fail are stunned for 1 round.

Weak Evocation; CL 8th; Prerequisites: Craft Magic Arms and Armor, *sound burst*; Price +1 bonus

Surreptitious *

A surreptitious weapon is difficult to see, granting a +10 circumstance bonus to Hide checks made to conceal it. This enhancement may only be applied to light weapons.

Weak Illusion; CL 5th; Prerequisites: Craft Magic Arms and Armor, *invisibility*; Price +1 bonus

Unyielding *

An unyielding weapon may cast *aid* upon its wielder three times per day.

Weak Enchantment; CL 5th; Prerequisites: Craft Magic Arms and Armor, *aid*; Price +10,800 gp

Venomous *

Like a living serpent, venomous weapons are insidious devices designed to kill with the slightest nick or cut. Any creature struck for damage by a venomous blade must succeed on a DC 16 Fortitude save or immediately suffer 1 point of temporary Constitution damage. This is treated as a saving throw against poison, so creatures that are immune to poison are immune to the ability damage. There is no secondary save required, nor is there a secondary effect. This enhancement may be applied to a weapon multiple times. Each application raises the DC for the effect by +2 and increases the amount of Constitution damage by one.

Moderate necromancy; CL 8th; Prerequisites: Craft Magic Arms and Armor, *poison*; Price +1. bonus

Vicious Wounding *

A vicious wounding weapons acts as a *wounding* weapon until striking a creature with a successful critical hit. In addition to the usual 1 point of Constitution lost from blood loss, the creature struck loses additional points of constitution equal to the weapons unenhanced critical multiplier (2 additional points for a x2 weapon, 3 additional points for a x3, and 4 for a x4 weapon). Creatures immune to critical hits (such as constructs, plants and undead) are immune to the constitution damage dealt by this weapon. The effects of Jagged and Vicious Wounding do not stack. A jagged weapon cannot have Vicious Wounding applied, and vice versa.

Moderate transmutation; CL 12th; Prerequisites: Craft Magic Arms and Armor, *mage's sword*; Price +3 bonus

Watery Form *

Enchanting a weapon with this ability allows it to be transformed into one ounce of liquid upon command. You must provide a container for this liquid to be stored in, and the liquid still detects as magical. Viewing the liquid with an effect such as *true seeing* reveals the weapon as existing within the container.

Strong Transmutation; CL 15th; Prerequisites: Prerequisites: Craft Magic Arms and Armor, *polymorph any object*; Price +2 bonus

Weakening *

A weakening weapon does 1 point of Strength damage each time it successfully strikes a creature.

Weak Transmutation; CL 9th; Prerequisites: Prerequisites: Craft Magic Arms and Armor, *ray of enfeeblement*; Price +2 bonus

Arcanis Ranged Weapon Abilities

Magical Flintlocks

Only flintlocks with no misfire chance may be made magical weapons, if a magical firearm is somehow modified in a way of which it gains a misfire chance, the flintlock loses all magical properties and reverts back to non-magical flintlock.

Ranged Enhancements

These enhancements may only be applied to ranged weapons, and are in addition to those presented above that can be applied to melee weapons (and ranged weapons, as noted).

Bane Seeking

A bane seeking weapon can only be placed on a Ranged weapon. In addition to having the bane property a Bane Seeking weapon has the ability to seek the type of creature in which it is the bane of. All concealment short of full concealment and cover is negated on a creature that the bane seeking weapon is the bane of.

Note: If a creature that is the appropriate type is providing soft cover for another creature of the same type (that is if both of the creatures are the type a creature the bane seeking weapon is the bane of) then this cover bonus is not negated as it slightly "confuses" the weapon.

Strong Divination; CL 11th; Prerequisites: Craft Magic Arms and Armor, *locate creature*; Price +2 bonus (+3 for *Ssethric* and *Tainted Bane Seeking*)

Blasting

Blasting may only be placed on an Altherian Flintlock Rifle or Pistol. A successful hit from a blasting weapon does an additional 2d6 fire damage in a 5 ft. burst centered on the creature hit (DC 17 Reflex save for half).

Moderate Evocation; CL 7th; Prerequisites: Craft Magic Arms and Armor, *fireball*; Price +2 bonus

Boring

This enchantment can only be placed upon piercing ammunition. The heads have insect like mandibles that animate and claw through flesh for an additional +1d6 damage for 1d3 rounds after the initial hit. The target can take a move action to remove them, but suffer 2 points of damage in the process. Alternatively, a DC 15 Heal check can be made to remove them without causing damage as a standard action.

Moderate Conjuraton (Summoning); CL 9th; Prerequisites: Craft Magic Arms and Armor, *insect plague*; Price +3 bonus

Guided

Missile weapons enchanted with this ability negate any benefits of cover the target may have. Note that this does not negate the risks of firing into a grapple, since those penalties are not based off the target having cover.

Moderate Divination; CL 12th; Prerequisites: Craft Magic Arms and Armor, *true strike*; Price +2 bonus

Stabilized

Ranged weapons with this ability halve the penalties for making range attacks while mounted. This ability stacks with Mounted Archery feat for a net -1 penalty on double moves and a -2 penalty on run moves.

Moderate Transmutation; CL 9th; Prerequisites: Craft Magic Arms and Armor, *cat's grace*, Mounted Combat, Mounted Archery; Price +1 bonus

Transporting

Twice per day, a transporting weapon can deliver a hit that forces the foe to make a DC 16 Will save or be transported 200 ft. vertically straight up (as if through a *dimension door*).

Moderate Conjuraton; CL 7th; Prerequisites: Craft Magic Arms and Armor, *dimension door*; Price +2 bonus

Specific Weapon Descriptions

Addertongue

The Ichna'gi shamans of the Pengik tribes use these blowguns to emit strange droning sounds that can carry for miles across the desolate and untamed wilderness of the Hinterlands. Fashioned from the hollowed stem of a rare desert plant, the blowgun is about 4 feet in length and carved to resemble a serpent.

Addertongue is a masterwork wind instrument (providing a +2 competence bonus to Perform checks when it is used in the performance). Furthermore, three times per day, Addertongue can be used to produce a *whispering wind* effect as a 10th level caster.

Additionally, when used as a blowgun, one dart that is fired from the weapon can be imbued

with the *poison* spell. This spell is delivered to the foe if the selected dart hits and has a saving throw DC of 17. Finally, Addertongue is a +2 *blowgun*, bestowing this enhancement bonus on darts fired from it (it has no additional effect upon range or other variables).

Moderate Necromancy; CL 10th; Craft Magic Arms and Armor, *poison*, *whispering wind*; Price 44,150 gp; Cost 22,150 gp + 1,760 XP.

Adobay's Blades

This weapon was first created for Adobay val' Abebi by his father, Umandi val' Abebi, when he joined the Shining Patrol. Since that time, a small number of these weapons have been created by the apprentices who follow Umandi's teachings.

This is a +1 *psychokinetic burst scimitar*, however, the weapon can be split, using a mental command, to form two +1 *psychokinetic scimitars*. Finally, three times per day, these two blades may be struck together to produce a *concussion blast* effect as a 5th level psion.

Strong Psychokinesis; ML 12th; Craft Psionic Arms and Armor, *concussion blast*; Price 34,830 gp; Cost 17,730 gp + 1,368 XP.

Althares' Gift

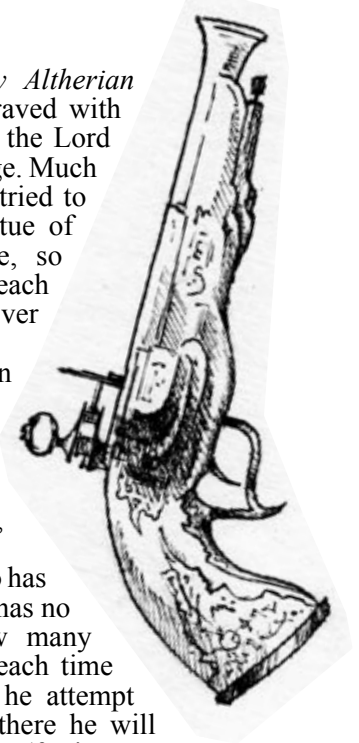
This a +1 *GMW holy Altherian steel flintlock pistol* engraved with benedictions to Althares, the Lord of Wisdom and Knowledge. Much as the God Althares has tried to teach his chosen the virtue of wisdom and temperance, so too does this divine gift teach those lessons to whomever wields it

While this weapon only appears to hold one shot at a time, each time it is loaded 1d6 extra shot are also created (these are always normal, mundane shot).

However, the weapon also has a drawback. The wielder has no means of knowing how many extra shot were created each time he loads it, and should he attempt to fire a shot that isn't there he will suffer Althares' displeasure (for instance, Athaen val' Abebi loads a shot and 1 extra shot is created, if he attempts to fire a third shot before reloading then he will suffer as described below).

If the wielder attempts to fire a shot that isn't there he suffers the damage that such a shot would have inflicted, with a DC 20 Will save for half.

Strong Evocation; CL 17th; Craft Magic Arms and Armor, *divine smite**, *major creation*, *miracle*, creator must worship Althares; Price 29,925 gp; Cost 15,925 gp + 1,120 XP.



Athame of High Magic

This curving ceremonial +2 *greater spell-storing adamantine dagger* is etched with sigils of power. Its shape, construction and style reveal it to be of Ymandrake manufacture. The power of this weapon is drawn from the arcane reserves of the Sorcerer King, and so no other group has been able to replicate its powers.

Three times each day, this weapon can grant an additional boon to a caster who uses it while casting a spell. When used as part of the somatic component gestures for a spell, that spell is cast at +2 caster levels and is affected by the Empower Spell feat (with no change to the spell level). You may not utilize a metamagic rod at the same time as you use this weapon.

Strong Universal; CL 20th; Craft Magic Arms and Armor, *wish*, Empower Spell, creator must by Ymandragoran; Price 210,002 gp; Cost 106,502 gp + 8,280 XP.

Balor's Lash

During the Time of Troubles and the ensuing Battle of Hope's End, the forces of mortal man were pitted against foul legions composed of the denizens of the lower planes. Many a legionnaire fell in those wars as bloody conflicts raged across war torn plains. Still, mortals eventually prevailed against their demonic foes and the forces of the infernal fled the fields of battle. In the ensuing rout, not all the demons and devils were destroyed, and in their haste, some left things on the field of battle.

One such item is the horrid fiery whips used by the demonic lords to drive forward the ranks of hell. Some were picked up as souvenirs; others were trampled into the blood-soaked earth. Whatever happened to these and other fell items do not matter, only the fact that they survived in this world remains.

This is a long black whip, which at first glance appears to be made from tightly braided strips of black leather. Closer inspection reveals the leather to be roughly textured, even scaled; leather which seems to writhe and recoil under the touch of mortals. Woven into the braided strips are hooks and barbs, fashioned from human bone fragments and designed to flay the flesh from the living with each stroke. At the base of the whip's blood-stained handle is a human skull forged from *bloodsteel* (see *Legacy of Damnation* for details about Blood Steel). While anyone can wield this weapon, its true powers are only evident to its real masters, those bearers who have infernal or infernal tainted blood.

In the hands of a non-Tainted bearer this is a simple +1 whip, with the exceptional property that it deals lethal damage instead of non-lethal damage. In the hands of a Tainted bearer, this is a +2 *flaming burst, reaching whip*. Furthermore, such bearers are also cloaked in a burning haze;

this haze grants the bearer 20% concealment from all attacking creatures, but imposes no such penalty on the bearer. This concealment is not illusory in nature.

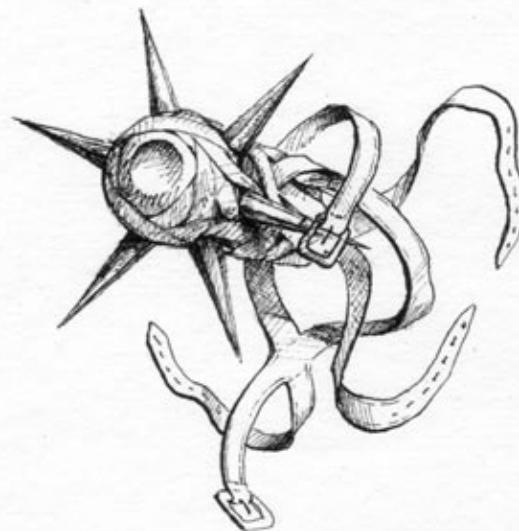
Strong Evocation; CL 10th; Craft Magic Arms and Armor, *obscuring mist*, *flame blade*, *flame strike* or *fireball*; Price 40,301 gp; Cost 20,301 gp + 1,600 XP.

Battle-Harness of the Manticore

This device was developed by the Black-Talon Ss'ressen Razortongue after he fought, and nearly perished, against a manticore. It is fashioned after the spiked tail of a manticore and consists of a sheath for around the tail, and a bundle of six spikes. This device clamps onto the end of a Ss'ressen's tail, allowing tail attacks to cause more damage. If the wearer of this device is proficient with their tail, through the Tail Attack feat or other means, then this device adds +1d4 points of piercing damage to each attack; if they are non-proficient, then the weapon only adds +1d2 points of piercing damage to each attack. This device also applies a +1 enhancement bonus to the tail attack directly, making it a magical weapon.

Furthermore, a user who is proficient in their tail attack may fire the spikes at foes. The spikes are treated as a ranged attack dealing 1d8 points of piercing damage. The spikes have a range increment of 60 ft. and a critical threat and multiplier of 20 and x3. The wearer may add one and a half times their Strength modifier to these attacks. The spikes regenerate 24 hours after being fired, and should all six spikes be fired, then the weapon only adds +1d2 points of piercing damage until at least one spike has regrown. Treat the spikes as +1 weapons when thrown.

Strong Evocation; CL 5th; Craft Magic Arms and Armor, creator must be a Ss'ressen, *greater magic weapon* or *greater magic fang*, *magic stone* or *flame arrows*; Price 10,000 gp; Cost 5,000 gp + 400 XP. Weight 6 lbs.



Beltine's Kiss

This is a scythe crafted from the wood of an ash tree and fitted with a blade of black fervidite folded and compressed into hundreds of layers with viridiite steel. It has its origins in mystery cults of the goddess of the afterlife and is famed as the weapon the Soldier Saint Deimas val'Ishi, used to help her and her companions reclaim the lost Keep at the Gates of Paradise, Beltine's ancient holy citadel in the Blessed Lands.

Beltine's Kiss is a +1 *GMW undead bane viridiite scythe*. In the hands of a divine caster who venerates Beltine, the scythe becomes a +2 weapon and gains the *destruction* enhancement.

Any undead creature who bears this weapon gains Turn Resistance -4 (that is, they count as 4 Hit Dice lower for the purposes of turning undead). This penalty is added to any existing turn resistance (if any); thus a creature with Turn Resistance +2 would have Turn Resistance -2 while wielding this weapon.

Strong Conjunction; CL 14th; Craft Magic Arms and Armor, creator must worship Beltine, *heal*, *summon monster I*; Price 54,318 gp; Cost 29,318 gp + 2,000 XP.

Bone of Contention

This thigh bone, from a large-sized creature, is considered a +1 *GMW Heavy Mace*. When wielded by a shaman, the shaman gains an additional 4 channeling attempts each day.

Weak Evocation; CL 8th; Craft Magic Arms and Armor, creator must be a shaman; Price 9,612 gp; Cost 5,112 gp + 360 XP.

Bow of the Five Peoples

Tassels of preserved leaves decorate the ends of this birch bow. Elaborately decorated with Eloran runes, and finely crafted, this is a +1 *distance composite longbow*. When wielded by an Elorii this weapon becomes a +2 weapon with an additional enhancement (see below). It also gains an additional property based on the Elorii's bloodline.

Additional properties that are spell-like abilities must be declared before an attack and are delivered with a successful strike. Effects that have a direction extend in the direction that the shot was fired. The Ardakene special ability is usable either by striking the target, or with a range of touch. All of these effects are cast at 11th level. These effects have saving throw DC of 13 + spell level (either 4 or 6).



Bloodline

Extra Enhancement

Additional Ability

Ardakene

Ghost Touch ¹

Heal 3/week

Berokene

Frost

Cone of Cold 3/week

Kelekene

Flaming

Empowered Flame Strike 3/week

Marokene

Concussive

Flesh to Stone 3/week

Osalikene

Shock

Chain Lightning 3/week

¹ This is a special exception to the usual rules for Ghost Touch. This special version bestows its property onto any ammunition that is fired.

Strong Evocation; CL 11th; Craft Magic Arms and Armor, Empower Spell, creator must be an Elorii, *clairaudience/clairvoyance*, *plane shift*, *heal*, *chill metal* or *ice storm*, *cone of cold*, *flame strike*, *sound burst*, *flesh to stone*, *call lightning* or *lightning bolt*, *chain lightning*; Price 70,770 gp; Cost 35,585 gp + 2,815 XP.

Burrowing Arrow

This +1 *arrow* appears as any others except that upon closer inspection, one may notice that the arrowhead appears to be shaped in the form of a stinging insect of some kind. When this arrow strikes its target, it penetrates deeper than most, inflicting an extra 1 point of damage to the victim. However, once it tastes blood, the arrow seems to go into frenzy, shaking violently and trying to burrow into the victim's flesh like some rabid animal. The victim must make a DC 15 Reflex save to pull the arrow from the wound. A successful Reflex save causes the arrow to do an additional 1d4 points of damage from being forcibly removed from the wound.

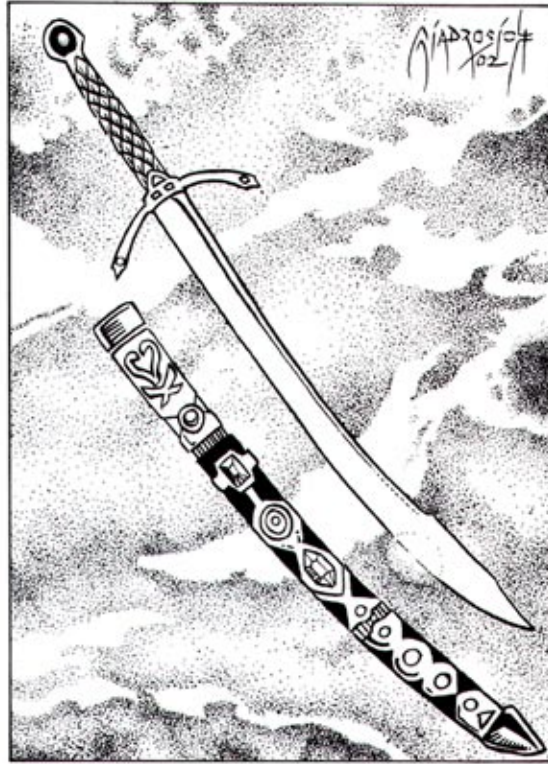
A failed saving throw means that the arrow has entered the wound, and started to inflict extra damage upon the internal organs as it snakes through the inside of the victim's body. Each round, for two rounds, the victim may make a DC 15 Fortitude save or suffer 1d8 points of additional damage. A successful Fortitude save ejects the arrow from the wound. After two rounds, the arrow loses its magic and is ejected automatically from the wound.

Moderate Evocation; CL 10th; Craft Magic Arms and Armor, *summon monster IV*, *mage's sword*; Price 1,440 gp; Cost 720 gp + 58 XP.



Canceri Champion's Blade

These are blades given to the most respected Warriors of Canceri. They are +2 *greatswords* that are enhanced with negative energy. On a successful hit from one of these swords the victim suffers an additional 1d8 points of negative energy damage, this negative energy damage is then used to heal the wielder of the blade for the same amount. Also upon any successful critical the victim is given one negative level. Twenty-four hours later the victim may make a DC 17 Fortitude save to shake off the negative level, if this save is not successful the negative level becomes permanent (refer to *Core Rulebook II* for more details about negative levels and their effects). To use one of these blades a the wielder must have sworn an oath of Loyalty to Canceri and the Dark Triumverate or gain 2 negative levels when the sword is picked up, these negative levels persist as long as the wielder holds the sword and are lost when the sword is released. Strong Necromancy; CL 12th; Craft Magic Arms and Armor; *vampiric touch*, *enervation*, creator must have sworn an oath of loyalty to Canceri and the Dark Triumverate; Price 20,350 gp; Cost 10,175 gp + 814 XP.



Capharran War Glaive

Crafted for the honor guard of the Capharran nobility, the secrets of these weapons have since spread across the lands of Onara. Only the wealthiest, and by virtue of wealth, the most powerful, can afford to outfit their guards with such equipment. But for this few, it is a formidable defense.

The haft of this weapon is solid oak, polished to a golden sheen. The blade is forged from magically hardened silver etched with fine tracery. This is a +3 *defending silvered glaive* that also grants its wielder the ability to make use of a number of spells each day.

Once per day, the wielder may use the following spells: *bear's endurance*, *detect evil*, *protection from evil*, *resist elements*, and *shield other*. All these effects are cast at 5th level.

Weak Abjuration; CL 9th; Craft Magic Arms and Armor; *shield* or *shield of faith*, *bear's endurance*, *detect evil*, *protection from evil*, *resist elements*, *shield other*; Price 46,708 gp; Cost 23,508 gp + 1,856 XP.

Cutlass of the Buccaneer

The high seas are home to merchant and miscreant alike; a place where fortunes are won and lost by fire and by sword. No other region on Onara is more famous for the depredations for seafaring travelers than the Isles in the Pale Sea. Many famous corsairs have swept out of this region on fast sails to harry the coastlines of more civilized nations. Infamous among these sea wolves is Armind One-Eye, captain of the Corrupter, and scourge of the Pale Sea. His slashing cutlass has ended the lives of dozens of victims, and sent more than one helpless prisoner to the briny deep. All merchant vessels fear his pirate Jack flying high upon the horizon.

Armind's cutlass is a short, heavy blade, slightly curved, made for slashing through rigging and chopping into foes. The polished blade is unadorned but the hilt is heavily gilded in gold and adorned with seed pearls. The cutlass' thick, basket hilt is carved in relief with images of dolphins, fishes and other sea life. The sharkskin hilt provides unsurpassed grip and the leaden pommel is stamped with the holy symbol of Yarris.

The Cutlass of the Buccaneer functions as a +2 *short sword*. The basket hilt is also enchanted, acting as a +1 *gauntlet*, while the cutlass is held in the hand. Three times per day, the owner may place the cutlass on a flat surface and utter the command word at which time the Cutlass will then rotate until the point faces true north; a boon to all sailors who ply fog shrouded coasts.

Moderate Transmutation; CL 6th; Craft Magic Arms & Armor, *know direction*; Price 14,212 gp; Cost 7,106 gp + 567 XP.

Dagger of One Thousand Cuts

This pair of finely crafted, matched daggers were crafted and given as a gift, by the Mage Telven, to a rogue comrade of his who lost an arm while protecting him.

This rogue was a master at wielding twin daggers in combat, but the loss of his left arm left him at quite the disadvantage. Feeling somewhat responsible for his friend's predicament, Telven fashioned a new, and quite special dagger for his friend.

This finely crafted dagger appears for all purposes to be a simple dagger. However, whenever it is thrown, or swung about, a swarm of partially real daggers seems to flow after it.

Treat this as a +1 *ghost touch*, returning *GMW dagger*, however, the weapon also deals an extra +2d6 damage per successful strike. Moderate Conjunction & Transmutation; CL 9th; Craft Magic Arms and Armor, *minor creation*, *plane shift*, *telekinesis*; Price 50,602 gp; Cost 25,602 gp + 2,000 XP.

Defiance

These magical heavy flails are the bane of tyrants; forged from the chains of the wrongfully accused, these weapons are the redemption and vengeance of the outcast, oppressed and otherwise wronged.

This is a +2 *Anarchic*, *Holy GMW heavy flail*. Additionally, three times per day, the wielder can declare an attack to be a retributive strike. This special attack behaves as a *hostile empathic transfer* effect (if it hits). The target is receives a DC 14 Will save to halve the damage. This effect has a manifester level of 7.

Moderate Evocation [chaos, good] & Weak Telepathy; ML 7th & CL 12th; Craft Magic Arms and Armor, Craft Psionic Arms and Armor, *holy smite*, *hostile empathic transfer*, *chaos hammer*, creator must be chaotic good; Price 102,855 gp; Cost 51,735 gp + 4,090 XP.

Demonsbane

Those who would tempt fate and bargain with the Infernal Lords had best be prepared and protected. This blade is one form of protection; however, it only protects against the Infernals in whose blood it is tempered.

This is a Greater Masterwork dagger, however, when you are fighting against an Infernal, the blade is a +5 *Bane: Infernals dagger*. Against infernal foes it also provides a continuous *protection from evil*.

Moderate Conjunction; CL 15th; Craft Magic Arms and Armor, *summon monster I*, *protection from evil*; Price 106,302 gp; Cost 53,305 gp + 4,240 XP.

Drusus of the Indomitable Gladiator

These wooden blades are given to gladiators who are freed from the arena. These rare weapons are fashioned from wood and are similar in shape to a gladius. Most of these weapons are plainly decorated, for anyone who bears one has survived the arena and needs no decoration to speak of his skill.

This is +2 *wooden drusus*, thus it only deals bludgeoning damage and does not need to be sharpened between uses. Furthermore, anyone who wishes to attack the wielder of the drusus must succeed on a DC 16 Will save or be *shaken* for the round. Once an opponent has successfully saved they are immune to this effect for 24 hours.



Moderate Conjunction; CL 15th; Craft Magic Arms and Armor, *fear*; Price 37,070 gp; Cost 19,070 gp + 1,440 XP.

Duelist Blade

Used by many of the dueling schools throughout Onara, the Duelist Blade is a +2 *Rapier*. This is mostly an ordinary blade in anyone's hands except a Duelist who can tap its real potential. In the hands of a Duelist the Duelist blade increase the AC bonus from Canny defense by 1, increases precise strike damage by 1d6 (only if the duelist already has the ability) and increases the dodge bonus the duelist receives from the elaborate parry ability by 1 when that ability is used.

Strong Transmutation; CL 12th; Craft Magic Arms and Armor, *true strike*, *cat's grace*; Price 19,320 gp; Cost 9,660 gp + 773 XP.

Emerald Scale Tail Bracer

This leather bracer, designed to strap onto the tail of a Ss'ressen, was developed by shamans amongst the Emerald Scale Clutch of the Kraldjur Morass. The bracer has spikes attached and lead shivs sewn in, giving it extra weight, as well as being able to deal more damage.

While worn by a Ss'ressen (or any other creature with a tail attack), the damage their tail attack does is increased by one size category (so 1d6 becomes 1d8, 1d8 becomes 2d6 and so forth). Furthermore, the tail receives a +1 enhancement bonus to attack and damage. Finally, while worn, the wearer receives a +2 circumstance bonus on Trip checks (both to attack and defend).





Strong Transmutation; CL 7th; Craft Magic Arms and Armor, *bull's strength*, *magic fang*, creator must be a Ss'ressen; Price 8,000 gp; Cost 4,000 gp + 320 XP.

Fangs of Vapriss

These bone javelins were crafted during the Elorii uprising at the command of the powerful Ssanu General, Vapriss. Vapriss used them to great effect until he was betrayed and slaughtered in an Elorii ambush.

These are +1 *javelins* that transform into a large viper after being thrown. The javelin does not transform until after it has struck, or landed nearby (should the attack miss). Once transformed, the viper remains for 8 rounds before dissolving into a green mist.

Moderate Transmutation; CL 7th; Craft Magic Arms and Armor, *bull's strength*, *magic fang*, creator must be a Ss'ressen; Price 3,501 gp; Cost 1,901 gp + 128 XP.

Firecrux

This blood-stained flamberge was forged by the Erduk Nierites centuries ago and has been wielded by a long succession of religious warriors through many battles in the troubled lands near Erduk. It was last seen several centuries ago in the hands of a powerful Nierite general, Seren val'Virdan; however, the weapon

was lost when he and his men disappeared during an excursion into the Corlathian mountains.

Firecrux is a +1 *ignium GMW flamberge* that allows its wielder to cast *fire shield* twice per day as a 7th level wizard. However, when wielded by a divine caster of Nier (such as a cleric, a holy judge or a paladin), the weapon becomes a +1 *flaming burst flamberge*. Additionally, for such wielders, whenever the weapon would confirm a critical hit on a creature with the [Water] subtype, such a creature must make a DC 19 Will save or be destroyed. This latter effect also applies against elementals and other creatures normally immune to critical hits; however, even if they make the saving throw they still only suffer normal damage from the attack.

Strong Evocation; CL 12th; Craft Magic Arms and Armor, *fire shield*, *destroy water*, *flame blade*, *flame strike* or *fireball*; Price 45,060 gp; Cost 24,730 gp + 1627 XP.

Forestbane

This large woodsman's axe is of obscure and ancient origin. It has an unremarkable but sharp blade of half-serrated netherite iron with a long handle of seasoned ironwood oak, ideal for hacking with two hands. This fell axe was the woe of many a hidden forest community until a united Elorii army managed to slay its last wielder, the ogre bandit king Skaros Cruel-eye. The axe disappeared with the dispersal of his horde, and thankfully remains lost to this day; although the Elorii remember it in their songs and poems and remain vigil to its reappearance.

This is a +2 *Bane: Plants*, *Bane: Elementals Battleaxe*. Furthermore, once per day this weapon can cast *blight* as a 8th level druid (DC 16 Fortitude for half).

Moderate Necromancy; CL 8th; Craft Magic Arms and Armor, *summon monster I*, *blight*; Price 43,830 gp; Cost 22,170 gp + 1,741 XP.

Gauilfur

These weapons were first developed and crafted by the Master-smith Elebac of Solanos Mor. They are almost exclusively crafted by his apprentices to prove their abilities. Crafted from rare Cancereze Red-Gold that is alloyed with steel, these dwarven urgosh' are always warm to the touch.

These are +1 *flaming* / +1 *dwarven urgosh's* that grant fire resistance 20 while held.

Moderate Evocation; CL 10th; Craft Magic Arms and Armor, *flame blade*, *flame strike* or *fireball*, *resist energy*; Price 52,650 gp; Cost 26,650 gp + 2,080 XP.



Grand Gladius of Coryan

Crafted from the finest steel and gilded with gold, these gladii are the epitome of Coryani craftsmanship. Etched into the blade in High Coryani are the words “For Duty and Honor”, the motto of the legions. Perfectly balanced, and enchanted with precision at the Forges of Annonica and Enpebyn, these blades are gifted to citizens who exemplify valor and sacrifice. They can also be found in the hands of the Legion of Vigilance and most Coryani Generals also possess a Grand Gladius.

This is a +3 *lawful, quick drawing GMW gladius*. Also, when the blade is held in hand the wielder receives a +2 luck bonus to Armor Class.

Strong Transmutation; CL 11th; Craft Magic Arms and Armor, Quick Draw, *haste, order's wrath, divination*; Price 52,620 gp; Cost 26,620 gp + 2,080 XP.



Greendeath

This gruesome longsword was first found in the northern wastes of the Hinterlands. It has a blade fashioned from greenglass. Its guard is fashioned from iron and resembles a mass of tentacles that slowly move and writhe about attempting to latch onto foes that are attacked by the weapon. The hilt of this weapon is wrapped in a dull-grey hide of an unknown beast.

This is a +1 *jagged green-glass longsword*. While this weapon is held, the tentacles ooze a yellow fluid, which on a critical hit delivers a vile disease to the struck creature. Creatures that are struck must make a DC 17 Fortitude save or suffer 1d3 points of Intelligence, Wisdom and Charisma damage after a 1d4 round incubation period. This disease continues every 24 hours, except that after 24 hours the damage becomes 1 point of permanent drain from Intelligence, Wisdom and Charisma.

Strong Necromancy; CL 11th; Craft Magic Arms and Armor, Quicken Spell, *vampiric touch, contagion*; Price 20,010 gp; Cost 11,010 gp + 720 XP.

Heartseeker

This black iron short sword, fashioned by the Nerothian Assassins, is both unwholesome and hungry. It seeks continuously to feed upon the life force of its victims, drawing their very essence from their dying corpses. Heartseeker is a +1 *unholy black iron short sword*. Additionally, whenever a successful critical hit is landed against a living foe; said foe is affected by a *finger of death* spell (DC 19 Fortitude or die). If the foe is slain, the wielder and Heartseeker gain 20 temporary hit

points for 1 hour, during which time Heartseeker glows with an unholy red light.

Strong Necromancy; CL 11th; Craft Magic Arms and Armor, *unholy blight, finger of death*, creator must be evil; Price 98,750 gp; Cost 49,750 gp + 3,920 XP.

Heart's Fang

Deep within the Corlathian Mountains, in hidden caves and crags lie the Hobgoblins of the Crimson Blade. This tribe of savage humanoids makes its home to the west of Encali, but continuously runs forays into the territory of the Empire. Inevitably, the Imperial legions are sent forth and the hobgoblins are crushed; sent staggering back into the mountains to lick their wounds.

The organized hobgoblin horde, which became known as the Hobgoblins of the Crimson Blade, first appeared in the year 1013 I.C. A huge force of hobgoblins mustered and, in one howling, snapping horde, they fell upon the Empire. The horde was the largest anyone in the region had ever seen, and inexorably the force rolled forward, crushing all resistance in its way, until the horde came to the very walls of Enpebyn. There the slaving masses threw themselves against the walls in siege. For five days the hobgoblins besieged the city until the Empire's legions arrived from the south and pinned the hobgoblins between the massed legions and the city walls. The hobgoblins were desperate and it looked like once again they would fall to the superior legion troops. But then, a horn sounded upon the battlefield. All eyes turned towards its call, and there upon an upturned wagon, stood a Hobgoblin of huge proportions. It was the great chieftain of the horde, Gore Splittusk by our tongue, and in his hands was a huge brand, dripping red with the blood of his foes. To his cries the hobgoblins mustered, and as one, they drove into the legions determined to break free or die. The great Splittusk led the charge



himself, his dread sword hewing through mail and bone alike. The legions buckled under the fierce onslaught, and the hobgoblins won passage though. The remnants of the horde, battered and beaten retreated to their mountain sanctuaries.

The Battle of the Gates, as it was soon to be known, was costly on both sides. Chief Splittusk survived for a few years, but eventually succumbed to a younger warrior. The bloody sword has become known as Heart's Fang, and its image has become the standard of the hobgoblin hordes of that region.

Heart's Fang is a crude but effective weapon created by a hobgoblin shaman. How it fell into Splittusk's hands is unknown; most likely he fought and murdered his way to the top. The sword is a straight bladed, double-edged bastard sword, a hands span in width. The blade is forged from dark iron, and profane symbols of heathenistic orcish gods are acid etched into its surface. The hilt is of simple bronze, carved with a fresco of orcs battling winged angelic figures, the grip covered in small bone plates made from the finger bones of humans and Vals. Finally, set into the bronze pommel is a large red ruby, said to have been stained with the blood of a Valinor.

Heart's Fang functions as a +1 *GMW bastard sword*. If the wielder has goblin blood, then Heart's Fang awakens to its full potential, becoming a +2 *Bane: Humans & Val Bastard Sword*. Furthermore, the weapon glows a dull red (equivalent to a torch) when any Val approaches within 60 ft. of the wielder. Moderate Conjunction; CL 10th; Craft Magic Arms and Armor, *summon monster I, divination*; Price 32,635 gp; Cost 16,635 gp + 1,280 XP.

Humming Shot (Bullet)

"They sound like the soft serenade of a loving mother humming their baby to a gentle sleep but they strike with the destructive force of a razor sharp gladius cleaving through your heart." – the Old Centurian

Perfect by an Altherian who wanted to enhance the flintlock's ability to penetrate heavy armor, this wizard, a fiery spirited, red-haired woman, chose to concentrate on the perfecting the ammunition as opposed to the flintlock itself.

The result was +1 *shot* that, when fired from the flintlock weapon, vibrates intensely as it speeds towards its target, making a strange yet melodic humming sound while in the air. Upon impact, the shot releases the stored sonic energy inside of it, causing devastating damage to the target struck. Flintlocks using this ammunition only require a ranged touch attack to inflict damage upon the target; a small price for the effectiveness of this round.

Faint Evocation [Sonic]; CL 6th; Craft Magic Arms and Armor, *sound burst*; Price 240 gp; Cost 120 gp + 10 XP.

Infernal Harvest

During the first Crusade of Light a young Val noble named Yolim Val'Tensen, a member of the Legion of the Reluctant Warrior, was convalescing after a battle with several large infernal beasts. Although he had defeated the beasts he had sustained several garish wounds due to their reach advantage and he was bound and determined to return to his beloved Emperor's side with a solution. He sought out priests of Hurrian and Sarish and together they forged Infernal Harvest, binding both the strength of Hurrian and the Guile of Sarish together. Yolim had found a powerful weapon to use against the infernal hoards and returned to the first Emperor's side and was there for the Battle at Hope's End. The blade has been passed from father to son for over one thousand years and is currently in the hands of Lucius Val'Tensen, the Mayor of a small town in the province of Ulfila.

This longsword is crafted in the Illonican style and is made of Sarishan steel with the blade being 36 inches long and 2.5 inches wide. The blade bears benedictions to both Hurrian and Sarish. Infernal Harvest is a +1 *Sarishan Steel, Bane: Infernal, Longsword of Reaching*. Strong Conjunction; CL 12th; Prerequisites; Craft Magic Arms and Armor; two creators required, one must worship Sarish and the other Hurrian, *black tentacles, summon monster I*; Price 33,615 gp; Cost 16,807 gp + 1345 XP (split between the creators).

Lance of the Errant Knight

Crafted by skilled Milandisian woodworkers from fall-wood gathered in the Faerdwalden by brave woodsmen. These lances are often fashioned into a semblance of a mythical creature, such as unicorn. There are also some of these lances that are fashioned to appear as narwhals and other horned animals.

This is a +2 *lawful-aligned charger heavy lance*; furthermore, once per day, the wielder may swear an oath to slay a foe. Until that foe is slain the wielder receives a +1 morale bonus to attack rolls, damage rolls made against the sworn foe, and a +1 morale bonus to saving throws made against effects that are generated by the sworn foe. Only one sworn foe may exist at a time, and taking a second sworn foe negates the first foe.

Moderate Evocation [Lawful]; CL 7th; Prerequisites; Craft Magic Arms and Armor; creator must be lawful, *align weapon, order's wrath, prayer*; Price 57,870 gp; Cost 29,090 gp + 2303 XP.



Legionspear

General Anear val'Assanté, commander of the Legio Comae Triumphus ab Sol Invictus (the Legion of the Triumphant Rays of the Invincible Sun), had the first of these pilum commissioned for a particularly brave centurion in 569 I.C. This pilum appears to be a normal legionnaire's pilum in all respects when first looked at; however, closer magical inspection reveals it to be far more.

This is a +1 *keen heavy pilum* that also allows its wielder to plant the pilum in the ground once per day and speak a command word. When such actions are taken, the pilum transforms into a wall of bristling pikes ten feet high, ten feet deep and ninety-feet long centered on the wielder. The wielder is free to leave the wall there and pursue other actions. The wall remains in effect as a *wall of thorns* conforming to the above dimensions for 90 minutes or until recalled. The caster level for this effect is 9th level.

Moderate Conjuraton; CL 9th; Prerequisites; Craft Magic Arms and Armor; *keen edge*, *wall of thorns*; Price 24,505 gp; Cost 12,405 gp + 968 XP.

Maggot Arrows

These dull black arrows (or bolts) are forged from tainted metal recovered from the Blighted Mire and other fetid areas such as the ruined cities of the Ssethregoran Empire. Typically used by Cancerese assassins, these magical tools have been found further afield in the hands of Nerothian worshippers across Onara.

When these arrows strike their target, the victim must make a DC 14 Fortitude save or be afflicted with the *contagion* spell. Each arrow is inscribed on its head with the name of the specific disease which it delivers, the most common being the blinding sickness.

Weak Necromancy [Evil]; CL 5th; Prerequisites; Craft Magic Arms and Armor; *contagion*; Price 750 gp; Cost 375 gp + 30 XP.

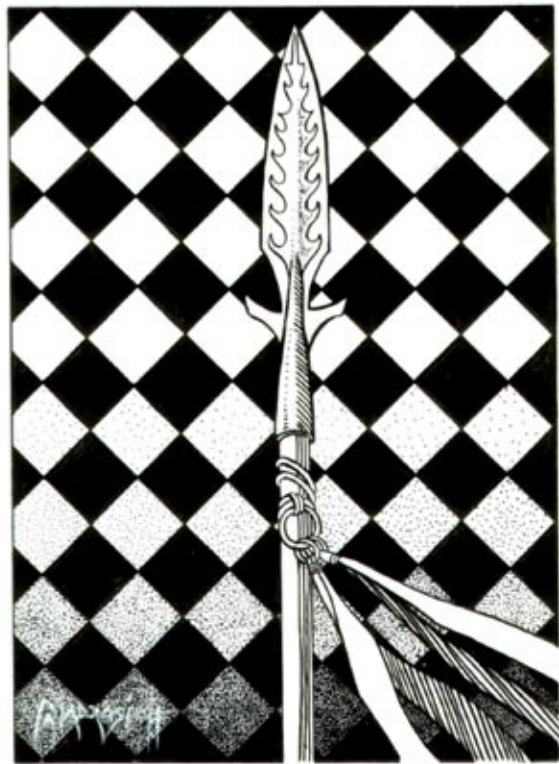
Maggot Arrows, Greater

These enhanced arrows function like normal *maggot arrows*, with the difference that it requires a DC 19 Fortitude save to resist, and the ability damage from the disease is *empowered*.

Moderate Necromancy [Evil]; CL 11th; Prerequisites; Craft Magic Arms and Armor; *contagion*, Heighten Spell, Empower Spell; Price 3,300 gp; Cost 1,650 gp + 132 XP.

Moon Blade of the val'Dellenov

The val'Dellenov have always been the most nature-oriented of the Val families. Worship of Saluwe is strong in the family, and many are known as talented woodsmen and gardeners. However, some find ways of tapping into the darker, more savage and primal side of nature. These individuals discover the true power of nature and become able to transform themselves into a specific animal when and where they desire.



Of course, there are dangers involved in doing this; dangers that went unrealized for some time.

It took the family nearly 10 years to realize the primary danger of this bond. During the second century, Lucain val'Dellenov was captured and tried by the Mother Church for heresy. What was never revealed publicly at his trial is that he was a shapeshifter, and unable to control his transformation. This is the first known instance of lycanthrope, however, it is not clear how this single case resulted in the curse existing in others across Onara.

Some have claimed that the lycanthropes are the true representation of Saluwe's will; indeed the Conclave of the Claw are known to protect and shelter lycanthropes. Of course, the Conclave of the Claw are themselves hidden, secretive and only heard about in rumor.

Others have claimed that the lycanthropes are the result of a death curse uttered by Lucain val'Dellenov. Regardless of the truth, the fact is that they exist. In the hopes of removing the stain upon their family, the val'Dellenov train members of the family to be lycanthrope hunters.

Due to the inherent dangers involved in the pursuit and hunting of a lycanthrope, these hunters are often issued a Moon Blade of the val'Dellenov. Within the Golden Boughs of Saluwe, a mere bowshot of the provincial capital of Panari, is a shrine to a little known aspect of Saluwe, the Lady of Moonlight. At this bastion of sanity in that cursed woods, members of the clergy enact a ritual consecrating a blade on the first night that Viridiis, the green moon, is full during

the month of Lampyris. The owner of the blade stands vigil throughout the nightlong ritual and concludes it by immersing his non-magical sword into the hallowed reflecting pool as it catches the last of the moon's glow. Retrieving it from the cool waters, the blade shimmers with the glow of a moonbeam, feeling almost weightless in the owner's grasp.

A *Moon Blade of the val'Dellenov* is a +1 *Bane: Lycanthrope* GMW Silver Longsword of *Quick Drawing*. Furthermore, the blade shimmers a pale green whenever any lycanthrope, regardless of form, approaches within 60 feet.

Any lycanthrope that is struck by the blade must make a DC 16 Fortitude save or be forced to revert to his normal form. If a lycanthrope is affected, they are also prevented from shifting form for the next day.

Finally, the blade can cause the tracks of lycanthropes to shimmer with a pale moon-lit glow. This grants a +10 insight bonus to Survival checks made to track lycanthropes.

Strong Divination and Transmutation; CL 11th; Prerequisites; Craft Magic Arms and Armor; *divination, find the path, haste, polymorph, summon monster I*; Quick Draw, creator must be a val'Dellenov; Price 37,705 gp; Cost 19,205 gp + 1,480 XP.

Nerothian Assassin's Blade

Pitted, and badly rusted, this unassuming blade is nonetheless a dangerous and powerful tool. Forged by the clergy of Neroth for use by their assassin squads, these blades are +1 *wounding daggers*.

Once per day, the wielder can declare one attack to be a *diseased* attack. Doing so is a free action, and a successful strike on the same round inflicts a *contagion* spell (DC 14 save) on the victim. These daggers always deliver the *slimy doom* disease.

Moderate Evocation and Necromancy [Evil]; CL 10th; Prerequisites; Craft Magic Arms and Armor; *contagion, mage's sword*; Price 30,302 gp; Cost 15,302 gp + 1,200 XP.

Nightfire

Speculation continues, as it has for the past three centuries, about the origins of this enigmatic weapon. Some scholars, notably those from the Library at Tralia, has noted its peculiar similarities to Kio design, while other scholars, such as those from the Grand Librarium in Grand Coryan, maintain that its effects proclaim it to be a Hurrianic relic. Regardless of its origins, the true power of this morningstar is not debated.

Appearing as a fluted silver rod capped at one end with white-silver quartz. The other end of the rod opens out into a concave space with a decorated rim around it. When the rod is grasped the concave end fills with a spiked ball of radiant energy that sheds light equivalent to a torch. While active, there are two uses to this weapon. It can be

used as a +1 *stunning brilliant energy morning star* or the ball of energy may be launched as a special attack, however, this latter use renders the weapon inoperative for 12 hours.

The special attack may only be used underground or at night under an open sky. If used underground, the ball of energy dissolved into a 30-foot cone of incandescent sparks. These sparks deal 5d6 electrical damage (Reflex DC 17 for half; DC 19 if the victim is wearing metal armor or wielding metal weapons). If used above ground, the ball can be released as a fiery arc against a target up to 120 feet distant. It requires a ranged touch attack to hit; and a successful strike deals normal combat damage against the target. Furthermore, all creatures within a 20-foot radius of the victim (whether the strike was a success or not) suffer 4d6 fire damage (Reflex DC 19 for half) and are blinded for 1d6 rounds (Fortitude DC 19 negates).

As noted above, use of either special attack renders the weapon inoperative for 12 hours.

Strong Evocation and Transmutation; CL 16th; Prerequisites; Craft Magic Arms and Armor; *sound burst, continuous flame, gaseous form, shocking grasp, flame strike*, Heighten Spell, Widen Spell; Price 100,000 gp; Cost 50,000 gp + 4,000 XP.

Oath Blade

The oath blade is both well known, and feared, due to its pervasive use in the signing of important contracts. Created during the First Imperium, these blades have seen widespread use during the past millennia.

These blades have no direct enhancement bonus and are treated as GMW daggers; however, their true power becomes apparent when used while casting the *oath* spell. As part of casting the spell, an oath blade may be used to draw forth blood from both participants of the spell; causing each participant to lose one hit point per Hit Die. The total sum of these hit points collected from each person determines the strength of the Infernal that will be summoned should the oath be broken. Once the oath is fulfilled (or broken and the Infernal slain) the hit points are returned to the oath-takers.

To determine the strength of the summoned Infernal, total the hit points spent by both parties, and then divide by two. An Infernal with that many Hit Dice is summoned to slay the oath-breaker if the oath is ever broken. The summoned Infernal remains until slain or until the oath-breaker has been slain.

Destroying the oath-blade that was using in swearing the oath renders this portion of the oath null and any sacrificed hit points are immediately returned.

Strong Conjuraction; CL 17th; Prerequisites; Craft Magic Arms and Armor; *greater planar binding, summon monster IX*; Price 31,202 gp; Cost 15,902 gp + 1,224 XP.

Ranseur of Wind and Wave

This ranseur, crafted of fluvium with a palm-wood haft, is one of a set of three crafted by the Undir craftsmen Ikwhonki Ko and Sulubu Mo'qus as a gift to Andreas II. The two of them were spying on several Ymandrake agents when they were harvested, fortunately for them, the brave Milandisan Navy Captain Nevis val'Ossan of the Valiant Dolphin rescued them; sending the Ymandrakes to Yarris' cold grasp. It is rumored that they fashioned an additional one of these weapons for him as well.

These are +2 *ranseurs* that grant their wielder the ability to breathe underwater, while held. Furthermore, the weapon also grants a +10 competence bonus to Swim checks while held, and grants the wielder a fly speed of 30 ft. with good maneuverability. Finally, twice per day, upon command, the weapon produces either a *control water* or a *control winds* effect.

Moderate Transmutation; CL 9th; Prerequisites; Craft Magic Arms and Armor; *control water*, *control winds*, *fly*, *freedom of movement*; Price 66,910 gp; Cost 35,460 gp + 2,516 XP.

Screaming Sword

In the days that immediately followed the cursing of the Celestial Giants, the newly made Dwarves had not yet discovered how to fashion the Soul Stones that are now a hallmark of their race. Rather, if they died their souls passed away unto oblivion. However, not all souls were lost; instead some became trapped in crystal deposits that existed near to the enclaves that the dwarves gathered in.

These stones, charged with the soul energy of dead dwarves, were found by certain enterprising Val psions to possess energy that could be tapped to power psionic items. However, doing so normally releases the soul within (see *Wailing Stones of the Lost Souls*, in the *Universal Psionic Items* chapter). One particularly brilliant, according to his peers, or degenerate, according to the dwarves, Val psion found a way of permanently sealing the energy within the stones. That Val, Givahi val'Ishi of Enpebyn, further refined this sealing technique to allow him to infuse his own power within the crystal as well, creating the first *Screaming Sword* in 123 I.C.

The technique he developed spread quickly amongst the Val, to the point where the dwarves demanded that all Wailing Stones be forfeited to them, such that they could be placed to rest in the Chamber of Final Repose. Furthermore, all dwarves bear a great hatred toward anyone who is seen bearing one of these blades, since each blade contains the permanently bound soul of a dwarf.

The actual appearance of a *Screaming Sword* varies greatly between each one; however, all *Screaming Swords* are a jagged blade of crystal. The type and color of the crystal depends on where the base *Wailing Stone* was discovered.

For example, amethyst and quartz are common throughout the Coryan Empire, but it is known that *Thandras*, Givahi val'Ishi's blade, was fashioned from diamond. Regardless, of the crystal used, these blades are magically hardened and sharpened to preserve their cutting edge. The design of the hilt is totally dependent on the creator, although most incorporate some type of geometric design.

A *Screaming Sword* is a +1 *psychic short sword* that emits a mentally audible chatter around it. While drawn, all creatures within 20 ft. can hear the weapon moaning, mutter and wailing; these noises grant no benefits or penalties, save for being incongruous and disturbing. Furthermore, once per day the weapon can create the following two effects as a 9th level psion: *catapsi*, *energy cone [sonic]*. Finally, if this weapon has at least a +3 enhancement bonus, then the wielder may expend 15 power points to manifest, as a 15th level psion, *ultrablast*.

Strong Clairsentience and Telepathy; ML 17th; Prerequisites; Craft Psionic Arms and Armor, Craft Psicrown; *reality revision*, *catapsi*, *energy cone*, *ultrablast*, *metaphysical weapon*; Price 116,400 gp; Cost 59,200 gp + 4,576 XP.

Sea Rover

This falchion is crafted of pale-blue fluvium and has a crescent guard inlaid with mother-of-pearl and coral. Its hilt is wrapped in shark-skin to give it a strong grip, while the end of the pommel is set with a pure aquamarine gemstone. While the origins of this weapon are unknown, similar weapons have been crafted in the smithies of Naeraanth, Savona and the western lands for generations.

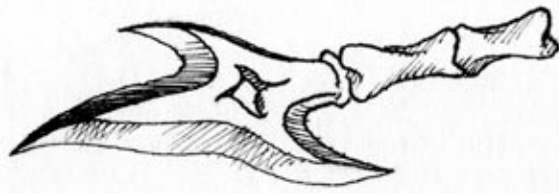
Sea rover is a +1 *falchion* that grants its wielder permanent *water walking* while drawn. Weak Transmutation; CL 5th; Prerequisites; Craft Magic Arms and Armor; *water walking*; Price 51,075 gp; Cost 27,575 gp + 1,880 XP.

Seeking Sling

This plain and unremarkable strip of leather is popular with thieves, and other ne'er-do-wells. These weapons are ideal for use in the confined, crowded spaces of a busy street market of Grand Coryan and other large cities.

A *seeking sling* is a +1 Bane-Seeking Sling. However, once each day, the wielder may select the type of *bane* weapon it is (excluding *ssethric* and *infernal*). Making this selection requires concentrating on the weapon for 15 minutes.

Strong Divination; CL 11th; Prerequisites; Craft Magic Arms and Armor; *locate creature*, *divination*; Price 32,300 gp; Cost 16,300 gp + 1,280 XP.



Shadowsong

The *Crusade of Light* that was led by the First Emperor claimed the lives of many folk, heroes and commoners alike. Amongst those who died during that epic war was the famed Milandisian bard Ivor Kilmek. He perished as he faced off, longsword and dagger in hand, against a powerful infernal lord; one of the many infernal lords who are rumored to have later faced the Emperor.

As Ivor died, his force of will was such that a portion of his soul passed into his dagger. Shadowsong is a +1 *harmonizing, greater off-hander, infernal bane GMW dagger of returning*. Furthermore, three times per day, the weapon can bolster your allies and weaken foes. Treat these as a *bless* spell and a *bane* spell (DC 11 Will negates). Activating this latter ability is a standard action (however, both effects are produced at once). Strong Varied; CL 15th; Prerequisites; Craft Magic Arms and Armor, Two-Weapon Fighting; *bane, bless, cat's grace, harmony, haste, summon monster I, telekinesis*; Price 131,002 gp; Cost 65,802 gp + 5,216 XP.

Sickle Sword of the Myrantian Lord

This ancient khopesh is rumored to have been plundered from the tomb of an ancient general of Eryunel. Who this general was, and who exactly plundered the tomb is unknown, but the power of this weapon and its affinity for death cannot be argued. Slightly tarnished and notched, the aperiite-iron blade of this khopesh is still sharp. The lapis-lazuli inlay into the ivory hilt of this weapon has been stained by the blood of the countless creatures slain by this hungry blade.

This is a +2 ghost-touch aperiite khopesh. Once per day, on a successful hit, this weapon delivers a *slay living* effect to the victim. The victim receives a DC 18 Fortitude save to resist the effect, as detailed in the spell. Furthermore, divine casters with the death domain enjoy an added benefit; they are automatically proficient with this weapon and may use their death touch ability one additional time each day.

Strong Necromancy [Death]; CL 15th; Prerequisites; Craft Magic Arms and Armor, creator must have the Death Domain; *plane shift, slay living*; Price 68,075 gp; Cost 36,075 gp + 2,560 XP.

Soulshrieker Bow

This vile weapon was crafted by a mad val'Mordane necromancer, whose name has been lost to the shadows of time, after his flesh was ravaged and

disfigured by a Ss'ressen ranger. The val'Mordane vowed revenge on the Ss'ressen and so hunted him down and slaughtered him.

This mad necromancer took the poor creature's flesh from his bones, preserving the muscles and tendons for later use. Taking all of the creature's bones save his skull, the necromancer ground them down and mixed them with various alchemical powders. The end result of this is a strong, but flexible substance that is crafted into a bow. The center of this bow is the skull of the dead Ss'ressen, open slightly as if screaming in endless torment. The bow is strung with the magically treated tendons and muscles of the dead Ss'ressen.

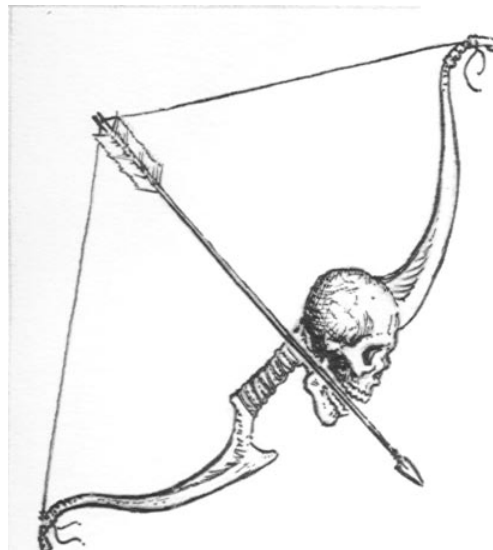
This is a +1 Ss'ressen Bane GMW Mighty [+4] Composite Longbow. Each time this weapon is fired it unleashes a shriek of indescribable pain that can be heard by creatures within 100 ft. Furthermore, each arrow that is fired from this weapon also delivers a *chill touch* spell (DC 11; caster level 1).

Three times each day, the wailing of the bow can instill fear and unease in your foes, treat this as being a *bane* spell centered on the bow (DC 16; caster level 9).

Finally, once per day on a successful critical hit against a Ss'ressen, the bow creates a *slay living* effect (DC 17; caster level 9). Moderate Necromancy [Death]; CL 9th; Prerequisites; Craft Magic Arms and Armor, Heighten; *bane, chill touch, slay living, summon monster I*; Price 67,980 gp; Cost 34,540 gp + 2,676 XP.

Spiked Chain of the Master Defender

This +3 *spiked chain* has a special defensive property. It works much like the defending ability except that the +3 bonus to AC on the wielder in lieu of the weapons enhancement bonus to hit and damage is instead applied to all allies within the reach of the spiked chain. You can choose the amount of enchantment to use to assist your allies' armor class; for example you could apply +2 to the AC of allies within reach and keep +1



enhancement bonus to hit and damage on the weapon. Additionally if someone attempts to disarm one of your allies who currently has a bonus to his armor class from you, he may use your bonus to oppose disarm instead of his own. These weapons are traditionally used by Milandisian Val'Tensens but others have been known to use them.

Strong Abjuration; CL 15th; Craft Magic Arms and Armor, *shield other*; Price 60,100 gp; Cost 30,100 gp + 2,400 XP.

Ssethregoran Stench Blade

These +1 *keen scimitars* are forged in the nauseating sweat of troglodytes. The troglodyte sweat is carefully manufactured so it does not affect Ssethregorans, so that these blades cannot be turned against them. When a successful critical hit is scored with one of these blades the victim must make DC 20 Fortitude save or be nauseated for 1d6 rounds.

Moderate Transmutation; CL 10th; Craft Magic Arms and Armor; *keen edge, stinking cloud*, creator must be Ssethregoran; Price 12,365 gp; Cost 6182 gp + 495 XP.

Stirge Darts

These darts were created by a sorcerer skilled in the way of darts but wanting to find a way to make them more deadly in combat. After months of experimentation, he came across the idea of using a needle like that of a stirge in the creation of these superior magical darts. By using the blood draining ability of a stirge and mixing it with the *bleed* spell, it caused blood from wounds to drain into the dart rapidly, increasing the damage inflicted.

These +1 *throwing darts* have also been enchanted with a *bleed* spell that inflicts an additional 2 hp/round for 2 rounds unless removed (which inflicts a further 1d4+1 hp damage). After it finishes draining blood, it can be safely removed with no further effect but cannot be used again for 24 hours until the blood is digested.

Faint Necromancy; CL 5th; Craft Magic Arms & Armor, *bleed, magic stone*; Price 6,801 gp; Cost 3,400 gp + 272 XP.

Sword of the Soldier Saints of Dagha

Forged by the master-smiths of the Order, these mithral blades are gifted to worthy members who are embarking on a particularly dangerous mission. The hilt is wrapped in the finest leather, bleached white to match the white-gold trim and the topaz set into the pommel.

Finding one of these blades in the hands of someone who is not a Soldier Saint of Dagha is rare, but does happen since the blades are often entrusted to a Soldier Saint who is undertaking a mission of great risk. The order usually attempts to recover the blades, but some small number have fallen beyond their control.

These blades are +1 holy GMW mithral longswords. When wielded by anyone who is Lawful

Good they become +1 axiomatic holy unyielding GMW mithral longswords. Finally, when a member of the order wields the weapon, they can expend the charges that are within the blade. Each blade is fashioned with seven charges to begin, although it is rare to find one with a full complement of charges. Each charge may be spent, as an *immediate* action to automatically succeed on an attack roll, a saving throw or a skill check.

Moderate Evocation [Good, Lawful]; CL 7th; Craft Magic Arms & Armor, creator must be lawful good, *aid, holy smite, limited wish, order's wrath*; Price 75,865 gp; Cost 39,085 gp + 2,942 XP.

Sword of Wonder

This unusual, even weird blade, is rumored to have been fashioned from the raw stuff of dreams. The actual blade shifts form at the whim of its wielder, but always the blade is fashioned from continuously swirling mercurial steel.

This blade is a +2 multiform one-handed sword. Once per day, for one minute, this weapon can also gain the anarchic property. Finally, the magical properties of this blade are not suppressed when its wielder enters *Dreamtime*, rather the blade manifests itself inside the *Dreamtime* as well.

Moderate Evocation [Chaos] and Transmutation; CL 9th; Craft Magic Arms & Armor, creator must be chaotic, *chaos hammer, fabricate, polymorph any object*; Price 50,000 gp; Cost 25,000 gp + 2,000 XP.

Thunderbow

This Moratavian longbow is crafted from hollow aerium steel rods and is over six-feet long. Each of these bows is blessed by a priest of Hurrian, who craft them for the most devout and skilled followers of the storm lord. Each time the weapon is fired, the hollow construction creates a deep resonant booming that sounds like distant thunder.

This is a +2 *thundering aerium mighty [+4] composite longbow*. However, once per day, the weapon may cast *air walk* and *call lightning*.

Moderate Transmutation; CL 7th; Craft Magic Arms & Armor, *air walk, blindness/deafness, call lightning*; Price 40,440 gp; Cost 22,620 gp + 1,426 XP.

Troll's Lament

Fashioned from finely tooled leather, dyed a deep crimson red, and affixed with hardened obsidian spikes, this spiked gauntlet strikes fear into the heart of most creatures. However, it was fashioned to strike fear into the heart of trolls, not men.

This is a +1 *flaming obsidian spiked gauntlet*; additionally, four times per day, the gauntlets may unleash a *burning hands* spell as a 5th level wizard upon command.

Moderate Evocation; CL 10th; Craft Magic Arms & Armor, *burning hands, and flame blade, flame strike or fireball*; Price 15,705 gp; Cost 8,105 gp + 608 XP.

Umandi's Gift

Umandi val'Abebi, scholar of Althares and famed as the man who codified the val'Abebi psionic process, created these weapons for his apprentices. While each of these weapons is unique, they are all oak staffs with amber inset into the hardened wood. They each bear Umandi's personal seal, an open palm with a dancing flame upon it, somewhere on the staff. The most common location is engraved on an amber shard.

Umandi's Gift is a +2 *GMW Psychokinetic Burst*/+2 *GMW Quarterstaff*. The staff also serves as a crystal capacitor capable of storing 17 power points. Finally, the weapon is magically hardened to have a hardness of 15, and 50 hit points. Strong Psychokinesis; ML 17th; Craft Psionic Arms & Armor, Craft Cognizance Crystal, *concussion blast*; Price 123,600 gp; Cost 62,600 gp + 4,880 XP.



Wind Staff

During the time of the First Crusade of Light, when the forces of Man stood against the onslaught of the Infernals, the leader who would forge the Coryani Empire found himself pinned with the Corlathian mountain range to his back and besieged on all sides by hordes of demons. Undaunted, the First Emperor climbed to the summit of Mt. Olmacha, found a white ash tree that grew there and broke off a branch. Within moment, he fashioned a staff whose top was curved like horns and a wire with multi-colored ribbons was strung between them.

As he crafted the staff, he was observed by a val'Tensen Shepherd who hid behind an outcropping of rocks and stared in wonder at his calm, knowing that an army of Infernal stood ready to smash his fledging legions at nightfall. The shepherd's reverie was broken by the commanding voice of the First Emperor who called him from his hiding place. "Come to my side, Lenes val'Tensen, and see what we may wrought." Shaken, the young woodsman came closer and stood by his side.

The First Emperor held the staff aloft and suddenly the faint winds began to swirl and gather strength, until the wind roared like a wounded beast. A small whirlwind appeared before the Emperor and unfolded like a fresh bloom. Nestled within its folds, a great Djinn appeared and bowed its head. "What is thy bidding, cousin?" With but a few words, the Emperor made clear his desires. That evening, the Devils and Demons were routed by not just the forces of the Coryani legions, but by the might of the Djinn Lord Menioch and his hosts from the Elemental Plane of Air. After the battle, the Emperor called for the val'Tensen ranger and gave him the staff. He told him of the deadly evil that roamed the lands on the other side of the mountain range and his desire that his people be guarded against these perils. He tasked the young ranger with forming a cadre of beings such as he, and whispered in his ear the secret of crafting such a staff so that they may all be armed with them.

Years passed and the Infernal hordes were trapped behind the Wall of the Gods, the First Emperor passed on and the fledging alliances of territories grew into the vast Coryani Empire. True to his vow to the First Emperor, Lenes val'Tensen gathered men about him and taught them to survive and thrive in the rugged mountainous terrain. When the training of his first group was complete, he called upon the power of the staff to contact the Djinn Lord Menioch and was surprised to see that a lone small Air elemental appeared. "You are not the Djinn Lord," Lenes gaped in surprise. "You are not the Emperor," the Elemental replied matter-of-factly.

The Wind Staff is the staple of the val'Tensen rangers who roam and protect those who travel throughout the Corlathian Mountain

Whip of the Hussma

The Hussma are the taskmasters of ancient Yahssremore; the Elorii generals who commanded vast slave armies before the fall of the great serpent empire. Despite them having never wielded such weapons as these, those who recall the Hussma do so with fear and loathing. A feeling that is not spared when it comes to any who wield one of these weapons.

These barbed whips are crafted by Ssethregoran sorcerers from the hides of slain Naga, rivals to the Serpent King of Ssethregore. They retain the poisonous stinger at the end of the lash, and they stud the flesh with shards of bone.

These are +1 reaching whips that deal lethal damage. Additionally, on a critical hit, the venom from the stinger is injected into the victim, poisoning them with a dark naga's poison (Injury; Fortitude DC 16 or lapse into a nightmare-haunted sleep for 2d4 minutes).

Finally, once per day, upon command, the whip can behave as a *rope of entanglement* for 10 minutes. When used in this manner, the whip has an AC of 25, 30 hit points, hardness 10 and DR 5/slashing. It also continues to heal damage as described under the *rope of entanglement*.

Moderate Conjuration (Creation) and Transmutation; CL 12th; Craft Magic Arms & Armor, Craft Wondrous Item, *animate objects*, *animate rope*, *black tentacles*, *entangle*, *poison*; Price 36,501 gp; Cost 18,401 gp + 1,448 XP.

range. The secret of the creation has been handed down exactly as the First Emperor instructed from master to apprentice. The apprentice ranger must craft his own staff, empower it and attune an Air Elemental to its power.

Wind staff is a +2/+2 *unyielding quarterstaff* that is carved from wind-swept mountain yew. Furthermore, the staff allows its wielder to use the following spells as a 12th level caster: at will—*feather fall*; 3/day—*fly*; 1/day—*control winds*, *gust of wind*; 1/week—*summon nature's ally VI* (air elemental only).

Strong Transmutation; CL 12th; Craft Magic Arms & Armor, *aid*, *control winds*, *feather fall*, *fly*, *gust of wind*, *summon nature's ally VI*; Price 121,825 gp; Cost 61, 213 gp + 4,849 XP.

Fetishes

Fetishes are a special kind of magic item which can fill many slots, though closely related to wondrous Items, the creation and effects will some times differ. Charged Fetishes in the form of a staff or wand are also not unheard of. Some fetishes fill their own special slot, that of a “charm”. Charms may be hung anywhere on the body but must be clearly visible. (Normally such charms are hung on belts, off of armor, and even weaved into hair) Animals and regular characters may possess two charms, characters with Shaman, Ehtzara, Afatkuq levels (or who possess the Craft Fetish feat) may possess 1 additional charm for each 5 character levels.

Permanent fetishes never give bonuses above +2 to any skill or ability score, and can not duplicate any spell above 3rd level. (There are some exceptions to this, an Ehtzara's robes for example). Charged Fetishes are a special case and have been known to duplicate abilities which elude even some of the most accomplished spell casters.

Lastly every Fetish has a recipe; before any fetish is created the crafter must seek out and collect all these items. These items can range from the simple (feather of a hawk) to the grotesque (entrails of a bound infernal) to the exotic (distilled dreams). The cost of creating the item is spent in offerings to spirits, incense, and fine foods and drinks for the crafter who must imbue these foods in a show of celebration and thanks for garnering the spirits attention.

Special Note on spell requirements: Shaman, Ehtzara, and Afatkuq may bypass any spell requirement needed to craft any fetish, they must still meet the minimum caster level required to craft the fetish in question.

Animal Fetishes

Mostly crafted by the Ehtzara these simple fetishes lend the bearer some of the strengths of the patron spirit it beckons too.

Horse Charm

Crafted from the hair of an unspoiled mare and the hair of an aged stallion entwined and dipped in mare's milk this fetish lends the wearer the ability to run like thunder. As long as this Fetish is worn the character gains a +10 enhancement bonus to his base movement.

Faint Transmutation; CL 1st; Prerequisites: Craft Fetish, *long strider*; Price: 4,500 gp; Cost 2,250 gp + 180 XP.

Tiger Charm

Crafted from two claws and the hair of a white tiger or shadow lion, this fetish lends the wearer the ability leap and fight like a tiger. As long as this Fetish is worn the character gains a +2 competence bonus to Balance and Jump checks as well as the ability to *pounce* like a lion once (refer to the *Monster Manual* for details). If the fetish's ability to pounce is used, the fetish becomes worthless.

Faint Transmutation; CL 5th; Prerequisites: Craft Fetish, *cat's grace*, *true strike*; Price: 2,000 gp; Cost 1,000 gp + 80 XP.

Hyena Charm

Crafted from the hair and a tooth of an aged Hyena, as long as this Fetish is worn the character gains a +2 competence bonus to Jump and Sleight of Hand checks.

Faint Transmutation; CL 5th; Prerequisites: Craft Fetish, *mage hand*, *cat's grace*; Price: 1,600 gp; Cost 800 gp + 64 XP.

Owl Charm

Crafted from the feather of a great owl, the talon of a spotted owl and a string from a wind charm which has weathered five storms, this fetish grants its wearer uncanny insight and intuition. Any time which the bearer of the fetish is attempting to unravel a mystery or communicate with a strange culture, the character gains a +5 insight bonuses to any relative skill. This bonus may be called upon *once* per mystery or encounter with a strange culture.

Faint Transmutation; CL 7th; Prerequisites: Craft Fetish, *divination*; Price: 10,000 gp; Cost 5,000 gp + 400 XP.

Monkey Charm

Crafted from the hair of an aged monkey that was been given willingly by the monkey to the crafter of the fetish. As long as this fetish is worn by the character for which the charm was crafted gains a +2 competence bonus to Sense Motive and Tumble checks.

Faint Transmutation; CL 5th; Prerequisites: Craft Fetish, *owl's wisdom*, *cat's grace*; Price: 1,600 gp; Cost 800 gp + 64 XP.

Rhino Charm

Crafted from the horn of a white rhino and an arm band of rhino hair blessed by an old warrior priest, this charm is highly sought after by the Yhing-Hir. Once per day the wearer of this charm, who must have worn the charm for at least a day, may call upon the rage of the rhino, as a *swift* action, to guide him as he charges into combat. This fetish grants the wearer a +2 competence bonus to hit and opposed bull rush checks when charging for one round. Faint Transmutation; CL 5th; Prerequisites: Craft Fetish, *bull's strength*; Price: 4,000 gp; Cost 2,000 gp + 160 XP.

Monster Fetishes

Aboleth Charm

This oval pendant is made from purple-flecked obsidian set with a clear crystal phylactery containing an animated aboleth's eye suspended in greenish fluid. Mystic glyphs surround the crystal at the perimeter of the pendant on the front and the back.

Once per day the wearer of this charm, who must have worn the charm for at least a day, may call upon the dark powers of the Aboleth to declare, as a *swift* action, one attack to be a Slime attack. This attack delivers the slime special attack of an aboleth. This slime attack must be declared before the attack roll is rolled, and if the attack misses then the slime attack is wasted for that day.

Strong Transmutation; CL 15th; Prerequisites: Craft Fetish, *baleful polymorph*, *polymorph*; Price: 50,000 gp; Cost 25,000 gp + 2,000 XP.

Ankheg Charm

This is a hexagonal silver pendant set with a polished onyx stone suspended from a silver chain dangling three ankheg leg claws from either side.

Once per day the wearer of this charm, who must have worn the charm for at least a day, gains tremorsense, with a range of 60 ft., for 10 minutes. Moderate Divination; CL 10th; Prerequisites: Craft Fetish, *clairaudience/clairvoyance*; Price: 10,000 gp; Cost 5,000 gp + 400 XP.

Basilisk Charm

This is an octagonal plate of flesh-hued soapstone set with eight basilisk teeth surrounding a hinged container of copper recessed in the stone.

When activated, the cover falls off revealing the preserved eye of a basilisk. The eye has sufficient power in it to produce a *flesh to stone* effect (DC 19), on a single creature before being rendered worthless.

Moderate Transmutation; CL 11th; Prerequisites: Craft Fetish, *stone to flesh*; Price: 3,300 gp; Cost 1,650 gp + 132 XP.

Behir Charm

This charm is a belt fashioned from the cured hide and scales of a behir set with a large piece of amber on the front.

Three times per day the wearer of this charm, who must have worn the charm for at least a day, may emulate the breath weapon of a behir, producing a *lightning bolt* (DC 14).

Weak Evocation; CL 7th; Prerequisites: Craft Fetish, *lightning bolt*; Price: 22,680 gp; Cost 11,340 gp + 908 XP.

Blink Dog Charm

This charm is a blink dog tooth suspended on a raw-hide thong.

Twice per day the wearer of this charm, who must have worn the charm for at least a day, may emulate the blinking of a blink dog, producing a *blink* effect.

Weak Transmutation; CL 10th; Prerequisites: Craft Fetish, *blink*; Price: 21,600 gp; Cost 10,800 gp + 864 XP.

Bulette Charm

This charm is usually crafted as a headpiece made from a form fitting bulette scale attached to a fillet of adamantine.

Once per day the wearer of this charm, who must have worn the charm for at least a day, may travel using a burrow speed of 10 ft for one hour.

Strong Transmutation; CL 15th; Prerequisites: Craft Fetish, *passwall*; Price: 20,000 gp; Cost 10,000 gp + 800 XP.

Cloaker Charm

This charm is fashioned as a choker made from the cured hide of a cloaker clasped at the front with two ivory cloaker claws.

The wearer of this charm, who must have worn the charm for at least a day, receives a +10 competence bonus to Hide checks.

Weak Illusion; CL 10th; Prerequisites: Craft Fetish, *blur*; Price: 10,000 gp; Cost 5,000 gp + 400 XP.

Cockatrice Charm

This charm is made from the smaller feathers of a cockatrice ringing a platinum brooch set with a ruby.

The wearer of this charm, who must have worn the charm for at least a day, is immune to petrification, including the *flesh to stone* spell.

Strong Transmutation; CL 17th; Prerequisites: Craft Fetish, *contingency*, *stone to flesh*; Price: 78,000 gp; Cost 39,000 gp + 3,120 XP.

Darkmantle Charm

This charm is typically fashioned as a brooch made from a portion of the hard shell of a darkmantle set with a ring of small carnelians.

Three times per day the wearer of this charm, who must have worn the charm for at least a day, may use the *darkness* spell.

Weak Evocation; CL 3rd; Prerequisites: Craft Fetish, *darkness*; Price: 6,480 gp; Cost 3,240 gp + 260 XP.

Delver Charm

This charm is a small rod carved from the blunt claw of a delver.

Three times per day the wearer of this charm, who must have worn the charm for at least a day, may use the *stone shape* or *soften earth and stone* spell.

Strong Transmutation [Earth]; CL 10th; Prerequisites: Craft Fetish, *soften earth and stone*, *stone shape*; Price: 32,400 gp; Cost 16,200 gp + 1,296 XP.

Destrachan Charm

This charm is a carved wand made from the jawbone of a destrachan.

Once per day the wearer of this charm, who must have worn the charm for at least a day, may use blindsight with a range of 60 ft. for 1 hour.

Strong Divination; CL 20th; Prerequisites: Craft Fetish, *divination*, *true seeing*; Price: 60,000 gp; Cost 30,000 gp + 2,400 XP.

Digester Charm

This charm is a carved wand made from the leg bone of a digester.

Three times per day the wearer of this charm, who must have worn the charm for at least a day, may use *acid arrow*.

Weak Conjunction (Creation) [Acid]; CL 8th; Prerequisites: Craft Fetish, *acid arrow*; Price: 17,280 gp; Cost 8,640 gp + 692 XP.

Ettercap Charm

This charm is made from the fang of an ettercap strung on a spider silk cord.

Four times per day the wearer of this charm, who must have worn the charm for at least a day, may use *web* (DC 13).

Weak Conjunction (Creation); CL 5th; Prerequisites: Craft Fetish, *web*; Price: 14,400 gp; Cost 7,200 gp + 576 XP.

Frost Worm Charm

This charm is necklace made from the whistling bone nodule of a frost worm.

Once per day the wearer of this charm, who must have worn the charm for at least a day, may use *cone of cold* (DC 17).

Strong Evocation [Cold]; CL 14th; Prerequisites: Craft Fetish, *cone of cold*; Price: 25,200 gp; Cost 12,600 gp + 1,008 XP.

Giant Spider Charm

This charm usually takes the form of a giant spider's mandible suspended on a silk cord.

Twice per day the wearer of this charm, who must have worn the charm for at least a day, may travel under the effects of a *spider climb* spell.

Weak Transmutation; CL 6th; Prerequisites: Craft Fetish, *spider climb*; Price: 8,640 gp; Cost 4,320 gp + 346 XP.

Gorgon Charm

This charm is crafted from the scale of a gorgon attached to a length of mithral chain.

Once per day the wearer of this charm, who must have worn the charm for at least a day, may use *flesh to stone* (DC 19).

Strong Transmutation; CL 15th; Prerequisites: Craft Fetish, *cone of cold*; Price: 32,400 gp; Cost 16,200 gp + 1,296 XP.

Igiho Charm

This charm is typically fashioned as a necklace with tufts of fur from an igiho.

Twice per day the wearer of this charm, who must have worn the charm for at least a day, may use *displacement*.

Weak Illusion (Glamour); CL 10th; Prerequisites: Craft Fetish, *displacement*; Price: 21,600 gp; Cost 10,800 gp + 864 XP.

Manticore Charm

This charm is a necklace of manticore spines on a thin hemp cord.

At will, the wearer of this charm, who must have worn the charm for at least a day, may use *magic missile*.

Weak Evocation [Force]; CL 9th; Prerequisites: Craft Fetish, *cone of cold*; Price: 16,200 gp; Cost 8,100 gp + 648 XP.

Mimic Charm

This charm is made from a portion of a mimic bound into a sphere by a lattice of mithral wire and suspended from a chain as a pendant.

Twice per day, the wearer of this charm, who must have worn the charm for at least a day, may cause the charm to coat their fist in an adhesive glue that functions like the adhesive special attack of a Mimic. This allows them to automatically grapple one creature. This grapple can only be ended by either killing the wearer (it ends 5 rounds after doing so), or by using strong alcohol. However, the charm has an additional weakness that this effect may be dispelled, unlike the ability of the mimic.

Moderate Conjunction (Creation); CL 15th; Prerequisites: Craft Fetish, *black tentacles*; Price: 50,000 gp; Cost 25,000 gp + 2,000 XP.

Naga Charm

These charms come in several varieties but all are crafted as rattles made from the bones of the appropriate naga bound with its dried skin at the end of a stick of wood.

Once per day the wearer of this charm, who must have worn the charm for at least a day, may use *poison* (DC 17).

Moderate Necromancy; CL 10th; Prerequisites: Craft Fetish, *poison*; Price: 14,400 gp; Cost 7,200 gp + 576 XP.

Naga Charm, Greater

These charms come in several varieties but all are crafted as rattles made from the bones of the appropriate naga bound with its dried skin at the end of a stick of wood.

Once per day the wearer of this charm, who must have worn the charm for at least a day, may use *empowered poison* (DC 23).

Strong Necromancy; CL 20th; Prerequisites: Craft Fetish, Empower Spell, *poison*; Price: 43,200 gp; Cost 21,600 gp + 1,728 XP.

Roper Charm

This is a stone bracelet set with the crystalline teeth of a roper.

At will, the wearer of this charm, who must have worn the charm for at least a day, may use *ray of enfeeblement*.

Weak Necromancy; CL 10th; Prerequisites: Craft Fetish, *ray of enfeeblement*; Price: 18,000 gp; Cost 9,000 gp + 720 XP.

Rust Monster Charm

This charm is crafted from the brilled feeler of a rust monster.

Three times per day the wearer of this charm, who must have worn the charm for at least a day, may use *rusting grasp*.

Moderate Transmutation; CL 10th; Prerequisites: Craft Fetish, *rusting grasp*; Price: 57,600 gp; Cost 28,800 gp + 2,304 XP.

Shocker Lizard Charm

This charm is made from the skull of a shocker lizard tied to a chain of gold and set with two pieces of amber in its eye sockets.

Three times per day the wearer of this charm, who must have worn the charm for at least a day, may use *lightning bolt* (DC 14).

Weak Evocation; CL 10th; Prerequisites: Craft Fetish, *lightning bolt*; Price: 32,400 gp; Cost 16,200 gp + 1,296 XP.

Unicorn Charm

This charm is always made from the horn of a unicorn, occasionally scrimshawed with elaborate designs or spangled with gems and threaded with spiraling silver or mithral wire.

Three times per day the wearer of this charm, who must have worn the charm for at least a day, may use *neutralize poison* or *cure moderate wounds*.

Moderate Conjuration (Healing); CL 10th; Prerequisites: Craft Fetish, *cure moderate wounds*, *neutralize poison*; Price: 43,200 gp; Cost 21,600 gp + 1,728 XP.

Winter Wolf Charm

This is a charm made from the top portion of a winter wolf's skull and is meant to be worn as a mask.

Four times per day the wearer of this charm, who must have worn the charm for at least a day, may use *resist energy (cold)*.

Weak Abjuration; CL 18th; Prerequisites: Craft Fetish, *energy resistance*; Price: 51,840 gp; Cost 25,920 gp + 2,074 XP.

Yrthak Charm

This charm is made from the horn of the yrthak and is usually ornately carved.

By crumbling this horn, the wearer may replicate a *greater shout* effect (DC 22).

Strong Evocation [Sonic]; CL 16th; Prerequisites: Craft Fetish, *greater shout*; Price: 6,400 gp; Cost 3,200 gp + 256 XP.

Other Fetishes

Artisan's Charm

Crafted from the finger bone of a talented craftsman or expert who practiced the called for skill. As long as this fetish is worn the character gains a +2 competence bonus to the specified craft or profession skill. Typical Artisan's charms include: Craft (alchemy, bowyer, fletcher, potter, armorsmith, blacksmith, weaponsmith), Profession (merchant, herbalist, sailor, soldier).

Faint Divination; CL 5th; Prerequisites: Craft Fetish, *guidance*; Price: 800 gp; Cost 400 gp + 32 XP.

Bone Staff

This staff requires extensive preparations to craft. First a hollow staff made from darkwood is needed. This hollow staff is then filled with the teeth of five skeletons that were once animated with necromantic magic. The staff must then be touched by a willing undead spirit, who must then be laid to rest. Once this is completed the staff must be covered in earth from a burial mound or cemetery during a new moon.

This powerful fetish allows a wielder who cannot channel to turn undead as a 5th level cleric with a Charisma of 18; you are still considered to be a cleric of your own deity, and all the usual penalties and bonuses to turn undead still apply. If used by a character which can turn undead through the use of his channeling ability he gains a +2 divine bonus to all turning attempts. If this fetish is picked up by someone who can rebuke or command undead it, dissolves immediately and is completely destroyed.

Lastly an Ehtzara with a bound *bone fetish* will find that this staff helps to augment his bone fetishes, augmenting it's turning ability by +4, while still able to use the turning ability above once per day.

Strong Necromancy CL 13th; Prerequisites: Craft Fetish, *control undead*, ability to Turn Undead; Price: 20,000 gp; Cost 10,000 gp + 800 XP.

Bone Rattle

Crafted from the skull of a small or medium intelligent creature filled with bits of the creature's teeth and rapped in leather tanned from that same creature's skin, this fetish is commonly hung on a staff. Once per day when the fetish is shaken, the owner may cast *fear* (DC 15 Will save negates).

Moderate Necromancy [Fear, Mind-Affecting]; CL 7th; Prerequisites: Craft Fetish, *fear*; Price: 10,100 gp; Cost 5,050 gp + 404 XP.

Hero's Heart

Crafted from the dried heart of a good-aligned creature that died performing a heroic deed, these fetishes are quite rare indeed. To activate this fetish the character must eat the heart without wincing.

If the character that ate the heart is of good alignment, they gain a +4 sacred bonus to all attack, damage, and saving throws for the next 24 hours.

If the eater of the heart is Neutral he only receives a +2 sacred bonus to all attack, damage, and saving throws for the next 24 hours.

If the eater of the heart is evil then they must make a DC 20 Will save to force the spirit of the hero to aid him; if successful the character gains a +4 profane bonus to all attack, damage, and saving throws for the next 24 hours. If the evil character fails the save, he suffers a -2 divine penalty to all attack, damage, and saving throws for the next 24 hours.

Strong Necromancy; CL 10th; Prerequisites: Craft Fetish, *heroism*, *speak with dead*, *bless*; Price: 12,000 gp; Cost 6,000 gp + 480 XP.

Shrunken Head

These macabre fetishes are crafted by desiccating the remains of a humanoid creature's head, peeling it, curing the skull and then shrinking it to fist sized. These powerful items are most commonly found amongst the possessions of powerful Ehtzara, notably those who are members of the Cult of the Jackal.

Once per day, the shrunken head may be used to cast *magic jar*, using the head itself as the focus.

Moderate Necromancy; CL 10th; Prerequisites: Craft Fetish, creator must have 5 ranks in Heal, *magic jar*, *shrink item*; Price: 18,000 gp; Cost 9,000 gp + 720 XP.

Spirit Rattle

Crafted from the skull of a man who spirit has become a ghost, this item allows a Shaman, Ehtzara, or Afatkuq to cast *banishment* (DC 20 Will save negates) once per day as a 13th level caster.

Strong Abjuration; CL 13th; Prerequisites: Craft Fetish, *banishment*; Price: 32,760 gp; Cost 16,380 gp + 1,311 XP.

Potions

Bloodwrath

"Because all the power lies in the blood..."

- Adkir Tolzen, Wine Drinker, loyal servant to the Sorcerer King that rules Ymandragore; creator of bloodwrath.

Just when you thought the Wine Drinkers could not possibly become worse, their dark brilliance, their cruelty, flares to new heights of terror and madness. Seeking a way to emulate the Spell Focus ability some mages wield, Adkir studied and experimented around the clock, much to the agony and dismay of his test subjects. One failure after another left him frustrated and on the brink of giving up. Then one evening, as he began to fall asleep amidst a pile of dusty tomes, bloody body parts, and alchemical flasks, he heard a sinister whisper, like the slow scratching of claws on stone, speak to him. It said, "Ah, such a wonderful tool of torment should not go unfinished..." As the voice trailed away, the missing piece to the puzzle suddenly came to him. He hurriedly prepared his first vial of it and presented it to the Sorcerer King. Needless to say, the Sorcerer King was most pleased and Adkir's worth to the Wine Drinkers soared.

Lesser bloodwrath is an alchemical compound that acts like a catalyst in magical energy when the spell goes off, making it slightly stronger and more difficult to resist. When a Wine Drinker casts a spell and uses a vial of lesser bloodwrath, he casts the spell and crushes the vial of at the same time. When the target of the spell is forced to make a saving throw, the bloodwrath additive gives the Wine Drinker a +1 enhancement bonus to his spell DC. Only Wine Drinkers of a fairly accomplished level are allowed access to lesser bloodwrath and the secret of its creation.

Greater bloodwrath is similar to lesser bloodwrath but narrower in scope making the spell it intensifies even more difficult to resist. Greater bloodwrath uses the blood of a specific species of creature as an element of its creation. When the wine drinker uses a Greater bloodwrath against any species linked by blood for which was used to create the potion (example: a *vial of Greater Bloodwrath: Human* would affect Humans, Val, Dark-Kin, Half-Orcs, Half-Hobgoblins, and Gnomes) he gains a +4 enhancement bonus to his spell's DC vs. opponents of that race only. Only the highest-ranking Wine Drinkers are made privy to greater bloodwrath and its secret. Adkir has recently perfected an even more powerful bloodwrath that affects specific Val family bloodlines but he gleefully waits to demonstrate its marvelous efficiency is a large-scale slaughter of some kind. The Sorcerer King finds this amusing. The Vals certainly won't.

Lesser Bloodwrath

Faint Necromancy; CL 5th; Must be a Wine Drinker, Brew Potion, Spell Focus, Craft: Alchemy: 10 ranks; Price: 500 gp; Cost: 250 gp + 20 XP.

Greater Bloodwrath

Moderate Necromancy; CL 10th; Must be a Wine Drinker, Brew Potion, Greater Spell Focus, Craft: Alchemy: 15 ranks; Price: 2,000 gp; Cost: 1,000 gp + 80 XP.

Draught of the Saddle born

Though shunned by their fellow tribesman, Ehtzara are still sought out from time to time by an aspiring chieftain or budding warrior for items of power. One common request is for a Jihuk-Za, or, roughly translated, a “drink of the saddle born”. These potions are reputed to give the imbiber power over equines and grant a warrior uncanny control of his or her mount.

Ehtzara brew these elixirs from mare’s milk and the sap from certain cacti, the identity of which is kept a closely guarded secret. Whoever drinks an elixir gains the ability to speak with horses and all manner of equines for 1d4 hours. The recipient also gains a +5 competence bonus to all Handle Animal and Ride checks dealing with equines for the duration of the elixir.

Moderate Transmutation; CL 5th; Brew Potion, creator must have 5 ranks in Handle Animal and Ride, *speaking with animals*; Price: 600 gp; Cost: 300 gp + 25 XP.

Elixir of the Oracle

This elixir is brewed only by the most talented of Larissan Oracles, and then only when they feel it is necessary to grant individuals their own visions of the future. When imbibed, this elixir grants to the user a vision, as per the spell, of a future event. When imbibed the user falls into a trance for 1 hour, and afterwards is fatigued for one hour. This specific use of the vision spell does not require any caster level check to succeed, regardless of the vision type.

Strong Divination; CL 20th; Brew Greater Potion, *vision*; Price: 10,000 gp; Cost: 5,000 gp + 400 XP

Elixir of the Valinor’s Heart

Long ago, in ages past, the Gods warred upon Onara. The Human Pantheon, with its righteous Valinor by their sides, fought an unnamed evil that had crept across the landscape. To gain the power to defeat the Dark One, Illiir ordered the other Human Gods to absorb the Elemental Lords of the Elorii. Horrid battles ensued as the Human Pantheon hunted down the elemental lords and absorbed their essence and power. But, the Gods did not go unscathed in the ballets. Elemental Lords lashed out with horrid goutts of fire and lightning rent the earth asunder and tore at the immortal forms of the Gods. In the ensuing struggle, the Gods were wounded and bled upon the battlefield. Where the blood fell onto Onara it coalesced and formed exquisite red gems of flawless beauty known as blood opals. These precious stones were gathered by the peoples of Onara and treasured as heirlooms passed down through the ages. Still other blood opals remain on the battlefield, long forgotten in the titanic struggles between the gods.

When the planets are in alignment and the gods smile down upon their chosen people, faithful clerics are able to create wondrous objects of power from blood opals. One of the most common is the Blood Draught, a potent brew attuned to the God whose shed blood was used in its creation. During sanctified rituals, powdered blood opal is added to holy oils and sacred herbs. When finished, crimson red liquor is formed and stored in silver decanters stamped with the symbol of the patron deity. In this way, Blood Draughts are formed for all of the Gods.

This crystal vial contains a viscous red liquid. Each of these vials is aligned to a specific Val family (except one family, see below). When imbibed by a member of the family to which this elixir is aligned, the Val gains a +2 enhancement bonus to their bloodrank for 5 minutes. This enhancement does not grant new bloodline abilities, but it does grant increased uses of existing abilities (as well as affecting durations and saves where applicable). A val’Holryn may imbibe any of these elixirs to gain this benefit; they are not restricted to their own family’s elixirs.

A non-Val who imbibes this elixir, or a Val who imbibes one from a different family, suffers 1d2 points of Wisdom and Charisma damage.

Faint Transmutation; CL 10th; Brew Potion, Blood of my Lord, *bleed*; Price: 800 gp; Cost: 400 gp + 32 XP

Elixir of the Valinor’s Heart, Greater

This crystal vial contains a viscous red liquid. Each of these vials is aligned to a specific Val family (except one family, see below). When imbibed by a member of the family to which this elixir is aligned, the Val gains a +4 enhancement bonus to their bloodrank for 5 minutes. This enhancement does not grant new bloodline abilities, but it does grant increased uses of existing abilities (as well as affecting durations and saves where applicable). A val’Holryn may imbibe any of these elixirs to gain this benefit; they are not restricted to their own family’s elixirs.

A non-Val who imbibes this elixir, or a Val who imbibes one from a different family, suffers 1d4 points of Wisdom and Charisma damage.

Faint Transmutation; CL 15th; Brew Potion, Blood of my Lord, *bleed*; Price: 3,200 gp; Cost: 1,600 gp + 128 XP

Elixir of Water

This simple glass vial contains a pale blue liquid. When poured into a suitable container and combined with even a single drop of moisture, this liquid transforms into 12 gallons of fresh water. The liquid in the vial must all be used for the elixir to work; it cannot be split into multiple smaller portions.

Faint Transmutation; CL 6th; Brew Potion, *create water*; Price: 150 gp; Cost: 75 gp + 6 XP

Holy Tiger Draught

The formula for this fiery tasting green draught originates among the warlike Nung tribes of the far jungle shores of the Sea of Lanterns, whose shamans prepare it from sacred peppers and native invocations to the mighty striped hunter. It has since been exchanged by expatriate Nung pirates traveling across the Flood Plain, afterward cropping up in select corners of Onara. Holy Tiger Draught is typically found within a decorative gourd painted or carved with stalking tigers and jungle motifs.

When this magical draught is used, the imbibers' hands and feet become muscular and paw-like with retracting claws for 30 minutes. It gives a +5 bonus to Climb and Jump checks, and hands can be used as primary weapons, doing 1d4+1 damage in addition to appropriate Strength modifiers. The affected recipient's hands cannot grasp objects well, and any attempt to pick up items requires a DC 15 Dexterity check. Monks may also use their feet as weapons per normal attacks, and can alternatively use attacks as slashing or piercing weapons.

Faint Transmutation; CL 5th; Brew Potion, *magic fang, jump, spider climb, alter self*; Price: 2,500 gp; Cost: 1,250 gp + 100 XP.

Il'huan Ichor Draught

Brewed from the life-juices of the Il'huan, this potion grants any psionically active creature that imbibes it additional psionic power. The creature who imbibes this potion receives 2 bonus power points per manifester level. These bonus power points remain available for 1 hour. When imbibed, the draught also restores your psionic focus if you do not currently have it.

Moderate Transmutation; CL 8th; Brew Potion, *fox's cunning*, Il'huan Ichor, creator must expend their psionic focus during creation; Price: 1,200 gp; Cost: 600 gp + 48 XP.

Oil of Beast Repulsion

Usually brewed by the Pengik people from extracts gathered across their traditional lands, this oil is rumored to be based off squeezings from the rare iyaye vine, a dangerous crawling plant that is only found in the remote parts of the Pricklespur Forest.

Each of these oils is specifically crafted to target one type of animal or magical beast. When smeared onto a creature, which takes a standard action, creatures of the chosen type find it difficult, if not impossible, to approach the individual who is affected. Creatures receive a Will save (DC 19) to resist the effect; creatures who fail are affected as if by the *repulsion* spell. Creatures that cannot smell are immune to this effect.

The most common of these oils are made to repulse wolves, dire wolves, tigers or ankhegs. Moderate Abjuration; CL 13th; Brew Potion, Brew Greater Potion, *repulsion*; Price: 1,650 gp; Cost: 825 gp + 66 XP.

Oil of Deflection

Created by the shamans of the Black Talon, Ashen Hide and Ghost Scale Ss'ressen clutches to protect them from the heavier armored humans of Milandir and Coryan; this smelly paste is applied by smearing it over the user's body. Stored in a hinged shell of a small turtle, this salve is created from a mixture of herbs and a pungent mold that grows deep within the warrens of the Ss'ressen clutches. Rumors persist of other less savory ingredients, but if such ingredients are used, then only the shamans who create the oil are privy to that secret.

Each shell holds three applications of the oil when first made. Each application is able to coat one medium-size creature and grants the user a +4 deflection bonus to Armor Class for one hour.

Weak Abjuration; CL 12th; Brew Potion, Extend Spell, *shield of faith*; Price: 5,400 gp; Cost: 2,700 gp + 216 XP.

Oil of Puissance

This clear oil has a metallic smell and is most commonly brewed by priests of Hurrian. It grants, for one hour, a +2 morale bonus to attack, damage and saves against fear and 1d10+5 temporary hit points. All unarmed attacks when under the effects of this oil do normal damage (although the user may still choose to do non-lethal damage instead). The oil was first developed by Taliose val'Viridan, alchemist to the Sword of Heaven, who was later captured and forced to reveal the process of their manufacture before being buried to the neck and fed to a colony of tiger ants on the edge of the Haunted Wastes.

Moderate Transmutation; CL 5th; Brew Potion; *false life, battle's rage*; Price: 1,500 gp; Cost: 750 gp + 60 XP.

Oil of Pyrotechnics

These potions, appearing as normal clear oil, typically come in fragile ceramic or glass containers. The liquid is actually a highly reactive explosive, without the viscosity of alchemist's fire, which when used as a grenade-like weapon explodes with devastating consequences. A full potion will explode in a 20' radius blast of iridescent fire, doing 2d10 damage within 10', and 1d10 within 20'. Those caught within the blast can make a DC 14 Reflex save for half damage. Furthermore, if the save is not successful, the creature is deafened for 1d4 rounds as if affected by a thunderstone and is knocked prone. These potions were first encountered by Coryani legions during their war with the Khitani, who were fond of using the explosive concoctions as ammunition for their field artillery. This is a thrown ranged weapon, and follows all rules for making attacks with such weapons.

Moderate Evocation; CL 5th; Brew Potion, *fireball*; Price: 750 gp; Cost: 375 gp + 30 XP.

Oil of Scent Masking

This amber colored oil was first created by Pengik shamans and smells faintly of mustard. When applied, this oil masks the scent of the wearer. Thus, creatures that track using scent do not gain the bonus to their Survival checks due to scent when tracking the wearer. Furthermore, the distance at which the wearer can be located by the scent special ability is reduced to 10 ft. (if larger). When used, the oil remains in effect for 3 hours. Weak Transmutation; CL 5th; Brew Potion, *pass without trace*; Price: 250 gp; Cost: 125 gp + 10 XP.

Potion of Poison Spittle

Swirling green fluid fills this glass phial, usually marked with a spitting asp on the side. When imbibed, this potion gives the drinker the ability to spit a caustic poison as a projectile attack. The drinker can make 3 such attacks, however, if not used within one hour of imbibing this potion, any unused attacks are lost.

Each attack is made as a ranged attack with a maximum range of 30 ft. The drinker receives a +3 enhancement bonus on this attack roll. If the attack succeeds, then the target must make a DC 20 Fortitude save or suffer 1d4 Constitution (primary and secondary damage).

Possession of this item is illegal in most countries of Onara. This poison cannot be delivered in any fashion except as described above. Moderate Necromancy; CL 9th; Brew Potion; *greater magic fang, poison*; Price: 4,000 gp; Cost: 2,000 gp + 160 XP.

Potion of Putrescence

Spies traveling to Abessios or Ventaka, the twin centers of Nerothian power, often employ this gruesome concoction. On drinking this potion, the imbibers takes on the likeness of a ghoul and emits a terrible odor of decay. Any creature with a sense of smell within 10 feet must make a DC 15 Fortitude save or be nauseated for 1d4 rounds. Creatures with the scent special quality have a -4 penalty on this save. Even if the save is made, attackers within the area of effect suffer a -2 penalty to attacks and damage against the drinker. Any creature that successfully bites the drinker of this potion must succeed on a DC 15 Fortitude save (creatures with scent take a -4 penalty on this save) or be stunned for 1d4+1 rounds due to the overwhelmingly horrible taste. Finally, the imbibers gains a +10 circumstance bonus to Bluff, Disguise and Perform checks when feigning death, appearing to all inspection as a corpse. Each dose lasts for 1d3 hours.

Moderate Necromancy; CL 5th; Brew Potion; *alter self, stinking cloud, animate dead*; Price: 900 gp; Cost: 450 gp + 36 XP.

Potion of Satiety

This potion eliminates the need for sustenance for 1d6 + the drinker's Constitution modifier in days. The character suffers no ill effects at the end of this time. The character will not feel hunger or thirst under the effects of this potion, but can still eat and drink without ill effect. It does not confer protection against poisoned or spoiled food, nor does it prevent inebriation. These potions are commonly traded at shrines to the goddess Anshar, many of which can be found along the great trade roads and at the fringes of the Forsaken Waste. Faint Transmutation; CL 9th; Brew Potion, *Extend Spell, purify food and drink, create food and water*; Price: 1,250 gp; Cost: 625 gp + 50 XP.

Potion of Satiety, Lesser

This lesser version of the potion of satiety eliminates the need for sustenance for 2 days. The character suffers no ill effects at the end of this time. The character will not feel hunger or thirst under the effects of this potion, but can still eat and drink without ill effect. It does not confer protection against poisoned or spoiled food, nor does it prevent inebriation. These potions are commonly traded at shrines to the goddess Anshar, many of which can be found along the great trade roads and at the fringes of the Forsaken Waste. Faint Transmutation; CL 5th; Brew Potion, *purify food and drink, create food and water*; Price: 450 gp; Cost: 225 gp + 18 XP.

Potion of Steely Nerves

First crafted by the Milandisian clergy of Hurrian to protect soldiers who were stationed on the Canceri front, this potion now enjoys widespread use across Onara.

When imbibed, this potion gives you a second save against a mind-affecting effect which you have fallen under; you receive a +4 morale bonus on this second save. An individual who is afflicted themselves must be able to take the required actions to drink this potion, however, others may feed the potion to them if desired.

Moderate Abjuration; CL 9th; Brew Potion, Brew Greater Potion, *break enchantment*; Price: 2,250 gp; Cost: 1,125 gp + 90 XP.

Potion of Uncanny Alertness

This potion was initially developed by the Merchant's Guild of Panari to help combat the growing problem of organized banditry along the roads leading to the city. When taken this potion grants a +5 competence bonus to listen and spot checks for one hour. Unfortunately, the increased sensitivity of vision and hearing makes the user vulnerable to bright lights and loud sounds, giving the user a -2 penalty to saves against light or sound based attacks for two hours.

Faint Transmutation; CL 3rd; Brew Potion, *owl's wisdom*; Price: 250 gp; Cost: 125 gp + 10 XP.

Voei Troll-skin Salve

The formula for this noxious salve was discovered by Calyce val'Dellenov during an expedition to the Aqtau Mountain range. Her party of explorers came across the deserted encampment of a tribe of savage Voei. While the rest of the expedition sifted for clues as to the reason this settlement was abandoned, Calyce stumbled upon the dwelling of the tribe's Witchdoctor. Among the many strange items in the hut, she came across a formula for a salve prepared for the warriors of the tribe before going into battle.

The formula creates a brownish-green liquid with the consistency of viscous syrup. When applied to the bare skin, the flesh takes on a thick and warty quality, darkening slightly, and giving off the aroma of cinnamon.

This thick, pungent paste was developed from a more noxious version used by the Voei of the Aqtau Mountains. When applied to the skin, the flesh becomes hard and warty, taking on a brown tinge.

Once applied the paste remains active for 6 hours, however the effect upon the flesh remains for a further 6 hours. While active, the user gains a +7 natural armor bonus and regeneration 5 (acid and fire deal normal damage). Limbs that are destroyed, or removed from the body are regrown in 3d6 minutes, or instantly if held to the stump. Finally, the user suffers a -6 penalty to both Intelligence and Wisdom for the duration of this effect.

Unfortunately, Calyce val'Dellenov also learned that the salve has an addictive quality to it and each successive use after the first requires a DC 15 + 1 per previous dose (during the past 24 hours). Will save to resist putting on another application. Constant use of the salve (10 doses) will eventually cause the effects to become permanent, driving the user insane feeling invulnerable and superior. The being that was Calyce val'Dellenov was eventually cornered and incinerated, ending her homicidal rampage throughout the streets of Old Coryan.

Faint Transmutation; CL 10th; Brew Potion, Brew Greater Potion, *polymorph*; Price: 8,000 gp; Cost: 4,000 gp + 320 XP.

Warpaints of the Skohir

These body paints are fashioned by the Skohir shamans from the sap of cacti that grow in the Pricklespur forest. This sap is mixed with various herbs, roots and seeds to create pastes of different colors and textures. Each paste produces a unique effect, in addition to the base effect that each warpaint provides.

Applying a warpaint dose requires one hour, for the application is as important as the creation of the paste itself. Once applied, a warpaint provides a +4 armor bonus to Armor Class for 24 hours (this does not stack with other armor bonuses, but will override them if this bonus is greater). A red

warpaint also grants a +2 morale bonus to attacks; while a blue warpaint provides a +2 deflection bonus to Armor Class. Violet warpaints provide a +2 resistance bonus to saving throws, while black warpaint provides a +2 competence bonus to Hide and Move Silently checks.

Faint Transmutation; CL 5th; Brew Potion, Brew Greater Potion, *mage armor*, *prayer* (Red), *shield of faith* (Blue), *resistance* (Violet), *darkness* (Black), *silence* (Black); Price: 1,000 gp; Cost: 500 gp + 40 XP.

Psicrowns

Val Family Psicrowns

These psicrowns are part of a family of potent psionic items with roots stretching back into the mists of time, when the servants of the gods created the Val bloodlines.

By the end of the Shadowed Age, most of the original psicrowns were expended, lost or destroyed. But a precious few survived and managed to preserve the skills and psychic knowledge of the Golden Age, which would prove to be invaluable during the Crusade of Light, when the Val families once more sought to fulfill their divine mandate. Since that time, the grand masters among the Val's remote psychic retreats and training ashrams have volunteered to have their psyches grafted to these items shortly before their own deaths, so that their knowledge and experience might be extended to aid their brothers and sisters against future psychic threats. For this reason all greater psicrowns are intelligent, and often have special purposes closely related to their personalities. Some of these staves contain psychic patterns hundreds if not thousands of years old. When all the charges of a psicrown are spent, the personality matrix is erased and all extraordinary powers and special purposes vanish forever. Crafting a psicrown signals a mastery of psionic ability, and is usually begun long before the anticipated demise of their creators to await the time when they will be called on to perform their final service.

The psicrowns presented below are the base versions of the truly powerful family psicrowns.

val'Abebi Psicrown of the Artisan

A solitary carnation is set into this black iron headband. This psicrown has 850 power points, and allows the use of the following powers:

- *astral construct*
- *call to mind*
- *control air*
- *control object*
- *create sound*
- *crystal shard*
- *dismiss ectoplasm*
- *ectoplasmic shambler*

- *entangling ectoplasm*
- *fabricate, greater psionic*
- *grease, psionic*
- *major creation, psionic*
- *matter manipulation*
- *true creation*

Strong Metacreativity; ML 17th; Prerequisites: Craft Psicrown, *astral construct*, *call to mind*, *control air*, *control object*, *create sound*, *crystal shard*, *dismiss ectoplasm*, *ectoplasmic shambler*, *entangling ectoplasm*, *greater psionic fabricate*, *psionic grease*, *psionic major creation*, *matter manipulation*, *true creation*; Price: 184,900 gp; Cost: 92,450 + 7,396 XP.

val'Assante Psicrown of Radiant Light

The purest yellow diamond forms the solitary gem in this platinum headband. This psicrown has 650 power points, and allows the use of the following powers:

- *aura sight*
- *control light*
- *destiny dissonance*
- *elfsight*
- *empty mind*
- *eradicate invisibility*
- *false sensory input*
- *my light*
- *power resistance*
- *steadfast perception*
- *touchsight*
- *true seeing, psionic*

Moderate Psychokinesis; ML 13th; Prerequisites: Craft Psicrown, *aura sight*, *control light*, *destiny dissonance*, *elfsight*, *empty mind*, *eradicate invisibility*, *false sensory input*, *my light*, *power resistance*, *steadfast perception*, *touchsight*, *psionic true seeing*; Price: 56,550 gp; Cost: 28,275 + 2,262 XP.

val'Dellenov Psicrown of the Beast

Shimmering opalescent stone forms this crown; stone which shifts colors at the wearer's whim. This psicrown has 650 power points, and allows the use of the following powers:

- *adapt body*
- *biofeedback*
- *bite of the wolf*
- *body adjustment*
- *claws of the beast*
- *expansion*
- *metamorphosis (animal type only)*
- *psionic lion's charge*

Moderate Psychometabolism; ML 13th; Prerequisites: Craft Psicrown, *adapt body*, *biofeedback*, *bite of the wolf*, *body adjustment*, *claws of the beast*, *expansion*, *metamorphosis*, *psionic lion's charge*; Price: 68,250 gp; Cost: 34,125 + 2,730 XP.

val'Inares Psicrown of the Traveler

Three bands of ebony form this crown. These bands are continuously sliding past each other as they twist about the wearer's head. This psicrown has 650 power points, and allows the use of the following powers:

- *astral caravan*
- *baleful teleport*
- *call weaponry*
- *catfall*
- *dimension slide*
- *ethereal jaunt, psionic*
- *levitate, psionic*
- *missive*
- *skate*
- *teleport, psionic*
- *time hop*
- *wall walker*

Moderate Psychoportation; ML 13th; Prerequisites: Craft Psicrown, *astral caravan*, *baleful teleport*, *call weaponry*, *catfall*, *dimension slide*, *psionic ethereal jaunt*, *psionic levitate*, *missive*, *skate*, *psionic teleport*, *time hop*, *wall walker*; Price: 106,050 gp; Cost: 53,025 + 4,242 XP.

val'Mehan Psicrown of the Mind Lord

A fine framework of adamantine wire holds clear quartz crystals in a lattice over the wearer's head. This psicrown has 650 power points, and allows the use of the following powers:

- *brain lock*
- *catapsi*
- *charm, psionic*
- *conceal thoughts*
- *dominate, psionic*
- *mind probe*
- *mindlink*
- *read thoughts*
- *schism*
- *suggestion, psionic*

Moderate Telepathy; ML 13th; Prerequisites: Craft Psicrown, *brain lock*, *catapsi*, *psionic charm*, *conceal thoughts*, *psionic dominate*, *mind probe*, *mindlink*, *read thoughts*, *schism*, *psionic suggestion*; Price: 93,850 gp; Cost: 46,925 + 3,754 XP.



val'Sheem Psicrown of the Oracle

This white oak headband is set with dozens of small smoky-white quartz crystals. This psicrown has 750 power points, and allows the use of the following powers:

- *aura sight*
- *clairvoyant sense*
- *déjà vue*

RINGS ■ Adder's Ring

- *destiny dissonance*
- *detect remote viewing*
- *detect teleportation*
- *divination, psionic*
- *eradicate invisibility*
- *fate of one*
- *hypercognition*
- *identify, psionic*
- *know direction and location*
- *object reading*
- *precognition*
- *precognition, greater*
- *read thoughts*
- *remote viewing*
- *true seeing, psionic*
- *ubiquitous vision*

Moderate Clairsentience; ML 15th; Prerequisites: Craft Psicrown, *brain lock*, *catapsi*, *psionic charm*, *conceal thoughts*, *psionic dominate*, *mind probe*, *mindlink*, *read thoughts*, *schism*, *psionic suggestion*; Price: 198,300 gp; Cost: 99,150 + 7,932 XP.

val'Tensen Psicrown of the Valiant Defender

This is a simple, yet solid, steel and wolf-iron headband engraved with the lightning bolt of Hurrian. This psicrown has 850 power points, and allows the use of the following powers:

- *adapt body*
- *biofeedback*
- *body purification*
- *danger sense*
- *detect hostile intent*
- *ectoplasmic cocoon*
- *empathic transfer*
- *mind blank, personal*
- *null psionics field*
- *power resistance*
- *prowess*
- *restoration, psionic*
- *strength of my enemy*
- *thicken skin*
- *tower of iron will*
- *wall of ectoplasm*

Strong Psychometabolism; ML 17th; Prerequisites: Craft Psicrown, *adapt body*, *biofeedback*, *body purification*, *danger sense*, *detect hostile intent*, *ectoplasmic cocoon*, *empathic transfer*, *personal mind blank*, *null psionics field*, *power resistance*, *prowess*, *psionic restoration*, *strength of my enemy*, *thicken skin*, *tower of iron will*, *wall of ectoplasm*; Price: 213,600 gp; Cost: 106,800 + 8,544 XP.

val'Virdan Psicrown of the Fire Lord

A plain gold band holds an amber stone, which glows with an inner fire. This psicrown has 850 power points, and allows the use of the following powers:

- *body adjustment*
- *call weaponry*
- *concealing amorphia*
- *control flames*

- *empathic transfer, hostile*
- *energy adaptation*
- *energy ball*
- *energy bolt*
- *energy burst*
- *energy cone*
- *energy current*
- *energy missile*
- *energy ray*
- *energy wall*
- *energy wave*
- *graft weapon*
- *keen edge, psionic*
- *metaphysical weapon*
- *weapon of energy*

Strong Psychokinesis; ML 17th; Prerequisites: Craft Psicrown, *body adjustment*, *call weaponry*, *concealing amorphia*, *control flames*, *hostile empathic transfer*, *energy adaptation*, *energy ball*, *energy bolt*, *energy burst*, *energy cone*, *energy current*, *energy missile*, *energy ray*, *energy wall*, *energy wave*, *graft weapon*, *psionic keen edge*, *metaphysical weapon*, *weapon of energy*; Price: 196,850 gp; Cost: 98,425 + 7,874 XP.

Rings

Adder's Ring

Crafted long ago by sinister Ssethregoran druids and scattered across Onara through the ages when their mighty empire fell, these rings look like decorative oblong copper rings in the shape of a scaled adder's head with tiny gems set in the eyes. Despite their simple appearance, these rings are deadly weapons, for when the wearer clenches their fist tightly and presses in the right spot, the ring opens revealing the sharp fangs of the adder. Opening the fangs is a move-equivalent action.

When open, the fangs can be used as a melee attack to deal 1d3 piercing, slashing and bludgeoning damage. To this damage the wielder may add their Strength modifier and the enhancement bonus of the ring. Additionally, these rings all contain poison reservoirs that can hold three doses of poison, each delivered with a successful strike from the weapon. Delivering the poison through this weapon negates the risk of poisoning yourself when using poison untrained.

Locating the hidden catch that reveals the fangs and the poison reservoirs requires a DC 25 Search check.

Faint Transmutation; CL 7th; Forge Ring, creator must be Ssethric, *magic fang*, *poison*; Price: 3,000 gp (ring +1), 9,000 gp (ring +2), 19,000 gp (ring +3), 33,000 gp (ring +4), 51,000 gp (ring +5); Cost: 1,500 gp + 120 XP (ring +1), 4,500 gp + 360 XP (ring +2), 9,500 gp + 760 XP (ring +3), 16,500 gp + 1,320 XP (ring +4), 25,500 gp + 2,040 XP (ring +5).



Monk's Ring

This white jade ring, carved to depict tiger kittens at play, assists its wearer in focusing their ki. When worn the wearer gains the ki focus ability of a monk 6 levels higher. If the wearer does not have any monk levels, then they gain the ki focus ability of a 6th level monk.

Moderate Transmutation; CL 10th; Forge Ring, *magic fang*, *align weapon*; Price: 36,000 gp; Cost: 18,000 gp + 1,440 XP.



Mugger's Ring

Created by a criminal, spell casting, monk who came up hard on the streets of Abessios.

This bronze ring, whose face is marked by a large skull, grants its wearer the Improved Unarmed Strike and Stunning Fist feats as bonus feats.

There is a greater version of this ring that also grants its wearer the ability to use *expeditious retreat* once per day as a 12th level caster.

Strong Transmutation; CL 12th; Forge Ring; Improved Unarmed Strike, Stunning Fist, *expeditious retreat* (greater only); Price: 20,000 gp (lesser), 25,000 gp (greater); Cost: 10,000 gp + 800 XP (lesser), 12,500 gp + 1,000 XP (greater).

Ring of Awareness

A band of gold set with an impressive tiger-eye, the first ring of this type was worn by Vadinus val'Mehan, a powerful 9th century Nihang of

Nishanpur with many enemies. Ironically, the ring was stolen shortly after its construction when Vadinus was brutally murdered by Nierite assassins within the halls of the Nihang Council itself. It then disappeared from history, but copies of the ring began to appear in Ventaka within a generation. They soon became de rigeur for the rich and paranoid alike.

This plain copper band provides a +5 competence bonus to both Listen and Spot checks. There exists a lesser version that grants a +2 competence bonus to both Listen and Spot checks. Faint Divination; CL 6th; Forge Ring, *clairaudience/clairvoyance*; Price: 2,000 gp (lesser), 6,250 gp (normal); Cost: 1,000 gp + 80 XP (lesser), 3,125 gp + 250 XP (normal).

Ring of Bilocation

This is a band of polished mithral set with two rubies of equivalent size and color. It was first developed by the Emerald Society archmage Zeriek during his explorations of the First City in the second century I.C. and was passed on to his apprentice after he departed this plane of reality.

This band of mithral set with two rubies allows the wearer to effectively be in two places at once. Once per day, you may cause the ring to create a *simulacrum* of you (the simulacrum is formed adjacent to you). This effect lasts for one hour when used.

While the simulacrum lasts, you may issue commands to it telepathically (at a range of up to 1 mile). Furthermore, it gains illusionary copies of all of your equipment (items that have a limited use per day, charged items, or consumables are not duplicated). Magical items that are removed from the body disappear (making ranged weapons useless). Until commanded to take an action, the simulacrum merely stands where it was created.

Strong Illusion; CL 15th; Forge Ring; *simulacrum*, *telepathic bond*; Price: 120,000 gp; Cost: 60,000 gp + 4,800 XP.

Ring of Earth's Mettle

This ring, fashioned from adamantine, allows the wielder's natural weapons to bypass DR as if they were made of adamantine. Rumor holds that these rings were first made by the Celestial Giants to overcome the strengths of the Infernal hordes, but again that is just rumor. Similarly, rumor holds that there exist many types of these rings, some attuned to different metals.

Additional versions of this ring exist in which it is attuned to either Sarishan Steel, cold iron or silver instead of adamantine.

Strong Transmutation; CL 12th; Forge Ring; *polymorph any object*; Price: 100,000 gp (Sarishan Steel), 40,000 gp (Adamantine), 20,000 gp (Cold Iron), 10,000 gp (Silver); Cost: 50,000 gp + 4,000 XP (Sarishan Steel), 20,000 gp + 1,600 XP (Adamantine), 10,000 gp + 800 XP (Cold Iron), 5,000 gp + 400 XP (Silver).

Ring of Grace

This quartz ring is carved with a flight of swallows. These rings carry an enchantment, which was first created by the Osalikene Elorii during the early period of their Empire. This ring grants its wearer a +10 competence bonus to Balance, Jump and Tumble checks. Furthermore, it eliminates the maximums on Jump distances and heights. (Note: the ring does not allow you to make skill checks untrained).

Faint Divination; CL 10th; Forge Ring, *jump*, *levitation*, *cat's grace*, 5 or more ranks in Tumble; Price: 42,500 gp; Cost: 21,250 gp + 1,700 XP.

Ring of Lucidity

This band of platinum is set with a flat plate of mithral, which may cause it to be mistaken for a ring of spell turning. This ring was said to have sustained the mind of Selecus val'Virdan, a Soldier-Saint of Dagha, in psychic combat against three Voiceless Ones during the second failed attempt to liberate the Lost Citadel of Nier. Ever since then, the Soldier-Saints have relied on these rings to block out distractions that might prevent them from completing their sacred missions. Some have since found their way into the underground market for arcane treasures. Plundered from the tombs of their former owners or recovered by enemies of the Order.

They make their wearer immune to charm effects and grant a +4 insight bonus to Will saves against illusions, compulsion effects and attempts to influence (but not to detect or read) thoughts. Furthermore, rumors persist of more powerful versions of this ring that also make the wearer immune to stun effects.

Strong Abjuration; CL 15th (normal), 20th (greater); Forge Ring, *magic circle against evil* or *magic circle against good*, *freedom* (greater only); Price: 32,000 gp (normal), 132,000 gp (greater); Cost: 16,000 gp + 1,280 XP (normal), 66,000 gp + 5,280 XP (greater).

Ring of Nier's Flame

These rings are consecrated to Nier, the Destroyer, and are extremely popular among those of his worshippers who prefer melee combat to ranged fighting. Magical flames, appearing only when needed, instantly incinerate any non-magical wooden projectiles (such as crossbow bolts, arrows or even spears) that are cast or fired at the wearer of this ring.

Strong Evocation; CL 10th; Forge Ring, *mantle of unassailable flame*, *protection from arrows*, creator must worship Nier; Price: 5,000 gp; Cost: 2,500 gp + 200 XP.

Ring of Perpetual Magic

Sometimes mistaken for its cousin the ring of spell storing, this ring extends the effects of certain spells to the wearer until the ring is removed, the spell is replaced, or a dispel magic of sufficient

strength dissipates it. The first known example of this ring was forged by the magus Soculus val'Assante, 7th century head of the Emerald Society of Abessios. It was given as a token of appeasement to the Myrastian priest Thehut val'Mordane, known as "the Six-fingered," after an incident in the Nehkty necropolis that nearly threw the entire province into rebellion.

Once per day, the wearer may cast a spell into the ring, that spell remains in effect until a new spell is cast into the ring. However this function only works for a select few spells, selected from the list below. The spell for which this ring functions with are: *comprehend languages*, *darkvision*, *low-light vision*, *detect magic*, *read magic*, *see invisibility*, *tongues*, *enlarge person*, *magic fang*, *greater magic fang*, and *resistance*.

A spell which is stored within the ring is subject to *dispel magic*, although the individual casting *dispel magic* must have a higher caster level than you have.

Strong Universal; CL 15th; Forge Ring, *permanency*; Price: 105,000 gp; Cost: 52,500 gp + 4,200 XP.

Ring of Puissance at Arms

These rings are a secret shame of some of the less scrupulous duelists of Savona. First made by Flavius the Quick, a wizard and priest of Cadic that secretly used magical enchantments to gain advantage in the streets of Savona, these rings have been passed on to his students. It is considered improper to use magic to gain advantage in what is supposed to be a contest of pure skill, but Flavius wanted the glory, and the adoration of women, that victory in duels would often provide. His students were cast from the same mold and will use these rings to gain an unfair advantage over their opponents.

This plain steel band does not detect as magical (although, an *identify* spell will correctly identify the item if the caster succeeds on a DC 11 Will save; failure means the caster can never identify this item).

This ring is created with a specific bonus from +1 to +5. Each round at the beginning of his turn, as a free action the wearer must divide this bonus between its defensive and offensive aspects. The defensive aspect provides a deflection bonus to Armor Class. The offensive aspect provides a competence bonus on attack and damage rolls made with melee weapons. For example, a +3 ring of puissance at arms may be allocated +3/+0, +2/+1, +1/+2, or +0/+3 between the two aspects.

None; CL 15th; Forge Ring, *shield of faith*, *magic aura*, caster level must be at least 4 times the granted bonus; Price: 7,000 gp (+1), 28,000 gp (+2), 63,000 gp (+3), 112,000 gp (+4), 175,000 gp (+5); Cost: 3,500 gp + 280 XP (+1), 14,000 gp + 1,120 XP (+2), 31,500 gp + 2,520 XP (+3), 56,000 gp + 4,480 XP (+4), 87,500 gp + 7,000 XP (+5).

Ring of the Quick

These rings are made by the Brotherhood of Bronze Catacombs to move freely among the living populace of Arcanis without arousing alarm or suspicion. They are crafted from an alloy of adamantite copper set with a black opal.

When worn by a corporeal undead creature, the ring cloaks them in illusions that show them as living and unharmed to all senses. A *true seeing* spell reveals their true nature, and they are still subject to being detected by spells such as *detect undead*.

Furthermore, greater versions of this ring exist which grant the wearer turn resistance +2 (treat this as an enhancement bonus, so it stacks with existing turn resistance).

Any living creature who dons this ring suffers 2d4 (or 4d4 for the greater ring) negative energy damage each round that they continue to wear the ring.

Strong Illusion; CL 15th; Forge Ring, *permanent image, limited wish or miracle* (greater only); Price: 66,000 gp (normal), 86,000 gp (greater); Cost: 33,000 gp + 2,640 XP (normal), 43,000 gp + 3,440 XP (greater).

Ring of the Reluctant Warrior

At the dawn of the Coryani Empire, there was a cleric of Hurrian who saw in many of his fellow men, devotion to the protection of humanity as a whole. During the final days of the Time of Terror, this cleric witnessed an event that moved him greatly: during a large battle in a populated area, a middle-aged human commoner caught on the battlefield saw a val'Tensen warrior fall to a monstrous infernal while defending a small child who had not made it out of the town in time. The commoner charged over, took up the fallen warrior's longsword, and stood in harm's way to protect the child. By the time others could reach the scene, the valiant commoner had been slain, but he had bought enough time for the child to be saved. After witnessing this, the cleric - whose name has been lost to the ages - came to the conclusion that if a person could be so noble as that, then the blessings of Hurrian should be granted to them just as they are granted to his chosen. As such, he crafted the first of these rings, which grant to any non-Val who wears them the val'Tensen bloodline ability *The Reluctant Warrior* (See the Players Guide to Arcanis). Strong Transmutation CL 9th; Forge Ring, *shield other*; creator must be a val'Tensen with the bloodline ability *The Reluctant Warrior*; Price: 10,000 gp; Cost: 5,000 gp + 400 XP

Ring of Resistance

This ring, rumored to have been first developed by Nurion val'Assante, provides its wearer with a +1 to +5 resistance bonus to all saving throws.

Moderate Illusion; CL 5th; Forge Ring, *resistance*, caster level must be at least three times the ring's bonus; Price: 1,500 gp (+1), 6,000 gp (+2), 13,500

gp (+3), 24,000 gp (+4), 37,500 gp (+5); Cost: 750 gp + 60 XP (+1), 3,000 gp + 240 XP (+2), 6,750 gp + 540 XP (+3), 12,000 gp + 960 XP (+4), 18,750 gp + 1,500 XP (+5).

Ring of the Shocking Palm

These rings are always crafted from wolf iron and etched with silver runes. When first donned, the hand on which the ring was placed tingles, as if lightly shocked. The unarmed attacks of the wearer gain the *shocking burst* weapon ability.

Moderate Evocation; CL 10th; Forge Ring, *lightning bolt or call lightning*; Price: 9,000 gp; Cost: 4,500 gp + 360 XP.

Ring of Silence

This ring, first crafted by the infamous assassin-killing Heliguor of Magra, can be activated at will to give its wearer the benefits of the *silence* spell, with the exception that the field of the spell does not extend past the wearer.

Moderate Illusion; CL 3rd; Forge Ring, *silence*; Price: 20,000 gp; Cost: 10,000 gp + 800 XP.

Ring of Spirit's Warning

This bone ring depicts moaning spectral figures wrapped around the wearer's finger culminating in an onyx shaped like an eye. The ring was developed by a paranoid Nerothian that feared his four apprentices plotted to kill him. Anyone trying to hide from, ambush or otherwise sneak up on the wearer gets the uncomfortable feeling of being watched. While worn, the wearer gains a +5 competence bonus to Spot and Listen checks and gains the uncanny dodge ability of a 4th level Rogue.

Faint Divination; CL 9th; Forge Ring, *clairaudience/clairvoyance*, creator must have uncanny dodge and be at least a 4th level Rogue; Price: 20,000 gp; Cost: 10,000 gp + 800 XP.

Ring of Subtlety

This plain silver band has many uses for those who follow the path of shadow. Followers of Cadic particularly covet it, but it is said that members of the Undir Benevolent Society were the first to craft this ring. This ring gives the wearer +5 competence bonus to Bluff, Diplomacy and Sense Motive.

Additionally, once per day the wearer may elect, after having spoken with the target for at least five minutes, to subject them to a combined *charm monster* and *hypnotism* effect. This effect can be avoided with a single DC 20 Will save.

Finally, while engaging in combat any weapon borne in the same hand that is wearing the ring gains a +4 bonus to attack and damage rolls when using sneak attack.

Strong Transmutation; CL 11th; Forge Ring, *glibness, eagle's splendor, owl's wisdom, blur, charm monster, hypnotism*; Price: 51,500 gp; Cost: 25,750 gp + 2,060 XP.

Ring of the Stolen Mind

Originally created by the Black Rose of Canceri, Mensarena valMordane, to aid in her escape from Ventaka, this vile ring contains the essence of another living being's mind, ripped from that being's corpse shortly after death. The ring's magic overlays that being's thought patterns over those of the wearer. This provides a +30 insanity bonus to Bluff checks made to convince someone that the wearer is actually the person whose mind is stored in the ring. This ring even fools *detect thoughts*, *detect alignment*, and similar spells. However, there are two major drawbacks to this ring design, which is unsurprising given that its inventor was utterly insane. The ring's magic decays rapidly as the stolen Intellect slowly seeps away. It becomes non-functional after being worn for a period of 1d4 weeks. In addition, every two hours it is worn continuously, there is a 10% cumulative chance that the wearer will develop a multiple personality disorder. If worn for more than a week after developing the mental disorder, there is a 50% chance that the wearer will permanently begin to believe that she is in fact the person whose mind is stored in the ring. Thus this ring is as dangerous to its wearer as it is to security measures.

Strong Necromancy; CL 12th; Forge Ring, *detect thoughts*, *speak with dead*, creator must be non-good and have access to a fresh corpse with an intact brain; Price: 10,000 gp; Cost: 5,000 gp + 400 XP.

Ring of Thick Hide

The wearer of this ring enjoys reduction of damage of various amounts. The amount of DR granted determines the price of the item. The damage reduction is either 1/-, 2/-, or 3/- and is applied even after other forms of damage reduction have been applied.

Moderate Abjuration; CL 15th; Forge Ring, *stoneskin*; Price: 16,000 gp (DR 1/-), 54,000 gp (DR 2/-), 128,000 gp (DR 3/-); Cost: 8,000 gp + 640 XP (DR 1/-), 27,000 gp + 2,160 XP (DR 2/-), 64,000 gp + 5,120 XP (DR 3/-).

Ymandrake Dueling Ring

This mithral and gold ring set with a black sapphire was first created by one of the prominent magewrights of the Ymandragoran Finger of the Invisible Reckoning. This secretive order, barely known outside the Isle of Tears, serves as the justicars of his Arcane Majesty's will. Only those who dare to defy the commands of his Sorcerous Majesty receive visits from the Invisible Reckoning.

Whenever a spell that is being cast by the wearer is disrupted due to being countered, or through a failed Concentration check, it becomes stored in the ring. The ring can hold up to 10 spells levels at a time, and spells only remain stored for one hour. Spells that are stored in the ring may be

cast from it as if it were still in memory.

There is a lesser and a normal version of this ring. The lesser version only accepts up to 5th level spells, while the normal ring functions on up to 9th level spells.

Strong Transmutation; CL 17th; Forge Ring, creator must be Ymandrake, *mage's lubrication*; Price: 40,000 gp (lesser), 100,000 gp (normal); Cost: 20,000 gp + 1,600 XP (lesser), 50,000 gp + 4,000 XP (normal).

Zephyr Ring of the Kio Skyknights

This mithral ring is crafted to resemble a falcon, head cocked to the side and wings outstretched around the finger. The eye is set with a blue diamond. This ring was made famous by the Kio folk heroine Talkyh Ni'echki, who used it to repel a rapacious horde of Tasloi slavers that threatened to kidnap all the women of her aerie.

While worn the ring grants the wearer a fly speed of 90 ft. with perfect maneuverability. Other effects that increase movement rates, such as haste cannot affect this movement rate.

Strong Transmutation; CL 15th; Forge Ring, *Empower Spell*, *fly*, *haste*; Price: 120,000 gp; Cost: 60,000 gp + 4,800 XP.

Rods

Archaeologist's Rod

This rod was created by the Seekers of Forbidden Lore to expedite their exploration of the Tenecian Ruins. However, it now serves as a guide to Archaeologist's across Onara. While held it grants its bearer the dwarven stonecunning ability (or if the bearer is a dwarf, the bonus they receive from stonecunning is doubled). Furthermore, three times each day, the rod can produce one of the following effects (chosen when used each time): clairaudience/clairvoyance, detect secret doors, daylight, knock, locate object, and passwall. Finally, once per day, the rod can produce a move earth or control water effect.

Strong Transmutation; CL 11th; Craft Rod, *clairaudience/clairvoyance*, *control water*, *detect secret doors*, *daylight*, *knock*, *locate object*, *move earth*, *passwall*; Price: 93,160 gp; Cost: 46,580 gp + 3727 XP.

Duelists' Rod

This miniature fervidite rapier, complete with kidskin leather grip, is a mere three inches long. However, upon command it grows into a full-sized rapier and is in all respects equivalent to a fervidite +2 keen rapier. Issuing this weapon its command is a free action, making it a favorite amongst hot-headed young nobles, and other miscreants of a more dubious nature.

Moderate Transmutation; CL 9th; Craft Rod, *keen edge*, *shrink object*; Price: 21,000 gp; Cost: 12,000 gp + 720 XP.

Imperial Rod of Judgement

This rod was first designed by Uson val'Assante, an ambitious 4th century patrician, priest of Illiir and founder of the Legion of Indomitable Truth. It was he who persuaded Emperor Cunius val'Assante to equip Coryani high magistrates with these symbols and manifestations of imperial power, a practice followed by many emperors since. Inevitably some have passed into the hands of less reputable owners or been purchased and put to uses other than those they were originally designed for. Nevertheless, these items remain powerful symbols of legal authority within the empire and her former provinces, and continue to be used by high magistrates and consuls to this day.

Forged from solid steel and inlaid with gold and platinum, this finely crafted rod is given to magistrates of the Coryani Empire. In addition to serving as a +1 axiomatic warhammer, this rod allows its bearer to use the following spells three times each day: magic circle against chaos, discern lies and divine smite. Finally, once per week the rod can cast mark of justice. All of these effects are cast at 9th level.

If the bearer of this rod is not lawful, then the rod becomes inert and powerless until it is again born by a lawful bearer.

Moderate Abjuration [Lawful], Evocation [Lawful] and Necromancy; CL 9th; Craft Rod, *divine smite*, *magic circle against chaos*, *discern lies*, creator must be lawful; Price: 95,600 gp; Cost: 47,800 gp + 3,824 XP.

Metamagic Rods

Metamagic rods hold the essence of a metamagic feat but do not change the spell slot of the altered spell. All the rods described here are use-activated (but casting spells in a threatened area still draws an attack of opportunity). A caster may only use one metamagic rod on any given spell, but it is permissible to combine a rod with metamagic feats possessed by the rod's wielder. In this case, only the feats possessed by the wielder adjust the spell slot of the spell being cast.

Possession of a metamagic rod does not confer the associated feat on the owner, only the ability to use the given feat a specified number of times per day. A sorcerer (or similar caster) still must take a full-round action when using a metamagic rod, just as if using a metamagic feat he possesses.

All of the metamagic feats used on the rods below are from *Magic of Arcanis*.

Lesser and Greater Metamagic Rods

Normal metamagic rods can be used with spells of 6th level or lower. Lesser rods can be used with spells of 3rd level or lower, while greater rods can be used with spells of 9th level or lower.

Metamagic, Bind

The wielder can cast up to three spells per day that are affected as though using the Bind Spell feat.

Strong (no school); CL 17th; Craft Rod, Bind Spell; Price 35,000 gp (lesser), 75,000 gp (normal), 170,000 gp (greater); Cost 17,500 gp + 1,400 XP (lesser), 37,500 gp + 3,000 XP (normal), 85,000 gp + 6,800 XP (greater).

Metamagic, Ghost

The wielder can cast up to three spells per day that are affected as though using the Ghost Spell feat.

Strong (no school); CL 17th; Craft Rod, Ghost Spell; Price 3,000 gp (lesser), 11,000 gp (normal), 24,500 gp (greater); Cost 1,500 gp + 120 XP (lesser), 5,500 gp + 440 XP (normal), 12,250 gp + 980 XP (greater).

Metamagic, Nurturing

The wielder can cast up to three spells per day that are affected as though using the Nurturing Spell feat. If you do not worship Saluwe or Belisarda then this rod only functions once per day.

Strong (no school); CL 17th; Craft Rod, Nurturing Spell; Price 3,000 gp (lesser), 11,000 gp (normal), 24,500 gp (greater); Cost 1,500 gp + 120 XP (lesser), 5,500 gp + 440 XP (normal), 12,250 gp + 980 XP (greater).

Metamagic, Postpone

The wielder can cast up to three spells per day that are affected as though using the Postpone Spell feat.

Strong (no school); CL 17th; Craft Rod, Postpone Spell; Price 9,000 gp (lesser), 32,500 gp (normal), 73,000 gp (greater); Cost 4,500 gp + 360 XP (lesser), 16,250 gp + 1,300 XP (normal), 36,500 gp + 2,920 XP (greater).

Metamagic, Postpone, Improved

The wielder can cast up to three spells per day that are affected as though using the Improved Postpone Spell feat.

Strong (no school); CL 17th; Craft Rod, Improved Postpone Spell; Price 14,000 gp (lesser), 54,000 gp (normal), 121,500 gp (greater); Cost 7,000 gp + 560 XP (lesser), 27,000 gp + 2,160 XP (normal), 60,750 gp + 4,860 XP (greater).

Metamagic, Postpone, Greater

The wielder can cast up to three spells per day that are affected as though using the Greater Postpone Spell feat.

Strong (no school); CL 17th; Craft Rod, Greater Postpone Spell; Price 35,000 gp (lesser), 75,000 gp (normal), 170,000 gp (greater); Cost 17,500 gp + 1,400 XP (lesser), 37,500 gp + 3,000 XP (normal), 85,000 gp + 6,800 XP (greater).

Metamagic, Rapid Summoning

The wielder can cast up to three spells per day that are affected as though using the Rapid Summoning Spell feat.

Strong (no school); CL 17th; Craft Rod, Rapid Summoning Spell; Price 3,000 gp (lesser), 11,000 gp (normal), 24,500 gp (greater); Cost 1,500 gp + 120 XP (lesser), 5,500 gp + 440 XP (normal), 12,250 gp + 980 XP (greater).

Metamagic, Ready

The wielder can cast up to three spells per day that are affected as though using the Ready Spell feat. You are still limited to only having one readied spell at a time.

Strong (no school); CL 17th; Craft Rod, Ready Spell; Price 9,000 gp (lesser), 32,500 gp (normal), 73,000 gp (greater); Cost 4,500 gp + 360 XP (lesser), 16,250 gp + 1,300 XP (normal), 36,500 gp + 2,920 XP (greater).

Metamagic, Ready, Greater

The wielder can cast up to three spells per day that are affected as though using the Greater Ready Spell feat. You are still limited to only having one readied spell at a time.

Strong (no school); CL 17th; Craft Rod, Greater Ready Spell; Price 35,000 gp (lesser), 75,000 gp (normal), 170,000 gp (greater); Cost 17,500 gp + 1,400 XP (lesser), 37,500 gp + 3,000 XP (normal), 85,000 gp + 6,800 XP (greater).

Metamagic, Reduce

The wielder can cast up to three spells per day that are affected as though using the Reduce Spell feat. Strong (no school); CL 17th; Craft Rod, Reduce Spell; Price 9,000 gp (lesser), 32,500 gp (normal), 73,000 gp (greater); Cost 4,500 gp + 360 XP (lesser), 16,250 gp + 1,300 XP (normal), 36,500 gp + 2,920 XP (greater).

Metamagic, Rending

The wielder can cast up to three spells per day that are affected as though using the Rending Spell feat. If you are not able to channel negative energy, then this rod only functions for you once each day.

Strong (no school); CL 17th; Craft Rod, Rending Spell; Price 3,000 gp (lesser), 11,000 gp (normal), 24,500 gp (greater); Cost 1,500 gp + 120 XP (lesser), 5,500 gp + 440 XP (normal), 12,250 gp + 980 XP (greater).

Metamagic, Soften

The wielder can cast up to three spells per day that are affected as though using the Soften Spell feat.

Strong (no school); CL 17th; Craft Rod, Soften Spell; Price 3,000 gp (lesser), 11,000 gp (normal), 24,500 gp (greater); Cost 1,500 gp + 120 XP (lesser), 5,500 gp + 440 XP (normal), 12,250 gp + 980 XP (greater).

Metamagic, Suspend

The wielder can cast up to three spells per day that are affected as though using the Suspend Spell feat. You may not have more than one suspended spell at a time.

Strong (no school); CL 17th; Craft Rod, Susped Spell; Price 14,000 gp (lesser), 54,000 gp (normal), 121,500 gp (greater); Cost 7,000 gp + 560 XP (lesser), 27,000 gp + 2,160 XP (normal), 60,750 gp + 4,860 XP (greater).

Nawal's Rod of Chieftainship

In the central region of the Hinterlands, strange beasts roam the grassy plateaus and shallow valleys. Here, as nowhere else on Onara, can be found animals and beasts which defy description even by the val'Abebi. Living in this wild and untamed environment are the Yhing Hir of the Nawal clan, a hardy nomadic people that follow the herds across the plains.

In the Nawal tribe, when a man wishes to become a chief, he must hunt down and kill one of the Ya Uk'hekh, a woolly rhino native to the plains that sports a distinctive forked horn. The candidate for chieftainship takes his most loyal men, and hunts one of the beasts, but it is the would-be chief who must land the telling blow. If successful in his task, the newly appointed chief returns triumphant to his tribe. The horn of the beast is blessed by the clan's priest and then fashioned into a rod of office for the new chief. It is said such batons give the wielder the totem strength of the Ya Uk'hekh and provide the chief with wisdom to rule justly.

A Nawal Rod of Chieftainship appears as a 4 foot long rod topped with a heavy forked horn. The shaft is made from a resilient, springy wood the Yhing Hir call Mi'Hok; the wood has a distinctive whorled pattern to it. The entire rod is wrapped in a red silk sash and set with tiny bronze studs to form a handle.

This bone and wood rod serves as a +1 light club, furthermore, it grants its bearer the Leadership feat as a bonus feat so long as the rod is possessed. While actually held aloft the rod grants a +2 bonus to the bearer's leadership score (or +6 if the bearer already possesses the Leadership feat).

Additionally, the rod allows the following spells to be used four times each day: *bless*, *bull's strength*, *bear's endurance*, *eagle's splendor*. These spells are all cast at 5th level.

Strong Transmutation; CL 10th; Craft Rod, *bless*, *bull's strength*, *bear's endurance*, *eagle's splendor*, *enthrall*, creator must have a 14 or higher Charisma; Price: 63,400 gp; Cost: 31,700 gp + 2,536 XP.



Rod of the Reaper

This rod was first designed by Ateasus val'Mordane, a legendary 3rd century inquisitor-general who codified many of the bylaws followed by the Inquisition to this very day. Most are of Nerothian manufacture, although a few Ymandrake examples are also known to exist. This is an elaborately carved 2 ½' long rod of ebony bound with black iron bands topped with a mummified hand. While the rod is held, the magical powers of a single ring that is placed on the mummified hand can be used (without counting towards the users normal two-ring limit, although you cannot use both this rod and a hand of glory at the same time). Additionally, three times per day the rod can cast death knell (DC 17), and once per day finger of death (DC 20).

Strong Necromancy; CL 13th; Craft Rod, Heighten Spell, *animate dead*, *death knell*, *finger of death*; Price: 114,960 gp; Cost: 57,480 gp + 4599 XP.



Rod of the Sky Kings

These rods were among the most powerful items the Kio colonists brought with them when they settled in the Western Lands, but few still possess the knowledge required to make them. They are made of an unusual aerium-titanium alloy 2 feet long with numerous jeweled studs along its length and capped by stylized bird wings. When held, this rod allows the bearer to communicate verbally with any creature that is capable of flight. Furthermore, it provides a +4 competence bonus on Diplomacy checks made with such creatures (or similar checks, such as Wild Empathy checks made with avian animals).

The rod also functions as a +2 mace, and can produce the following effects: fly (2/day), wind wall (1/day), whirlwind (DC 22; 1/week), and reverse gravity (DC 21; 1/week). The rod does not function while underground.

Strong Divination and Transmutation; CL 15th; Craft Rod, *tongues*, *fly*, *wind wall*, *whirlwind*, *reverse gravity*; Price: 93,500 gp; Cost: 46,750 gp + 3740 XP.

Staffs

Ansharan Pilgrim's Staff

This humble pilgrims staff of gnarled oak with a crook, and shod with bronze, bears the holy symbol of Anshar inlaid in jacinth just below the crook. Crafted by the wandering mystic, Tholusus

val'Inares, it accompanied him on his search for the lost Portals of Anshar, which he believed would relieve the suffering of the goddess and bring healing to the world. Sadly, Tholusus died before completing his self-appointed quest, but not before instructing his small cadre of ascetic followers to craft other staves like his, so that they might be used to complete his life's work.

As with a standard magical staff, a newly created *Ansharan Pilgrim's Staff* has 50 charges. This staff allows use of the following spells:

- *know direction* (0 charges)
- *light* (0 charges)
- *detect snares and pits* (1 charge)
- *shillelagh* (1 charge)
- *find the path* (2 charges)
- *freedom of movement* (2 charges)

The staff can, so long as there are charges remaining, be used three times a day to cast *create food and water* as a 5th level cleric. Additionally, so long as there are charges remaining, the staff grants its bearer a +10 ft. enhancement bonus to their land speed. Finally, when brought within a mile of a Portal of Anshar, the staff begins to hum, growing louder as you approach the portal. A command word can silence the humming.

Moderate Divination; CL 12th; Prerequisites: Craft Staff, *detect snares and pits*, *find the path*, *freedom of movement*, *know direction*, *light*, *locate object*, *longstrider*, *shillelagh*; Price: 45,000 gp; Cost: 22,500 + 1,800 XP; Weight: 4 lbs.

Artificer's Spanner

This large wrench can be held in one hand. Typically covered in bits of oil and other grime, these spanners are nonetheless a powerful tool when in the hands of a wielder who knows that she is doing.

This spanner may be used in combat as a +1 heavy mace.

As with a standard magical staff, a newly created *Artificer's Spanner* has 50 charges. This spanner allows use of the following spells:

- *patch construct* (1 charge)
- *repair construct* (2 charges)
- *heal construct* (3 charges)

Weak Conjuration (Repair); CL 15th; Prerequisites: Craft Magic Arms and Armor, Craft Staff, *heal construct*, *patch construct*, *repair construct*; Price: 14,405 gp; Cost: 7,359 + 564 XP; Weight: 3 lbs.

Beroe's Staff of the Deep

The continent of Onara has an extensive coastline of wilderness and uncharted islands surrounded by warm, aquamarine waters, all teeming with life. Here the Berokene Elorii have made their homes, trading with the Undir and people of the waves, relatively safe from the depredations and vicissitudes faced by their cousins in the interior of the mainland. But even here, amongst the placid waves of the ocean, danger lurks and they have learned not to become too complacent. To this

end, many elder Elorii have devoted themselves to constructing these staves to insure that when the next conflict with Ssethregore, Ymandragore or others erupts, they will not be caught unprepared. These staves are typically made from the flotsam of wrecked vessels, set with numerous shells and pieces of colorful coral, and carved with frolicking marine animals along its length.

As with a standard magical staff, a newly created *Beroe's Staff of the Deep* has 50 charges. This staff allows use of the following spells:

- *dolphin chant* (1 charge)
- *fog cloud* (1 charge)
- *summon monster III* (water elemental only) (1 charge)
- *water breathing* (1 charge)
- *control water* (2 charges)
- *summon monster V* (water elemental only) (2 charges)
- *summon monster VI* (water elemental only) (3 charges)
- *summon monster VII* (water elemental only) (5 charges)

Moderate Varied; CL 13th; Prerequisites: Craft Staff, *control water*, *dolphin chant* *, *fog cloud*, *summon monster III*, *summon monster V*, *summon monster VI*, *summon monster VII*, *water breathing*; Price: 54,600 gp; Cost: 27,300 + 2,184 XP; Weight: 4 lbs.

Cadic's Staff of the Night

Crafted from blackened steel, this staff bears five nubs on it. The top is capped with an obsidian disc. This is a +2 *spell-storing quarterstaff*. Additionally, the staff sheds light as a *continual flame* spell, but can be commanded to extinguish the light (and resume it).

The four nubs on the staff may be pressed to perform different operations as well.

- Open a small hidden compartment that contains masterwork thieves' tools.
- Cause the head to fly forth from the staff, striking at objects as a portable ram, wielded by a creature with a 20 Strength. This cannot be used as a weapon.
- Transform into a +2 *spell-storing heavy pick*.
- Transform into a spade. This cannot be used as a weapon.
- Transform into a pry bar; this grants a +4 bonus to Strength checks made to break objects (such as doors and other impediments to unlawful entry into buildings). If used as a weapon, this is equivalent to a +2 *heavy club* (it does not gain the *spell-storing* ability).

Cadic's staff of the night also has a number of



spells stored within it that may be used (the staff, when created, has 50 charges like other magical staffs). If the wielder is not a spellcaster, then they may use these abilities but must pay double the charges.

- *comprehend languages* (1 charge)
- *detect magic* (1 charge)
- *detect poison* (1 charge)
- *detect snares and pits* (1 charge)
- *detect secret doors* (1 charge)
- *detect undead* (1 charge)
- *identify* (1 charge)
- *knock* (1 charge)
- *analyze dweomer* (2 charges)
- *darkness* (2 charges)
- *silence* (2 charges)

Moderate Evocation; CL 11th; Prerequisites: Craft Staff, Craft Magic Arms and Armor, Craft Rod, *analyze dweomer*, *comprehend languages*, *darkness*, *detect magic*, *detect poison*, *detect snares and pits*, *detect secret doors*, *detect undead*, *identify*, *knock*, *silence*; Price: 68,200 gp; Cost: 36,650 + 2,524 XP; Weight: 8 lbs.

Hurrianic Stormlord's Staff

This finely balanced staff is crafted from the scorched branches of a yew tree that was struck by lightning. Carven to resemble gathered clouds, and bound in semi-tarnished silver, which is cleverly crafted to be lightning bolts. The base is shod with a silver spike and the top is capped by a quartz crystal. These staffs are a favorite of stormlord's, and other devotees of Hurrian.

The druid hierophant Mikios Sana of Balantica first made them in the 5th century to repel an incursion of ferocious cormorants that had stormed down from the Corlathian Mountains and savaged the communities along the river valley leading to the Golden Boughs of Saluwe.

A *Hurrianic Stormlord's staff* is a +1 *shocking silver quarterstaff*. Upon command the staff may transform into a +1 *shocking silver longsword*, but doing so prevents its other abilities from being used. As with a standard magical staff, a newly created *Hurrianic Stormlord's staff* has 50 charges. This staff allows use of the following spells:

- *alter wind* (1 charge)
- *resist elements* (cold or electricity only) (1 charge)
- *call lightning* (1 charge)
- *sleet storm* (1 charge)
- *air walk* (2 charges)
- *control winds* (2 charges)
- *retribution, greater* (2 charges)
- *ice storm* (2 charges)
- *control weather* (4 charges)



• *whirlwind* (4 charges)

Moderate Varied; CL 15th; Prerequisites: Craft Staff, Craft Magic Arms and Armor, *air walk*, *alter wind*, *call lightning*, *control weather*, *control winds*, *greater retribution*, *ice storm*, *resist energy*, *sleet storm*, *whirlwind*; Price: 80,390 gp; Cost: 40,445 + 3,196 XP; Weight: 4 lbs.

Myrantian Necromancer Lord's Staff

These are the staffs of the ancient Myrantian Necromancer Lords. During the time of the Myrantian Hegemony they were used to regain control of wandering undead. These staves were lost after the Myrantian Hegemony fell and reports have spoken of them occasionally resurfacing. Currently the sole known possessor of one of these staffs is one of the Lich lords of Ventaka. These staffs are +3 *quarterstaffs* in addition to the following abilities. When made these staffs have 50 charges.

The most powerful ability of the staff is its ability to turn those that are killed by it into undead. When the staff itself kills a creature or when one of the staff's powers kills a creature the creature is raised as either a skeleton or zombie, as per the *animate undead* spell (except there is no need for a material component). Up to 60 HD of skeletons and zombies can be controlled by the wielder (these HD are being controlled by the staff and do not count towards any HD limit for commanding undead).

The staff can cast the following spells (the wielder must supply any necessary material components for these spells)

- *death knell* (1 charge)
- *speak with dead* (1 charge)
- *animate dead* (1 charge)
- *desecrate* (1 charge)
- *halt undead* (1 charge)
- *create undead* (1 charge)
- *control undead* (1 charge)
- *your time to die* (1 charge)
- *create greater undead* (2 charges)

The staff has the ability to be recharged by sacrificing living creatures to it. For each 5 HD of creatures sacrificed to the staff, instantly and permanently killing them, it regains one charge.

Overwhelming Necromancy; CL 15th; Prerequisites: Craft Staff, Craft Magic Arms and Armor, *animate dead*, *create undead*, *create greater undead*, *control undead*, *desecrate*, *death knell*, *halt undead*, *speak with dead*, *your time to die*; Price: 300,000 gp; Cost: 150,000 gp + 12,000 XP; Weight: 5 lbs.

Myr's Sentinel Staff

Beautifully carved with totem animals and beasts, this oaken staff is made by the grove tenders of Myr to defend the Ellifyr Forest against despoilers and other intruders.



A *Myr's sentinel staff* is permanently under the effects of an *ironwood* spell, and is a +1 *weakening quarterstaff*.

As with a standard magical staff, a newly created *Myr's sentinel staff* has 50 charges. This staff allows use of the following spells:

- *animal messenger* (1 charge)
- *summon nature's ally III* (1 charge)
- *nature's gift* (2 charges)
- *commune with nature* (2 charges)
- *liveoak* (2 charges)

Moderate Varied; CL 12th; Prerequisites: Craft Staff, Craft Magic Arms and Armor, *ray of enfeeblement*, *animal messenger*, *commune with nature*, *liveoak*, *nature's gift*, *summon nature's ally III*; Price: 91,150 gp; Cost: 45,575 + 3,646 XP; Weight: 4 lbs.

Pengik Heartwood Staff

Deep within the dark recesses of the Pricklespur forest of the Pengik Peninsula, native shamans have existed for centuries, working their strange magic over the plants and animals of the region. The Pengik are masters over their domain and mix the powers granted through their faith with ancient elemental powers that stretch back into antiquity. Certain grottos deep within the Pricklespur are sacred to the Pengik people and the most powerful and devout among them have created guardians to protect these sacred groves.

Appearing as a gnarled and twisted length of vine or a dried root of some ancient hardwood, the staff's entire surface is scribed with masterful carvings of wildlife and plants found in the Pricklespur. Held more like a club than a staff, the heartwood staff is struck upon the ground while the user chants syllables of power known only to the Pengik.

As with a standard magical staff, a newly created *Pengik heartwood staff* has 50 charges. This staff allows use of the following spells:

- *liveoak* (2 charges)
- *shambler* (5 charges)

Strong Conjunction; CL 20th; Prerequisites: Craft Staff, *liveoak*, *shambler*; Price: 32,650 gp; Cost: 16,325 + 1,306 XP; Weight: 4 lbs.



Sarishan Staff of Wizardry

Plain and unassuming, this simple alder staff bears within it tremendous power. When first created, the staff has 50 charges. When an arcane caster goes to cast a spell with a metamagic feat applied to it spontaneously, they may use charges from the staff to pay the level increase of the metamagic feat. No more than 3 charges may be spent per use in this manner, and the effective level of the spell cannot exceed the level of spell they could normally cast.

For example, Ruthaer, Wizard 10, decides to spontaneously apply Empower Spell to a *fireball* spell. He can spend two charges from this staff to do so, only requiring him to expend a 3rd level spell slot. However, he could not use this staff to spontaneously cast *cone of cold* using Empower Spell because an *empowered cone of cold* is a 6th level wizard spell.

Strong Universal; CL 17th; Prerequisites: Craft Staff, *wish*; Price: 50,000 gp; Cost: 25,000 + 2,000 XP; Weight: 4 lbs.

Staff of Cats

The *staff of cats* embodies the powers that Sarish grants His followers over both magic and cats. Legends say that the first *staff of cats* was the creation of Sherfiruz Mizra Gaotema, a Cancerese magician who led a group of people who lived in rural central Canceri during the Shadowed Age. Rumors spread of the group being a cult of infernal worshippers, and priests of Sarish led an investigation that assaulted and demolished the thorp. Mizra Gaotema escaped, but most of the other group members were slain. The priests confiscated all of the records from the group and prevented resurrection of the cult. To this day, contradictory rumors say that Mizra Gaotema and his supporters were either worshipping a fallen Valinor or paying legitimate respects to Sarish with an emphasis upon His feline followers. The only surviving notes from Sherfiruz' studies of cats is the recipe for producing the *staff of cats*, which can still be found in the records of the Sanctorum of the Arcane in Nishanpur.

The *staff of cats* is a masterwork quarterstaff made of wood with subtle carvings depicting felines in various poses. The staff is typically shod with silver, and has at the base, five small spikes resemble cat claws. Two cat's eye gems adorn the top of the staff. The two handgrips, positioned as for a quarterstaff, are black and have the texture of felt.

As with a standard magical staff, a newly created *staff of cats* has 50 charges. This staff allows use of the following spells:

- *animal growth*—felines only (2 charges)
- *cat's grace* (1 charge)
- *feline form* (1 charge)
- *greater speak with Sarish's pets* (1 charge)
- *summon monster v*—fiendish tiger only (2 charges)

Moderate conjuration, moderate transmutation, moderate divination; CL 9th; Prerequisites: Craft Staff, *animal growth*, *cat's grace*, *feline form*, *greater speak with Sarish's pets*, *summon monster V*; Price: 51,050 gp; Cost: 25,525 + 2,042 XP; Weight: 4 lbs.

Staff of Clouds

This staff is made of twisting willow wood, shod with mithral and capped with a crystal of azurite held in place by a lattice of mithral wire. However, that beauty hides a deadly power. It was crafted by the Osalikene wizard-priest Elaloe, who used it to devastating effect against an entire Pit of Ssethregorans led by the sorcerer-priest Sahkesh, when he attempted to establish a colony beyond the swamps of the Kraldjur Morass after a failed coup against the ruling nagas of Sseth.

As with a standard magical staff, a newly created *staff of clouds* has 50 charges. This staff allows use of the following spells:

- *levitate* (1 charge)
- *lightning bolt, empowered* (1 charge)
- *lightning bolt, heightened* (DC 17) (1 charge)
- *solid fog* (1 charge)
- *stinking cloud* (1 charge)
- *acid fog* (2 charges)
- *cloudkill* (2 charges)

Moderate Conjuration and Evocation; CL 11th; Prerequisites: Craft Staff, Empower Spell, Heighten Spell, *acid cloud*, *cloudkill*, *levitate*, *lightning bolt*, *solid fog*, *stinking cloud*; Price: 79,450 gp; Cost: 39,725 + 3,178 XP; Weight: 6 lbs.

**Staff of Deadly Wards**

This ebony staff is the bane of thieves and other night prowlers, for its purpose is to guard and ward sites of interest, power or secrets. As with a standard magical staff, a newly created *staff of deadly wards* has 50 charges. This staff allows use of the following spells:

- *alarm* (1 charge)
- *arcane lock* (1 charge)
- *hold portal* (1 charge)
- *obscure object* (1 charge)
- *explosive runes* (2 charges)
- *secret page* (2 charges)
- *sepia snake sigil* (2 charges)
- *fire trap* (3 charges)
- *mage's faithful hound* (4 charges)
- *guards and wards* (5 charges)

Moderate illusion; CL 12th; Prerequisites: Craft Staff, *alarm*, *arcane lock*, *explosive runes*, *fire trap*, *guards and wards*, *hold portal*, *mage's faithful hound*, *obscure object*, *secret page*, *sepia snake sigil*; Price: 38,900 gp; Cost: 19,450 + 1,556 XP; Weight: 6 lbs.

Staff of Dreams

Shamans of the Hinterlands are more in touch with spirits and dreams than the other peoples of Onara. They claim that dreams are as important as the waking world, and they speak of defending their tribes against spirit invaders from the Dream World. Thus, scholars suspect that those shamans first created the *staff of dreams*.

The staff of dreams is a +1 *ghost touch* quarterstaff made of several segments of horn that are connected by bands of gleaming white ivory. Carved within the horn are depictions of various otherworldly spirits. There are no engravings in the ivory, but one who stares into the gleaming ivory will almost see movement of tiny figures just beyond the surface.

As with a standard magical staff, a newly created *staff of dreams* has 50 charges. This staff allows use of the following spells:

- *dream* (1 charge)
- *nightmare* (1 charge)

In addition, the *staff of dreams* grants the bearer also has a +5 competence bonus on saving throws when he is the target of a *nightmare* spell. The *staff of dreams* is a +1 *ghost touch/masterwork quarterstaff*, allowing the wielder to affect both the physical world and the spirit world in equal measure. Similarly, the *staff of dreams* can be easily taken into the Spirit World or the Dream World. These attributes infer no charge cost and continue to function after all the charges are expended.

Moderate illusion; CL 9th; Prerequisites: Craft Staff, Craft Magic Arms and Armor, Craft Wondrous Item, 5 ranks in the Dreaming skill, *dream*, *nightmare*, *plane shift*; Price: 68,000 gp; Cost: 34,000 + 2,400 XP; Weight: 6 lbs.

Staff of Saluwe's Ire

This mahogany staff is fashioned from heartwood harvested from the cursed lands that surround ruined Arkosia in the Golden Boughs of Saluwe.

As with a standard magical staff, a newly created *staff of Saluwe's ire* has 50 charges. This staff allows use of the following spells:

- *baleful polymorph* (DC 23; heightened to 9th level) (1 charge)
- *entangle* (1 charge)
- *plant growth* (1 charge)
- *spike stones* (1 charge)
- *wall of thorns* (1 charge)

Strong Transmutation; CL 20th; Prerequisites: Craft Staff, Heighten Spell, *baleful polymorph*, *entangle*, *plant growth*, *spike stones*, *wall of thorns*; Price: 125,650 gp; Cost: 62,825 + 5,026 XP; Weight: 3 lbs.

Stormhorn

Along the edge of the Amaryllis River, and along the coastline of Bhiharn, lies a dense tangle of mangrove swamps and murky salt marshes known as the Sword Fens. This fetid Swampland is home to few native peoples, and serves mainly as a refuge for highwaymen and pirates. This region is best known for the horrid monsters that lurk in its mosquito-infested depths; Trolls, Hags and worse can be found within the lush green canopy. Still it is here that members of the Kio must travel if they are to gather the components for their famous Stormhorns, for only in these marshes can be found behir, huge monstrous reptilian beasts of strange power. Though it is rumored that these fell beasts still slither through the primeval forests of ancient Ssethregore, it is only in the Sword Fens that they can be encountered with any regularity. Finding and killing one of these huge beasts is no easy task, but once accomplished, the Kio collect their prize: a pair of long tapering horns that jut from the back of the Behir's head.

A Stormhorn is a magical rod crafted from the twisted tapering horns of a Behir. A single light blue horn is affixed to a handle carved from the heartwood of a lightning felled oak tree, and enchanted during a coastal lightning storm, when the elemental forces are the strongest. The process is long and dangerous, for the gathering of the elemental forces necessary for completion of the



Stormhorn often draws bolts of lightning down from the sky. Upon completion of the ritual, a Stormhorn is formed. Rare indeed are the Stormhorns, and they are only found in the hands of high-ranking families of the Kio.

This steel staff may be used as a +1 *shocking burst quarterstaff*.

As with a standard magical staff, a newly created *Stormhorn* has 50 charges. This staff allows use of the following spells:

- *shocking grasp* (1 charge)
- *lightning bolt* (2 charges)
- *call lightning* (3 charges)
- *call lightning storm* (4 charges)
- *chain lightning* (5 charges)

Moderate Evocation; CL 11th; Prerequisites: Craft Staff, Craft Magic Arms and Armor, *shocking grasp*, *lightning bolt*, *call lightning*, *call lightning storm*, *chain lightning*; Price: 34,660 gp; Cost: 17,330 + 1,387 XP; Weight: 6 lbs.

Sylab's Staff

This powerful staff was made expressly for Sylab, the Arena Master of Sicaris. The staff has numerous functions, all of which are triggered by changing the settings of the small gears that are set into the staff's metal shaft. The staff itself is just about a man's height and made from a dull grey steel. Set into its base is a scratched and pitted metal sphere, and it is capped with a carved frenial.

The metal sphere may be struck, three times each day, to create an effect equivalent to a *thunderstone* (except the staff's wielder is immune to the effect). The frenial has two uses; it can be rotated slightly to reveal a hollow shaft down the center of the staff (allowing it to be used as a breathing tube, or a blowgun). The frenial can also be launched from the staff as a grappling hook, attached to the staff by 50 feet of fine adamantine chain.

Additionally, the staff itself is a +2 *defending* / +2 *defending adamantine quarterstaff*, however, by applying the correct settings to the gears in the shaft, you may change the weapon into one of the following (all of which are also +2 *defending weapons*). The staff provides proficiency in all the following weapons as well.

- A mancatcher
- A heavy mace
- A spiked chain (the staff breaks down into sections, each capped with spikes and held together by adamantine chain).

Sylab's Staff also has a number of spells stored within it that may be used (the staff, when created, has 50 charges like other magical staffs). If the wielder is not a spellcaster, then they may use these abilities but must pay double the charges.

- *detect snares and pits* (1 charge)
- *fog cloud* (1 charge)
- *grease* (1 charge)
- *reduce person* (1 charge)

- *status* (1 charge)
- *web* (1 charge)
- *find the path* (2 charges)
- *pass without trace* (2 charges)
- *reduce person, mass* (2 charges)

Sylab's Staff may be recharged by immersing it in the blood of fallen gladiators; each fallen gladiator's blood restores one charge as it is fully absorbed into the staff.

Strong Varied; CL 20th; Prerequisites: Craft Staff, Craft Magic Arms and Armor, *Empower Blood*, *shield* or *shield of faith*, *shrink item*, *detect life*, *detect snares and pits*, *grease*, *reduce person*, *wall of fog*, *web*, *find the path*, *pass without trace*; Price: 150,000 gp; Cost: 68,750 + 6,000 XP; Weight: 6 lbs.

Tzizhet's Gibbering Staff

This is a gnarled staff made of worm-eaten pale wood with many sickly discolored knots and small protrusions. When any of the powers are activated, the staff becomes fleshy and pulsates like a living thing.

This +2/+2 quarterstaff has the additional effect that on critical hits the target is subject to a *confusion* effect (DC 20 Will save negates). This *confusion* effect persists for 20 rounds.

As with a standard magical staff, a newly created *Tzizhet's Gibbering Staff* has 50 charges. Any time the following charged abilities are used, the knots on the staff open revealing multicolored eyes and gnashing teeth. This staff allows use of the following spells:

- *magic mouth* (1 charge)
- *arcane sight* (1 charge)
- *see invisibility* (1 charge)
- *prying eyes* (1 charge)

The following charged abilities modify the weapon, and stack (for instance, you could spend 5 charges as a standard action to make the staff a +2 scaling reaching, +2 scaling reaching quarterstaff). In all instances they last for 17 rounds. When these effects are triggered, the mouths that are formed (see above) also wail and gibber unintelligibly.

- By expending 2 charges, the staff can become a +2 scaling, +2 scaling quarterstaff.
- By expending 3 charges, the staff can become a +2 reaching, +2 reaching quarterstaff.

The following charged ability completely transforms the weapon. It lasts for 17 rounds when triggered (or until the creature is reduced to 0 hp). If this effect is ended due to the latter condition, then the staff remains inactive for a 24 hour period (or 48 hours if the advanced option was used). The creature arrives under the control of the staff's wielder, who is also immune to the creature's gibbering.



- By spending 10 charges, the staff can be transformed into a Gibbering Mouther. This creature receives a +4 bonus to Strength and Constitution and a +2 enhancement bonus to attack and damage for all natural weapons.

- By spending 20 charges, the staff can be transformed into an advanced Gibbering Mouther. This creature is 12 Hit Dice (instead of the normal 4 HD) and receives all the benefits that are listed above.

Strong Varied; CL 17th; Prerequisites: Craft Staff, Craft Magic Arms and Armor, *confusion*, *black tentacles*, *enlarge item*, *magic mouth*, *arcane sight*, *see invisibility*, *prying eyes*, *summon monster VI*, *summon monster IX*, *bear's endurance*, *bull's strength*, *greater magic fang*; Price: 93,230 gp; Cost: 46,615 + 3,730 XP; Weight: 6 lbs.

Universal Psionic Items

Amulet of Monster Control

Each of these amulets, which were first created by the Ssanu during the golden age of the Yhassremore Empire, is keyed to a specific type of creature (same as *bane* weapons). These amulets are found in more recent times while excavating ancient battlefields, ruined tombs, lost cities and around the neck of still living Ssanu.

These amulets are really a number of thin copper sheets that are bound together at their edges. The sheets that form the interior of the amulet contain engravings that assist the user in focusing their mind.

Once per day, the wearer of this amulet may activate it and target a creature within 60 ft. If the targeted creature's type is not that to which the amulet is keyed then there is no effect. Otherwise, the target must make a DC 17 Will save or be affected by a *psionic charm* effect (augmented to apply to all creature types). If they fail this save, they are affected by this effect for the next 30 days.

Strong Telepathy (Charm); ML 13th; Craft Universal Item, Extend Power, *psionic charm*; Price: 26,200 gp; Cost: 13,100 gp + 1,048 XP.

Astral Bell of Summoning

The first Astral Bell of Summoning was created by Angus val'Borda, during the second Khitani-Coryani war. Fortunately his "genius" was lost soon after he created this magnificent item, as the creature he summoned proceeded to tear the poor val'Borda apart. Thankfully very few of these items have been created since; prudent psions tend to avoid creating such powerful but risky items.

An Astral Bell appears as a palm-sized bell made from pure mithral. The surface is expertly carved in bas-relief with images of fantastic creatures, three of which are humanoid, equally spaced around the bell with their hands upraised, meeting at the apex of the bell. Interestingly,

these humanoid figures have features reminiscent of octopi or squid. The bell is rung with a tiny hand held mallet, wrapped in rawhide made from some unknown sea creature. Simply ringing this small bell creates a hollow booming sound that reverberates across the astral plane. The bell attracts the attention of a powerful outsider, which responds to the Bell's summons. This dweller of the astral plane is humanoid in appearance, but graced with extra long arms, huge bulging shoulders, and armed with long tapering talons. Similar to the constructs created by the *astral construct* power, this huge behemoth appears in one round and attacks anything the summoner desires.

The summoned creature is equivalent to a 7th-level astral construct with the Muscle ability (+4 to Strength), Improved Slam Attack (Improved Natural Attack feat for free), and Power Attack. Each time the bell is used; there is a 10% chance that the summoned creature will turn on the bell's user.

The bell starts with 10 uses, and when the last has been used it and the striker crumble to pieces.

Strong Metacreativity (Creation); ML 14th; Craft Universal Item, *astral construct*; Price: 22,680 gp; Cost: 11,340 gp + 908 XP.

Boots of Relocation

These dusty-black felt boots are usually embroidered with the holy symbol of Anshar. However, they are found amongst the possessions of many folk, regardless of their devotion to the Goddess of Travelers.

Once per day, the wearer may use the *dimension slide* power instead of taking a 5 ft. step. Doing so does not provoke an attack of opportunity, unless taking the 5 ft. step would have provoked an attack of opportunity. Utilizing this item's power is a free action.

Moderate Psychoportation (Teleportation); ML 11th; Prerequisites: Craft Universal Item, *dimension slide*; Price 23,760 gp; Cost 11,880 gp + 951 XP.

Circlet of the Double Mind

A silver hoop, set with a blue star sapphire, forms the basis of this circlet. The exact origins of this item are not known, but the item has seen widespread use amongst the val'Assante and the val'Borda families.

As a free action, the wearer of this circlet may activate it enabling him to act as if under the effects of *schism* for 10 rounds each day. The duration of the *schism* effect need not be consecutive rounds.

Moderate Telepathy; ML 10th; Prerequisites: Craft Universal Item, *schism*; Price 16,000 gp; Cost 8,000 gp + 640 XP.

Crystal Cages

This small copper cage has an uncut quartz crystal suspended in the center by hundreds of fine silver threads. The crystal resonates with its own power, vibrating slightly within its cage. This cage must be worn on a chain about the neck, but is too large to easily conceal.

The first of these cages was created by a val'Ishi kineticist who wished to amplify his power. Since that time, similar devices have been fashioned for each of the psionic disciplines.

While worn as an amulet, the cage grants a +2 enhancement bonus to the save DC when the wearer uses powers of the discipline to which the crystal cage is keyed.

Crystal Cage of Clairsentience

Blue light glimmers in the middle of the crystal's heart.

Strong Clairsentience; ML 16th; Prerequisites: Craft

Universal Item, creator must be a seer; Price 32,000 gp; Cost 16,000 gp + 1,280 XP.

Crystal Cage of Metacreativity Green glimmers in the middle of the crystal's heart.

Strong Metacreativity; ML 16th; Prerequisites: Craft Universal Item, creator must be a shaper; Price 32,000 gp; Cost 16,000 gp + 1,280 XP.

Crystal Cage of Psychokinesis Red light glimmers in the middle of the crystal's heart.

Strong Psychokinesis; ML 16th; Prerequisites: Craft Universal Item, creator must be a kineticist; Price 32,000 gp; Cost 16,000 gp + 1,280 XP.

Crystal Cage of Psychometabolism

Violet light glimmers in the middle of the crystal's heart.

Strong Psychometabolism; ML 16th; Prerequisites: Craft Universal Item, creator must be a egoist; Price 32,000 gp; Cost 16,000 gp + 1,280 XP.

Crystal Cage of Psychoportation

Yellow-red light glimmers in the middle of the crystal's heart.

Strong Psychoportation; ML 16th; Prerequisites: Craft Universal Item, creator must be a nomad; Price 32,000 gp; Cost 16,000 gp + 1,280 XP.

Crystal Cage of Telepathy

Piercing yellow light glimmers in the middle of the crystal's heart.

Strong Telepathy; ML 16th; Prerequisites: Craft Universal Item, creator must be a telepath; Price 32,000 gp; Cost 16,000 gp + 1,280 XP.

Crystal Masks

Each of the various types of crystal masks fits over the face of any Medium or Small humanoid, with slits for eyes and nostrils. The mask is transparent, although it distorts the wearer's features. Leather

straps attached to small holes on the sides of a mask enable the owner to affix the mask to his face.

Crystal masks confer special abilities or improved skills on their wearers.

A crystal mask is treated as eyewear or goggles for the purpose of determining which items can be worn on the body.

Crystal Mask of Bats

This mask is made of a black opaque crystal. While it is not being worn, the item can be held to the light and faint movement can be seen inside the crystal.

The wearer of this item gains the blind sight special quality, with a range of 60 ft. Due to its opaque nature, the wearer of this mask loses access to all normal sight, however, because he cannot see in the normal sense, the wearer is protected from all gaze attacks, spells or effects that rely on sight.

Strong Clairsentience; ML 5th; Prerequisites: Craft Universal Item, *touchsight*; Price 30,000 gp; Cost 15,000 gp + 1,200 XP.

Crystal Mask of Pain

This black crystal mask is transparent. It is fitted with a mesh of sharp iron thorns on the front, some of which are covered in dried blood. The forehead of the mask bears the symbol of Anshar.

The wearer of this mask is continuously under the effects of an *empathic feedback* power. Treat this effect as having been cast by a 10th level psionic warrior, and augmented to match. Moderate Telepathy [Mind-Affecting]; ML 10th; Prerequisites: Craft Universal Item, *empathic feedback*; Price 150,000 gp; Cost 75,000 gp + 6,000 XP.

Diadem of the Mental Clarity

These golden fillets, set with a star sapphire, were originally created by the master psionic artisan Karaz val'Abebi of Gafre. Since that time, his adepts have continued to construct them. Furthermore, an enterprising mage discovered the means to duplicate them.

This diadem, which occupies the headband slot, provides an insight bonus to Will saves ranging from +1 to +5.

Weak Telepathy; ML 5th; Prerequisites: Craft Universal Item, *thought shield*, manifest level must be at least four times the bonus conferred; Price: 667 gp (+1), 2,667 gp (+2), 6,000 gp (+3), 10,667 gp (+4), 16,667 gp (+5); Cost: 334 gp + 27 XP (+1), 1,334 gp + 107 XP (+2), 3,000 gp + 240 XP (+3), 5,334 gp + 427 XP (+4), 8,334 gp + 667 XP (+5).

This item is also detailed in the Wondrous Items section.



Golden Bee of the Planarch

Created by Planarch val'Mehan, the Nihang of Nishanpur, during his reign a century ago, the Golden Bee was a boon in his long and successful career. Planarch was constantly worried that his diplomatic maneuverings and machinations in court were being countered through the use of psionics. Planarch constructed the Bee to warn him when others around him were manifesting hidden psionic powers and to protect him from becoming the victim of a rival's psionic might.

Appearing as a tiny bumblebee fashioned from the purest gold and detailed with onyx flecks, this charm hangs suspended by a golden chain anchored between its fine silver wings. The chain is attached to a simple gold hoop earring, and can be affixed to either ear.

Attuned to psionic energy, the Golden Bee buzzes softly whenever a psionic power is manifested within 60 feet of the wearer. There are rumors that this device can detect preternatural psionic activity, but they remain unconfirmed, as are reports of preternatural psionics itself.

The wearer of this bee also enjoys a +2 insight bonus to Initiative. While worn, this item occupies a ring slot (despite being worn in the ear).

Weak Clairsentience; ML 3th; Prerequisites: Craft Universal Item, *detect psionics*; Price: 7,000 gp; Cost: 3,500 gp + 280 XP.

Psychoactive Skins

Psychoactive skins (also sometimes called ectoshells) are fist sized globs of psionically charged ectoplasm. As a standard action, a psychoactive skin spreads over and covers a Medium or smaller creature that projects the proper command thought; the same command

thought causes the skin to shrink back down to its former size. Each of the various psychoactive skins is charged with one of a wide array of powers that constantly affect the wearer.

A deployed skin completely covers the wearer and all his equipment like a second skin, allowing the wearer to see, hear, and breathe normally. It rolls away from various parts of the body as needed, such as when the wearer needs to eat or access a backpack. Held items or items specifically excluded are not covered by a psychoactive skin.

Up to three skins can be worn simultaneously; although only the outermost is active in any given round (the powers of hidden skins cannot be manifested). Skin layers can be changed with a command thought as a standard action, which causes a lower-layer skin to come to the surface.

Skin of Contortion

The wearer of this skin gains a +10 competence bonus on Escape Artist checks.

Moderate Psychometabolism; ML 8th; Prerequisites: Craft Universal Item, creator must have 10 ranks in Escape Artist; Price 10,000 gp; Cost 5,000 gp + 400 XP; Weight 2 lbs.

Skin of the Rat

The wearer of this skin gains a +9 insight bonus to Hide and Move Silently checks.

Moderate Psychometabolism; ML 10th; Prerequisites: Craft Universal Item, *metamorphosis*; Price 40,500 gp; Cost 20,250 gp + 1,620 XP.

Scarab of Catastrophic Protection

This scarab was discovered by archaeologists working for the Emerald Society. They were excavating a tomb, later determined to be from the First Imperium, when they discovered this scarab. The scarab is deceptively plain, looking like an empty cartouche; however, its magic is far from plain.

When the wearer of this scarab, which occupies the necklace slot, finds himself in a situation of mortal danger due to the environment (such as being caught in the path of a pyroclastic lava flow, being randomly transported to an elemental plane, etc) the scarab automatically activates. This immediately *crystallizes* the wearer into impervious crystal. This crystal cannot be damaged in any fashion. The scarab is set into the crystal and can be reached from the outside.

When the crystallized wearer is later found by friends, they must simply twist the scarab to free their friend.

Moderate Metacreativity; ML 13th; Prerequisites: Craft Universal Item, *crystallize*; Price: 156,000 gp; Cost: 78,000 gp + 6,240 XP.

Talisman of Unassailable Intellect

This simple amulet is shaped as a half-mask. The original creator of this item is lost to the tide of years; however, the val'Tensen family claims to have first created the item. That claim is undisputed, despite the odd-markings on the back of the oldest examples of these items. Markings which the val'Tensen family cannot explain.

This wearer of item may manifest *tower of iron will* (as an immediate action like the power) once per day, augmented to 20 power points. Strong Telepathy [Mind-Affecting]; ML 20th; Prerequisites: Craft Universal Item, creator must be 20th level, *tower of iron will*; Price: 64,800 gp; Cost: 32,400 gp + 2,592 XP.

Third Eyes

These objects appear as small crystals, always with at least one wide, flat facet; and contain a variety of powers. When the owner uses the proper command thought, the crystal adheres to the center of his forehead (the same command thought causes the third eye to disengage). Only one third eye can be worn at a time. A third eye is treated as eyewear or goggles for the purpose of determining which items can be worn on the body.

Aware, Lesser

This kind of third eye continuously grants the wearer a +5 competence bonus on Spot checks. Moderate Clairsentience; ML 7th; Prerequisites: Craft Universal Item, creator must have 5 ranks in Spot; Price 2,500 gp; Cost 1,250 gp + 100 XP

Concentrate, Lesser

This kind of third eye continuously grants the wearer a +5 competence bonus on Concentration checks. Moderate Telepathy; ML 7th; Prerequisites: Craft Universal Item, creator must have 5 ranks in Concentration; Price 2,500 gp; Cost 1,250 gp + 100 XP

Gather, Lesser

This kind of third eye continuously grants the wearer a +5 competence bonus on Gather Information checks. Moderate Clairsentience; ML 7th; Prerequisites: Craft Universal Item, creator must have 5 ranks in Gather Information; Price 2,500 gp; Cost 1,250 gp + 100 XP

Low-Light Vision

The wearer of this third eye gains the low-light vision special property. If they already have low-light vision, then this has no additional effect. Weak Psychometabolism; ML 3rd; Prerequisites: Craft Universal Item, *Elfsight*; Price 12,000 gp; Cost 6,000 gp + 480 XP



Torc of the Berserker, Lesser

This iron torc, whose ends are capped with carved wolverine heads, is worn around the neck (occupying the necklace slot).

While worn this lesser version of the torc provides a +2 enhancement bonus to Strength and Constitution. It also provides a +1 resistance bonus to Will saves and imposes a -1 penalty to Armor Class.

Once per day, the wielder may activate the added power of this item to become immune to fear for 10 minutes.

Weak Psychometabolism and Abjuration; ML 6th and CL 1st; Craft Universal Item, Craft Wondrous Item, *animal affinity*, *remove fear*, *resistance*; Price: 12,400 gp; Cost: 6,200 gp + 496 XP.

Torc of the Berserker

The normal version of this torc provides the same benefits as the lesser version, save that the bonuses and penalties are doubled to +4 enhancement to Strength and Constitution, +2 resistance to Will saves and a -2 penalty to Armor Class.

Moderate Psychometabolism and Abjuration; ML 12th and CL 6th; Craft Universal Item, Craft Wondrous Item, *animal affinity*, *remove fear*, *resistance*; Price: 45,400 gp; Cost: 22,700 gp + 1,816 XP.

Torc of the Berserker, Greater

The greater version of this torc provides the same benefits as the normal version, save that the bonuses and penalties are increased to +6 enhancement to Strength and Constitution, +4 resistance to Will saves and a -4 penalty to Armor Class.

Furthermore, the wearer is always immune to fear, and gains the benefits of the Die-Hard feat while the torc is worn.

Weak Psychometabolism and Abjuration; ML 18th and CL 10th; Craft Universal Item, Craft Wondrous Item, *animal affinity*, *remove fear*, *resistance*; Price: 120,750 gp; Cost: 60,375 gp + 4,830 XP.

Wailing Stone of Lost Souls

For centuries, awakened Vals have traveled the width and breadth of Onara. On rare occasions, these psychics have encountered areas where the very earth groans in pain. In these areas, natural crystal formations vibrate with powerful psionic energy but the vibrations are unharmonious and let out a torturous sound. Still, the psychics who discovered these deposits realized their potential and collected these crystals, dubbed “wailing stones”, to create some of their most powerful psionic items (see also *Screaming Sword* in the *Specific Weapons* section).

For centuries this practice went on, until recent contact with the reclusive Dwarven Enclaves of Onara shed light upon the origin of these deposits. It seems that before the creation of the Dwarven soul shards, on rare instances, as a dwarf's life essence dissipated some part of it was absorbed by the natural crystals in the surrounding area. Val psionicists are able to pick up on these incomplete essences and now face a growing dilemma. The Dwarven Enclaves want all of the Wailing Stones turned over to them so they can gain the wisdom of their ancestors or at least comfort their pain in the Chamber of Final Repose. The psionicists are loath to separate with their items of power; both sides are at an impasse.

Wailing Stones of Lost Souls all vary in appearance but most are large crystal shards, about 1 foot in length. The color of the shard is determined from the crystal source; amethyst and quartz stones are common, but Wailing Stones from gemstone deposits have been found. All Stones constantly vibrate and let loose a very low moan, pierced every so often by a high pitched keening.

A newly discovered Wailing Stone has sufficient psychic power for 50 uses (treat these as 50 charges). It is impossible to re-charge a Wailing Stone through any means. The expenditure of one charge frees a small portion of the dwarven soul trapped within the stone. A Wailing Stone has the following abilities:

- *create sound* (1 charge)
- *control sound* (2 charges)
- *energy cone [sonic]* (3 charges)

Weak Psychokinesis [Sonic]; ML 10th; Cannot be crafted; Price: 8,500 gp.

Wondrous Items

Amulet of Belisarda's Fury

These plain wooden holy symbols of Belisarda are carefully guarded and are only used during times of great necessity. The first records of these being created follow the consumption of the Eloran Gods, and the betrayal of the Val.

A warder who is wearing this amulet may grasp it and swear an oath to Belisarda to defend his homeland. Doing so is a standard action, and the result is the warder is possessed by the fury of Belisarda. This fury takes the form of the *transformation* spell.

This oath may be sworn at most three times each day.

Moderate Transmutation; CL 15th; Prerequisites: Craft Wondrous Item, creator must an Elorii, creator must worship Belisarda, *transformation*; Price 98,040 gp; Cost 64,020 gp + 2,722 XP.

Amulet of the Faithful

These amulets are simple platinum discs etched with a holy symbol on the front and a prayer to the god on the obverse.

When worn by a priest who follows the selected god, this amulet grants a +4 enhancement bonus to Wisdom and a +2 enhancement bonus to Charisma.

Weak Transmutation; CL 10th; Prerequisites: Craft Wondrous Item, creator must worship the attuned god, *eagle's splendor*, *owl's wisdom*; Price 17,500 gp; Cost 8,750 gp + 700 XP.

Amulet of Hurrian

These amulets are simple silver medallions with holy symbol of Hurrian on the front and arced lightning bolts on the back. To most people these are merely holy symbols of Hurrian.

Once per day a val'Tensen with at least a bloodrank of four can grant himself, and one ally per bloodrank, electricity resistance 20. All affected allies must be within 15 ft of the wearer. The resistance lasts for 60 minutes.

Weak Abjuration; CL 7th; Prerequisites: Craft Wondrous Item, must worship Hurrian, *resist energy*; Price 12,000 gp; Cost 6,000 gp + 480 XP.

Amulet of Illiir's Perfect Brilliance

Simplicity is the core of this amulet that is fashioned from hand-carved alder branches. Shaped into a sunburst after weeks of pain-staking work and then blessed and imbued with Illiir's blessings at dawn; this amulet of consecrated to Illiir. To most people it appears to be nothing more than a simple holy symbol of Illiir. However, in the hands of a follower of Illiir its true nature becomes evident.

While worn by a worshipper of Illiir this amulet, which also serves as a holy symbol, glows with a faint light, like that of a candle (treat this as

equivalent in level to the *light* spell). Once per day, the wearer may cast *searing light* and three times per day they may cast *daylight*. Once per week, the wearer may cast a single *daylight* spell that is heightened to 5th level.

Moderate Evocation [Light]; CL 9th; Prerequisites: Craft Wondrous Item, Heighten Spell, must worship Illir, *daylight*, *light*, *searing light*; Price 39,500 gp; Cost 19,750 gp + 1,580 XP.

Anklet of the Harlot

This beautiful, finely wrought, golden chain is studded with blood-red rubies and sparkling diamonds. Designed to be worn about the ankle, this anklet is often seen being worn by wealthy women across Onara. This rather mundane and common item was made famous by a debauched priestess of Larissa who used the anklet to assist her in robbing men. She would get close to the men, and start drinking with them, while using the anklet to remain sober. Once they passed out she would rob them. After this woman's death, the anklet passed to her daughter and the secrets of its nature were soon discovered and duplicated by priestesses of Larissa through Onara.

This anklet provides its wearer with a +4 resistance bonus to Fortitude saves. Additionally, once per day, the wearer may use the *sleep* spell (DC 11).

This item occupies the boot slot.

Weak Abjuration; CL 12th; Prerequisites: Craft Wondrous Item, must worship Larissa, *resistance*, *sleep*; Price 9,650 gp; Cost 4,825 gp + 386 XP.

Apron of the Artificer

This blackened and fire-scarred leather apron contains numerous tiny pockets.

When worn by an artificer, this apron grants him access to a number of different toolkits, all readily available at hand. When an artificer is wearing the harness, he has access to a MW version of the following toolkits: Clockwork Maintenance and Repair kit, Alchemists satchel, Artisan's Tools, Flintlock repair kit (pistol and rifle), Merchant's Scales, Thieves' Tools, a Spell component pouch, and a slot for his spellbook. The kit automatically replenishes its stock each day. Each apron is attuned to one craft skill; the artificer receives a +5 competence bonus to that skill.

This apron occupies the vest slot.

Moderate Conjunction; CL 9th; Prerequisites: Craft Wondrous Item, creator must be an Artificer, *fabricate*, *shrink item*; Price 16,400 gp; Cost 9,155 gp + 580 XP.

Armbands of Blade Turning

These boar hide bracers are favored amongst the Vanomir Tribe of the Yhing-Hir. Amongst the Vanomir, excellence in riding and physical prowess are highly regarded, while wearing heavy armor is scorned for its impediment to such. Thus,

many of their finest warriors wear only light leather armors, and further protect themselves with these armbands.

Worn high on the arms, these bracers protect their wearer from blows. They are lined with linen or silk, and are edged top and bottom with iron bands that are sewn to the boar hide with catgut.

Once per day, these armbands may be used to cast the *stoneskin* spell.

Moderate Abjuration; CL 7th; Prerequisites: Craft Wondrous Item, *stoneskin*; Price 22,580 gp; Cost 17,540 gp + 404 XP.

Armguard of Talisos

This carefully constructed archery tool is of Elorii make. Designed to wrap around the forearm, it consists of a triple layer of leather with leather cords at one end, and button attachments for securing them at the other. It offers boiled leather on top for strength, and soft leather underneath for comfort. The Elorii say that Talisos, a great Osalikene craftsman, originally created these jealously guarded items more than five thousand years ago. It is rare, but the Elorii have given a few of these as gifts to outsiders that perform acts of great courage and self-sacrifice to help the Elorii Nations.

Anyone wearing the armguard who wields a bow with which they are proficient gain the use of the Point Blank Shot and the Far Shot feats as bonus feats. An Elorii who wears these bracers and wields a bow with which they are proficient gains the above bonuses, but also receive a +2 competence bonus on their attack rolls made with the bow.

Furthermore, Elorii wielders may also call upon the winds of Osalian to guide them once per day as they fire the bow. Using this ability is a free action that does not provoke attacks of opportunity and grants the benefits of a *true strike* spell; these benefits only apply when firing the bow.

Moderate Divination; CL 9th; Prerequisites: Craft Wondrous Item, Quicken Spell, Point Blank Shot, Far Shot; creator must be an Osalikene; *prayer*, *true strike*; Price 44,200 gp; Cost 22,100 gp + 1,768 XP.

Aro's Unforgettable Mark

Originally created by the absent-minded Kelekene loremaster Aro Starfire, the process for creating this invaluable little item has since spread through the Eloran nations, and recently since their opening into the hands of human and Val mages. This little item was created by Aro to help him recall bits of obscure lore hidden in tomes too large for easy transportation.

Appearing as a small rectangular bookmark crafted from the tanned wings of a bat and embossed in gold-leaf with an arcane glyph that is also the Eloran glyph for memory. When placed within a tome, or other form of recorded text, this

bookmark allows its owner to easily recall the information on the two pages that it faces onto. This grants a +2 insight bonus to knowledge checks that relate to the knowledge contained within the tome in which the Mark rests. This bonus is granted so long as the book and the owner are on the same plane.

Weak Divination; CL 5th; Prerequisites: Craft Wondrous Item; *arcane mark*, *clairaudience/clairvoyance*; Price 4,000 gp; Cost 2,000 gp + 160 XP.

Badua's Eerie Warder

These decorative constructs were originally crafted by the paranoid and eccentric Moratavian wizard Badua the Strange, who made them to foil sneak attacks, ward belongings from thieves, and guard her while she slept. Warders appear to be weird puppet-like decorations and clasps in the image of goblinoids, demons and grim fey creatures, which are sewn or pinned onto backpacks, pouches, hats and other equipment. They remain constantly active, scaring off would-be assailants and ruining surprise attacks by emitting unearthly howls and haunting sounds as a warning to their wearer. Warders are usually fashioned from any material used to fashion dolls, but even jade or precious metals are sometimes used. They also do not need to be worn, and can be left on door mantles, windowsills and the like and given rudimentary commands. Warders can also emit light from their eyes to illumine their bearer's way. Finally, when any creature comes within 20 ft. of Badua's Eerie Warder the creature emits a high pitched screaming sound that automatically awakens the owner.

Strong Transmutation; CL 12th; Prerequisites: Craft Wondrous Item, *alarm*, *animate object*, *light*; Price 32,000 gp; Cost 16,000 gp + 1280 XP.



Bellahna's Veil of Persuasion

Marian val'Assante, a sorceress of the old kingdom, created this veil as a gift for her sister Bellahna. Bellahna was a politician who had visions of becoming a senator, and while she certainly had the passion for the office, Marian did not believe that her sister possessed the necessary cunning. She feared her sister would fall prey to the veteran politicians who are always looking for a malleable pawn.

Marian gave her sister the veil, implying that with it men would be much more willing to listen to her arguments. Bellahna accepted the gift with more than a bit of val'Assante stubbornness, believing that her ideals were her best ally in the arena of politics.

Bellahna val'Assante became the first woman to serve on the imperial senate. It took her two days to realize that she was not being taken seriously, and a week to realize that she never would be. Frustrated and fraught with despair she remembered her sister's gift. The senate would meet in one week to vote upon a minor bill in which it was assumed the vote would swing unanimously in favor of it. It was there that Bellahna decided she would see if her sister's gift could do what she could not. The vote came in three to one in favor of a veto on that day, the "good merit" of Bellahna's argument catching a fast hold.

For more than a decade Bellahna val'Assante was one of the most respected politicians on the senate, the veil ever present on her face whenever she was in public. More than once it was commented on that it always seemed to compliment the dress she had chosen that day. Unsurprisingly, one day Bellahna val'Assante simply disappeared. There was no trace of where she had gone or if she went willingly. Her home was in order with nothing out of place, save one thing; Bellahna's veil was nowhere to be found.

Bellahna's Veil of Persuasion grants its wearer a +10 competence bonus to Bluff and Sense Motive checks. This item occupies the goggles slot.

Moderate Divination; CL 10th; Prerequisites: Craft Wondrous Item, *charm person*, *detect thoughts*; Price 20,000 gp; Cost 10,000 gp + 800 XP.

Belt of the Shield

These magical belts were crafted by artisans within the Shield portion of the Sanctum of the Arcane. They can not only cloak the wearer in invisibility, but they also shield them from divinations while they are invisible. The belt is non-descript, as befits what is viewed as a utility tool by those who created it.

When an arcane spellcaster wears the belt and activates its power (which can only be done twice per day), the wearer becomes invisible as per the spell *invisibility*. While the wearer is *invisible* they are also shielded from information gathering divination spells (such as *detect magic*). These effects last for up to 3 minutes with each use.

Faint illusion, faint abjuration; CL 3rd; Prerequisites: Craft Wondrous Item, creator must be a member of the Shield faction of the Sanctum of the Arcane, *invisibility*, *misdirection*; Price: 22,000 gp; Cost: 11,000 gp + 880 XP.

Black Lotus Manual

This tome, penned by the sensei of the Khitani Black Lotus cabal, is both reviled for its dark knowledge and illegal in most areas of Onara, including Khitani. This is an oblong tome covered in tan hide. Burnt into the cover are black lotus flowers, and red Khitani characters.

The manual is filled with detailed lore and depictions of deadly plants and creatures that use toxins of all types to kill. Further detailed is the effects and symptoms of these toxins.

A reader may study this tome for 48 hours over a period of one week. After that time the reader gains a permanent +3 insight bonus to Craft (poisons) and Knowledge (Nature) checks. Having read the manual, the reader is able to make these checks untrained. However, after this manual has been read once, its magic fades and future readers gain no special benefits from doing so.

Strong Universal or Strong Evocation (if *miracle* is used); CL 17th; Prerequisites: Craft Wondrous Item, creator must be a member of the Black Lotus Cabal, *miracle* or *wish*; Price: 27,500 gp; Cost: 1,250 gp + 5,100 XP.

Blood Robe

This scarlet-dyed robe is a favorite amongst fanatical sects of Ansharan monks. Trimmed with black thread, decorated with rooster feathers and tied with a belt of sharkskin, this robe is designed to reveal the sect's desire to be closer to the blood aspect of their goddess.

Once per day, the wearer of this robe may suffer 1d4+1 points of Constitution damage. For each point of damage dealt, the wearer gains a +1 unnamed bonus to Armor Class, attack rolls, or unarmed damage rolls. The Constitution damage is healed at the rate of one point per hour (only the damage inflicted by this item is healed at this rate, other Constitution damage heals at the normal rate). For each point of Constitution healed, one of the +1 bonuses is lost.

Moderate Necromancy; CL 7th; Prerequisites: Craft Wondrous Item, *bleed*, *enervation*; Price: 25,000 gp; Cost: 12,500 gp + 1,000 XP.

Bones of Divination

Dicing is a common pastime amongst the legionnaires of Coryan, as is a desire to know the outcome of a battle or skirmish. Amongst the legions there are those who are poor, and those who are not. It is this latter group, the sons of Senators and other powerful men of the Empire, who had the first of these items fashioned for them.

This simple pair of six-sided dice is fashioned from the bones of some creature, usually one that the soldier who is commissioning the bones has personally killed. However, rather than having pips etched into its faces, these dice have etched into their faces a set of runes unique to each set of bones.

Three times per day, their owner may cast them forth and use them to divine the future, exactly as an *augury* spell.

Weak Divination; CL 5th; Prerequisites: Craft Wondrous Item, *augury*; Price: 12,050 gp; Cost: 6,650 gp + 432 XP.

Boots of Balance

Undir, the people of the waves, have spent generations on board ships that ply the waters of Yarris' domain. During that time, they have codified the rules for duels between themselves. These duels are used to solve the many petty differences that arise on a tightly packed ship. Notably, these duels are not to the death, and are more a test of skill on board a ship, than tests of martial prowess.

These boots, made from glossy-black whaleskin, are prized amongst the Undir for their ability to impact a crucial edge to these duels, added stability. While worn, these boots grant a +10 competence bonus to Balance checks.

Weak Transmutation; CL 5th; Prerequisites: Craft Wondrous Item; Price: 10,000 gp; Cost: 5,000 gp + 400 XP.

Boots of Knocking

The first of these boots were made famous during the early years of the Coryani Empire, when the famed warrior and defender of the empire, Deveros val'Assante, single-handedly quelled a revolt at the ancient walled city of Sulpecci. Reports vary in some details, but in all of the reports Deveros is said to have kicked in the sealed, barred and bolted gates to the city before cowing the leaders of the insurgency. When Deveros perished in a Voei ambush, so did his boots. Since then, the boots have surfaced occasionally, typically in the hands of a potent warrior, before they finally came to rest in the hands of Vespoltoc, a Tultipetan craftsman.

Vespoltoc managed to determine that these boots were created in the lost Dwarven Enclave of Corett Palas, famed for their craftsmanship in creating exquisite and unique magical garments. Overjoyed at having discovered this, he dedicated the next few decades of his life to duplicating this rare, and powerful item. He finally succeeded, and some of these boots were made available outside of Tultipet. Lately, more of these items have been manufactured and are available at Marketplace, outside of Solanos Mor.

These mid-calf high boots are crafted from fine leathers and polished to a mirror shine. Whenever the wearer kicks a door, gate, or similar, it will fly open as if affected by a *knock* spell. The wearer then gains a +10 competence bonus to Intimidate checks made, for the next minute, against individuals who were on the far side of the obstruction.

While the original boots allowed unlimited use of this power, Vespoltoc's copies have limited

power. Each use of the above ability uses one charge. A newly made pair of these boots has 15 charges, while a found pair will have 1d12+3 charges remaining.

Weak Transmutation; CL 15th; Prerequisites: Craft Wondrous Item, *knock*; Price: 10,500 gp; Cost: 5,250 gp + 420 XP.

Boots of the Relentless Hunter

These boots are crafted from odd-gray leather and a Suomari who passes his entrance exam is typically given a pair of these boots.

A Suomari who wears these boots is continuously protected by the *pass without trace* spell. Furthermore, the presence of any psionic activity within 60 ft. causes the boots to noticeably warm, alerting the Suomari to the activity (although he may not know the direction or strength of the activity).

Weak Divination; CL 10th; Prerequisites: Craft Wondrous Item, *detect magic* or *detect psionics*, *pass without trace*; Price: 3,500 gp; Cost: 1,750 gp + 140 XP.

Boots of the Seremasi, Greater

Finely woven from spider-silk, and soled with the finest leathers, these boots are incredibly quiet.

These boots grant a +10 competence bonus to Move Silently checks.

Moderate Transmutation; CL 10th; Prerequisites: Craft Wondrous Item, creator must be an Elorii; Price: 10,000 gp; Cost: 5,000 gp + 400 XP.

Boots of the Toad

Liginaosh, a brilliant but spurned gnome, grew tired of being ridiculed and chased out of taverns when he nicely asked for food. So, naturally, he invented a device to help him steal the food that he was being denied. The result of his tireless efforts and insatiable appetite are the boots of the toad.

Usually fashioned from leather, but sporting a green color with splotches of black-speckled yellow and brown, these boots allow the wearer to leap and bound about while clinging to walls and ceilings. Having perfected these boots, Liginaosh rarely went hungry again.

These boots are typically only made for gnomes, although, in rare cases a gnome will make a pair of these for a friend that proves to be a true friend in a time of great need. Of course, they have also been known to create pairs of these boots when they are short on cash and sell them to anyone who will buy them. These latter boots often have unusual side-affects, such as making their wearer grow warts, coloring their wearer's skin green, or causing their wearer to speak in annoying croaking voice.

These boots function for 10 rounds each day. During each round of use the wearer is affected by the *spider climb* spell, and once per round, while the boots are active, may use the *jump* spell as part of a move action.

Weak Transmutation; CL 5th; Prerequisites: Craft Wondrous Item, creator must be a Gnome, *jump*, *spider climb*; Price: 12,000 gp; Cost: 6,000 gp + 480 XP.

Box of the Mundane

This heavy metal box is two-feet wide, five-feet long and two-feet deep. Although most of these are unadorned, some are marked with the glyph of the mage who created it.

While these items are not illegal to own, their use is widely despised by magical craftsmen across Onara. Indeed, it is well known that someone who owns one of these boxes is apt to be harvested by Ymandragore, regardless of their magical ability or lack therein.

A magical item, including an artifact, which is placed within this box, is rendered non-magical after one hour. Items placed within the box receive no save to resist this effect.

If the item that is placed within the box is an artifact, there is only a 20% chance that the artifact is affected (although the box is still used, as noted below). If the artifact is rendered inert and non-magical, the user of the box must make a DC 25 Will save or lose all spellcasting abilities permanently. These abilities cannot be recovered by any means that are available to mortal casters. Finally, destroying an artifact in this way attracts a Valinor every time, and the Valinor is rarely pleased by the destruction.

This box may only be used once. The process of draining the magic from the item placed inside it drains the magic of the box. This is true even if the item was an artifact and the artifact was not affected by the box.

Strong Abjuration; CL 20th; Prerequisites: Craft Wondrous Item, creator must be 20th level, *mage's disjunction*; Price: 65,000 gp; Cost: 32,500 gp + 2,600 XP; Weight: 20 lbs.

Bracers of Arcane Wrath

These heavy steel bracers are engraved on the interior with a number of formulas and magic circles.

A spellblade who wears these bracers gains two abilities. First, three times per day, she may apply the Extend Spell feat to a transmutation spell of up to 4th level that she is casting (as if using a metamagic rod). Alternatively, she may apply the Still Spell feat to an evocation spell of up to 4th level that she is casting (again, as if using a metamagic rod).

The effects of these bracers may be combined with the use of a single metamagic rod.

Strong Universal; CL 17th; Prerequisites: Craft Wondrous Item, creator must be a spellblade, Extend Spell, Still Spell; Price: 9,450 gp; Cost: 4,725 gp + 378 XP.

Bracers of Arrow Deflection

These bracers fashioned from greenish-grey steel, taper towards the elbow. They are decorated with engraved tendrils and inlayed spirals of polished serpentine. The exact origin of these bracers is unknown, but both the Elorii and the Ssethregorans are known to have been using them for a long time.

While worn these bracers grant a permanent *protection from arrows* effect. Furthermore once per day, when the command word is spoken, the wearer gains the Deflect Arrows feat as a bonus feat for 1 minute.

Weak Abjuration; CL 5th; Prerequisites: Craft Wondrous Item, *protection from arrows*; Price: 14,000 gp; Cost: 7,000 gp + 560 XP.

Bracers of Arrow Deflection, Greater

These bracers are a more advanced version of the normal *Bracers of Arrow Deflection*. Unlike their more common counterpart, these bracers grant the Deflect Arrows feat as a bonus feat. Furthermore, three times per day, the wearer may produce a *wind wall* effect.

Weak Abjuration and Evocation [Air]; CL 10th; Prerequisites: Craft Wondrous Item, *protection from arrows*, *wind wall*; Price: 54,400 gp; Cost: 27,200 gp + 2,176 XP.

Bracers of Obsfuscation

Favored by Nerothian Reapers, these wrist bracers are made of black leather with inlayed silver filigree. While worn, the bracers shield the wearer from view and inadvertent magical prying.

These are +2 *bracers of armor* with the *shadow* property. Furthermore, while worn they cloak their wearer in a *nondetection* effect. Finally, four times per day, they can produce an *obscuring mist* effect.

Moderate Abjuration; CL 5th; Prerequisites: Craft Wondrous Item, *invisibility*, *mage armor*, *nondetection*, *obscuring mist*; Price: 44,950 gp; Cost: 22,475 gp + 1,798 XP.

Bracers of Reverberation

Rumors surround these bracers, which were discovered lying on the sands and broken ground of the Blessed Lands. They are crafted from an

unusual grey-green crystal and are carved with feline heads. Some conjecture that these are lion's heads, while others claim they are tiger heads.

Twice per day, the wearer of these bracers may emit a cone of thunderous noise that duplicates the *shout* spell (DC 16).

Moderate Evocation [Sonic]; CL 7th; Prerequisites: Craft Wondrous Item, *shout*; Price: 20,160 gp; Cost: 10,080 gp + 807 XP.

Bracers of Shattering Silence

These plain, black bracers are rumored to have been created by the clergy of Cadic for use by the Troupe of the Final Note. Recently however, they have been found in the possession of the Brotherhood of Shadow, and other groups of ill-repute who venerate the Lord of Murder.

Further rumors claim that there are more powerful versions of these bracers, but for most part those are merely rumors.

These are +1 *bracers of armor* with the *silent moves* armor property. However, when worn by someone with the *sneak attack* special ability or a *death attack* special ability, they become +3 *bracers of armor*, still with the *silent moves* property. If that individual solely venerates Cadic, then they become +5 *bracers of armor* with the *improved silent moves* property.

Furthermore, once per day, the bracers can be struck together to create a *sound burst* effect. The noise this effect produces cannot be heard outside of its radius of effect.

Moderate Illusion; CL 10th; Prerequisites: Craft Wondrous Item, *invisibility*, *mage armor*, *sound burst*; Price: 30,160 gp; Cost: 15,080 gp + 1,207 XP.

Bracers of Shattering Silence, Greater

Rumors of more powerful versions of the Bracers of Shattering Silence are true; however, the secret of the creation of these items is closely guarded by the clergy of Cadic.

These are +5 *bracers of armor* with the *greater silent moves* armor property. At will, the bracers can be struck together to create a *sound burst* effect. The noise this effect produces cannot be heard outside of its radius of effect.

Finally, if the wearer is a divine worshipper of Cadic, they may spend a channeling attempt to produce a *greater invisibility* effect. This may be done any number of times per day.

Moderate Illusion; CL 15th; Prerequisites: Craft Wondrous Item, creator must be able to channel, creator must worship Cadic, *invisibility*, *greater invisibility*, *mage armor*, *sound burst*; Price: 123,550 gp; Cost: 61,775 gp + 4,942 XP.

Bracers of Spell Deflection

Far from the realm of civilized man stands the island of Naori. Here a savage tribe holds sway, worshipping as a god, a great fire elemental deep within the active volcano which forms their island.



It is on this island that the Brotherhood of the Smoldering Flame holds sway over the populace, acting out the will of their perverse godling, and instilling fear and mystery about their reef guarded domain. The Brotherhood trains in the ancient arts of Fi’Koh, a meditative process that focuses the energies inside the warrior into a single flame, in perfect harmony with their god. What strange powers this grants the Brotherhood is unknown, as few have infiltrated their civilization.

From recent trade with the Naori, it is known that the Brotherhood creates ornate bracers made from eel skin leather and covered in hundreds of small polished plates of abalone. What profane rites in front of their dark god are necessary to create such items of power are unknown, but the end result is impressive indeed. It seems that these bracers allow the wearer to deflect certain magical attacks and thereby give the wearer a certain degree of immunity from magical attacks. Accounts, from traders visiting these remote islands, say that the bracers were created in response to “huge Black Ships” which harried the Naori coastline in past times. The Naori consider the bracers to be a special gift from their god and jealously guard the secret to their creation.

The wearer of these bracers gains the Deflect Arrows feat as a bonus feat. Furthermore, the wearer also gains an additional ability that may be used as part of the feat. Instead of only deflecting arrows, they may also deflect any spell that requires a ranged touch attack to hit, such as rays. To do so they must make a DC 20 + spell level Reflex save. Success indicates that the spell is deflected harmlessly, while failure indicates that the spell has hit the wearer, despite their efforts.

Each successful deflection uses up one charge; newly created bracers of spell deflection have 50 charges. When all the charges are depleted the bracers become non-magical.
Strong Abjuration; CL 13th; Prerequisites: Craft Wondrous Item, creator must be Naori, Deflect Arrows, *spell turning*; Price: 75,000 gp; Cost: 37,500 gp + 3,000 XP.

Bracers of the Thunderer

Towards the end of the dark days when the lands that now comprise the Duchy of Moratavia and the Coryani province of Ulfila were crushed beneath the tyrannical heel of the Auxunite warlords, a dear friendship was struck between the dwarf craftsman Entalwen and a val’Tensen monk named Aidic. Entalwen crafted a magnificent set of golden bracers inscribed with the glyphs and symbols of the Storm Lord, Hurrian.

Unfortunately for Aidic, the Bracers of the Thunderer were not enough to save him from the wrath of the Warlord Khidath. His broken body was left draped over the central gates of Nevanne as an example for any that were contemplating further insurrection. In the dead of night, Entalwen snuck

into the city and retrieved his beloved friend’s shattered corpse. He worked feverishly to recreate the bracers and months later delivered twenty sets to Aidic’s brethren in the Monastery of the Iron Wind.

Eventually, a coalition of dwarves from Solanos Mor, the val’Tensen family and the human populace of the region overthrew the Auxunite Empire. Aidic’s death proved not to be in vain as it galvanized the monks of the Iron Wind to action, leading the rebellion against their oppressors. Since then, the Monastery of the Iron Wind has faded from memory as each and every member lost their lives seeing that freedom reigned again in the region. With them vanished all mention of the Bracers of the Thunderer, all of which are presumed hidden away in some undiscovered Auxunite treasure trove or lost to the sands of time.

The bracers may be struck together to create a deafening thunderclap. This creates a 25-foot-cone of sound that deals 5d6 sonic damage (Fortitude DC 16 for half). All creatures within the affected area must make a DC 20 Fortitude save against a Windstorm that lasts for 5 rounds. Creatures that are knocked down are blown 1d4 x 5 feet away from the wearer of the bracers, while creatures that are blown away are thrown 1d4 x 5 feet past the end of the area of effect. The bracers may be used four times per day.

Moderate Evocation [Sonic]; CL 7th; Prerequisites: Craft Wondrous Item, creator must worship Hurrian, *gust of wind*, *shout*; Price: 50,400 gp; Cost: 25,200 gp + 2,016 XP.

Bracers of Yeomanry

These plain wrist bracers are a favorite amongst the cantons of Milandir. Fashioned from stitched brown-leather, they are plain and functional. While the name of the original creator of this item has been lost to time, it is well known that these items are widely created in Milandir to equip the peasant levies with.

The wearer of these bracers gains proficiency in the longbow, and enjoys a +1 competence bonus to attack rolls made with longbow.

Faint Divination; CL 5th; Prerequisites: Craft Wondrous Item, *guidance*; Price: 7,000 gp; Cost: 3,500 gp + 280 XP.

Bracers of Yeomanry, Greater

The greater version of this item grants all the benefits of the normal *Bracers of Yeomanry*, however, they grant a +2 competence bonus to attack rolls, a +1 competence bonus to damage rolls, and grant the Far Shot feat as a bonus feat while the wearer is wielding a bow.

Faint Divination; CL 8th; Prerequisites: Craft Wondrous Item, Far Shot, *guidance*; Price: 22,000 gp; Cost: 11,000 gp + 880 XP.

Brigade Bucket

This normal-seeming two-gallon wooden bucket is used to fight fires in most major cities. Rumored to have been first crafted by the clergy of Althares to protect their great libraries, these handy buckets have made their way into all major cities.

Upon command, the bucket fills with pure, clear water, any number of times per day. Faint Conjuration (Creation) [Water]; CL 1st; Prerequisites: Craft Wondrous Item, *create water*; Price: 900 gp; Cost: 450 gp + 36 XP.

Brooch of the Golden Boughs' of Saluwe

The Golden Boughs' of Saluwe, located nearby to the provincial capitol of Panari, are both revered and haunted. Dedicated as a holy place to Saluwe, the edges of the forest are tended by the Sisterhood of the Golden Boughs. However, the center of the forest is a place where few dare to go, for lost Arkosia resides there. The taint of an ancient curse still haunts the forest, corrupting everything that resides there. Thus, the Sisterhood created this item to protect their own who must occasionally venture deeper into the forest than they wish to.

Once per day, the wearer can use the *barkskin* spell. Furthermore, this brooch grants its wearer a +5 competence bonus to Climb and Survival checks.

Weak Transmutation; CL 12th; Prerequisites: Craft Wondrous Item, *barkskin*; Price: 13,640 gp; Cost: 6,820 gp + 546 XP.

Candle of Revealing Presence

This fine paraffin candle is inlaid with a gold-leaf sunburst. Consecrated to Illiir, these candles are typically found only in major cathedrals dedicated to Illiir. However, it is also known that Felician val'Mehan, the former patriarch of the Mother Church of Coryan, kept one of these candle on hand in his office, for emergencies as he called it.

When lit, this candle burns with a pure white flame, but sheds no light. Rather, it produces an effect that copies the *revelation* spell. Each round in which the candle is burning, the *revelation* effect is considered to be a new effect, and new dispel checks are gained against all applicable effects in the area.

A newly made candle burns for 5 minutes when lit (50 rounds). Once lit, the candle may be snuffed and re-lit as needed.

Strong Divination; CL 13th; Prerequisites: Craft Wondrous Item, *revelation*; Price: 364,000 gp; Cost: 182,000 gp + 14,560 XP.

Cape of Feline Form

Witchcraft has long been associated with cats and secrecy, just as the God of Magic is also the Lord of Cats and the Blessed Prince of Secrets. Thus, it is no surprise that some magicians seek to adopt feline form so that they can surreptitiously go where people would not be welcome. The cape of

feline form is one means to this end.

The *cape of feline form* is a mid-length cape that is fashioned from matted fur and has the texture of felt. Its color varies but sometimes matches the hair color of the original crafter or intended wearer of the cape, with black otherwise being a common color choice. The cape does not have a hood, but it is sometimes found with a *hood of the cat's meow*.

This magical cape allows its wearer to transform, upon uttering the command word, into the shape of a domestic cat once each day for up to an hour, as per the magic spell *feline form*.

Moderate Transformation; CL 6th; Prerequisites: Craft Wondrous Item, *feline form*; Price: 8,750 gp; Cost: 4,375 gp + 350 XP.

Cape of Glory

These long red capes are lesser imitations of the cloak *Glory* worn by General Menesis val'Tensen, defender of the empire. The cape is attached to an intricately embroidered carsac with a golden rope and tassels. A single golden cloak pin, shaped as a holy symbol of Illiir, fixes the right side of the cloak.

This *cloak of resistance* +2 allows its wearer to address a contingent of up to 10 people. Doing so requires a DC 15 Perform (Oratory) check, however, success indicates that these 10 people enjoy the benefits of a *bless* spell for the next hour.

Finally, the wearer enjoys immunity to *fear* and gains the Die-Hard feat as a bonus feat.

Weak Abjuration; CL 10th; Prerequisites: Craft Wondrous Item, Die-Hard, *bless*, *remove fear*, *resistance*; Price: 18,000 gp; Cost: 9,000 gp + 720 XP.

Cat's Cloak

These cloaks are thought to have originated with Fenila Mehus, the Cat Queen of Paladris. Each of these cloaks is woven from the fur and whiskers of black cats; and the toggles that hold the cloak are made from the claws of black cats.

Twice per day, the wearer of this cloak may *polymorph* into a feline form. The benefits of this cloak are retained even while *polymorphed*.

Furthermore, the wearer may speak with felines at all times; the wearer also gains the low-light vision ability of a cat. This cloak also grants its wearer a +5 competence bonus to Balance, Climb, Hide, Jump, and Move Silently skills.

Animals that are normally preyed on by felines are noticeably nervous around the wearer of this cloak.

Moderate Transmutation; CL 10th; Prerequisites: Craft Wondrous Item, *polymorph*, *speak with animals*; Price: 51,300 gp; Cost: 25,650 gp + 2,052 XP.

Cauldron of Combining

This small black iron cauldron is crafted to resemble a squatting toad with its head reclined and mouth wide open. The first recorded knowledge of these cauldrons stems from the swamps of Kraldjur Morass and it's not clear whether they are actually made by the Ssethregorans or by some other, older, culture that predates the Ssethregoran Empire.

Whenever two or more potions are mixed inside this cauldron and a command word is spoken, the potions are reduced and combined together to allow them to be stored in one potion bottle.

It is possible to combine more than two potions together using this device, however, for each potion effect added after the second there is a cumulative 25% chance that the process will go bad and ruin all the used potions. A potion effect is the singular effect of a base potion; thus a potion that was created by this cauldron has two potion effects in it.

The cauldron can combine 100 spell levels worth of potions before crumbling to dust. Strong Universal; CL 17th; Prerequisites: Brew Potion, Craft Wondrous Item, *miracle* or *wish*; Price: 200,000 gp; Cost: 100,000 gp + 8,000 XP.

Censor of the Raven

This platinum censor is intricately carved in the form of a raven's head. Typically this item is found amongst the holdings of the Church of Beltine, however, it can also be found amongst the tools afforded to the clergy of Hurrian.

Once per day, when filled with burning incense used in Beltinian or Hurrianic worship, and swung, the walking dead nearby may be destroyed. Treat this as a *turn undead* use of the *channeling* ability of a 5th level cleric of Neroth. The channeling modifier of this cleric is +8, and the turning damage as 2d6+11. However, only undead who would be destroyed are affected.

Moderate Universal; CL 8th; Prerequisites: Craft Wondrous Item, ability to *channel* to *turn undead*, *searing light*; Price: 5,000 gp; Cost: 2,500 gp + 200 XP; Weight 5 lbs.



Circlet of Darkness

Twisted black obsidian forms this simple, yet elegant, circlet. Most commonly found amongst the clergy of Cadic, these circlets have become popular amongst all sorts across Onara. They are reputed to have been created as lesser versions of the Crown of Darkness, which is itself a lesser version of the Crown of Shadows.

Once per day, the circlet may cast *flaying darkness* (DC 16).

Moderate Evocation [Darkness]; CL 7th; Prerequisites: Craft Wondrous Item, *flaying darkness*; Price: 10,080 gp; Cost: 5,040 gp + 404 XP.

Circlet of Sagacity

This plain and simple appearing quartz circlet was first fashioned by the mage-artificers of the Sanctorum of the Arcane to protect their own against the depredations of Ymandragore. The silent war betwixt those two factions continues unabated to this day. However, as the casualties of this war increases, so too does the number of these items that have fallen into the hands others and since been duplicated.

This circlet grants its wearer a +2 luck bonus to Will saves and to Wisdom checks.

Moderate Divination; CL 13th; Prerequisites: Craft Wondrous Item, *commune* or *legend lore*; Price: 12,000 gp; Cost: 6,000 gp + 480 XP.

Cloak of the Green Lurker

Hidden in the dark-glens and towering pines of the Pricklespur Forest are creatures, known to the Pengik folk who live there, as Green Lurkers. These fitful creatures are shy, and tend to stay away from people. However, a green lurker that is pressed into a corner will fight back with a terrible vengeance, calling for its friends to assist it. One or more of these normally timid creatures will swarm onto a foe, grappling it and pummeling it to death.

The wearer of this green, shaggy cloak, gains a +4 enhancement bonus to grapple checks. Furthermore, when dealing damage in a grapple, the wearer is considered to be one size category larger, as if under the effects of the *enlarge person* spell.

Finally, when the wearer is involved in a grapple, all foes that are being grappled are surrounded by the cloak and muffled by it. Thus, all foes that are being grappled are affected by the *silence* spell (area effect version). The wearer of the cloak, and all allies in the grapple are unaffected by this silence effect.

Weak Transmutation; CL 5th; Prerequisites: Craft Wondrous Item, *bull's strength*, *enlarge person*, *silence*; Price: 21,000 gp; Cost: 10,500 gp + 840 XP.

Cloak of the Invincible Warrior

This cloak, deceptively plain and worn looking, is the work of the artisans who toil in the Sanctuary of the Hammer's Edge near Tralia or the hidden Sanctum of Dreadful Might. The cloak itself contains no markings that identify it with the Sanctorum. Despite their rarity, these cloaks have been found in the hands of quite a number of people who are not associated with the Sanctorum; a fact that has become troubling to the Magisters of the Sanctorum.

This cloak is a multi-dimensional conduit that connects the interior folds of the cloak with a stocked armory in a pocket dimension. This cloak allows the wearer to pull from it any non-magical, non-masterwork weapon, except flintlocks, that he desires. He may only draw one weapon at a time from the cloak, and when the weapon is released it returned to the pocket dimension immediately. However, this does not apply to thrown or projectile weapons, such as arrows. Those still hit their targets normally and then dissipate. A weapon that is disarmed does not return and must be retrieved normally.

Retrieving a weapon is a move-equivalent action that provokes an attack of opportunity. Quick Draw does not affect the required time to activate the cloak.

Moderate Conjuration; CL 9th; Prerequisites: Craft Wondrous Item, *secret chest*; Price: 22,500 gp; Cost: 11,250 gp + 900 XP.

Clock of Chaos Confinement

Standing six feet tall, this tall Altherian grandfather clock is elaborately carved. Its dial, rimmed with glyphs, has four hour hands and four minute hands. The body of the clock is carved with images of alien environments and unusual extraplanar creatures.

The first of these clocks was created for the Cathedral of Knowledge; however, they have since been duplicated in all temples of Althares. Furthermore, most courts across Onara also have several of these clocks present within them.

The clock sheds a continuous *magic circle against chaos* effect in a 50 ft. radius (as opposed to the usual 10 ft. radius). Furthermore, the clock can, on command, cast *mass hold monster* (DC 23) on any number of creatures within 30 ft. of the clock. Finally, it can use *dispel chaos* upon command any number of times per day.

Strong Enchantment; CL 17th; Prerequisites: Craft Wondrous Item, *dispel chaos*, *magic circle against evil*, *mass hold monster*; Price: 365,000 gp; Cost: 182,500 gp + 14,600 XP.



Cloud Cape

The Kio have long been masters of the air and its pathways. Their sky-knights, both fearsome and awe striking all at once, have explored across Onara. Amongst the many creations they have made to support their mastery of air is the Cloud Cape.

This full-length, hooded cloak of light blue linen is woven with intricate patterns of silver thread. Under direct light these patterns appear to be birds, however, when viewed in uncertain light it seems to be flowing clouds.

The wearer of this cloak enjoys a +10 circumstance bonus to Hide checks while flying, or mounted on a flying mount. If the latter case is true, then the mount also enjoys this benefit.

Furthermore, the wearer can use *levitate* three times per day and *gaseous form* once per day.

Weak Transmutation; CL 5th; Prerequisites: Craft Wondrous Item, *gaseous form*, *levitate*; Price: 26,200 gp; Cost: 13,100 gp + 1,048 XP.

Collar of Kinship

Finely tooled garment leather, embossed with images of animal spirits, forms the basis of this collar. These collars, favored amongst followers of Saluwe, allow their wearer to forge easier bonds with animals.

While they may have a greater affinity for all animals, the wearer must select, upon first donning the collar, one particular type of animal to which they have a particular bond. Once per day the wearer may *wild shape* into that animal, if they are of sufficient level (as per the *wild shape* ability of a druid). Finally, their affinity for animals grants them a +5



competence bonus to Handle Animal checks and to the Wild Empathy ability (if the wearer has it).

This item occupies the necklace slot.

Moderate Transmutation; CL 10th; Prerequisites: Craft Wondrous Item, 5 ranks in Handle Animal or the wild empathy ability, *polymorph* or wild shape ability; Price: 18,750 gp; Cost: 9,375 gp + 750 XP.

Collar of Submission

This heavy iron collar is intended neither for comfort, nor for convenience. Rather, its sole intent and purpose is to force whoever wears it to submit to the will of the slaver. Beyond the simply psychological effect of being enslaved, the wearer of this collar has their mind clouded and is rendered docile.

Rumors hold that the first of these items were crafted on Ymandragore, however, they have become as common as the slaves that wear them.

The wearer of this collar is under the permanent effect of the *mind fog* spell. They receive a save to resist this effect (DC 17), but must make the save each round against a 'new' *mind fog* effect.

Once per week, the holder of the key that opens this collar may command the enslaved wearer as if under the effects of a *dominate person* spell to which they receive no save.

Moderate Enchantment [Mind-Affecting]; CL 9th; Prerequisites: Craft Wondrous Item, *dominate person*, *mind fog*; Price: 106,200 gp; Cost: 53,100 gp + 4,248 XP.

Corsair's Cloak

The corsair's of the Pirate Isles have wreaked havoc on the coastlines of Onara for centuries. This cloak was first made famous by Ilitchen, King of Magra four centuries ago. Numerous corsairs and others of ill-repute have made use of that cloak, and others like it, since then.

This light cloak, woven from aquamarine dyed silk, is trimmed with blue satin. It is clasped with a silver and mother-of-pearl frog. The high collar is embroidered to show vessels under full sail, usually these are specific and well-known privateer vessels.

The wearer of this cloak receives a +2 deflection bonus to Armor Class, a +2 enhancement bonus to Dexterity and a +5 competence bonus to Balance.

Weak Transmutation; CL 6th; Prerequisites: Craft Wondrous Item, *cat's grace*, *shield of faith*; Price: 16,500 gp; Cost: 8,250 gp + 660 XP.

Corsair's Cloak, Improved

This improved version of this renowned cloak grants slightly better benefits.

The wearer of this cloak receives a +3 deflection bonus to Armor Class, a +4 enhancement bonus to Dexterity and a +5 competence bonus to Balance.

Weak Transmutation; CL 12th; Prerequisites: Craft Wondrous Item, *cat's grace*, *shield of faith*; Price: 44,500 gp; Cost: 22,250 gp + 1,780 XP.

Corsair's Cloak, Greater

This greater version of this renowned cloak grants greatly improved benefits.

The wearer of this cloak receives a +4 deflection bonus to Armor Class, a +6 enhancement bonus to Dexterity and a +10 competence bonus to Balance.

Weak Transmutation; CL 18th; Prerequisites: Craft Wondrous Item, *cat's grace*, *shield of faith*; Price: 96,000 gp; Cost: 48,000 gp + 3,840 XP.

Cosmetics of Comeliness

These fine pigments, dyes and colored powders are stored in a small compartmentalized enameled box. The hinged lid has a mirror on the underside, and the exterior of the box is decorated with images depicting a harem of dancing girls. These items are made by the clergy of Larissa and are used for many purposes. It is rare, but not entirely unheard of, for one of these to be found in the possession of a Larissan from the Oracular school. However, they are typically found amongst the applicants of the Pleasure school.

Each application of these cosmetics grants a +2 enhancement bonus to Charisma and behaves as the *disguise self* spell. An application lasts for one hour when used.

A newly made set of cosmetics has five applications within it.

Weak Illusion; CL 6th; Prerequisites: Craft Wondrous Item, *disguise self*, *eagle's splendor*; Price: 3,300 gp; Cost: 1,650 gp + 132 XP.

Cramor's Catalogue of Creatures

This large tome is bound with thick leather. Its spine is plated in lead and reinforced with bronze. The bronze is sculpted to appear as beasts and monsters gnawing upon the tome. The first of these bizarre tomes was developed by the Ymandrake Mage Cramor the Collector who presented it as a gift to his sovereign, the Sorcerer-King of Ymandragore. This tome can trap creatures within its pages. A freshly made tome has 50 fine vellum pages.

To trap a creature, the book must be held open to a blank page, pointed at the target creature and a command word spoken. Having done that, a ray of energy shoots forth from the book, striking up to 60 feet away. The user must make a successful ranged touch attack to hit with this ray. The creature struck by this ray must make a DC 23 Will save or be absorbed into the tome. Each point of CR of the absorbed creature occupies one page in the tome (minimum 1 page). If there are not sufficient remaining pages to capture the creature, then they are unaffected.

Once captured, a detailed illustration of the creature is displayed within the book as well as detailed information about the creature's powers, weaknesses and equipment. A captured creature is kept indefinitely. The creature does not age, suffer from hunger, or be otherwise affected by the passage of time. The creature is not aware of his surroundings, or anything that is happening to the tome.

A captured creature can be freed by opening the tome to the first page of their section and speaking the command word. The creature appears wherever the user desires within 60 feet of the tome. The creature is not under the control of the user, and is free to act as desired. Pages that contained a now freed creature turn black and fall out. Casting the *freedom* spell upon the pages that contain a creature also frees the creature.

Destroying the pages of the tome that a creature is depicted on also destroys the creature along with all their equipment. Once the tome has had all 50 pages filled and subsequently destroyed by freeing the creature, it is rendered non-magical and crumbles to dust within 1 week.

Strong Abjuration; CL 17th; Prerequisites: Craft Wondrous Item, creator must be Ymandrake, *identify*, *imprisonment*, *permanent image*; Price: 306,000 gp; Cost: 153,000 gp + 12,240 XP.

Crotalus Gauntlet

During the ancient days of the Empire of Yhassremore, Pit Crotalus was strong and a vibrant source of magical innovation. This gauntlet was created by Ss'goth Ji'kal and was passed amongst the mage-leaders of Pit Crotalus. Such was the gauntlet's power that it earned Pit Crotalus a terrifying reputation amongst the lesser folk of the ancient empire.

During the Elorii revolt, the gauntlet was saved from destruction and lay in hiding for two centuries until it was used against Belsator. Later, the gauntlet was lost during an internal struggle in the now weakened Ssethregoran Empire. The Pit's attempt for power was soundly defeated and with the fall of Pit Crotalus into obscurity so too was the gauntlet lost to history. Rumor holds that it now lies in a vault controlled by the Emperor Khass himself, but none have dared to try and repudiate that particular rumor.

The gauntlet is a black iron bracer that covers the wearer's forearm from elbow to wrist. The bracer is decorated with imagery of serpents, reptiles and all forms of lizards in a detailed relief. Two silver fine chains run from the end of the bracer over the top of the wearer's hand and end in two rings. These rings are made from the same black iron as the bracers, and are fashioned as small serpents wrapped around the wearer's finger that are biting their own tail. Miniscule red rubies sparkle from the eyes of the two small serpents.

The Crotalus Gauntlet is both a blessing and a curse to spellcasters. It magnifies the powers of the caster, but at a cost to the wearer's vitality. The gauntlet allows its wearer to make use of the following feats: Empower Spell, Heighten Spell, Maximize Spell, Spell Focus (any school), and Spell Penetration.

The wearer may elect to use as many of the above feats as they desire, however, each feat used adds one point to the tally of the uses for the current day. Each use beyond the first has an associated

cost. Thus, the user could empower a spell once per day without suffering a cost, but empower and maximize a spell would have a cost.

Using the feats does not modify the level of the spell they are modifying, nor do they affect the casting time. Utilizing this item is a free action. Heighten Spell only adds +1 to the effective level of the spell, and does not stack with itself. You may not use both this item and other magical items that apply metamagic effects to a spell, such as Metamagic Rods.

Use Cost

1	None
2	1 Con damage
3	1d4 Con damage
4+	permanently lose 2 hit points

Strong Universal; CL 17th; Prerequisites: Craft Wondrous Item, Empower Spell, Heighten Spell, Maximize Spell, Spell Focus (any one), Spell Penetration, creator must be a Ssanu, *energy drain*; Price: 251,100 gp; Cost: 125,550 gp + 10,044 XP.

Crown of Darkness

Twisted obsidian strands, set with black onyx gemstones and a single black pearl, forms a dark, foreboding crown. While not particularly common, there are several of these crowns known to be in existence. Most are in the hands of the lich lords of Ventaka, although, one is known to be the hands of a fallen champion of Illiir.

These intricate crowns may cast *flaying darkness* (DC 16) and *vampiric touch* each once per day. However, each use of the crown draws its user towards evil. A non-evil user must make a DC 20 Will save with each use or fall one alignment step towards evil.

Moderate Evocation [Darkness]; CL 7th; Prerequisites: Craft Wondrous Item, *flaying darkness*, *vampiric touch*; Price: 17,640 gp; Cost: 8,820 gp + 706 XP.

Cup of the Mendicant

This simple wooden bowl, scratched and worn, is favored amongst the followers of Anshar. It is also favored amongst the beggars who ply the streets of every major city across Onara.

While the bowl is laid out in front of the user, it grants a +3 luck bonus to all Perform checks.

Weak Enchantment; CL 3rd; Prerequisites: Craft Wondrous Item, *charm person*; Price: 2,700 gp; Cost: 1,350gp + 108 XP.

Decanter of Copious Libations

A gracefully stretched crystal decanter, nestled in a silver case, all crafted to resemble a swan in flight forms the basis for this item. The Church of Larissa commission the original of these items to be crafted by a Tir Betoqi craftsman to help meet the insatiable desire for spirits during the many Larissan holy festivals.



When the stopper, which is shaped as the beak of the swan, is removed and a command word is spoken, a steady stream of spirits pours forth. The stream delivers 1 pint of high quality spirits per round. Any type of alcoholic beverage can be named, although the magic cannot reproduce specific recipes.

The decanter can produce up to 20 gallons of spirits each day. For reference, 20 gallons is 160 pints, meaning that the decanter can operate for 16 minutes per day. The use of the decanter does not need to be sequential, since a command word can be used to also stop the flow.

Moderate Conjuraction; CL 7th; Prerequisites: Craft Wondrous Item, *minor creation*; Price: 20,000 gp; Cost: 10,000gp + 800 XP.

Demon-Hide Cloak

This crude cloak, repulsive to most people, is created from the uncured hide of an infernal. These cloaks vary as much in appearance as the creatures they are crafted from, but one thing remains constant, the general aura of malaise that surround them. While most destroy these vile items on sight, the Seekers of the Hidden Master revere them and seek them out. Not to destroy them like others, but to claim them and use them.

Each of these cloaks grants a +4 enhancement bonus to natural armor, they also grant acid, cold and fire resistance 10. Furthermore, the wearer enjoys SR 21 and may use *fear* once per day.

Strong Abjuration; CL 12th; Prerequisites: Craft Wondrous Item, *barkskin*, *energy resistance*, *fear*, *spell resistance*, *summon monster VI*; Price: 176,000 gp; Cost: 88,000gp + 7,040 XP.

Devilskin Knot

Not all of the Clergy of Sarish wish to drive the Infernals from Onara. There are numerous practitioners of magic, including many of Sarish's worshippers, who take unholy glee from binding

demons and devils to their will. The worst of these individuals, known as the Seekers of the Hidden Master, are located in the dark bowels of Canceri, where their twisted pacts with the Infernal are smiled upon or even encouraged.

This secret society wishes to defy the will of the Gods, and bring the Devil-Kings of old back over the Wall of the Gods, and reinstate their rulership over mankind. The twisted and perverse rituals of the Seekers of the Hidden Master are buried so deep under Canceri, and hidden so well, that their existence is a mere whisper among the populace. Still they do exist, and their conclaves have created many new items of power, all designed to return the infernals to the face of Onara.

Of course, they pursue their goals with renewed vigor now that the Wall of the Gods has been destroyed.

A Devilskin knot appears to be a fist sized knot of tightly wrapped strips of black leather. Upon closer examination, the strips of leather are rough and pebbly, and seem to constantly strain against their current configuration. In actuality the knot is created from the skin of a devil that was flayed from its still living form. The knot constantly writhes, trying to free itself from its imprisonment.

The foul powers of this item becomes apparent when it is hurled at an opponent, for upon striking a foe the knot explodes into a flurry of tentacles that grasp and tear at the foe. Yet, that is not the worst, for the tentacles feed upon a grappled foe, sapping the victim's life force and rejuvenating the knot. If the wielder is not careful, the bound devil may break free; and ravish the wielder as it desires.

A devilskin knot may be hurled up to 50 feet as a ranged touch attack. When a knot comes in contact with a foe, it unwinds and lashes out with hundreds of tentacles, attempting to grapple and pin the target. The grapple check of the knot is +20. It may only make one grapple check each round, thus it must spend two rounds to successfully pin a foe.



Once the knot has pinned a foe, it may as a free action, once each minute, attempt to drain blood from the victim. The victim is entitled to a DC 20 Fortitude save or suffer 1d4 Constitution damage. The wielder of the knot may release the victim with a command word.

Using the knot is not without risk, for each time it consumes blood from a victim, there is a cumulative 5% chance per point of Con damage dealt that the devil inside will break free. If that should happen, the creature reverts to its normal form, a barbed devil. This creature is unbound, extraplanar and free from all bindings that may have been placed on it. These creatures typically tear the former wielder of the knot to pieces before thanking its former victim and leaving.

Moderate Conjuration [Evil, Lawful]; CL 12th; Prerequisites: Craft Wondrous Item, *black tentacles*, *planar binding*; Price: 72,000 gp; Cost: 36,000gp + 2,880 XP.

Diadem of the Mental Clarity

These golden fillets, set with a star sapphire, were originally created by the master psionic artisan Karaz val'Abebi of Gafre. Since that time, his adepts have continued to construct them. Furthermore, an enterprising mage discovered the means to duplicate them.

This diadem, which occupies the headband slot, provides an insight bonus to Will saves ranging from +1 to +5.

Weak Abjuration; CL 5th; Prerequisites: Craft Wondrous Item, *nondetection*, caster level must be at least four times the bonus conferred; Price: 667 gp (+1), 2,667 gp (+2), 6,000 gp (+3), 10,667 gp (+4), 16,667 gp (+5); Cost: 334 gp + 27 XP (+1), 1,334 gp + 107 XP (+2), 3,000 gp + 240 XP (+3), 5,334 gp + 427 XP (+4), 8,334 gp + 667 XP (+5).

This item is also detailed in the Universal Items section.

Dimitri's Dimensional Doorknob

This plain doorknob, fashioned from brass, looks like any doorknob that you might find in any villa or manor home across Onara. However, this doorknob is anything but plain. Rather, it was first created by Dimitri Fealgren, a gnomish devotee of Cadic. Dimitri used the doorknob for a number of years to both steal money and food from the rich. Eventually, he made a mistake and perished when he was ripped into the Astral plane. He had accidentally stolen a *bag of holding*.

When this doorknob is placed against a non-magical wall, which requires a standard action, it affixes there and the outline of a door appears. Opening this door reveals a passage through the wall, so long as the wall is no more than 10 ft. deep. Otherwise, it reveals a hollow that is 10 ft. deep.

Once the user has stepped through the passage they may close the door, and remove the

doorknob. If a hollow is created, the user may enter the hollow and pull the door shut behind him. In this case he may not detach the doorknob, however, the hollow is undetectable by mundane means from outside. Of course, this does have risks for the hollow is also now completely cut off and only contains sufficient air for one hour of occupation.

If an extra-dimensional space is brought through the passage-way, a rift to the Astral Plane is created and the offending space, its contents and the contents of the passageway are scattered onto the Astral Plane. If the doorknob itself is placed into an extra-dimensional space, a rift to the Shadow Plane is created and the space, its contents, the doorknob and everything within 10 feet of the doorknob are sucked through into the Shadow Plane.

Moderate Transmutation; CL 9th; Prerequisites: Craft Wondrous Item, *passwall*, *rope trick*; Price: 45,000 gp; Cost: 22,500 gp + 1,800 XP.

Doom Bell of Canceri

The Dark Triumvirate of Canceri are both feared and respected within and without Canceri. Their power is driven by fear, and to further engender that fear, the major temples are protected by Doom Bells. These are large funerary bells crafted from a glittering blue-black meteoric ore. This ore can only be found within the Blighted Mire, and it is illegal, in Canceri, for anyone but the Church of the Dark Triumvirate to own or possess any of this material.

Once per day, upon command, the bell tolls with a terrible cacophony. This replicates the *wail of the banshee* spell.

Strong Necromancy [Death, Sonic]; CL 17th; Prerequisites: Craft Wondrous Item, *wail of the banshee*; Price: 55,080 gp; Cost: 27,540 gp + 2,204 XP.

Dust of Ephemeral Allies

The Forsaken Wastes is a bleak and forbidding place, appearing at first glance to be completely devoid of life. Yet, within its scorched confines there are some scant folk, ascetics and wild wanderers, who manage to eke out a scarce and difficult life. However, there are also far more dangerous creatures that pass through the Forsaken Wastes at times, and so, these few people who call it home developed the dust of ephemeral allies.

Contained within a phial, this dust summons forth a spirit when poured upon the ground. This is treated as a *summon nature's ally V* spell, save that the creature summoned is composed full of swirling dust. The creature is otherwise a normal creature of its type, and is subject to all the usual effects and restrictions of a summoned creature.

Moderate Conjuration; CL 9th; Prerequisites: Craft Wondrous Item, *summon nature's ally V*; Price: 2,250 gp; Cost: 1,125 gp + 90 XP.

Dust of Mirages

A golden-cream colored glass phylactery, shaped as a cat, holds this dust. When the stopper, which is the cat's head, is removed and a handful of dust cast into the air, mirages appear to confound the user's foes.

If rumor, and boastful exclamation, holds true, then this item was created by the gnomish mage Reatho Gromajj. Of course, it is completely unverified leading most Val and human mages to completely discount his claim.

When a dose of this dust is cast into the air as a standard action it mimics a *mirage arcana* effect. A newly fashioned container comes with ten doses.

Moderate Illusion (Glamour); CL 9th; Prerequisites: Craft Wondrous Item, *mirage arcana*; Price: 9,000 gp; Cost: 4,500 gp + 360 XP.

Dust of Shrinking and Enlargement

A plain leather pouch contains this dust. At first glance, this dust appears to be a matt-grey, however, closer inspection reveals that each grain of the dust randomly shifts in color between white and black.

The exact origins of this item are lost in time, as tales of its use stretch back to the earliest days of man. However, it's creation is often attributed to Cadic, god of trickery.

When this powder is sprinkled onto a creature, they are affected either by *enlarge person* or *reduce person* (DC 11). The choice is determined by the individual who is sprinkling the dust.

A newly created pouch contains sufficient dust for ten uses.

Weak Transmutation; CL 5th; Prerequisites: Craft Wondrous Item, *enlarge person*, *reduce person*; Price: 1,000 gp; Cost: 500 gp + 40 XP.

Dust of Warding

This slender ebony tube, carved to appear as a squatting demon, holds a single dose of this rare and powerful dust. The dust is rumored to have been created by the Order of the Emerald Flame under the personal direction of the Sorcerer-King. Regardless of the truth to that rumor, this dust is most commonly found in the employ of Ymandrakes. A scant few other groups on the mainland have been known to have limited supplies of this rare powder available for dire situations that require its use.

This dust, when poured forth and coated onto an area or an object, emulates the *antipathy* spell (DC 23). The act of pouring the dust and coating the desired area or object (as defined in the *antipathy* spell) takes 1 hour. Once applied, this dust remains active for 48 hours.

Strong Enchantment [Mind-Affecting]; CL 20th; Prerequisites: Craft Wondrous Item, *antipathy*; Price: 9,000 gp; Cost: 4,500 gp + 360 XP.

Earring of Perception

Many are the people that visit Sweet Savona every day, and deep is the intrigue that lies beneath the city's carefree veneer. Sweet Savona, so called for the ever-present scent of incense, is renowned for its festivals and dedications to Larissa, Goddess of Passion. Indeed men, merchants, nobles, and peasants alike flock to the city of Passion to partake of its delights, pleasures and sins.

Like all cities, Sweet Savona does have a business side, and with such a huge proliferation of peoples from across Onara passing through its gates every day it is naïve to think the city is all pleasure and no work. Business deals still go down in darkened warehouses or across tables in smoky taverns. Because there is such high merchant traffic through Sweet Savona, a few enterprising artificers have begun to craft small baubles to aid in these dealings, and sell them to whoever can meet their price.

The most common of these items is a small silver earring shaped as a whorled seashell, such as a conch or whelk. When worn in the ear, the shell augments the wearers hearing, allowing him to hear his partner in a crowded inn, or even ease drop on those private little conversations occurring in the corner.

The wearer of this device gains a +5 competence bonus to Listen checks. This item occupies the goggles slot.

Weak Divination; CL 5th; Prerequisites: Craft Wondrous Item; Price: 2,500 gp; Cost: 1,250 gp + 100 XP.

Eelskin Cloak

The Undir are known as some of the best sailors and water-men of Onara. However, even they require assistance when they hunt large aquatic game. To that end, they devised these ugly hooded cloaks.

Each cloak is fashioned from sewn together vertical strips of eel hide and is lined with oiled sheep-skin for a modicum of comfort. Unfortunately, they have not been able to discover a way of disguising the rancid fish smell in the least. It is easy to spot someone who is wearing one of these cloaks, due primarily to the conspicuous open space that surrounds them in crowds, rather than to the unusual silver color.

The wearer of this cloak receives a +10 competence bonus to Hide checks while under water. Furthermore, the wearer receives a +2 deflection bonus to Armor Class at all times and electricity resistance 10.

Once per day, for one hour, the wearer may gain a Swim speed of 40 ft. along with the added benefits of having a Swim speed (notably a +8 bonus to Swim checks, and the ability to take "10" when performing difficult maneuvers, even while under duress). Finally, once per day the cloak may also be used to cast *water breathing* and *lightning bolt*.

Moderate Transmutation; CL 7th; Prerequisites: Craft Wondrous Item, *lightning bolt*, *polymorph*, *resist energy*, *shield of faith*, *water breathing*; Price: 54,120 gp; Cost: 27,060 gp + 2,165 XP.

Eelskin Cloak, Lesser

This lesser version of the normal Eelskin Cloak provides fewer benefits, but is far more common than its more powerful cousin.

The wearer of this cloak receives a +5 competence bonus to Hide checks while under water.

Once per day, for one hour, the wearer may gain a Swim speed of 40 ft. along with the added benefits of having a Swim speed (notably a +8 bonus to Swim checks, and the ability to take “10” when performing difficult maneuvers, even while under duress). Finally, once per day the cloak may also be used to cast *water breathing*.

Moderate Transmutation; CL 7th; Prerequisites: Craft Wondrous Item, *polymorph*, *water breathing*; Price: 15,060 gp; Cost: 7,530 gp + 603 XP.

Eloisa’s Dancing Shoes

Prince Rogan of Milandir, great-uncle to King Osric II, was known as a womanizer and a scoundrel. Despite his reputation, Rogan was at least careful to keep his trysts and sordid affairs out of the court, so as to not embarrass the other members of the Royal Family. However, one of these affairs became less than conspicuous.

A young courtesan from Tralia, Eloisa d’Gervane, caught Rogan’s eye. The two of them began to secretly meet during the nights, but, as they met their love for each other grew. Eventually, unable to keep it a secret any longer, despite everyone already knowing, Rogan invited Eloisa to a ball as his partner.

Rogan gave to Eloisa before the dance a pair of wonderful dancing shoes made of the finest leather and green silk. The reaction of the court to

his daring was unexpected by Rogan, and he and Eloisa were forced to leave the ball, shamed and humiliated by the ravaging court.

While they were embarrassed, they were not deterred and continued to see each other for a number of years. The scandal also did nothing to dissuade craftsmen from duplicating the shoes that were gifted to Eloisa.

The wearer of these shoes is granted a +5 competence bonus Balance, Jump and Perform (Dance) checks.

Moderate Transmutation; CL 7th; Prerequisites: Craft Wondrous Item, *polymorph*, *water breathing*; Price: 7,500 gp; Cost: 3,750 gp + 300 XP.

Everburning Coal

Ardent followers of Nier, wishing to never be far from their Lord’s majesty, created the first of these items to aid them in spreading his fire across Onara. However, this censer can now be found hanging from the belt of many folks. It is well known that most legions have a least a half-dozen of these items on hand to assist in preparing meals rapidly when on the move.

This lump of raw adamantite glows red-hot without ever extinguishing or burning up. When pressed to flammable items, the coal rapidly sets them on fire. This allows even the most inept of users to light fires in the worst conditions. Many lives have been saved by having one of these coals amongst the travelers during a hard winter storm or a sudden rain shower during the fall.

The adamantite coal is carried in a small tin censer, and comes with a pair of adamantite tongs which the coal may be safely handled. If the coal is handled with bare hands it deals damage as a *heat metal* spell.

The coal provides light equivalent to a candle, and makes it easy to start fires. Lighting a torch with a coal is a move action, while lighting other fires is at most a standard action.

Weak Transmutation [Fire]; CL 3rd; Prerequisites: Craft Wondrous Item, *heat metal*; Price: 5,000 gp; Cost: 2,500 gp + 200 XP.

Eyepatch of the Corsair

The infamous Armind One-Eye has plied the Pale Sea in his ship the Corruptor. Launching out of the city of Freeport, Armind plied his trade, cutting a bloody swath through merchant fleets, and dragging the wretched prisoners to Garundi to sell for slaves. Armind’s fierce countenance strikes fear in the hearts of his enemies; scars crisscross his face, and a ruined left eye, hangs useless in its socket. In return for services rendered, Ymandrake artificers crafted, for Armind, an eyepatch to compensate for his loss. This patch and his bloodthirsty reputation as scourge of the seaways earned Armind his nickname “One-Eye”.



The Eyepatch of the Corsair is an oval section of black leather secured to the wearer's face by long black thongs. In the center of the patch is set five white pearls giving the wearer a semblance of an eye.

While this item is worn over an empty eye-socket, it grants its wearer a +5 competence bonus to Profession (Sailor). Furthermore, the patch grants its wearer the ability to use *fear* (DC 16) as a gaze attack five times each day. Each use as a gaze attack lasts for one full round. Finally, the wearer may use *true seeing* once per day. Moderate Divination and Necromancy; CL 9th; Prerequisites: Craft Wondrous Item, *fear*, *true seeing*; Price: 100,700 gp; Cost: 56,600 gp + 3,528 XP.

Eyes of Arcane Sight

These dark tinted lenses, set in an ivory frame with a handle lorgnette, are said to have been created by Nurion val'Assante. However, regardless of who they were created by, they are popular amongst the bodyguards for senators of Coryan, and other individuals who feel a need to be able to identify magical auras on sight.

Three times per day, upon command, these lenses glow blue and grant their wearer the benefits of the *arcane sight* spell.

Weak Divination; CL 5th; Prerequisites: Craft Wondrous Item, *arcane sight*; Price: 16,200 gp; Cost: 8,100 gp + 648 XP.

Eyes of Arcane Sight, Improved

These lenses are an improved version of the regular Eyes of Arcane Sight, and are set in ebony frames instead of ivory.

Three times per day, upon command, these lenses glow blue and grant their wearer the benefits of the *greater arcane sight* spell.

Strong Divination; CL 13th; Prerequisites: Craft Wondrous Item, *arcane sight*; Price: 98,280 gp; Cost: 49,140 gp + 3,932 XP.

Eyes of Arcane Sight, Greater

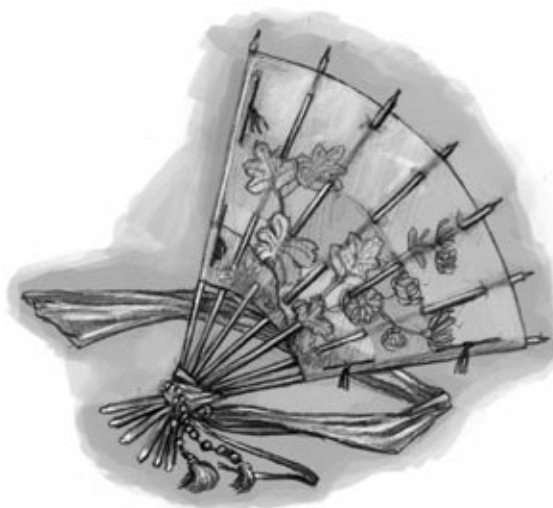
These gold-rimmed lenses are set in a platinum frame. These lenses are extremely rare and only one pair is known to exist. That pair is reputed to be possessed by one of the members of Altheria's Council of Wisdom.

While worn, these lenses continuously grant their user the benefits of the *arcane sight* spell.

Weak Divination; CL 15th; Prerequisites: Craft Wondrous Item, *arcane sight*; Price: 120,000 gp; Cost: 60,000 gp + 4,800 XP.

Fan of the Courtesan

Painted silk, stretched over a silver frame, forms the basis of this lustrous fan. Originally crafted by the 5th century Imperial Arcanist Ipicon, this fan was a gift to the legendary Savonan courtesan Sashastra. Sashastra's life is cloaked in a miasma of rumors,



half-truths and outright lies, including the mythos that surrounds her death. Many consider the instrument of her demise to have been Emperor Lucian val'Assante, although, there are enough inconsistencies even in those relatively consistent stories for that to remain but a speculation.

Regardless of the truth of her death, sufficient copies of this item exist that some believe that she never died at the Emperor's hands and instead fled to Savona where she was taken into hiding for the remainder of her life.

While held, this fan provides a +4 competence bonus to Bluff, Gather Information and Sense Motive checks. Furthermore, three times per day it may cast any spell from this list: *charm person* (DC 11), *dance of fate*, *disguise self*, or *suggestion* (DC 13). Finally, once per day the fan may be used to cast either *crushing despair* (DC 14) or *good hope*.

Moderate Enchantment; CL 5th; Prerequisites: Craft Wondrous Item, *charm person*, *crushing despair*, *dance of fate*, *disguise self*, *good hope*, *suggestion*; Price: 21,000 gp; Cost: 10,500 gp + 840 XP.

Fan of Voice Throwing

These paper and wood fans, usually undecorated, are a common charm employed by many traveling performers. Notably, several traveling bands of Gnomish performers employ them as they criss-cross the back-country of Onara where they are at least met with some degree of respect, instead of the open hostility of the large cities.

Twice per day, the user of this fan may wave it in front of their mouth to gain the benefits of the *ventriloquism* spell.

Weak Illusion; CL 5th; Prerequisites: Craft Wondrous Item, *ventriloquism*; Price: 3,600 gp; Cost: 1,800 gp + 144 XP.

Figurines of Wondrous Power

Each of the several kinds of figurines of wondrous power appears to be a miniature statuette of a creature an inch or so high (with one exception). When the figurine is tossed down and the correct command word spoken, it becomes a living creature of normal size (except when noted otherwise below). The creature obeys and serves its owner. Unless stated otherwise, the creature understands Common but does not speak.

If a figurine of wondrous power is broken or destroyed in its statuette form, it is forever ruined. All magic is lost, its power departed. If slain in animal form, the figurine simply reverts to a statuette that can be used again at a later time (except when noted otherwise below).

Adamantine Ants

This small glass-steel case holds three to twelve half-inch long adamantine ant figurines. When the command word is spoken, these ants animate and emerge from the case. They are able to carry large objects, weighing up to 35 lbs. per ant, and can be ordered to perform simple tasks such as clearing rubble, moving stacks of objects and similar.

As noted above, each ant can carry up to 35 lbs while moving at a speed of 20 ft. They can carry a heavy load of 45 lbs and move at only 10 ft, if their controller wishes them to, but this has an additional cost as noted below. The ants may work individually or as a team; this allows them to combine their carrying capacities together while maintaining their speed. Thus a full set of twelve ants can actually carry a maximum load of 420 lbs at 20 ft. or 540 lbs at 10 ft.

The ants may be activated once per day, and remain active for 12 hours at a time. However, whenever an ant is overloaded the time it spends so loaded counts double towards the activation time (for example, an ant could carry 45 lbs for 6 hours, or 35lbs for 12 hours).

A found set of these ants will have 1d10+2 ants, while a newly crafted set always has twelve. Moderate Transmutation; CL 11th; Prerequisites: Craft Wondrous Item, *animate object*; Price 15,000 gp; Cost 7,500 gp + 600 XP.

Bone Leviathan

A bone leviathan is one foot long, and carved from the baleen of a whale. It resembles a prehistoric whale, and is intricately carved, including individual barnacles that dot the creature's skin.

Four times per month, when placed in a body of salt water that is at least one mile across, the user may speak the command word. This causes the figuring to transform into a baleen whale for the next 24 hours. The whale is docile and the user can ask it to carry himself and up to five more medium-size or small creatures across the water.

The whale always agrees to such a request, however, it is up to the user to determine if the whale can make it across the body of water in time or not

as the whale has no concept of time.

Moderate Transmutation; CL 11th; Prerequisites: Craft Wondrous Item, *animate objects*; Price: 17,000 gp; Cost: 8,500 gp + 680 XP.

Brass Monkey

Only one of these small statues is known to exist, and that is due to the actions of two intrepid adventurers, Krego and Erlik Connaught of New Althre. These two renowned warriors had carved a name for themselves after many grueling years of service with the Shining Patrol. After finishing their terms of service the two brothers left to explore the many legends and rumors they heard while in the borderlands.

One such rumor, a mere whisper of a clue, sent them high into the Corlathian Mountains in search of the Lost City of Mattawab. Funding their expedition as a supposed venture to find new passes through the mountains, the two brothers eventually stumbled upon an ancient trail leading down into a secluded valley.

Following the trail the two brothers found an ancient overgrown temple that was surrounded by hordes of monkeys and apes. The simians seemed friendly and made no hostile actions toward the explorers. While examining the ancient writing upon the walls of the temple, Krego happened upon a small brass figure of a monkey resting inside a niche of the wall. Krego picked up the figure, intending to wipe away the green verdigris covering the little figure, and immediately everything changed. The once friendly simians now rose in anger and charged the two brothers. Fleeing for their lives back down the trail, the two were pursued until they left the small valley in which the temple resided.

After returning to civilization for supplies, the Connaught brothers ventured back into the mountains determined to probe the secrets of the ancient temple. Unfortunately, they have not been able to find the temple again, and the only clue they hold is the small brass figurine that Krego carried from the temple.

The Brass Monkey appears to be a one-inch tall figure of an ape, sitting on its haunches with its hands resting upon its knees. Carved entirely from brass, the figure is remarkably detailed; the corrosion on its surface a mere veneer, beneath which the figure clung to perfection. The command word in Ancient Altherian is etched under its feet; in this case it is the name of the creature. Upon activation the figure summons a celestial ape with the ability to speak and understand common as if it had an Intelligence of 10.

The ape can be summoned for up to 4 hours a day, but no more than 12 hours in a given week. If the ape is slain in combat, it cannot be brought forth from the statue form for one week.

Krego's figure is named M'wag, and is quite friendly, but becomes hostile and unresponsive if asked about the temple. Indeed, the creature will not speak freely about the temple or its whereabouts to anyone.

Moderate Transmutation; CL 11th; Prerequisites: Craft Wondrous Item, creator must have visited the Lost City of Mattawab, *animate objects*; Price: 25,000 gp; Cost: 12,500 gp + 1,000 XP.

Emerald Hedgehog

This small emerald hedgehog is nearly the size of a normal hedgehog, yet, the carving is so delicate that each spine on the creature has been carefully freed from the gemstone. Tiny black peals glitter where the eyes of the creature would be. The first of these items was fashioned by Virega val'Abebi after he took a pilgrimage through the Blessed Lands and observed a hedgehog defending itself and its young against the predations of a rattlesnake.

When this tiny crystal carving is placed on the ground and a command word spoken, the hedgehog animates into a living hedgehog (see the *New Animals* section in the *Saddles, Harness, Tack and Other Items for Animals* chapter) and begins to walk forward. A second command word causes it to stop, and begin to shake vigorously, filling the five-foot square around it with sharp spines. Finally, a third command causes it to race back to its owner.

These scattered shards are equivalent to caltrops, save that the hedgehog may move through them without penalty. It is for this reason that the item has become a favorite amongst thieves and others who find themselves in need of dodging a hot pursuit.

This hedgehog may be activated once per day, each activation consisting solely of the dispersal of one volume of caltrops. While active, the hedgehog has all the properties of a normal hedgehog. If the creature is slain, then it cannot be called forth from the figurine for one week.

Moderate Transmutation; CL 11th; Prerequisites: Craft Wondrous Item, *animate objects*; Price: 5,000 gp; Cost: 2,500 gp + 200 XP.

Jade Scorpion

This jade scorpion is carved with stinger and claws raised. The carving is not particularly detailed, yet, the intent is clear enough.

Once per day, this figurine can be transformed into a large monstrous scorpion. This creature has maximum hit points (50 hp) and the save DC for its poison is raised by one to 15. If this creature is slain in combat, it cannot be brought back from statue form for one week.

Moderate Transmutation; CL 11th; Prerequisites: Craft Wondrous Item, *animate objects*; Price: 16,500 gp; Cost: 8,250 gp + 660 XP.

Mithral Spider

This tiny mithral figure is a dainty spider set with eight blue sapphires for eyes. The first of these items was created for the Vyhrnli family of Kio. Exactly why they elected to have this item made for them has never been revealed.

Once per day, for up to one hour, this item transforms into a medium-sized spider. This spider may use any of the following abilities, however, using any one of these causes the creature to immediately revert to its inert figurine form for the remainder of the day.

The spider may produce a single structure each day out of spider silk. This structure mimics the *secure shelter* spell, save that the structure is made from spider silk.

The spider may carry a single creature or object weighing up to 200 lbs up a wall or other sheer surface.

The spider may assist with crafting a single trap. Unlike normal assist, this assist grants a +10 bonus.

Moderate Transmutation; CL 11th; Prerequisites: Craft Wondrous Item, *animate objects*; Price: 36,000 gp; Cost: 18,000 gp + 1,440 XP.

Obsidian Monkey

Rumor has it that in the dark interior of the mysterious southern continent there lies a city inhabited entirely by sentient monkeys. No one knows for sure, but the first Obsidian Monkey belonged to a crazy gnomish traveler who claimed to have visited that city.

Regardless of its origins, the followers of Cadic soon found a use for this artifact. Their highly trained attack monkeys, spawned from other such figurines, are solid black and easily hidden; these monkeys have become a feared sign of Cadic's dark hand.

The Obsidian Monkey holds in its paw, behind its back, a small dagger. Sometimes, out of the corner of your eye, you think you see the dagger-wielding hand move. This item behaves in all ways like a Slate Monkey Figurine, save that it appears utterly black, giving it a +5 competence bonus to Hide checks.

Moderate Transmutation; CL 11th; Prerequisites: Craft Wondrous Item, *animate objects*; Price: 25,000 gp; Cost: 12,500 gp + 1,000 XP.

Sapphire Serpent

This tiny sapphire serpent is intricate and highly detailed, showing each scale on the serpent it represents. A pair of tiny fire opals marks the eyes of the creature, and they seem to glow with an inner light. First crafted in Ssethregore by Ssanu artisans, this useful trinket has since become widespread across Onara.

Once per day, for up to one hour, this figure can transform into a giant constrictor snake. The snake understands draconic and will respond only to commands from the owner of the figurine. If slain in combat, the serpent cannot be summoned forth from the figurine for one week.

Moderate Transmutation; CL 11th; Prerequisites: Craft Wondrous Item, *animate objects*; Price: 16,500 gp; Cost: 8,250 gp + 660 XP.

Slate Monkey

This small slate carving resembles a spider monkey. Rumors hold that the first of these items was based off the Brass Monkey Figurine, but that has never been confirmed.

Once per week, for eight hours, this figurine can transform into a monkey. Unlike a regular monkey, this one has an Intelligence of 10 and speaks Low Coryani. Furthermore, it has a Search modifier of +8 and gains the Find Traps and Evasion special properties of a rogue.

If the monkey is slain, the figurine crumbles to dust.

Moderate Transmutation; CL 11th; Prerequisites: Craft Wondrous Item, *animate objects*; Price: 20,000 gp; Cost: 10,000 gp + 800 XP.

Fins of Yarris

Rumored to have been created by powerful heretic priests of Yarris in the province of Salentia millennia ago, these oddly shaped slippers flatten and widen towards the toes to a width of about six inches. They appear to be made from a very tough grayish leather of some unknown sea mammal. They smell of brine, and if someone puts their ear to the opening, they will hear the sounds of waves. Although the slippers appear to be human size, they will magically resize to fit the feet of any bipedal creature from size small to large who tries to don them.

While on land these serve as a pair of high quality leather boots that have no effect. However, when the wearer becomes submerged in water their true nature becomes evident.

The wearer gains gills when under water, allowing him to breathe water. Furthermore, the fins bond with the wearer's feet, granting a swim speed of 50 ft. (along with the associated bonuses). The wearer also gains the ability to see clearly through water to the limit of their normal vision on land. Finally, the Fins of Yarris also allow their wearer to speak with any creature that has a natural swim speed or the Aquatic subtype. Strong Divination; CL 11th; Prerequisites: Craft Wondrous Item, creator must worship Yarris, *polymorph*, *tongues*, *water breathing*; Price: 65,000 gp; Cost: 32,500 gp + 2,600 XP; Weight: 1 lb.



Fire Beads

Appearing as a common, unpolished bloodstone, this small scarlet sphere is much more. Warm to the touch, the bead is activated by being thrown or fired from a sling. If thrown, it has a range increment of 10 feet and behaves as a grenade like weapon.

Upon impact, the bead explodes dealing 5d4 fire damage to all creature within a 10 ft. radius; all affected creatures receive a DC 15 Reflex save for half damage. Furthermore, creatures that fail their saving throw are trapped within a 10-foot-radius hemisphere of fire. Each round that they remain within the hemisphere they suffer 2d4 fire damage. Attempting to breach the hemisphere deals 2d6+10 fire damage. Neither of the latter two sources of damage have a saving throw.

Once triggered, the hemisphere lasts for 10 rounds.

Moderate Evocation [Fire]; CL 10th; Prerequisites: Craft Wondrous Item, *wall of fire*; Price: 2,000 gp; Cost: 1,000 gp + 80 XP.

Fire Gloves

These thick gloves are made from smoky-grey colored leather and are emblazoned with a fine tracery that mimics flames. Favored by the Order of the Hidden Flame, these gloves are also commonly found being worn by the more fervent followers of Nier's Lord of Destruction aspect.

Once per day, the wearer of these gloves may cast *burning hands* (DC 14; Caster Level 5th).

Moderate Evocation [Fire]; CL 5th; Prerequisites: Craft Wondrous Item, Heighten Spell, *burning hands*; Price: 5,400 gp; Cost: 2,700 gp + 216 XP.

Fire Gloves, Improved

These gloves are a more powerful version of the regular Fire Gloves. They are plated with small red-steel plates shaped like flames. It is rare to find these gloves outside of Erduk, but it is not unheard of.

Twice per day, the wearer of these gloves may cast *burning hands* (DC 15; Caster Level 5th). Additionally, all Fire spells cast by the wearer of these gloves gain a +1 enhancement bonus to their save DC. This bonus is already included above.

Moderate Evocation [Fire]; CL 8th; Prerequisites: Craft Wondrous Item, Heighten Spell, *burning hands*, creator must be an evoker; Price: 16,800 gp; Cost: 8,400 gp + 672 XP.

Fire Gloves, Greater

These steel gloves are a more powerful version of the regular Fire Gloves. They are plated with small red-steel plates shaped like flames on the exterior, and lined with fox-fur on the inside. It is rare to find these gloves outside of Erduk, indeed, it is nearly unheard of for these gloves to be found outside the city.

At will, the wearer of these gloves may cast *burning hands* (DC 16; Caster Level 5th). Additionally, all Fire spells cast by the wearer of these gloves gain a +2 enhancement bonus to their save DC. This bonus is already included above. Strong Evocation [Fire]; CL 16th; Prerequisites: Craft Wondrous Item, Heighten Spell, *burning hands*, creator must be an evoker; Price: 51,000 gp; Cost: 25,500 gp + 2,040 XP.

Flagon of Conviviality

The first of these flagons was crafted in Tir Betoq to commemorate the one-hundredth anniversary of peace between the Solani and Tultipetan dwarves. However, since that time replicas of the original have become a common gift of truce between nations and different factions. Many of these items can now be found amongst lost treasure hordes, sacked ruins and other forgotten places, since the flagons have survived the alliances they were crafted to commemorate.

The flagon radiates a continuous *charm person* effect in a 15 ft. radius around itself (DC 17). The caster of the *charm person* effect is considered to be the owner of the flagon. Moderate Enchantment (Charm) [Mind-Affecting]; CL 9th; Prerequisites: Craft Wondrous Item, *mass charm person*; Price: 45,000 gp; Cost: 22,500 gp + 1,800 XP.

Flask of Verdant Glory

This simple stone flask, engraved on the side with the holy symbol of Saluwe, is carried by most members of the clergy of Saluwe. The clergy have never revealed who crafted the first of these items, or where, but the first report of the item appears in a journal of the Emerald Society from the fourth century.

Once per day, this flask may be filled with clean, fresh water (although holy water also suffices) and upon command the flask will transform this water into a *potion of cure light wounds* as cast by a 3rd level cleric. This potion only remains good for 24 hours whereupon it reverts back into plain water. This water is no longer fresh and may not be used to activate the flask again.

This created potion is colored green, smells faintly of mistletoe and has a light taste of honey.

A follower of Saluwe who has a Divine Aura may offer a minor prayer to Saluwe when they activate the flask. If they do so, the flask permanently loses all magical abilities, but the potion that is created is both Maximized, and permanent until used.

Weak Conjunction (Healing); CL 5th; Prerequisites: Craft Wondrous Item, Maximize Spell, *bless*, *cure light wounds*; Price: 7,500 gp; Cost: 3,750 gp + 300 XP.

Flask of Verdant Glory, Greater

This greater version of the Flask of Verdant Glory works as its more common cousin does, with a few notable distinctions.

The potion that is created by a Greater Flask of Verdant Glory is a *potion of cure moderate wounds* as cast by a 3rd level cleric.

The flask may still be used to create a Maximized version of the potion that is permanent, but the user of the flask must have a Divine Aura strength of at least 5.

Moderate Conjunction (Healing); CL 7th; Prerequisites: Craft Wondrous Item, Maximize Spell, *bless*, *cure light wounds*; Price: 15,000 gp; Cost: 7,500 gp + 600 XP.

Garment of the Hidden Gift

For centuries the vile Harvesters from Ymandragore have hunted and collected people from Onara who were born with the Gift of magical talent. The Sanctorem of the Arcane was developed as a protection for those with the Gift so that they might gather in secluded communities with their peers. Still, the Harvesters have a few means of detecting the Gift, and a magician outside the shelter of a Sanctorem can fall prey to their traps. As further defense, the Sanctorem researchers developed the *garment of the hidden gift*. Many of those blessed with the Gift either create such garments for themselves or purchase them from a Sanctorem of the Arcane. The *garments'* lack of magical aura protects against Harvesters' realizing that they are guarding their wearers. However, the lack of magical aura also leads many of these items to become forever lost to the world of magic when they are separated from their former owners. As further protection against Harvesters' being able to seek out those with the Gift by looking for the garment, magicians have learned to fashion it into a variety of articles of clothing rather than merely the original shirt.

The *garment of the hidden gift* is an article of clothing that can be a shirt, a blouse, a tunic, a toga, trousers, a dress, a skirt, a gown, a scarf, a necktie, nightdress, an undergarment, etc. Its appearance can be as plain or fancy as the creator desires.

When an arcane spellcaster wears the garment, it automatically and continually prevents any magical discernment of the fact that the wearer has the Gift of being able to invoke arcane spells. It does not affect the divination of any auras other than the wearers' spellcasting abilities, and it does not affect the magical discernment of the ability to cast divine spells. Regardless of the type of clothing, the garment takes the robe slot, and its magic is continuous as long as it is worn. Only people able to cast arcane spells benefit from the garment, though anyone can wear it.

Strong Abjuration (undetected); CL 3rd; Prerequisites: Craft Wondrous Item, creator must be a member of the Sanctorem of the Arcane, *magic aura*, *misdirection*; Price: 15,000 gp; Cost: 7,500 gp + 600 XP.

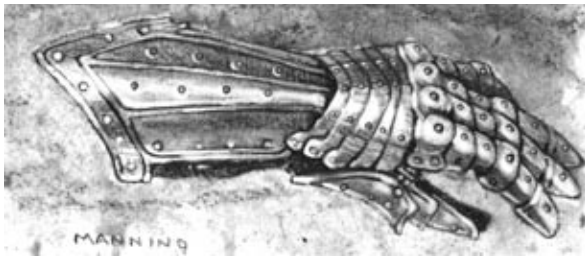
Gauntlet of Immaculate Defense

This single gauntlet, typically worn on the left hand, is forged from mithral plates, adorned with black crystals over the knuckles and forearms, all lined with fine black leather. Bound together by black chains, these gauntlets appear to be heavy at first glance, but in reality are as light as leather gloves. The Legio Anguis Reptatus holds claim to the honor of having developed this protective item. However, they now see widespread use amongst the Battlemagi who serve within the mighty Legions of Coryan. They are also unusually popular amongst Nierites.

While worn, the gauntlet provides a +2 shield bonus to armor class, exactly as if the wearer was wielding a heavy steel shield. Wearing the gauntlet does not impose an armor check penalty, or any increase in arcane spell failure.

Furthermore, the wearer is also granted the Improved Disarm feat as a bonus feat for 10 minutes each day. If the wearer already has the Improved Disarm feat, then they instead gain a +2 bonus to disarm checks.

Moderate Evocation [Force]; CL 9th; Prerequisites: Craft Wondrous Item, Improved Disarm, *wall of force*; Price: 16,500 gp; Cost: 8,250 gp + 660 XP.



Gauntlet of the Yh'gi

These heavy leather gauntlets are colorfully stitched and embroidered with images of soaring raptors. Fashioned in a typical Kio design, these gauntlets are designed to protect the wearer's arms from the talons of birds.

Once per day, the wearer of these gauntlets may summon a celestial or fiendish raptor (eagle, falcon or owl).

Weak Conjuraction (Summoning); CL 10th; Prerequisites: Craft Wondrous Item, *summon monster II*; Price: 7,200 gp; Cost: 3,600 gp + 288 XP.



Gauntlets of Force

Thin leather, plain and undecorated, fits snugly around the wearer's hands to form these gloves. Closer inspection reveals that there is no stitching in these gloves, and that they consist of a single piece of finely tanned leather. Yet closer inspection reveals them to be the flesh off someone or something's hands.

Most commonly employed by the Harvester's of Ymandragore, these powerful items have been found amongst the items that many powerful men of Onara keep at hand. Of course, most such people are not squeamish about using the tanned flesh of another as a glove, for that is merely politics.

Once per day, the wearer of these gloves may use the *forceful hand* spell.

Strong Evocation [Force]; CL 11th; Prerequisites: Craft Wondrous Item, *forceful hand*; Price: 23,760 gp; Cost: 11,880 gp + 951 XP.

Gem of Sarish's Oath

This small green gem is marked with the holy symbol of Sarish. It is not known who created these gems, but it has been documented that they interact in interesting ways with certain powerful items. For instance, it is known that a gem's effectiveness was increased when one was used in *Fleshripper*, a powerful cursed blade. However, they do not have this effect in all blades. Thus, many conjecture that the gem itself awoke something powerful within *Fleshripper*, but then, there is argument over that as well.

Regardless, using a gem is a two-fold process. First, the gem must be set into the pommel of a blade. This is an irreversible process that requires a DC 20 Craft (weaponsmithing) or DC 20 Craft (gemcutting) check to complete successfully. Once the gem has been set it fuses to the blade and may not be removed.

After the gem has been set and fused, it can be activated at will. This is done by focusing your mind upon a single opponent and reciting the oath, "*I swear by my blood and by Sarish that I will slay my foe.*" You must then draw your own blood with the blade, a standard action (reciting the oath is a free action). This deals damage equal to the base damage of the blade plus its enhancement bonus; this damage may not be reduced by damage reduction. Your blade is now attuned to that specific foe. This damage is permanent until your sworn foe is slain, although by who does not matter so long as the foe is slain.

While your blade is attuned to a foe and you are attacking the attuned foe, you receive a +1 divine bonus to attack, and deal +1d4 points of divine damage. This extra damage is not subject to damage reduction.

Moderate Universal; CL 15th; Prerequisites: Craft Wondrous Item, creator must worship Sarish, *bane*, *bless weapon*, *bestow curse*, *true strike*; Price: 10,000 gp; Cost: 5,000 gp + 400 XP.

Gerrard's Luxurious Pavilion

Gerrard val'Ossan, a wizard of some repute during the Heretic War, was a seeker of comfort. Always, he sought out the easiest way to do some task, or the most comfortable means of travel. Thus, when he was forced on campaign by the circumstances of the Heretic war, he developed a means to bring the comforts of his extensive waterfront estate into the depths of dreary Canceri. During the gathering of the army, Gerrard spend many days creating improvements for his campaign tent, and the product of his toil exceeded even his own high expectations.

This pavilion appears on the outside to be a normal campaign tent as issued by the Coryani Legions. It weighs 25 lbs like any other; however, that is where the similarities end. By placing the package on the ground, and speaking a command word, the owner can cause it to assemble itself, including pegging itself to the ground, in one minute.

The interior of the pavilion consists of four rooms, each 40 feet to a side. These rooms are held at a constant, but comfortable, temperature regardless of the conditions that prevail outside the tent. The most violent of storms do not even shake the walls of the pavilion.

Within these rooms are exquisite tables with finely crafted chairs, plush pillows surrounding low tables, and quality beds. The dining room is well stocked with roasted meats, delectable sweetmeats and flagons of cold ale and wines. The food supplies are re-stocked every 12 hours.

A second command word from the owner collapses the pavilion, folding it up into its original package in one minute.

Strong Conjuraction (Creation); CL 13th; Prerequisites: Craft Wondrous Item, *control weather*, *heroes' feast*, *mage's magnificent mansion*, *major creation*, *protection from elements*, *unseen servant*; Price: 90,000 gp; Cost: 45,000 gp + 3,600 XP; Weight 25 lbs.

Girdle of the Grand Gladiator

These wide belts are crafted for gladiator's who have proven themselves in the bloody arenas of Coryan. Made from seven mithral and gold alloyed plates, each embossed with scenes from the epic victories of the gladiator for whom it is made, and set with precious gemstones on a belt of mithral mesh, this belt is truly glorious to behold.

Over time these belts have a tendency to artificially inflate the ego of those to whom they are given. It is for that reason that so many of the former wearer's of these belts now lie dead and forgotten.

The wearer of this belt receives a +6 armor bonus, and a +3 morale bonus on attack rolls, weapon damage rolls and saving throws.

Weak Enchantment (Compulsion) [Mind-Affecting]; CL 12th; Prerequisites: Craft Wondrous Item, *mage armor*, *prayer*; Price: 72,000 gp; Cost: 36,000 gp + 2,880 XP.

Girdle of Marok

This belt is made from hundreds of tiny granite plates that are magically held together to form a band of moving stone.

This item, and its brethren, is part of a set of ancient Eloran magical traditions whose secrets have been kept alive despite the death of the elemental lords. The Elorii do not look kindly upon humans wearing these belts, and actively hunt any Val who is caught using them.

The wearer of this belt gains DR 5/adamantine, and a +4 enhancement bonus to Strength. The wearer may also cast *stone tell* once per day.

If the wearer is an Elorii with divine spell casting abilities they gain access to the Earth domain.

Strong Divination; CL 11th; Prerequisites: Craft Wondrous Item, creator must be an Elorii, creator must worship Belisarda, creator must be Marokene, creator must have the Earth domain, *bull's strength*, *stoneskin*, *stone tell*; Price: 138,000 gp; Cost: 69,000 gp + 5,520 XP.

Gloves of Draining

These bone-white gloves, woven from thick strands of spider silk, come to just above the wrist. Prized by the clergy of Neroth and Mahememnûn, these gloves are quite common within Canceri and the cities of the former Myrastian Hegemony. Most of the newer examples of these items are crafted in crumbling Ventaka, or by the clergy who attend to the rebels in Abessios.

Once per day, the wearer of the gloves may use *vampiric touch*.

Weak Necromancy; CL 6th; Prerequisites: Craft Wondrous Item, *vampiric touch*; Price: 6,480 gp; Cost: 3,240 gp + 260 XP.

Gloves of Skillful Manipulation

First appearing in the hands of Nedra Lymnis of Mighty Coryan, the exact origin of the Gloves remains a mystery. Some speculate that they were a gift from an amorous mage, while others figure they were a payoff from the same source.

Nedra's own origins are also wrapped in mystery, but from what is known, the charismatic raven-haired beauty was born a street urchin. How she spent her early years no one truly knows, but by age 16, she had become one of the most feared members of Coryan's underworld. For you see, Nedra dealt in secrets and everyone has something to hide.

Through her own cunning and charm, she gathered bits of priceless information from all walks of life. Her skills grew to legendary status and, while she was still in her mid 20's, she was summoned by Emperor Almeric val'Assante. She was offered a position in the royal court where her skills could be used to ferret out secrets against the empire. Nedra was granted land and title and spent the remainder of her years honing her skills on secrets of the Mighty Coryan court. Upon her

deathbed, she left all her worldly possessions to her only daughter; the Gloves were assumed to be in her daughter's possession as well.

These fine gray gloves are crafted from the softest calf leather and cover the owner's hands to the wrist. The leather has been expertly tooled; images of exotic birds grace the surfaces of the gloves.

When activated, a pair of disembodied ethereal gray hands appear anywhere within 30 feet of the wearer and mimic the exact movements of the wearer's hands and even transmit the sensation of touch to the wearer. Activating the gloves is a standard action, and can be done three times per day. Each time they are activated, the hands remain for 5 minutes.

The hands allow the wearer to perform any fine tasks or skills she could normally do with her own hands (at a -5 penalty) except that the hands cannot attack or lift more than 5 pounds. The hands have a range of 60 feet and the wielder mentally controls their distance at all times. Crafty users have been known to filch a jailor's keys off his belt, open locks, and even deliver hand signals to allies out of sight.

Faint Transmutation; CL 5th; Prerequisites: Craft Wondrous Item, *mage hand*; Price: 10,000 gp; Cost: 5,000 gp + 400 XP.

Gloves of the Diplomat

A relatively new creation, the first pair appeared on the hands of Rofel val'Mehan of Coryan, less than thirty years ago. It is said that Rofel's sensible words and skills at oration allowed him to rise quickly through the ranks and soon gain a position of much prestige in the Imperial court. Rofel's powers of persuasion were well known, and as a diplomat he had no peer.

The Emperor's attention was eventually drawn to Rofel, and noticing the potential of the young val'Mehan, the Emperor gave Rofel the position of Ambassador to Canceri. Though the position was fraught with peril and intrigue, Rofel managed to hold the position for the next twenty years, to the present day. Only Rofel himself truly knows what horrors he has had to endure in that hellish country, and those demons he keeps quietly locked away. Still no one, except maybe former Patriarch Felician val'Mehan, has done more to improve relations between the two countries than Rofel val'Mehan.

Of course, given Rofel's close association with the former Patriarch has thrown his current posting into doubt. Emperor Calceustus hasn't seemed to be displeased with Rofel, although he may just not have directed his attention that way as of yet.

The Gloves of the Diplomat appear to be an ornate pair of white gloves made from the finest calf hide. Patterned in silver thread with the symbol of Sarish, these well-crafted gloves cover the wearer's hands to mid-wrist. The Glove's true

power comes into effect whenever the wearer is involved in a deal of diplomatic overture.

If the wearer introduces himself to someone and shakes hands with the individual, while wearing these gloves, he gains a +5 competence bonus to Bluff, Diplomacy and Sense Motive.

Weak Transmutation; CL 5th; Prerequisites: Craft Wondrous Item; Price: 7,500 gp; Cost: 3,750 gp + 300 XP.

Gloves of the Scoundrel

Soft and supple black leather fits snugly around the wearer's hands to form these gloves. The back of the gloves are lightly rippled, while the palms are smooth and easy to grip things with. These gloves are relatively rare; however, the Brotherhood of Shadow is known to make use of them.

The wearer of these gloves gains the Sneak Attack special attack of a third level rogue. If the wearer already has sneak attack, then that sneak attack is improved by +2d6.

This sneak attack does not allow you to qualify for prestige classes, feats, or additional uses of bloodline powers, such as the val'Borda *In Darkness there is Death* ability.

Moderate Transmutation; CL 10th; Prerequisites: Craft Wondrous Item, creator must have Sneak Attack; Price: 20,000 gp; Cost: 10,000 gp + 800 XP.

Goggles of the Homeland Protector

Simple wire-frames hold these pale green lenses together. The wire is engraved with hundreds of tiny leaves.

When worn by a warder, these goggles allow them to use *clairaudience/clairvoyance* three times per day to observe his chosen homelands.

Weak Divination; CL 5th; Prerequisites: Craft Wondrous Item, *clairaudience/clairvoyance*; Price: 11,340 gp; Cost: 5,670 gp + 454 XP.

Grimm's Armband of Ever-Ready Blades

Created by a Dwarven weapon master, these charm bracelets are the boon to any warrior ever caught without a weapon or forced to leave their favorite sword at the tavern door. Grimm Onyx is a successful Dwarven merchant of Solanos Mor and his wares are widely known for their quality throughout the great Marketplace. Once a prominent warrior in the army, Grimm has recently retired to a quieter life pursuing his craft. He is well known for his unorthodox fighting styles and masterful battle tactics, and both these qualities can be seen in his work. Constantly seeking ways to make a warrior's life better, Grimm has devoted the later years of his life to the crafting of items for use upon the battlefield. His most recent creation has started quite an uproar in the crowd; indeed they sell as fast as the fire-bearded Dwarf can create them.

This armband is made of a twisted strand of braided gold. Carved with Solani runes of strength and alertness, the armband is worn around the bicep and is often kept in full view by proud Dwarven warriors. Intricate golden charms hang from the armband, up to six in total, each a minute yet perfect representation of a weapon.

On command, one weapon held in the hand of the arm with the armband disappears. The weapon can weigh no more than 20 pounds. While stored, the weapon has negligible weight. With a snap of the fingers of the arm wearing the armband, the weapon reappears. The armband can store up to six weapons at one time. Storing or retrieving the weapon is a free action, but only one weapon may be stored or retrieved in a round. The weapon is held in stasis and shrunk down to become one of the six charms that hang from the armband. Spell durations are not suppressed, but continue to expire. If the effect is suppressed or dispelled, the stored weapons appear instantly at the wearer's feet.

If the armband is destroyed with weapon inside it, there is a 75% chance that the weapons are left intact, but returned to their original size immediately. Otherwise, they are destroyed.

Faint Transmutation; CL 6th; Prerequisites: Craft Wondrous Item, *shrink item*; Price: 55,000 gp; Cost: 27,500 gp + 2,200 XP.

Gris-Gris Bag

This woven satchel always seems to contain exactly what a hedge mage needs. Most hedge mages are never found without their gris-gris bag at hand, some of the more affluent hedge mages have two such bags.

The gris-gris bag is considered to be an Alchemist's Toolkit, granting a +5 competence bonus on Craft (Alchemy) checks. Furthermore, once per day, a hedge-mage may reach inside and draw forth any one alchemical device worth up to 1,000 gold pieces. This alchemical device only lasts for 1 minute once drawn forth, and so typically they cannot be sold for profit.

Moderate Conjuration; CL 9th; Prerequisites: Craft Wondrous Item, *fabricate*; Price: 14,000 gp; Cost: 7,000 gp + 560 XP.

Hairpins of Prehensile Coiffure

This item is a recent innovation, having been first created just over fifty years ago by the reclusive, but known, Laerestri Osalikene mage Yanavala. She gifted it as a token of friendship to the high priestess of Larissa at the time. As is to be expected with Savonan fashion, many duplicates were quickly created as the hairpins become high fashion in short order. To this day, it is possible to find many prosperous ladies of Savona walking the streets, with hairpins in plain sight.

These are two long-needle hairpins with enameled butterfly's as handles. While worn, the wearer's hair grows into a thick, luxurious mane of hair that cascades in graceful curls to the small of the wearer's back.

The wearer of these hair pins, which occupy the hat slot, receives a +2 enhancement bonus to Charisma. Furthermore, once per day, the wearer can speak a command word and have the thick mane of hair animate into four appendages. Treat these appendages as constrictor snakes, save that they use the wielders base attack bonus to determine their attack bonuses and grapple modifier. The bite of the snakes is considered magical for the purposes of bypassing damage reduction.

These appendages may be used for delicate tasks as well, such as writing or picking a lock, but doing so imposes a -5 penalty to any associated skill checks.

Finally, the hairpins themselves may be used as +1 daggers that cannot be thrown.

Moderate Conjuration; CL 7th; Prerequisites: Craft Magic Arms and Armor, Craft Wondrous Item, *black tentacles*, *eagle's splendor*, *summon nature's ally VI*; Price: 18,682 gp; Cost: 9,642 gp + 724 XP.

Harness of Carrying

The Encali are master-merchants, when they can be trusted, and always seek to move large volumes of goods across Onara. However, their relatively frail bodies inhibit this, and to that end, a particularly enterprising Encali dwarf, Cael, devised a means to build a harness that would allow them to carry more weight.

This sturdy harness of tooled leather is large enough to buckle on over armor. While worn it occupies the magical vest slot.

The wearer of this harness is considered to have a Strength score four points higher for determining carrying capacity.

Weak Transmutation; CL 5th; Prerequisites: Craft Wondrous Item, *bull's strength*; Price: 8,000 gp; Cost: 4,000 gp + 320 XP.

Hauberk of the Spirits

This robe, made from woven hemp, is attuned to the various spirit guides that flit across Onara.

When worn by a shaman, this robe grants a +5 resistance bonus to saving throws, and a +6 enhancement bonus to Charisma.

Weak Transmutation; CL 15th; Prerequisites: Craft Wondrous Item, *eagle's splendor*, *resistance*; Price: 51,450 gp; Cost: 25,725 gp + 2,058 XP.

Headband of Delusion

This headband made of pyrite is studded with five pieces of quartz. The first of these items was crafted by a paranoid Ardakene cleric who was worried about being injured. The tale of his death is still told today; the tale of how he died by being struck by lightning.

As a move-equivalent action the wearer may pluck a piece of quartz from the headband to gain regeneration 5 for five rounds. All types of energy damage deal real damage under the effects of this regeneration.

Once a piece of quartz is removed from the headband it crumbles to dust, and once all five pieces are removed the headband itself crumbles to dust.

Strong Conjuration (Healing); CL 13th; Prerequisites: Craft Wondrous Item, *regenerate*; Price: 11,000 gp; Cost 5,500 gp + 440 XP.

Headdress of Osalian

A tooled midnight blue leather band, just under an inch wide, circles the head to form this headdress. From each temple, secured in mithral clasps, are two feathers. The four feathers are taken, one each, from a crow, an eagle, a hawk and an owl. A blue jade talisman hangs over the forehead, depicting a wispy Elorii face.

This item, and its brethren, is part of a set of ancient Eloran magical traditions whose secrets have been kept alive despite the death of the elemental lords. The Elorii do not look kindly upon humans wearing these belts, and actively hunt any Val who is caught using them.

The wearer of this headband may activate each of the four feathers once per day. When a feather is activated, as a standard action, it summons forth a celestial or fiendish bird of the same type. Furthermore, the wearer also receives a +2 insight bonus to Armor Class and saves. Finally, the wearer can communicate with any creature that has a natural fly speed (that is one not gained through the use of magical abilities).

If the wearer is an Elorii with divine spell casting abilities they gain access to the Air domain.

Strong Divination; CL 11th; Prerequisites: Craft Wondrous Item, creator must be an Elorii, creator must worship Belisarda, creator must have the Air domain, *commune*, *summon monster II*, *tongues*; Price: 131,000 gp; Cost 65,500 gp + 5,240 XP.

Headdress of the Phoenix

This is a rutilant coronet of mithral and gold fashioned to resemble a raptor breaking from a dive. Extending from the forehead like a ureaus, its talons grasp an egg-shaped fire opal and its wings extend back from the temples, feathered in variegated stones of violet coral, crimson sard, orange carnelian, pink rhodochrosite, and smoky chalcedony. Most of these headpieces are thought to be of Khitani origin, although it is rumored that the Sanctorum of the Arcane has the resources needed to manufacture these items.

The wearer of this headband is immune to fire, both mundane and magical. Three times per day, the headband may produce a *mantle of unassailable flame*.

If the wearer of the headband is slain, the headdress will explode (destroying the headband) creating a *sunburst* effect (DC 20). Furthermore, the wearer is unaffected by the *sunburst* effect, and is also immediately returned to life as if by a *true resurrection* spell.



Strong Conjuration (Healing); CL 20th; Prerequisites: Craft Wondrous Item, *fire shield*, *mantle of unassailable flame*, *sunburst*, *true resurrection*; Price: 330,000 gp; Cost 177,500 gp + 12,200 XP.

Headdress of the Phoenix, Lesser

Crafted to mimic the powerful and rare Headdress of the Phoenix, this lesser item is a plain red-steel band engraved with feathers and talons.

The wearer of this headband has resistance 20 to fire. Once per day, the headband may produce a *mantle of unassailable flame*.

If the wearer of the headband is slain, the headdress will explode (destroying the headband) creating a *fireball* effect (DC 18). Furthermore, the wearer is unaffected by the *fireball* effect, and is also immediately returned to life as if by a *resurrection* spell.

Strong Conjuration (Healing); CL 13th; Prerequisites: Craft Wondrous Item, *fireball*, *mantle of unassailable flame*, *resist energy*, *resurrection*; Price: 72,540 gp; Cost 41,270 gp + 2,502 XP.

Helm of Disguise, Greater

When passing through enemy territory or impersonating a rival for the sake of being seen, simple illusionary disguises will suffice, but long ago men learned that successful interaction while disguised as an individual requires disguising one's voice. Thus, magicians developed the magic spell *greater disguise self* and applied it to the creation of the *greater helm of disguise*, which allows its wearer to mimic both the appearance and voice of another person whom he has seen and heard. The helm does not grant the wearer the ability to speak languages he does not know, but it does mask the voice characteristics of a target person or individual. Thus, it is an improvement over the more famous *hat of disguise*.

The helm is a standard closed-face helm when it is not active. When worn in its inactive state, the wearer suffers a -1 penalty to Listen

and Spot checks, however, when the helm is active those penalties cease to apply. The helm allows, on command, its wearer to alter his appearance and voice as with a *greater disguise self* spell. As part of the disguise, the helm can be changed to appear as a comb, ribbon, headband, cap, coif, hood, hat, etc.

Faint illusion; CL 3rd; Prerequisites: Craft Wondrous Item, *greater disguise self*; Price: 4,500 gp; Cost: 2,250 gp + 180 XP; Weight: 3 lb.

Helm of Protection

In bygone days, early research on developing magical forms of protection led magicians to develop the *helm of protection* as a complement to standard armors. Later refinements in magic led to the more popular *ring of protection*, but many armored warriors still prefer the practical nature of having a special helmet that complements a suit of armor. A *helm of protection* looks like a standard great-helm and is made of high-quality steel. Some of the original *helms of protection* were made of bronze, but most of those are either lost or have been relegated to the armories of the families that still own one.

This magical helm offers continual magical protection in the form of a deflection bonus of +1 to +5 to AC when worn. If the wearer is not proficient with heavy armors then he suffers a -2 penalty to Listen and Spot checks. Additionally, the helm's construction incurs a -3 armor check penalty and a 10% arcane spell failure chance; these penalties do not stack with those from a standard suit of armor (only the larger is applied), but do stack with those from a shield. If the helm is worn with a suit of medium or heavy armor then its weight is nil, since it replaces the helm that is included in those suits of armor.

Finally, it is possible to craft these helms from special materials. If that is done then the cost for 2.5 units of the material must be paid as an additional cost during construction. Any special properties of the material apply, and if applicable modify the armor check and spell failure chance presented above.

Faint abjuration; CL 5th; Prerequisites: Craft Wondrous Item, Craft Magic Arms and Armor, *shield of faith*, caster must be of a level at least three times greater than the bonus of the helm; Price: 2,100 gp (+1); 8,400 gp (+2); 18,900 gp (+3); 33,600 gp (+4); 52,500 gp (+5); Cost: 1,050 gp + 84 XP (+1); 4,200 gp + 336 XP (+2); 9,450 gp + 756 XP (+3); 16,800 gp + 1,344 XP (+4); 26,250 gp + 2,100 XP (+5); Weight: 5 lb.

Holiday Hat

This broad-brimmed hat resembles that used by Kio travelers across Onara. Made from straw, and fitted with a band of bird feathers around the brim, the hat both shades the wearer and is stylish. Some hats have feathers solely from one bird, while others have a mixture.

The wearer of the hat may use each of the following spells once per day: *endure elements*, *fly*, *locate object*, and *unseen servant*.

Weak Varied; CL 5th; Prerequisites: Craft Wondrous Item, *endure elements*, *fly*, *locate object*, *unseen servant*; Price: 12,600 gp; Cost: 6,300 gp + 504 XP.

Holy Symbol of Rage's Fury

First created by a clerical member of the Legion of Searing Light before the Nierite revolt, the secrets of forging these amulets have slowly spread among the clergy of Nier in Canceri. Today, these amulets are given as awards of honor to soldiers who show bravery in battle.

Crafted from the Red-Gold of Canceri, this holy symbol of Nier seems to glow with an eerie red radiance and always feels warm to the touch. With its power, the possessor of the amulet may call upon the passion of the soul to ignite their fury.

The wearer of this amulet gains a +3 morale bonus to attack and damage rolls for 1 minute. Activating this ability is a standard action, and it may be used once per day.

Weak Enchantment; CL 6th; Prerequisites: Craft Wondrous Item, *battle's rage*; Price: 14,000 gp; Cost: 7,000 gp + 560 XP; Weight ½ lb.

Hood of the Cat's Meow

Some witches live alone and aloof from the world, while others interact with their peers as well as mundane people in society. Still others prefer to deal not with people but with the animals who serve the God of Magic. To this end, witches who serve Sarish have developed a magical means of communication with cats. Those witches who speak with cats often coax felines into performing as spies.

The *hood of the cat's meow* is fashioned from matted fur and has the texture of felt; it also has triangular patches that resemble feline ears. The color is usually black but sometimes matches the hair color of the crafter or intended wearer of the hood. The hood can be worn with a cape or other outer garment, and it is sometimes found with a *cape of feline form*.

On command the hood allows its wearer to speak with domestic cats and wildcats as with the magic spell *lesser speak with Sarish's pets*.

Weak Divination; CL 1st; Prerequisites: Craft Wondrous Item, *lesser speak with Sarish's pets*; Price: 2,000 gp; Cost: 1,000 gp + 80 XP.

Horn of Saluwe's Plenty

This ram's horn is scrimshawed with images of menageries and gardens. The inside rim of the device is scribed with benedictions to Saluwe, asking for the blessing of her bounty. These items are usually crafted and used by the clergy of Saluwe to relieve areas that are suffering from famine or drought. When not in use, most of these horns are kept in the Temple of Saluwe in Panari.

WONDROUS ITEMS ■ Horn of Saluwe's Plenty, Greater

Once per day, the horn can be used to *create food and water* as per the spell.

Weak Conjuraction (Creation); CL 5th; Prerequisites: Craft Wondrous Item, *create food and water*; Price: 5,400 gp; Cost: 2,700 gp + 216 XP.

Horn of Saluwe's Plenty, Greater

Similar to its more common cousin, this ram's horn is gilded in gold and carved with images of bountiful harvests.

Once per day, the horn can be used to create a *heroes' feast* as per the spell.

Moderate Conjuraction (Creation); CL 11th; Prerequisites: Craft Wondrous Item, *heroes' feast*; Price: 24,000 gp; Cost: 12,000 gp + 960 XP.

Horn of Sohbuk

A rusted iron frame, covered in the skin of an ancient hero who met his end storming the gates of dreaded Sohbuk, forms one of the mightiest instruments of war available to the val'Mordane. The first of these horns, of which there are known to be five, was crafted by Hegrish val'Mordane, Nihang of Sohbuk.

When sounded all living creatures within 40 ft. of the horn must make a DC 23 Fortitude save or die. Furthermore, all non-intelligent undead within 300 ft. of the horn immediately fall under the control of the horn blower for the next hour.

Creatures slain by the effects of the horn rise as a zombie two rounds later, and are under the control of the horn blower for the next year.

Creatures controlled through this horn do not count against the normal Hit Dice limit for controlling undead creatures.

Strong Necromancy [Death, Evil]; CL 20th; Prerequisites: Craft Wondrous Item, *animate dead*, *control undead*, *wail of the banshee*; Price: 684,000 gp; Cost: 342,000 gp + 27,360 XP; Weight 3 lbs.

Horn of Terror

This horn, carved from a balor's horn, is inlaid in gold and onyx. All of these items are relics of the Crusade of Light and can be found amongst the forgotten battlefields and graveyards of that age. It is said that one day, when the last of the Devil Kings and Demon Lords have been vanquished that these horns shall crumble to dust, no longer needed.

Once per day, the horn may be blown to strike a blow to the morale of its wielder's foe. It sends forth a 60 foot cone of sound and all creatures within this cone are afflicted by the *crushing despair* and *fear* spells. This effect has a single Will save with a DC of 19.

A wielder who is Tainted may use the horn twice per day.

Moderate Necromancy [Fear, Mind-Affecting]; CL 11th; Prerequisites: Craft Wondrous Item, *crushing despair*, *fear*; Price: 47,520 gp; Cost: 23,760 gp + 1,901 XP; Weight 4 lbs.

Horn of War

Brass, tarnished to a sooty black, with a surface like charcoal, forms the body of this horn that is slung over the shoulder on a thin leather thong. Favored amongst the clergy of Nier, this horn is most commonly used by the Erduk.

The horn has a number of functions, all of which can be used once per day unless otherwise noted.

By blowing the horn after uttering a command word, the horn summons for 2d4+2 hardy war dogs (treat as wolves that are trained with the war trained package). A second command word uttered before blowing the horn creates a 50 foot cone of *fear* (DC 16).

Finally, once per week, the horn may be used to summon 1d4+1 hell hounds.

All summoned creatures persist for 1 minute.

Moderate Conjuraction (Summoning); CL 10th; Prerequisites: Craft Wondrous Item, *fear*, *summon monster V*, *summon nature's ally V*; Price: 35,000 gp; Cost: 17,500 gp + 1,400 XP; Weight 6 lbs.

Horn of Winter

Enchanted ice, kept perpetually frozen by magic, forms this horn. The ice is as hard as steel, and is elaborately carved and embossed with images of mountains, glaciers and arctic beasts.

The origins of this item are a mystery. The little that is known is merely that a pilgrim discovered it while on pilgrimage through the Blessed Lands.

Once per day, by blowing the horn, the wearer can cause it to release a blast of freezing cold that emulates a *cone of cold* (DC 17).

Moderate Evocation [Cold]; CL 10th; Prerequisites: Craft Wondrous Item, *cone of cold*; Price: 18,000 gp; Cost: 9,000 gp + 720 XP; Weight 2 lbs.



Icon of Spirit Storing

This stone gargoyle is carved to appear as a leering skull. The largest collection of these icons existed in Enpebyn, until after the Battle of Enpebyn when a large number of these icons were lost into the Lavender Way during a large Blast Powder explosion.

Each icon represents a single creature and must be specifically made for each creature that is to be bound into it. For instance, the icons at Enpebyn contained the souls of the Doom of Chendo legion.

When each icon is created a number of conditions are set. When any of those conditions are met the spirit within is called forth to perform a

task, which is also set with the conditions. Typical tasks include warding a city against a certain type of creature, such as Enpebyn which was warded against undead creatures, and warding against fire.

When creating the icon, the conditions that are set should match the guidelines in the *contingency* spell. Creating the physical icon requires a DC 30 Craft (sculpture) check and is worth 10,000 gp. Once the icon is created the creature that is to be bound to it is sacrificed as part of the magical acts required to craft this item. The creature's soul is trapped within the icon, and serves as the main guardian force for the item.

Whenever the conditions that were set are met, the creature's soul is summoned forth to perform the associated task. The soul manifests as a ghost version of the creature, applying the ghost template to the creature at the time it died. If the creature's soul is destroyed during combat, then the icon is destroyed with it. It is unknown what happens to a creature's soul when the icon is destroyed. Some conjecture that having served their time, they are admitted directly to paradise, bypassing the Judgement of Nier, while others claim that they are simply destroyed and do not even face the Judgement. The truth of what happens is liable to never be known.

Strong Enchantment (Compulsion) [Death, Mind-Affecting]; CL 17th; Prerequisites: Craft Wondrous Item, one caster plus at least six more casters capable of casting *binding* are required to create this item, *binding*, *contingency*, *power word: kill*, *summon monster IX*; Price: 152,000 gp; Cost: 81,000 gp + 5,680 XP; Weight 8 lbs.

Incense of Infernal Summoning

Under the shadowed streets of Canceri, deep in the black buildings which line its city streets, and hidden in the remote countryside, they reside. They are the many who still venerate the Devil Kings and seek to bring their terror upon the world once more. They are called the Seekers of the Hidden Master and their unspeakable rites have been a stain upon Canceri's soil since their inception nearly two thousand years ago.

Venerating the foul Infernal Lords which once held sway over Onara, this group seeks to bring their infernal masters back into this world. Experts in the occult and the summoning of these dread beings, the Seekers of the Hidden Master represent a growing threat to the peoples of Onara. One of the key ingredients in their debase rites of summoning are special sticks of incense. These specially crafted mixtures burn to create a noxious smoke that is nothing like the wholesome scents which grace Sweet Savona. These foul fumes hang like a pallid cloud over the summoning circle and impart unholy might to the denizens of the netherworld. It is something that most people wish had never been invented.

Incense of Infernal Summoning is created from the rendered fat from humans who die an extremely agonizing death. This foul concoction is melted down, mixed with various plant compounds collected from gravesites, and molded to form tallow candles. These candles are usually about one foot in height and as thick as a human's wrist. A sickly pale green in coloration, they burn with a yellow flame and release copious amounts of oily smoke when lit.

A caster who is summoning an Infernal creature while this candle is lit is granted the Augment Summoning feat as a bonus feat. Furthermore, the summoned Infernal is fortified and granted a foothold on Onara; this grants the summoned creature Turn Resistance +2 (or improves its existing Turn Resistance by 2). Each candle only burns long enough to cast one *summon* spell or use one *summon* ability. Moderate Abjuration; CL 7th; Prerequisites: Craft Wondrous Item, Augment Summoning, *dimensional anchor*; Price: 9,000 gp; Cost: 4,500 gp + 360 XP.

Jar of Preservation

This thick glass jar comes with a lead stopper. The stopper for each jar is unique, and all of them bear a single glyph. This glyph is indecipherable, even by magic, and is presumed by scholars to simply be a marking to differentiate between jars. The exact origin of these items isn't known, but scholars have postulated that they predate the ancient empire of Yhasremore.

The contents of this jar are continuously under the effects of the *temporal stasis* spell. Only creatures or items of tiny size or small can be stored inside the jar.

If the jar is broken with a creature or object inside, they immediately lose the benefits of the *temporal stasis* spell.

Strong Transmutation; CL 15th; Prerequisites: Craft Wondrous Item, *greater dispel magic*, *temporal stasis*; Price: 560,000 gp; Cost: 530,000 gp + 2,400 XP.

Kirtle of Keepsakes

Resembling the type of short coats that are typically worn under cloaks or robes, this magical garment has ten hidden pockets. The first of these items was made to meet the needs of master haberdasher Tevil of Plexus. Tevil was renowned for his ability to miraculously produce small trinkets on demand, seemingly from nowhere.

Any object of tiny size or smaller can be kept in one of the ten pockets. For someone other than the wearer to locate these pockets requires a DC 30 Search check; the wearer can locate the pockets without any difficulty.

Objects that are kept in the pockets are protected by a *magic aura* spell while in the pockets. This effect extends to the garment itself, but not to the wearer. The effect of the *magic*

aura spell is to remove all magical auras. Casting *identify* upon this garment requires a DC 13 Will save. Failure means that caster many never *identify* the item, while success means the item was successfully identified.

Storing and retrieving items from the pockets of this garment requires the normal time for doing so, since the pockets of this garment are simply finely tailored and are non-magical.

This kirtle occupies the magical shirt slot. None (see above) or Weak Illusion (Glamour); CL 3th; Prerequisites: Craft Wondrous Item, *magic aura*; Price: 6,000 gp; Cost: 3,000 gp + 240 XP.

Lantern of Restless Warding

This hooded lantern, made from steel that has been plated with hammered white-gold, shines with the Light of Illiir. These powerful items are crafted in Grand Coryan specifically for use by the Praecelsus Quaestor Lumens of the Holy Inquisition of the Mother Church. The Praecelsus Quaestor Lumens are the High Seekers of the Light; these men and women are amongst the highest ranked Inquisitors and they are responsible for expunging and cleansing sites where evil and heresy has been committed. Their order was first founded during the Heretic War, however, since that time membership in the order has been dwindling to the point where they now number less than one hundred.

This lantern continuously sheds *light*, while the hood is open, without the need for fuel. Once per day, the user of the lantern may pour in a flask of holy water, doing so causes the lantern to shed a holy white light. This white light mimics both a *daylight* spell and a *repulsion* spell. This latter effect has a radius of 60 ft., a Will save DC of 20, and persists for 15 rounds. The daylight persists for two and half hours before dying out.

Strong Abjuration; CL 15th; Prerequisites: Craft Wondrous Item, *daylight*, *light*, *repulsion*; Price: 55,500 gp; Cost: 27,750 gp + 2,220 XP.

Larissa's Coin

This is a small platinum coin with the visage of Larissa smiling on one side, and frowning on the other. Once per day, the coin can be used by its owner to influence fate. As a free action, which must be associated with a d20 roll, the owner flips the coin, and depending on which face shows at the end there are several effects. To simulate the coin flipping, roll 1d%.
If the result is 01-25 then the d20 roll is treated as a natural 20.
If the result is 76-00 then the d20 roll is treated as a natural 1.
If the result is 26-75 then fate is being fickle, and the die should be rolled normally.

Strong Divination; CL 10th; Prerequisites: Craft Wondrous Item, *augury*, creator must have the Luck domain; Price: 20,000 gp; Cost: 10,000 gp + 800 XP.

Librium of Martial Prowess

This metal-bound tome has extensive exercises and information on personal combat. Interwoven into the diagrams and discussions of tactics and strategies is a magical effect. If anyone reads this book, which takes a total of 48 hours over a minimum of six days, they gain a +1 to +5 insight bonus to their Base Attack Bonus. Once the book is read, the magic disappears from the pages and it becomes a normal book.

Any time a feat, prestige class, or other rule refers to your base attack bonus (except for gaining additional attacks); use the sum of your base attack bonus and this insight bonus.

Strong Evocation (if *miracle* is used); CL 17th; Prerequisites: Craft Wondrous Item, *miracle* or *wish*; Price: 27,500 gp (+1), 55,000 gp (+2), 82,500 gp (+3), 110,000 gp (+4), 137,500 gp (+5); Cost: 1,250 gp + 5,100 XP (+1), 2,500 gp + 10,200 XP (+2), 3,750 gp + 15,300 XP (+3), 5,000 gp + 20,400 XP (+4), 6,250 gp + 25,500 XP (+5).

Locker of the Lost Mariner

This large, waterlogged sea chest, bound in brass turned black with verdigris, smells of brine and rot. The mad clergy of Yarris created these items during the Yarris heresy before being destroyed. Most of these foot-lockers are believed to have been destroyed, but undoubtedly there is some quantity of them that have survived despite the Inquisition's efforts to purge them from Onara.

The chest only functions so long as it is within one mile of any large body of water (fresh, brine or salt) such as a river, lake, sea or ocean. The top of the chest is locked by an *arcane lock* that locks and unlocks upon command. The remainder of the chest's powers only functions with the lid open.

The chest allows its user to call forth an *obscuring mist* once per day, and a *stinking cloud* twice per day. Furthermore, once per night, the locker can issue a call to nearby drowned dead. The summoned dead arrive in 5 minutes, and consist of one of the following (randomly selected, or at the DM's choice): 4d4+4 drowned zombies, 4d4+4 drowned skeletons, 2d4+2 lacedons or 1 spectre. All summoned dead remain and serve the chest's user faithfully until one hour before dawn.

All summoned undead within 60 feet of the chest are considered to be bolstered by a 15th level cleric for the purposes of turning and/or destroying them. Furthermore, all creatures that die within 30 feet of the chest return the following night as drowned dead (either zombies, skeletons, or lacedons) unless their corpse is blessed before then.

Moderate Necromancy [Evil]; CL 15th; Prerequisites: Craft Wondrous Item, creator cannot be good, creator must worship Yarris, *arcane lock*, *create undead*, *desecrate*, *obscuring mist*, *stinking cloud*, *summon undead VI*; Price: 323,100 gp; Cost: 187,800 gp + 10,824 XP.

Maliar's Magnificent Laboratory

The first of these tools was created by the famed Mage-Discipulus Phisicae Maliar val'Sheem of Milandir. At first glance this miniature "toy" house seems no more special than a well made child's toy. When the correct command word is spoken and the miniature house is placed on solid ground, it instantly grows into a 40 ft. by 40 ft. by 15 ft. high house. This house comes fully furnished, but it is not the furnishings that make this home away from home so special. Rather it is the fully stocked alchemical laboratory, including masterwork tools, that is located in the rear of the house.

The house, when deployed, is made from stone (hardness 10 and 50 hp per square foot). If the house is damaged it can be repaired with *repair spells*, *fabricate*, a *lyre of building*, *miracle* or *wish*. Finally, when the user is finished with the house, another command word returns it to its compact form. Should anyone else be inside the house at the time they are ejected from the house (without taking damage) as it shrinks to its former size.

Strong Conjuraton; CL 13th; Prerequisites: Craft Wondrous Item, *mage's magnificent mansion*; creator must have 5 ranks in Craft (Alchemy); Price: 45,000 gp; Cost: 22,500 gp + 1,800 XP; Weight: 5 lbs.

Manacles of Ymandragore

The Harvesters of Ymandragore are feared across Onara. Whispers of a Ymandrake in town sends all folks scurrying for cover, but most of all arcane casters, who are the prey of the Harvesters. However, like all prey, even the captured struggle and seek to escape.

So it is that these manacles were created upon the dreaded Isle of Tears, intended to assist with the capture, and containment of arcane casters who protest their new found *life*. These manacles are attached and function as normal greater masterwork manacles (Escape Artist DC 40; Strength DC 30; hardness 10, 15 hp).

However, while these manacles are worn by a caster, they absorb the first 10 spell levels that are cast each round. If multiple spells are cast in a round that exceed the 10 spell levels, then the manacles explode dealing 6d6 piercing damage to all creatures within 10 feet (Reflex DC 20 for half; wearer receives no save).

Moderate Abjuration; CL 12th; Prerequisites: Craft Wondrous Item, creator must be Ymandrake, *greater dispel magic*; Price: 180,000 gp; Cost: 90,000 gp + 7,200 XP; Weight 1 lb.

Mask of Ancient Yhassremore

This intricately carved cult mask has survived since the days of the ancient empire of Yhassremore. Degenerate human thralls and other servant races served under the eternal watchful eye of their Ssethric masters and the vicious Ssethregoran gods. This is an oval mask carved from greenstone in the visage of a horrible, scowling medusa. It is

adorned with burnished coral, a bundle of emerald serpents for hair and a golden circle set with glittering jewels upon its brow. When the mask is donned it becomes pliant and fleshy, hugging the wearer's face as the serpent locks transform into living snakes and begin to writhe and hiss menacingly. Rumor holds that this item was first created by the diabolical priestess Amedhi-Gesu.

The animated serpents can be directed to attack. Treat this as a pair of secondary natural attacks (-5 penalty off the normal attack). The snakes deal 1d4 damage plus half (round down) of the wearer's Strength modifier; they threaten a critical hit on a "natural 20" and have a critical multiplier of 2. They also deliver a poison with each bite. This poison has a primary and secondary damage of 1d3 Strength and have a Fortitude save DC of 14.

The wearer may also use the *flesh to stone* power once per day. However, when this ability is used the snakes become inanimate for 1 minute.

If the wearer of this mask is a Ssethric creature, a val'Inares or a divine caster of Anshar, then the mask grants an additional +1 profane bonus to Armor Class and saving throws. Such a wearer may also perform a serpentine dance, once per day, (as a standard action to start it, move actions to maintain it) that emulates the *hypnotism* spell, except that the DC of this effect is equal to the wearer's Perform (Dance) result.

Moderate Varied; CL 11th; Prerequisites: Craft Wondrous Item, creator must be Ssethric, *animate objects*, *hypnotism*, *flesh to stone*, *poison*; Price: 71,680 gp; Cost: 35,840 gp + 2,868 XP.

Mask of Death

This alabaster stage mask is carved to look like death's head. Carved flesh stretched taut over the bones of the face beneath with a lurid and hungry grin. There is a black coif that attaches by small silver clasps to the back of the mask, covering the



entire head. The assassins of the Troupe of the Final Note are known to sometimes wear these masks.

The mask can be used to cast *fear* (DC 16) once per day, and *finger of death* (DC 20) once per day.

Strong Necromancy [Death, Fear, Mind-Affecting]; CL 11th; Prerequisites: Craft Wondrous Item, *fear*, *finger of death*; Price: 51,480 gp; Cost: 25,740 gp + 2,060 XP.

Mask of Larissa's Blessing

The first such mask was created and worn by Serena Jiuldan of Sweet Savona, a high priestess of Larissa. She served for many years in the temple to Larissa, leading a relatively peaceful, yet intrigue ridden, life. In her early thirties, Serena organized a caravan to Mil Takara to purchase rare herbs and compounds found nowhere else on Onara. The trip went off smoothly, and the priestesses of Larissa left Mil Takara with Mules laden with the precious herbs.

Still their presence did not go unnoticed, and a group of brigands soon planned a raid on the well-supplied caravan. On the return trip to Sweet Savona, as the sun warmed the eastern sky, a band of thieves and cutthroats descended upon the sleepy caravan. Shouts went up from sentries, and soon the entire camp was in chaos. Brigands were everywhere looting for gold and slaves. Still one does not attack priestesses of Larissa without consequence and soon many brigands lay upon the earth, struck down by the priestess spells.

Unfortunately, the numbers were overwhelming, and soon the thieves had ringed last tent, where Serena stood bravely at the head of her fellow priestess. Serena looked out at dismay at the crowd of drooling savages, and raised her arms to the heavens. Calling upon the will of Larissa, Serena cursed the brutal masses for their greed and overindulgence. Taking the golden mask from her face, she threw it into the dust before the Brigands. In an overwhelming voice she cried out "Leave this place now you fools, or suffer the wrath of the gods for your greed", and with that the head priestess of Larissa slumped to the ground in exhaustion, her mighty magics spent.

The unwashed masses of humanity looked upon the solid golden mask upon the ground and were overcome by greed. As one they surged forward toward the mask, intent to finish off the survivors, and plunder their riches. Suddenly, as the first bandit reached the mask, there was a brilliant flash of light. The brigand fell to the earth, stone dead, a look of ultimate pleasure twisted upon his face. As the raiders saw this, they turned to flee, but it was too late. Soon the entire valley was lit with divine light, and the raiders fell dead where they stood, the divine will of Larissa reaching down to protect her devoted followers. The clergy of Larissa picked up their supplies and headed away on the long trek home, but no one, not even Serena, dared to retrieve the Mask, which lay there upon the plain.

The Mask of Larissa's Blessing appears as a solid gold mask, whose upper edge is fashioned to look like a crown. Eight fire opals grace the upper rim of the mask, strategically placed below each crown-like tine. The Mask is carved with fine facial features, the eye openings are surrounded by deep purple inlays reminiscent of tears around the left eye, and a sunburst around the right. Upon the Burnished forehead is an Ankh of pure silver. The Mask covers the wearers entire face, even her mouth, where perfectly formed full lips are crafted into a petulant pout.

The wearer of this mask enjoys a +2 enhancement bonus to Charisma and a +1 insight bonus to Initiative. Furthermore, the wearer may cast *augury* at will (caster level 3).

Weak Divination; CL 5th; Prerequisites: Craft Wondrous Item, *augury*, *eagle's splendor*, *haste*; Price: 26,500 gp; Cost: 14,500 gp + 960 XP.

Mask of Steely Countenance

This is a full mask of silver-etched ivory carved to resemble an expressionless face. The mask is tied with a simple cord of homespun wool, dyed a deep red. The interior of the mask is covered in prayers, in sepia-ink, dedicated to Hurrian. These items are known to be worn by some Hurrianic Aegis, although, they have been found elsewhere.

The wearer of this mask is protected by a *nondetection* spell that is continuously operating. Furthermore, they gain a +4 insight bonus to Will saves and a +4 competence bonus to Concentration checks.

Weak Abjuration; CL 5th; Prerequisites: Craft Wondrous Item, *fear*, *finger of death*; Price: 42,267 gp; Cost: 21,134 gp + 1,691 XP.

Mask of the Voei Witchdoctor

The Voei culture revolves around the witchdoctors and shamans who rule the tribes. These witchdoctors and shamans utilize fear to keep the unwashed masses in line, fear that is engendered by the masks they create and wear. These masks are elaborately carved to appear as fiendish creatures of nightmare. Typically they are made from trees or stones, although the witchdoctors of the larger tribes have been known to craft them from fervidite.

The masks are made individually for each witchdoctor and are traditionally burnt (or melted if fervidite) upon their death. Rumors exist within the Voei society, if it can be called such, that to keep a dead witchdoctor's mask is to incur a curse. Whether there is truth in this has never been proven.

The wearer of this mask gains a +5 competence bonus to Intimidate. Further, they may cast *bestow curse* (DC 16), *eyebite* (DC 19), *fear* (DC 16) and *spectral hand* once per day each.

Moderate Necromancy [Evil]; CL 11th; Prerequisites: Craft Wondrous Item, *bestow curse*, *eyebite*, *fear*, *spectral hand*; Price: 63,360 gp; Cost: 31,680 gp + 2,535 XP.

Mirror of Minions

This large oval glass mirror is set into a silver stand. The two upright poles that support the mirror are cunningly worked to resemble a stylized man and woman holding the reflector at waist height. The first of these mirrors were commissioned by Emperor Quron val'Dellenov for his Palace of Mirrors.

The Palace of Mirrors was built during the months that led up to the troubles that saw Canceri, Milandir and Altheria cede from the Empire. By the time the Palace was finished, Emperor Quron had already been executed and replaced. However, his madness had cost the Empire dearly. The Palace was abandoned and was overrun by squatters before being destroyed by fire in 805 I.C, less than one hundred years have being built. Most of the mirrors that were enchanted to form the palace were destroyed either by the squatters, or by the fire, however, some precious few have survived; this mirror is one of the few survivors.

When the user of the mirror stares into the mirror and utters the proper command word, the mirror creates 8 illusory doubles of you that behave as the *mirror image* spell. A newly created mirror has 25 charges, however, one that is found rarely has the full number of charges.

Moderate Illusion (Figment); CL 12th; Prerequisites: Craft Wondrous Item, Maximize Spell, *mirror image*; Price: 12,000 gp; Cost: 6,000 gp + 480 XP; Weight 12 lbs.

Mockingbird Collar

This is a braided leather choker with a colorful bead and mockingbird feather token at its center. The creator of this item isn't known, however, what is known is that it was discovered amongst the flotsam of a destroyed ship on the Pale Sea. It is widely known that the Ymandrakes attack and destroy ships that resist their Harvesting attempt, and most can only feel pity for the poor souls who are ushered into their dark world.

The wearer of this item enjoys a +5 competence bonus to Perform (Song) and a +10 competence bonus on Bluff checks while attempting to imitate another's voice.

Finally, the wearer may also use the *ventriloquism* spell at will.

Weak Illusion (Figment); CL 1st; Prerequisites: Craft Wondrous Item, *ventriloquism*; Price: 13,300 gp; Cost: 6,650 gp + 532 XP.

Monkey Gloves

These well-crafted gloves are made from spider-monkey hide. The hide is still covered in the fine tan and black hairs. The palm of the glove is made from dark, padded leather that conforms and fits snugly to the wearer's hands.

These gloves grant the wearer a climb speed of 20 ft.

A creature with a climb speed has a +8 racial bonus on all Climb checks. The creature

must make a Climb check to climb any wall or slope with a DC of more than 0, but it always can choose to take 10 even if rushed or threatened while climbing. The creature climbs at the given speed while climbing. If it chooses an accelerated climb it moves at double the given climb speed (or its base land speed, whichever is lower) and makes a single Climb check at a -5 penalty. Creatures cannot run while climbing. A creature retains its Dexterity bonus to Armor Class (if any) while climbing, and opponents get no special bonus on their attacks against a climbing creature.

Moderate Transmutation; CL 9th; Prerequisites: Craft Wondrous Item, *polymorph*; Price: 24,000 gp; Cost: 12,000 gp + 960 XP.

Monster Whistles

These items appear to be small folk charms or carved figurines on leather thongs or slim chains, but closer inspection reveals that they are actually whistles. They were originally created by a group of adventurers consisting entirely of various spell casters who lacked capable martial skills.

Once a day when the whistles are blown, they sound an eerie tune or call that magically summons creatures who fight at the direction of the owner, much like a *Summon Monster* spell. The monsters will continue to fight until killed, they are dismissed, or 13 rounds have elapsed, whereupon they disappear.

Azure Lizard

This bright-blue ocarina is shaped as a lizard. When blown its sharp staccato call rings forth.

This device summons 1d3+1 shocker lizards

Strong Conjunction (Summoning); CL 13th; Prerequisites: Craft Wondrous Item, *summon monster VII*; Price: 15,000 gp; Cost: 7,500 gp + 600 XP.

Bird of Omens

This short, squat flute is made from ebony. When blown it creates a sharp, squawking call.

This device summons 10d4+10 fiendish ravens

Strong Conjunction (Summoning); CL 13th; Prerequisites: Craft Wondrous Item, *summon monster VII*; Price: 30,000 gp; Cost: 15,000 gp + 1,200 XP.

Blood Wing

This sinister looking charm is made of blood-red cypress wood with a long, thin proboscis that serves as a mouthpiece. When sounded it makes a strange, echoing buzzing noise.

This device summons 1d4+1 stirges
Strong Conjunction (Summoning); CL 13th; Prerequisites: Craft Wondrous Item, *summon monster VII*; Price: 15,000 gp; Cost: 7,500 gp + 600 XP.

Glistening Crawler

This wormwood flute is carved with coiling centipedes covering its length. It is lacquered into a nice warm color, and when blown produces a deep, earthy tone.

This device summons 1d4+1 medium-size monstrous centipedes

Strong Conjuration (Summoning); CL 13th; Prerequisites: Craft Wondrous Item, *summon monster VII*; Price: 19,000 gp; Cost: 9,500 gp + 720 XP.

Grim Hound

Ash and yew are molded together to form this flute's shape of an ominous baying hound. This flute produces an mournful howl when blown.

This device summons 1d4+1 fiendish war dogs. Strong Conjuration (Summoning); CL 13th; Prerequisites: Craft Wondrous Item, *summon monster VII*; Price: 19,000 gp; Cost: 9,500 gp + 720 XP.

Iron Eater

This iron-wood penny whistle is carved into the shape of a hump-backed quadruped with a propeller tail and long feelers. When blown, it produces an off-key sound that clashes with itself.

This device summons one rust monster. Strong Conjuration (Summoning); CL 13th; Prerequisites: Craft Wondrous Item, *summon monster VII*; Price: 25,000 gp; Cost: 12,500 gp + 1,000 XP.

Marrow Man

This macabre flute is carved from a human tibia. The bone is stained with dried blood and produces a shallow, haunting tune when played.

This device summons 1d3+1 ghouls. Strong Conjuration (Summoning); CL 13th; Prerequisites: Craft Wondrous Item, *summon monster VII*; Price: 19,000 gp; Cost: 9,500 gp + 720 XP.

Scaly Dog

This is a cobalt-blue metal figurine of a small canid humanoid blowing a horn. When the horn itself is blown it sends of a shrill, piercing note.

This device summons 2d4+2 kobolds. Strong Conjuration (Summoning); CL 13th; Prerequisites: Craft Wondrous Item, *summon monster VII*; Price: 19,000 gp; Cost: 9,500 gp + 720 XP.

Silken Spinner

This intricate and graceful ocarina is made from polished silkwood shaped as a spider. When blown it resounds with a tinkling whispery tune.

This device summons 1d4+1 medium-size monstrous spiders. Strong Conjuration (Summoning); CL 13th; Prerequisites: Craft Wondrous Item, *summon monster VII*; Price: 19,000 gp; Cost: 9,500 gp + 720 XP.



Necklace of Beroe

Seven turquoise and aquamarine plates, each engraved with breaking waves, are set into a mithral and cobalt alloyed chain. Each link of the chain is shaped as the shell of a sea-creature and is unique from all others.

This item, and its brethren, is part of a set of ancient Eloran magical traditions whose secrets have been kept alive despite the death of the elemental lords. The Elorii do not look kindly upon humans wearing these belts, and actively hunt any Val who is caught using them.

The wearer of this necklace may breathe normally underwater in addition to breathing air (treat this as a continuous *water breathing* effect). Furthermore, the wearer also receives a +2 sacred bonus to Armor Class and saves, which increase to +3 while the wearer is in or under water. Finally, the wearer can communicate with any creature that has the Aquatic subtype or a natural swim speed (that is one not gained through the use of magical abilities).

If the wearer is an Elorii with divine spell casting abilities they gain access to the Water domain.

Strong Divination; CL 11th; Prerequisites: Craft Wondrous Item, creator must be an Elorii, creator must worship Belisarda, creator must have the Water domain, *commune*, *tongues*, *water breathing*; Price: 117,000 gp; Cost: 58,500 gp + 4,680 XP.

Necklace of Elements

This amber colored necklace protects the wearer against extreme weather. While worn the wearer is under the effect of *endure elements*.

Faint Abjuration; CL 1st; Prerequisites: Craft Wondrous Item, *endure elements*; Price: 1,000 gp; Cost: 500 gp + 40 XP.

Necromantic Shroud

This funeral shroud has embroidered into it, in barely visible spider silk, hundreds of tiny magical glyphs. Most temples of Neroth in Canceri have at least one of these shrouds on hand. Of course, clergy of Beltine enjoy destroying these shrouds when they are discovered.

When placed over a freshly deceased corpse for 1 minute, the corpse is animated into a ghoulish under the control of the shroud's owner. The shroud

can control up to 28 HD worth of undead at a time. There is no limit to how many times this may be performed.

If the shroud is destroyed, all undead it has created is destroyed immediately. Possession of one of these shrouds is illegal in most countries except Canceri.

Moderate Necromancy; CL 7th; Prerequisites: Craft Wondrous Item, *animate dead*; Price: 60,500 gp; Cost: 25,300 gp + 2,016 XP.

Needle of Mending

Found throughout the Coryani Empire, these tiny items are prized by surgeons, soldiers, and tailors everywhere. Originally created by clerics of Beltine for simple household tasks, the secret of their creation has spread, and they are now common household items in the richest sections of all major cities.

Centurions quickly discovered how useful a Needle of Mending could be - from darning socks, to repairing lorica segmentata or quickly sewing shut a comrade's wounds. As their reputation spread, so did their abundance. Now many field medics make this item a standard part of their healer's bag. Every legionnaire that can afford to purchase one, owns one of these magical needles.

This appears to be a simple copper needle, however, closer inspection reveals that it contains a number of tiny glyphs etched into its metal. The needle may be used, any number of times per day, to mend a torn or ripped object that is made of cloth, leather or similar substance as though *mending* had been cast upon the item.

The needle may also be used at will when performing a Heal check upon an injured person to grant a +2 competence bonus to the check.

Faint Transmutation; CL 1st; Prerequisites: Craft Wondrous Item, *mending*; Price: 1,300 gp; Cost: 650 gp + 52 XP.

Night Robe

This black linen robe, lined with silk and trimmed with samite, is fast become a favorite amongst night-haunts and other followers of Cadic. First created by Mendion, an itinerant dark-kin bard of Cadic; he has been passing on the secret of its creation as payment for other services during his travels.

The wearer of this robe gains low-light vision and a +5 competence bonus to Hide checks. Furthermore, once per day, the wearer may cast *deeper darkness*.

Weak Evocation [Darkness]; CL 5th; Prerequisites: Craft Wondrous Item, *deeper darkness*; Price: 13,900 gp; Cost: 6,950 gp + 556 XP.

Ocular of Vision

This small smooth quartz has an impurity in the center that makes it appear as an eyeball. When it is placed into a vacant eye socket, it restores its wearer normal vision. Furthermore,

upon command the ocular can produce the *arcane sight* and *true seeing* spells.

Moderate Divination; CL 9th; Prerequisites: Craft Wondrous Item, *arcane sight*, *clairaudience/clairvoyance*, *true seeing*; Price: 160,000 gp; Cost: 92,500 gp + 5,400 XP.

Orb of the Hidden Flame

The Order of the Hidden Flame had these items developed so they could track the movements of their members. Typically only used by senior members of the organization, these deep russet colored granite orbs are highly controlled.

Rumors persist that other factions also maintain items such as these, but if they do then they have no fallen into hands outside of those societies.

This orb may cast a *locate creature* spell that only detects members, or ex-members, of the Order of the Hidden Flame. Additionally, the owner of this orb is continuously protected by the *mind blank* spell so long as they are within 1 mile of the orb.

Strong Abjuration; CL 15th; Prerequisites: Craft Wondrous Item, *locate creature*, *mind blank*; Price: 110,400 gp; Cost: 55,200 gp + 4,416 XP; Weight 200 lbs.

Orb of Lore

This fist-sized sphere of dark blue crystal is highly sought after by scholars and sages. The original version of this item is kept in the main Temple of Altheres in New Althre and is rumored to be much more powerful. The official entries about this item speak of the original being made by Allathan val'Abebi, who is also rumored to have worked on the flying cities of old. However, the Altherians and the val'Abebi family refuse to speak on those matters.

This item, when newly created, has 50 charges. It can cast *identify* or *comprehend languages* for one charge each or *legend lore* for 5 charges.

Moderate Divination; CL 11th; Prerequisites: Craft Wondrous Item, *comprehend languages*, *identify*, *legend lore*; Price: 10,150 gp; Cost: 5,075 gp + 406 XP.

Orb of Opalescence

These extremely rare black opals have only been discovered near the Sorcerer Stones of the Hinterlands (and near other similar sites elsewhere on Onara). Who creates these orbs, or why, is not known.

It is known that the Ehtzara and the Cult of the Jackal do not look kindly upon those who remove the stones from the Sorcerer Stones. They claim ownership of the orbs and are exceedingly jealous of their property.

Once per day, upon command, the orb may produce one of each of the following effects: *prismatic arrow* (DC 19), *prismatic sphere* (DC

23), *prismatic spray* (DC 20), and *prismatic wall* (DC 22). Furthermore, the orb can produce *rainbow pattern* at will (DC 16).

Strong Abjuration and Evocation; CL 17th; Prerequisites: Craft Wondrous Item, *prismatic arrow*, *prismatic sphere*, *prismatic spray*, *prismatic wall*, *rainbow pattern*; Price: 306,000 gp; Cost: 153,000 gp + 12,240 XP.

Orb of Y'rion Sul

Nothing remains of the First Imperium mage Y'rion Sul save this orb that he created. His legacy lives on, albeit as a barely flickering flame. However, despite the smallest of fractions that remain of Y'rion's legacy, Nurion val'Assante is known to have spent time searching for other remainders of the genius that marked Y'rion Sul's life.

If the owner of this orb, which must be carried on the person to be effective, fails a Concentration check to resist having a spell disrupted, they may elect to store the spell in this orb. Only one spell may be stored in this orb at once and a stored spell may be cast from this orb as if it were in memory. A stored spell dissipates out of the orb after 5 rounds without any effect.

If the wearer is casting a spell from this orb and is disrupted, then the spell is lost. The orb may not re-absorb a spell that was already once captured by the orb.

Moderate Transmutation; CL 7th; Prerequisites: Craft Wondrous Item, *mnemonic enhancer*; Price: 112,000 gp; Cost: 56,000 gp + 4,480 XP; Weight 5 lbs.

Ordainer Circlet

These potent headpieces, only created by the dreaded Ordainers of Ymandragore, are said to channel magic as easily as manipulating water. These plain and easily concealed slim circlets are given to favored Ordainer agents to spy out and abduct likely targets. It is known that a few have been captured by radical Hawk Wings and used to match their enemy's primary capabilities – but only after determining that they weren't trapped or traceable.

The circlet has the lesser powers of *detect magic* at will and *charm person* (DC 17) once per day. It also amplifies the *soul search* ability of Ordainers, allowing them to detect within a half-circle instead of only a quarter-circle. If the wearer does not have the *soul search* ability, they gain the ability to do so as if they were a first level Ordainer.

The most potent powers of the circlet are the capacity to mimic the *absorb spell* and *power metamagic* abilities of the Ordainers. If the wearer has levels in the Ordainer prestige class they are treated as being two levels higher for determining the effectiveness of these abilities. If the wearer does not have levels in the Ordainer prestige class, then they are treated as having two

levels in the Ordainer class. Refer to the Ordainer prestige class, presented in *Magic of Arcanis*, for details of how these abilities work.

Strong Abjuration and Transmutation; CL 10th; Prerequisites: Craft Wondrous Item, Heighten Spell, *imbue with spell-like ability*, *detect magic*, *charm person*, creator must have the *soul search*, *absorb spell* and *power metamagic* special abilities of an Ordainer; Price: 90,000 gp; Cost: 45,000 gp + 3,600 XP.

Overlooked Pestle

This mortar and pestle, made from marble, are worn smooth with use. Somewhat dusty, they appear to have been neglected in a corner for decades.

Regardless, a hedge mage may use this device while preparing a potion. If she does, then so long as the spell being used in the potion is of 3rd level or lower, then the final resulting potion is both maximized and extended.

This does not affect the creation costs, although it will affect the final market value of the potion (if it were to be sold, most potions so created as merely given away).

This pestle may only be used once per day. The magic of this device is contained in the pestle, the mortar may be replaced with any mortar that the hedge mage desires.

Strong Universal; CL 17th; Prerequisites: Brew Potion, Craft Wondrous Item, Extend Spell, Maximize Spell; Price: 10,000 gp; Cost: 5,000 gp + 400 XP.

Pengik Memory Beads

The Pengik people place great stock in their oral history which is maintained and passed on from generation to generation by their tribal shamans. Some shamans are better at recalling information than others, and those who have difficulty are typically presented with these memory beads.

This is a collection of marble-sized prayer beads made of semi-precious stones looped onto a string of animal gut. These memory beads are worn as either a necklace or as a wristlet (occupying either a necklace slot, or the bracers slot).

Once these beads have been worn for 24 hours or longer, the wearer gains the benefits of the first option of the *mnemonic enhancer* spell each day while preparing their daily spells. The wearer also receives a +4 enhancement bonus to Intelligence.

Moderate Transmutation; CL 7th; Prerequisites: Craft Wondrous Item, *fox's cunning*, *mnemonic enhancer*; Price: 26,100 gp; Cost: 13,050 gp + 1,044 XP.

Periapt of Proof against Perfidy

These periapts are favored amongst the leading Patricians of Coryan for their ability to protect and shield their wearer during even the most heated of

debates in the Senate and Plebian Assembly.

If the wearer of this periapt is a Patrician they fall under the effects of a permanent *sanctuary* spell (DC 16). Furthermore, a Patrician who wears this periapt may also activate the *calm emotions* spell (DC 16) centered on himself three times each day.

If the Patrician attacks or takes a hostile action the *sanctuary* effect is suspended for 10 minutes.

Weak Enchantment; CL 5th; Prerequisites: Craft Wondrous Item, *calm emotions*, *sanctuary* Price: 24,360 gp; Cost: 12,180 gp + 975 XP.

Pipes of the Madcap Minstrel

Bedlas the Twisted, heretical bard of Erhan, created these paired flutes to help rouse the peasantry into open rebellion against the local temple of Illiir. The rebellion died before it could really start to gain steam, mostly because the Inquisition of the Mother Church dispatched the Legio Lex Talionis to quell the rebellion.

Bedlas was hunted down by then Inquisitor-General Liathe val'Assante and executed for his crimes against the Mother Church. However, unrest persists in the area and copies of these pipes continue to appear from time to time.

This pair of masterwork silver flutes is inscribed with a peculiar spiral design around their length. One of the flutes is keyed to a higher pitch, while the other to a lower such that they harmonize. When played together as a double flute they grant the performer a +3 circumstance bonus to their Perform (pipes) check.

To utilize any of the following abilities the wielder must have 15 ranks in Perform (pipes). So long as the pipes are being played, and for five rounds after the playing ceases, the player gains *protection from law*. Additionally, each of the following may be used once each day while the pipes are played: *confusion* (DC 16), *enthrall* (DC 13), and *mass suggestion* (DC 19). Once per week, the pipes may produce *insanity* (DC 20) while being played.

Strong Enchantment (Charm) [Mind-Affecting]; CL 13th; Prerequisites: Craft Wondrous Item, *confusion*, *enthrall*, *insanity*, *mass suggestion*, *protection from law*; Price: 47,500 gp; Cost: 23,750 gp + 1,900 XP.

Pipes of the Underworld

These dusty pipes appear to be simple ivory pipes, capped at the ends with grimy bronze fittings. However, a closer inspection reveals them to be fashioned from carven human bones, capped with bronze fittings.

These items are most often created amongst the val'Mordane of Canceri, however, their use has spread, albeit sparsely, across Onara since their invention in the 3rd century I.C.

To most performers these are merely masterwork, yet macabre, pipes that grant a +2



circumstance bonus to Perform (pipes). When played by someone with the Bardic Music ability, these pipes grant the ability to affect undead creatures with the abilities as though they were mortal.

Strong Universal; CL 13th; Prerequisites: Craft Wondrous Item, *limited wish*; Price: 25,000 gp; Cost: 12,500 gp + 1,000 XP.

Pistoleer's/Rifleman's Bandoleer

With the difficulty encountered in storing blast power in extra dimensional spaces as well as transporting them through gates and teleportation spells, some inventive casters developed the Pistoleer's Bandoleer to assist members of the Shining Patrol in carrying shots of Blastpowder and pistols.

This Bandoleer seems like a simple Bandoleer with 20 pockets, but in reality is a very special storage device. Any pistol or rifle that is placed into one of these small pockets is shrunk and transformed into a pewter replica of itself. This allows the wearer to store 20 loaded flintlock pistols or rifles without worry of explosion. It is not known why, but the compression fails to work if there is more than a single shot of Blastpowder in the weapon, or the pocket, making this an impractical device for the transport of large volumes of Blastpowder. Drawing a weapon out of the Bandoleer is a standard action. If the wearer has Quick Draw it becomes a move action to draw a weapon, while if they have Improved Quick Draw it is a free action.

Moderate Conjunction; CL 9th; Prerequisites: Craft Wondrous Item, *secret chest*, *polymorph any object*; Price: 4,000 gp; Cost: 2,000 gp + 160 XP; Weight 2 lb.

Pomander of Purity

This ball of aromatic substances is carried as a perfume and guards against infection. The pomander is typically carried inside a gold case sculpted to appear as an apple, orange or pomegranate. Most popular amongst the devotee's of Larissa, Goddess of Passion, at least one of these devices can be found amongst the courtiers of the various courts of Onara.

These devices can also be found scattered about the homes of the affluent, transforming them into a pleasing and relaxing retreat from the squalor and most importantly smell of city life.

All creatures within 10 feet of the pomander, which may be carried in the hand, receive a +4 morale bonus to all saves made to resist disease. This bonus is also conferred to all saves made to resist the effects of spells and other effects that rely on scent to work, such as the *stinking cloud* spell.

If the Pomander of Purity is carried in the hand, the bearer receives a +2 enhancement bonus to Charisma.

Weak Conjunction (Healing); CL 5th; Prerequisites: Craft Wondrous Item, *remove disease*; Price: 13,333 gp; Cost: 6,667 gp + 534 XP; Weight 1 lb.

Raiment of Illiir

These pure white garments are trimmed with ermine and gold-cloth. Emblazoned on the chest is a sunburst, and draped around the neck a stole. Dating from the First Imperium, these vestments have always been used by the high priests of Illiir during the yearly rites of Illiir.

Some of these vestments have been stolen, lost or otherwise misplaced, and the clergy of Illiir is always seeking their return.

The wearer of this item receives a +2 sacred bonus to Armor Class and all saves. Additionally, the wearer may produce each of the following once per day: *mantle of unassailable flame*, and *searing light* Weak Evocation; CL 5th; Prerequisites: Craft Wondrous Item, creator must be at least 15th level, creator must worship Illiir, *mantle of unassailable flame*, *searing light*; Price: 28,800 gp; Cost: 14,400 gp + 1,152 XP.

Red Howler Mask

This fierce looking facial covering was made to represent the totemic guardian of the infamous Red Howler Hobgoblin tribe. It is a large mask painted blood red and carved from ironwood in the image of a bestial hobgoblin with ivory tusks, distended lupine ears, and a shaggy mane of hair.

When this mask is donned, it animates into a snarling visage of horror. The wearer of the mask gains darkvision with a range of 60 feet, a +2 competence bonus to Listen and Spot checks and the scent special property.

Furthermore, the wearer also gains a bite attack. This attack is treated as a secondary natural attack (attacking at a -5 penalty with no iterative attacks) dealing 1d6 damage plus the wearer's Strength modifier. If the wearer already has a bite attack when they don the mask it is replaced by the mask's attack.

Finally, the wearer may shriek once per day, producing the *fear* spell upon command (DC 16). Moderate Necromancy [Fear, Mind-Affecting]; CL 10th; Prerequisites: Craft Wondrous Item, creator must be a hobgoblin, *darkvision*, *fear*; Price: 42,200 gp; Cost: 21,100 gp + 1,688 XP.

Robe of Shadowshaping

This thick, black velvet robe cloaks its wearer in darkness. Under bright sunlight, the robe seems to shimmer somewhat and faint magical glyphs can be seen tracing over the surface. The lining of the robe seems to be pure shadow, and is always slightly chilled.

Few of these items are known to exist, and the few that are known have all been seen in the hands of Ymandrake servants. Whether this means that only the Ymandrakes know the secret of their construction, or that they are the only souls brave enough to openly wear these robes has never been determined.

The wearer of this robe enjoys a +2 insight bonus against all spells and effects with the shadow subtype. Furthermore, when the hood of the robe is drawn up, the robe itself sheds darkness and wisps of darkness around its wearer. This grants a 10% miss-chance to all attacks that target the wearer. This level of concealment is not sufficient to block attacks such as the sneak attack ability of a rogue.

Finally, any spells that the wearer of this robe casts with the shadow subtype receive a +2 enhancement bonus to their save DC.

Faint Illusion; CL 15th; Prerequisites: Craft Wondrous Item, *displacement*; Price: 44,000 gp; Cost: 22,000 gp + 1,760 XP.

Rope of Compelling

This spider-silk and mithral rope is a favorite tool for Inquisitors, and is usually crafted by the Inquisition of the Mother Church.

This rope functions as a *rope of entanglement* with the added benefit of being able to subject one entangled creature to a *zone of truth* effect once per day (DC 13)

Moderate Transmutation; CL 12th; Prerequisites: Craft Wondrous Item, *animate objects*, *animate rope*, *entangle*, *zone of truth*; Price: 30,000 gp; Cost: 15,000 gp + 1,200 XP; Weight 5 lbs.

Rope of Hiding

The Hinterlands is far from safe, however, there are those who must still make their way through these troubled lands. Kiul, an ascetic follower of Anshar, grew tired of being preyed upon during the nighttime hours while traveling the Hinterlands. Thus, he enchanted this hemp rope into a safe-haven.

Since then, these devices have becoming readily available at Temples of Anshar across Onara.

Three times per week, this rope may create a *rope trick* effect.

Weak Transmutation; CL 10th; Prerequisites: Craft Wondrous Item, *rope trick*; Price: 3,750 gp; Cost: 1,875 gp + 150 XP; Weight 5 lbs.

Saraph's Spanning Rug

The Ancient Auxunite Empire held many secrets, and produced many wondrous magical artifacts. Amongst those few that remain to this day, is this wool carpet. Discovered in the home of the Saraph, a provincial governor, the rug has since taken up that title.

Since the discovery of the rug in the 4th century I.C. it has been copied numerous times.

This is a 5 ft. by 10 ft. woven wool carpet with interesting geometrical patterns woven in blue and black upon its surface. Upon command, the rug will expand to four times its original size, and become rigid (20 ft. by 40 ft.). While the rug does not attach itself to surfaces, it is strong enough to bridge gaps.

The rug, while expanded, can support up to 600 lbs.; attempting to place more weight onto the rug causes it to tear and break, dropping everything it was supporting.

Weak Transmutation; CL 5th; Prerequisites: Craft Wondrous Item, *enlarge item*; Price: 15,000 gp; Cost: 7,500 gp + 600 XP; Weight 5 lbs (80 lbs. when enlarged).

Sarishan Seal

These seals are forged by Sarishan priests to seal a contract with Infernals or others who wish to bind an agreement before the Binder. If either party of the agreement on which the seal is forged breaks the contract, the other party automatically knows how to find the oathbreaker. Additionally, the offended party gains a +3 morale bonus to hit and damage against the oathbreaker.

Strong Enchantment; CL 10th; Craft Wondrous Item, *locate creature*, *mark of Sarish*, crafter must be a divine caster of Sarish or Val'Mehan with the Oath Maker bloodline power; Price 3,000 gp; Cost 1,500 gp + 120 XP.

Sash of Keleos

Four rhinestones are set into red-gold plates that are attached to this sash. The sash itself is made from fiery-red silk threads, interwoven with fine gold strands.

This item, and its brethren, is part of a set of ancient Eloran magical traditions whose secrets have been kept alive despite the death of the elemental lords. The Elorii do not look kindly upon humans wearing these belts, and actively hunt any Val who is caught using them.

The wearer of this belt gains resistance 30 to fire. The belt also grants the wearer a +4 sacred bonus to Armor Class and all saves. Furthermore, the wearer of the belt may *produce flame* three times per day. Finally, the wearer may communicate with any creature that has the Fire subtype.

If the wearer is an Elorii with divine spell casting abilities they gain access to the Fire domain. Strong Divination; CL 11th; Prerequisites: Craft Wondrous Item, creator must be an Elorii, creator must worship Belisarda, creator must have the Fire domain, *commune*, *resist energy*, *tongues*, *water breathing*; Price: 160,000 gp; Cost: 80,000 gp + 6,400 XP.

Scabbard of the Blessed

This plain scabbard bears the holy symbol of the god to which it is attuned to, impressed into its side.

When a Holy Champion of the god to which it is attuned and who possesses the ability to Channel, places the favored weapon of his deity inside the scabbard and speaks the command word, the weapon becomes good-aligned and gains a +2 sacred bonus to attack rolls for 8 hours.

Weak Transmutation; CL 8th; Prerequisites: Craft Wondrous Item, creator must be a worshipper of the attuned god, *align weapon*, *greater magic weapon*; Price: 19,100 gp; Cost: 9,550 gp + 764 XP.

Scarab of the Bronze Catacombs

The first of these scarabs are known to have been created during the Myrantian Hegemony. However, all that is known of their creator is that he was a powerful Necromancer Lord. Rumors place his main stronghold as being in the southern area of the Hegemony, but not much is known of him beyond those few scant details.

Appearing as a stylized dung beetle crafted from bronze and set with small fragments of jet and black opals, the wearer need only to hold forth this item and speak a command word to activate it.

When activated the beetle shoots forth from the user's hand and attempts to strike at a foe. The user must succeed on a ranged touch attack to target a foe within 60 feet. If the target is struck, they are cast into a pocket dimension of bronze-walled, fog-filled tunnels that mimic the *maze* spell.

After use, the scarab returns to its user and becomes dormant and unresponsive for 24 hours.

Strong Conjunction (Teleportation); CL 15th; Prerequisites: Craft Wondrous Item, *maze*; Price: 43,200 gp; Cost: 21,600 gp + 1,728 XP.

Sentinel Necklace

This simply choker is made from twisted rose-thorns. The barbs of the thorns stick and jab the wearer's neck, helping to keep them awake.

The wearer of this necklace is immune to *sleep* spells and cannot sleep (or enter trance) normally while wearing this necklace. The necklace must be worn for 24 hours before its magic takes effect, and for each night past second that it is worn the wearer suffers a -1 penalty to Intelligence, Wisdom and Charisma. This penalty is removed after 8 hours of sleep and may not be removed before them by magic.

If the wearer continues to wear the necklace long enough that one of their mental ability scores reaches 0, then they begin to lose 1 point of Constitution each night as well. They perish if their Constitution reaches 0. The Constitution loss is permanent.

Strong Universal; CL 13th; Prerequisites: Craft Wondrous Item, *limited wish*; Price: 15,000 gp; Cost: 7,500 gp + 600 XP.

Serpent Boots

These knee-boots are made from the hide of a giant constrictor snake and shod at the heel and toe with copper. The toe is ornamented to appear as a viper's mouth. These boots are most commonly made by members of the Shining Patrol after they have slain a giant constrictor snake. However, they can be discovered most anywhere on Onara due to the range of folk who do service in the Shining Patrol.

The wearer of these boots is immune to poison. Furthermore, the wearer may automatically disguise his footprints as a snake trail, if desired. Finally, once per day the wearer may deliver a *poison* spell (DC 15) as a kick (this is the touch attack required to deliver the spell).

Moderate Conjuraction (Healing) and Necromancy; CL 7th; Prerequisites: Craft Wondrous Item, *neutralize poison*, *pass without trace*, *poison*; Price: 68,080 gp; Cost: 34,040 gp + 2,724 XP.



Shawl of Starry Witchcraft

These shawls are made of black wool and sewn with small crystals that glitter and shimmer in the light. Some more expensive versions exist that are made from black gossamer with actual gemstones sewn into it.

The wearer of this shawl, which occupies the cloak slot, receives a +1 luck bonus to all saves. However, if outdoors and under an open sky at night, this bonus increases to +3.

The wearer also receives a +5 competence bonus to Knowledge (Arcana) and Knowledge (The Planes) checks.

Finally, if the wearer is a Hedge Mage or an Adept then they receive a +1 enhancement bonus to their spell save DCs.

Moderate Universal; CL 13th; Prerequisites: Craft Wondrous Item, *limited wish*; Price: 22,000 gp; Cost: 11,000 gp + 880 XP.

Shroud of the Initiate

The Society of Eternal Illumination, or the Illuminati, is both secretive with outsiders and with the newly initiated. This hood, used during certain ceremonies, is made from black cloth that covers the head and face. A fine gold mesh covers the eyes, but still allows one to see clearly. Over the forehead is a stylized eye embroidered from gold thread with a vertical lemniscate for a pupil.

This hood is activated by donning it, which grants the user the benefits of the *mind blank* and *see invisibility* spells for 24 hours. Each activating uses one charge from this hood, which has 25 charges when newly created.

Strong Abjuration; CL 15th; Prerequisites: Craft Wondrous Item, creator must be a member of the Illuminati, *mind blank*, *see invisibility*; Price: 63,000 gp; Cost: 31,500 gp + 2,520 XP.

Skeleton Key

Hundreds of these items are now found throughout Onara but they all owe their origin to the devious and crafty mind of Dellius val'Borda. A rogue and a liar, Dellius hailed from the city of Plexus. There he plied his trade as a seedy river merchant, constantly sailing the waters of the Corvis River looking for salvageable cargo. It is rumored that not all of the ships Dellius and his crew salvaged had sunk before he got there.

Dellius also seems to have a knack for finding the worst wrecks as there never seems to be any survivors. Suspected as a river pirate, Dellius has never been caught or convicted; his smooth tongue getting him out of many tight circumstances.

Dellius had a minor mage as a crewman and it is this unnamed cutthroat who enchanted the first Skeleton Key. Dellius convinced his crewmate to craft such an item so they could safely and quickly open up the many locked chests and boxed recovered from their salvage operations.

A Skeleton Key appears to be a sturdy steel key three inches in length. It has many strange and twisted prongs jutting from the shaft at weird angles and the head of the key is carved to look like a grinning human skull.

The true power of the Skeleton Key becomes apparent when it is inserted in a lock. By twisting the key clockwise, the lock is affected by a *knock* spell. By twisting the key anti-clockwise, the lock is affected by the *knock* spell again, save that this time it closes the lock.



The key may be used as many times per day as the user desires or needs.

Weak Transmutation; CL 3rd; Prerequisites: Craft Wondrous Item, *knock*; Price: 10,800 gp; Cost: 5,400 gp + 432 XP.

Slave Bracelets of Larissa

These delicate slave bracelets are favored amongst followers of the Lady of Passion. Crafted from silver-plated steel cuffs, these bracelets are both decorative and functional. Attached to each bracelet is a single ring, bound to it by steel chains.

Whenever these bracelets are worn, the wearer hears a seductive voice in their mind that gives them instructions. Most of these instructions are petty in nature, such as fetching a friend water, or cooking food for companions, while others are more specific. In all cases, the wearer of these bracelets finds themselves incapable of not performing these tasks.

These bracelets behave as *bracers of armor* +5. Furthermore, they grant a +1 insight bonus to Armor Class, in addition to the above benefits, as the voice in the wearer's hand directs them away from trouble. Finally, each of the two bound rings may be replaced with other rings, including magical rings.

Moderate Divination; CL 12th; Prerequisites: Craft Wondrous Item, *divination*, *mage armor*; Price: 27,500 gp; Cost: 13,750 gp + 1,100 XP.

Sphere of Dark Heritage

Developed by the Dark Triumvirate, these objects are designed to once again gather the forces of the Devil-Kings of old, and help the descendants of the unholy unions between Infernal and mortal. First created by The Dark Apostate, Hegrish val'Mordane, over three hundred years ago, the secret of their creation has since spread throughout the Cancerese church. Given to the Dark Triumvirate's most trusted agents, the Spheres are used to locate Tainted creatures that still remain on Onara. The agents then attempt to convince these beings to move locations to Canceri where they easily mesh into the intrigues and power struggles of Cancerese society.

A Sphere of Dark Heritage appears to be a perfect sphere of black glass approximately 3" in diameter. Staring into its depths reveals a ball of absolute darkness with thousands of tiny silver flecks stirring and swirling through it. The Sphere is extremely heavy for its size and is comparable to holding a piece of lead of the same volume.

A Sphere of Dark Heritage functions as a *Crystal Ball* with the following additions. Tainted creatures receive a -4 penalty to their saving throw to resist the *scrying* ability of the Sphere. An arcane caster with the Tainted subtype who possesses this Sphere receives the Onaran Improved Familiar feat as a bonus feat. If they ever discard or lose the Sphere, their

familiar immediately perishes (unless they have the Onaran Improved Familiar feat from another source). They suffer all associated penalties with the death of a familiar.

Moderate Divination; CL 10th; Prerequisites: Craft Wondrous Item, Onaran Improved Familiar, creator must be Tainted, *scrying*; Price: 60,000 gp; Cost: 30,000 gp + 2,400 XP; Weight 30 lbs.

Spiderhook

A Spiderhook is a simple item that has been duplicated the world over. It is the preferred item for those who avoid the front door and seek a more discreet means of egress into an establishment. Available to any who can afford it, a Spiderhook can be found in most major cities, in the darker shops that line the alleys of the seedier sections of town. Interestingly, Spiderhooks are also utilized by the formal armies of most countries; usually issued to scouts or patrols when their missions take them into steep and rugged lands.

A Spiderhook looks like a normal iron grapnel with four tines. The four tines meet and form a single shaft topped with a ring for rope attachment. The ring itself is the only adornment on the entire hook; crafted to resemble a large spider perched on the very apex of the shaft with its legs forming the ring. The owner simply attaches a rope to the ring on the end of the hook and utters the proper command. With a single command, a Spiderhook animates and climbs up any natural surface, trailing a rope behind it. When the Spiderhook reaches the top of a wall, or when a second command is given the hook wedges itself in place and provides a secure anchor for the rope. The hook will remain anchored in place until a release command is given, at which point it will obediently crawl back to the owner.

A Spiderhook can support up to 120 ft. of silk rope (or a corresponding quantity of hemp rope). It moves at 40 ft. per round when ascending or descending.

Weak Transmutation; CL 3rd; Prerequisites: Craft Wondrous Item, *spider climb*; Price: 8,750 gp; Cost: 4,375 gp + 350 XP; Weight 4 lbs.

Starfire Pendant of Nol Dappa

To the north of the Gulf of Yarris, in the territory controlled by the fierce Khur Gi tribe, and to the south of Mil Takara, lies a region dubbed the Plains of Falling Stars. Here, as nowhere else on Onara, do stars fall from the heavens and crash into the soil of this world. Here pieces of meteorites and precious star iron can be found in relative abundance and are collected by the native people to be traded across the continent. It is from these shards of moonstone and slivers of star iron that the great Dwarven craftsmen of Nol Dappa create starfire pendants. Forged in the deepest volcanic fissures of the She'Haulk mountains, the starfire pendants seem to absorb the very heat around them.

Striving to light these fallen stars once more, the Dwarves of Nol Dappa craft intricate silver chains of braided links from star iron and hang a single moonstone from each chain. Each pendant is enchanted by a follower of Nier and provides resistance against heat and fire. The Dwarves of Nol Dappa are loathe to use such items, as it abates their suffering, but the pendants are grudgingly used when a Dwarf must face suicidal levels of heat and fire while in the quest for perfection.

This pendant grants its wearer the fire subtype. This grants them immunity to fire, but vulnerability to cold. These effects end when the pendant is removed.

Strong Universal or Evocation (if *miracle* is used); CL 17th; Prerequisites: Craft Wondrous Item, *miracle* or *wish*; Price: 50,000 gp; Cost: 25,000 gp + 2,000 XP.

Stone of Althares' Foresight

This ordinary-looking, flat, round, stone has a brownish-greenish color to it. Three inches in diameter, the word "knowledge" is inscribed on one side in Ancient Altherian. This stone is the product of Altherian priests who want to spread the understanding of the Lord of Ancient Mysteries.

To use this stone it must be held in one hand. The stone may be used to cast *identify* three times per week without needing the material components. The user may also utilize the stone to cast *epiphany* once per day. Finally, the owner of the stone finds herself able to understand, and read (but not speak) Ancient Altherian.

Strong Transmutation; CL 13th; Prerequisites: Craft Wondrous Item, *Identify*, *Comprehend Languages*, *Epiphany*; Price: 20,500 gp; Cost: 10,250 gp + 820 XP; Weight 1 lb.

Stone of the Dead

This stone, worn smooth by a thousand years of wear, is a three-inch oval of glossy obsidian. Inset into its surface are potent necromantic sigils, each lined with frost. The stone itself is cold to the touch and unusually heavy for its size. The creator of these stones is unknown, but their vision and power cannot be debated.

The stone can be used to produce *speak with dead* (DC 14) twice per day.

Weak Necromancy; CL 5th; Prerequisites: Craft Wondrous Item, *speak with dead*; Price: 10,800 gp; Cost: 5,400 gp + 432 XP; Weight 3 lbs.

Stone of Glib Discourse

This is a small, flat river stone about two inches across. Deceptively plain, these devices can easily be concealed in a pocket. They are known to be a boon to merchants and politicians as they impart the ability to speak eloquently on any subject.

This stone grants a +10 competence bonus to Bluff, Diplomacy, Gather Information, Intimidate and Sense Motive.

Moderate Transmutation; CL 14th; Prerequisites: Craft Wondrous Item; Price: 75,000 gp; Cost: 37,500 gp + 3,000 XP.

Stone of Gravity

This chunk of lodestone is large enough to fit comfortably in the palm of a human hand. These items are typically made from lodestone gathered from the area surrounding the Sea of Lanterns.

While carried, this item increases its bearer's carrying capacity by 60 lbs. Add this value to all base carrying capacities (light, medium and heavy) and recompute the derived capacities.

Additionally, once per day, the stone may produce *reverse gravity*.

Strong Transmutation; CL 13th; Prerequisites: Craft Wondrous Item, *reverse gravity*; Price: 40,000 gp; Cost: 20,000 gp + 1,600 XP; Weight 4 lbs.

Symbol of the Devoted

These simple appearing holy symbols are created specific to a single god. Some clergy create them as opulent pieces of art, while others believe that a simpler approach is called for.

When this holy symbol is used by a priest it increases her daily allotment of ritual points (for her Rituals of the Faith ability) by four. Furthermore, it grants a +5 competence bonus to both Knowledge (Religion) and Perform (Oratory) checks.

Moderate Divination; CL 9th; Prerequisites: Craft Wondrous Item, creator must be a priest of the attuned god, *commune*; Price: 16,450 gp; Cost: 8,225 gp + 658 XP.

Talisman of Lost Love's Despair

It is said that evil wears many faces, even kind ones, and with the creation of this fell item, adage has become truth. Created by a doppelganger who stole the identity of a human wizard during the 5th century I.C., this item has since become a stock tool of the Inquisition and other agents of Coryan who must utilize torture and torment to accomplish their craft.

This talisman only functions for those who have some means to detect the thoughts of others, be that via a spell or natural ability. If such an individual is wearing the talisman while reading the thoughts of another, they may draw forth a painful memory of a lost one from the victim's mind. The talisman then warps its wearer's shape and voice to match that of the individual in the memory.

The victim now receives a DC 15 Will save. If the victim fails they are shaken so long as the wearer maintains the new form. If the victim is shaken, the wearer of the talisman receives a +2 morale bonus to attack, damage and saves when targeting the victim or saving against effects generated by the victim.

Use of this item is considered an evil act and can sway the wearer's heart towards darkness. Strong Transmutation; CL 15th; Prerequisites: Craft Wondrous Item, *fear*, *polymorph*; Price: 50,000 gp; Cost: 25,000 gp + 2,000 XP.

Tapestry of Tomb Guarding

This masterfully woven tapestry contains scenes of the deceased enjoying the hunt with a cadre of bowmen and hounds. However, closer inspecting reveals that several of these figures are in fact skeletal in nature.

These tapestries are created by the Shepherds of the Dead, a sect of Nerothians who revere his aspect as Guardian of the Dead. Each tapestry is woven for a specific tomb, and are works of art in their own regard.

A tapestry, once put in place, does not age or gather dust. If anyone attempts to remove anything from the room where this tapestry is hung in, they must succeed on a DC 20 Will save. Failure means they are sucked into the tapestry, where they become the prey of the hunt. They continue to act out the hunt until a successful Will save is made. They may attempt a new save each round as a full-round action.

Moderate Illusion (Figment); CL 11th; Prerequisites: Craft Wondrous Item, *gentle repose*, *maze*, *programmed image*; Price: 70,000 gp; Cost: 35,000 gp + 2,800 XP.

Thurible of Guarding and Warding

These large gold censers consisting of twelve pillars that support a shallow golden dish, are finely carved and specific to one of the gods of the Human Pantheon, and. When first created each of the twelve pillars is carved in a representation of a Valinor of the god to whom the censer is dedicated.

These powerful items are used in major temples to slow down intruders until reinforcements can be summoned.

When incense is placed within the dish, lit and a command word spoken, the thurible will cast *guards and wards* (DC 19). Each activation of this item uses one of the twelve charges that the item has when first crafted. Each time a charge is used one of the pillars that supports the golden dish melts and reforms into a smooth featureless pillar of gold.

Moderate Abjuration; CL 18th; Prerequisites: Craft Wondrous Item, *guards and wards*; Price: 12,960 gp; Cost: 6,480 gp + 519 XP; Weight 180 lbs.

Tiara of the White Prophetess

Made of braided white gold and silver mithral, this headgear resembles a leafy wreath with small flowers crafted from precious stones. They are made by the senior priesthood of Belisarda and are never given to outsiders, as their construction is a closely guarded secret.

The wearer of this headband receives a +2 sacred bonus to Armor Class, saves and attack rolls. Additionally, the tiara may cast *foresight* once per day.

If the wearer is an Elorii with divine spell casting abilities they gain access to the Divination domain.

Strong Divination; CL 17th; Prerequisites: Craft Wondrous Item, creator must be an Elorii, creator must worship Belisarda, *commune*, *foresight*; Price: 102,000 gp; Cost: 51,000 gp + 4,080 XP.

Timepiece of Hazanko Daergral

In far off Mhyrcia, hidden in the deep forests and jungles of the region, there exists a Gnomish transmuter known as Hazanko Daergral. As for his origins, little is known about the stooped spellcaster and Hazanko himself remains quiet about the early years of his misshapen form. Still, in the Shadow Towns, one can hide one's deformities in the darkness of the overhanging trees and intelligent individuals can make a fortune from the rich trade upon the Gulf of Coryan.

Hazanko is one of those individuals, smart, cunning, and ruthless in the pursuit of his goals. For you see, Hazanko is cursed like all of his misbegotten kin, but unlike the others Hazanko is working on a cure. He fully believes that his condition is temporary and is determined to purge every last ounce of Dwarven blood from his broken form. Hazanko has delved into dark secrets akin to those found in the deepest pits of Canceri. Schooled in the arts of Transmutation, the Gnomish wizard has poured through huge numbers of ancient texts; and, may have the most extensive library of ancient Ssethregoran scrolls and tomes outside of Ssethregore and the personal library of the Sorcerer King. Delving deep into this lost lore, Hazanko constantly searches for a way to purge his body of Dwarven influence and become wholly human. His mad experiments have led to many amazing creations, both beneficial and foul. One such item created by Hazanko in an attempt to change his own past is now known as the Timepiece of Hazanko Daergral.



This item appears as a one-foot tall hourglass encased in a frame of dark chestnut wood. The frame itself was carved from an extremely hard wood found only in the Sword Fens; images of hounds, foxes, tortoises, hares, cheetahs, and other animal life grace the slender curves of the frame. Interestingly, the contents of the hourglass seem to shift; whenever “slow” powers are invoked the glass is filled with fine blue sand and whenever “fast” powers are invoked the hourglass fills with quicksilver. In reality the “sand” is formed from the powdered bones of an ethereal marauder and the quicksilver is the blood of a Xill.

All of the powers of the Timepiece are activated by speaking a command word and inverting the item. This causes the contents to swirl and fall, which they do so long as the activated power remains in effect. The Timepiece may not be activated while it is still draining. A newly created Timepiece has 50 charges and the following abilities.

- *haste* (1 charge)
- *slow* (DC 14; 1 charge)
- *time stop* (3 charges)

Strong Transmutation; CL 17th; Prerequisites: Craft Wondrous Item, *haste*, *slow*, *time stop*; Price: 43,050 gp; Cost: 21,525 gp + 1,722 XP.

Titan-Bone Altar

Far out in the Western Desert, in the depths of the Hinterlands lies a blasted wasteland known as the Graveyard of the Titans. Here gigantic bones of long dead creatures rise out of the dried mud and windblown silt, silhouetted against the blaring noonday sun, silent sentinels of a forgotten age. Foul creatures of all types inhabit this region, and only the most heavily armed and well-supplied explorers dare to cross this region.

Perhaps one of the strangest inhabitants is Vehok val’Mordane, otherwise known as the Bone Mage. It is rumored that Vehok is a runaway necromancer from Ymandragore, or perhaps a lost Canceri wizard from the ill-fated expeditions to the Ghost Jackal Cairns. If he actually managed to stumble through the Ghost Jackal Cairns and crawl over She’haulk Mountains, then this sorcerer must be powerful indeed. Whatever the case, this necromancer has become a permanent and dangerous resident of the region. The Bone Mage resides inside a huge rib of some ancient behemoth, using the native Hua’gi goblins as slaves, or worse.

The strangest part about this denizen is the structure gracing the top of his rib-bone tower. In a small chamber facing west, sits a strange structure representing the pinnacle of the Bone Mage’s power. In the center of the room lies an altar, built from the bones of the ancient creatures in the area. The claws of some huge behemoth create posts in the corners of the altar to which captives or corpses can be tied spread eagle. Adorned with skulls of

goblins, harpies, and other humanoids, the entire scene proves to be a macabre spectacle. The true terror of this device comes into focus on the dark moonless nights that sometimes settle over the wasteland. At those times, the Bone mage lays a fresh corpse upon the altar and performs profane rites. At midnight the corpse rises, animated in a mockery of life, to serve the Bone Mage in death.

Any freshly deceased creature that is placed upon the Titan-Bone Altar on a moonless night is animated as under the effects of the *animate dead* spell. If the corpse is anointed in *unholy water* first and a sacrifice of a magical trinket worth at least 900 gp is also left with the corpse, it is animated as under the effects of the *create undead* spell. Created undead fall under the control of the altar’s owner.

Strong Necromancy; CL 16th; Prerequisites: Craft Wondrous Item, *animate dead*, *create undead*; Price: 242,000 gp; Cost: 121,000 gp + 9,680 XP; Weight: 900 lbs.

Toga of Office

This pristine white toga has a single black bar as trim, denoting its wearer as a member of one of Coryan’s leading families.

If the wearer of these robes has the Lesser Rebuke ability of a Patrician then they gain a number of benefits. They receive a +6 armor bonus to Armor Class, a +4 resistance bonus to all saves and a +6 enhancement bonus to Charisma.

Moderate Transmutation; CL 16th; Prerequisites: Craft Wondrous Item, *eagle’s splendor*, *mage armor*, *resistance*; Price: 85,400 gp; Cost: 42,700 gp + 3,416 XP.

Torc of the Troglodyte

This torc, which is worn around the neck, allows the user to exude a stench like that of a troglodyte for up to 3 rounds each day. Activating this effect is a move action, and all other living creatures within 30 ft. must make a DC 14 Fortitude save or be sickened for 10 rounds. Anyone who saves is immune to your stench for 24 hours.

Strong Conjuraction; CL 10th; Prerequisites: Craft Wondrous Item, *stinking cloud*; Price 32,400 gp; Cost 16,200 gp + 1,296 XP.

Urn of Fool’s Booty

This beautiful ceramic vase, most commonly crafted by devious and less than honorable gnomish illusionists, is illegal in most areas of Onara. However, despite their illicit nature, these urns are quite common. They bear a glamour inside them that makes coins, gems or jewelry placed inside to appear three times as valuable.

Coins appear more numerous, gems become larger and lose flaws, and jewelry grows lustrous and appears to be of higher quality. This effect dissipates after 12 hours. Until that time, it imposes a -5 penalty on Appraise checks made to verify the value of the items.

The urn can affect up to 9,000 gp worth of goods each day (before their value is tripled). Each day that the urn is used, regardless of the total value affected, utilizes one charge. A newly crafted urn has 25 charges.

Moderate Illusion (Figment); CL 9th; Prerequisites: Craft Wondrous Item, *persistent image*; Price: 22,500 gp; Cost: 11,250 gp + 900 XP.

Valor Guards

Carved from the hardest stone, these bracers bolster their wearer and inspire him or her to greater acts of bravery and valor. Decorated with carved images of paladins, and other righteous warriors, these bracers provide a morale bonus to saves against mind-affecting effects. There are five varieties of these bracers, identifiable based on the level of decoration and inlaying on them.

Moderate Abjuration; CL 3rd; Prerequisites: Craft Wondrous Item, *protection from evil*, caster level must be at least three times the bonus; Price: 1,000 gp (+1), 2,000 gp (+2), 4,000 gp (+3), 8,000 gp (+4), 16,000 gp (+5); Cost: 500 gp + 40 XP (+1), 1,000 gp + 80 XP (+2), 2,000 gp + 160 XP (+3), 4,000 gp + 320 XP (+4), 8,000 gp + 640 XP (+5).

Veil of the Silt Sea

In the northern portion of the Hinterlands, only the bravest and strongest of the Yhing Hir tribesman dare to travel. Here, demons still prowl, the immortal Hyena Queen holds sway, and this blasted region holds instant death for all but the most wary and desert wise. It is in these regions that Ehtzara craft special veils to aid tribesmen who must venture across this barren landscape.

Created from the wing membranes of Silt Drakes, these light tan veils protect the wearer's face from the harsh winds and blowing sands of the Northern Desert. Many a Yhing Hir tribesman has given thanks to the Gods for a veil when traveling the region around the great Silt Sea.

The wearer of this veil receives the ability to traverse desert terrain without fear or worry. They are unaffected by natural environmental hazards that exist in the desert, such as quicksand and silt-traps. Furthermore, the wearer is protected by a *pass without trace* effect while in arid conditions.

Weak Transmutation; CL 5th; Prerequisites: Craft Wondrous Item, *pass without trace*, *water walk*; Price: 10,000 gp; Cost: 5,000 gp + 400 XP.

Vestment of the Defender

These clerical robes are made of a coarser material more suited to war, than the church. Each set of vestments is attuned to one deity in particular, and such is reflected in the clerical symbols that are sewn onto the robes.

When worn by a Holy Champion of the god to which it is attuned and who possesses the ability to Channel, these robes grant a 50% bonus to all channeling damage and a +3 resistance bonus to all saving throws.

Moderate Evocation; CL 9th; Prerequisites: Craft Wondrous Item, creator must be a worshipper of the attuned god, *divine word*, *resistance*; Price: 26,950 gp; Cost: 13,475 gp + 1,078 XP.

Vestment of the Hunter

This thin, form-fitting garment is only found amongst the Suomari of the Eloran nations. Scholars in Coryan are in heated debate over how such an item is made by the Elorii.

When donned by a Suomari, the garment has no effect until they bound it with themselves. Doing so requires spending 1,000 gold pieces for incense and then meditating for 48 hours. At the end of this period of time the Suomari must spend 250 XP whereupon, the garment is now part of his body. It still occupies a magical item slot, but can no longer be removed.

A Suomari who has attuned this garment, may as a full-round action generate a *null psionics field*. This field only applies to *psionic* effects and not to normal magic. This is an exception to the magic-psionics transparency rule. This ability may be used three times per day. This ability has a manifester level of 12.

Strong Evocation and Moderate Psychokinesis; CL 17th and ML 12th; Prerequisites: Craft Wondrous Item, creator must be a Suomari, *null psionics field*, *wish* or *miracle*; Price: 54,500 gp; Cost: 27,250 gp + 2,180 XP.

Voei Wolf Fetish

On the edge of the Blessed lands, deep within the twisted valleys of the Fervidus Hills, exists a race known only as the Voei. Savage and brutal, they are cannibalistic in nature; they take perverse pleasure in stalking their human prey. More fearful still are the shamans which act within these barbaric tribes for they seem to call upon the powers of the Gods. These shamans call upon the Gods to strengthen the arms of their warriors, enchant their blades, and even reach beyond death for the secrets of undeath. And the Gods listen....

To which God or Gods these loathsome barbarians venerate is unknown, for no one has ever managed to penetrate Voei society, and most who attempt to end up in an iron kettle simmering nicely. What little is known about this culture suggests they view the Gods as some sort of Nature spirits and worship them in an animal totem form. Of these totem spirits, the most commonly worshipped seems to be a larger and more formidable form of the common gray wolf except that its form is strangely twisted in subtle ways. The Voei shamans create fetishes to their totem Gods which are worn about the neck of Voei out on hunting expeditions. It is said that these talismans grant extraordinary powers to Voei scouts allowing them to track even the most elusive quarry.

A Wolf Fetish appears to be a small gray leather pouch worn about the neck. It is held in place by rawhide straps and decorated with colored beads and feathers to suit the individual warrior.

WEAPONS OF WAR

Inside the pouch is an assortment of dried herbs and flowers along with one enchanted wolf canine tooth.

While this item is worn about the neck, occupying the necklace slot, its wearer gains the scent special property and the Improved Trip feat as a bonus feat.

Moderate Transmutation; CL 10th; Prerequisites: Craft Wondrous Item, creator must be a shaman; Price: 25,000 gp; Cost: 12,500 gp + 1,000 XP.

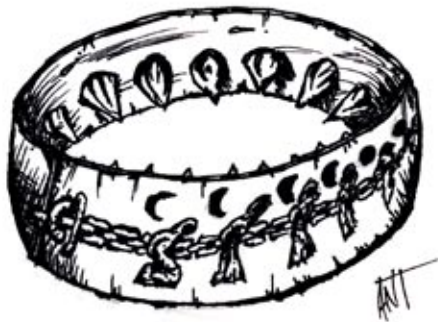
Ymandrake Coif of Sorrow

Developed deep in the secret vaults of Ymandragore, these fell items are given to the Harvesters on the most sensitive, important, or dangerous missions. Designed to nullify the powers of the target spellcaster, the mere thought of these dread collars is enough to make most practitioners of the arcane break out in cold sweats. The Sorcerer King himself called for the creation of the Coifs of Sorrow to help capture and control highly skilled spellcasters that would not willingly bend to his rule. Once a collar is affixed, the spellcaster is as good as caught and only those of the strongest minds can resist its powers for any length of time.

Each coif appears to be an iron slave collar engraved with the images of chained mages marching around the collar in an unending procession. Hidden at the back of the collar is a cunning latch, opened easily by anyone who knows the trick, but impossibly difficult for those unfamiliar with its workings (DC 30 Search and DC 40 Open Lock are required to locate and open the collar's lock).

While the collar is worn, the wearer is surrounded by an aura of *silence* (exactly as the area of effect version of this spell) and by the *feblemind* spell (DC 22; recall that individuals who can cast arcane spells, or use psionic powers suffer a -4 penalty to this save). If the wearer succeeds on the save they remain unaffected by the *feblemind* effect (although the *silence* effect continues) for 24 hours, whereupon they must make the save again.

Strong Enchantment (Compulsion) [Mind-Affecting]; CL 15th; Prerequisites: Craft Wondrous Item, Heighten Spell, creator must be Ymandrake, *feblemind*, *silence*; Price: 84,000 gp; Cost: 42,000 gp + 3,360 XP.



Weapons of War

The incessant warfare that has choked Onara for the past millennia has led to the creation of tools specifically for use during battles and skirmishes. Presented below are some of these tools.

Long has man worked the art of magic, shaping and molding the world to his will. As knowledge of magic grew, man discovered the art of forging devices to store power. Years went by and the art of enchantment grew to profound levels of creativity and innovation. But the heart of man often turns to greed, lust and desire for conquest. For centuries men crafted magical weapons to aid them in their battles and history is filled with tales of enchanted blades and ensorcelled armor. It wasn't until much later that the drive to produce ever more dangerous magical devices turned to the battlefield in a grand scale.

Powerful kings, impatient with lengthy sieges, ordered their wizards to construct items of magic to help destroy their enemies. Thus were born the first mass weapons of war. Wizards began turning their abilities upon siege engines such as catapults and ballista, enchanting them as one would any weapon. As the use of these increased, new ideas were developed and ever more exotic weapons appeared on the battlefields of Onara. The Coryani, with their rigid tactics and intense military discipline, were the first to use the devices in an organized manner. Enchanted weapons hummed with power as the marching ranks of legionnaires closed on toppling defenses.

As wars raged on, magical devices changed hands and secrets were discovered. Realizing the power of magical weapons, armies soon fought with the intent of capturing the enemy's magic rather than destroying everything of the foe. This led to the development of less-than-lethal magical devices designed to aid in the capture of opposing magical siege engines.

Before long, an entire war could be one based on the power of ones' magical weapons rather than number or quality of troops. Cities hired spellcasters to design magical defenses and wizard-kings plotted ways to bring them down. No longer did armies march with simple men and steel. Without magic, wars could no longer be won, and many wizards made fortunes building these weapons of destruction.

The weapons of war found in armies today vary greatly in power and function. With such a long history, there is a tremendous diversity. The most common are ensorcelled siege engines designed for more accurate and powerful shots. Exotic ammunition designed to unleash spell effects without the aid of a wizard are found in the armories of kingdoms everywhere. Devices that enhance the effectiveness of troops or allow them easier travel, while less common, can turn the tide of a battle just as quickly.

Pricing of Banners and Standards

Continuous Effect: Spell level ¹ x Caster Level ² x Area Rating ³ x 2000
 Limited-Use Spell Trigger Effect: Spell level ¹ x Caster Level x Area Rating ³ x 1800 x A/5 ⁴

¹ If the spell effect is multiplied, such as the double benefit of the *Banner of Myrantis*, then multiply the spell level by the same number.

² If the spell has a duration measured in rounds, multiply by 4, if the duration is in minutes, multiply by 2, if the duration is in 10s of minutes, multiply by 1.5, and if the duration is 24 hours or longer, divide by 2.

³ Banners and Standards affect three sizes of forces. 10 people (50 ft.), 50 people (150 ft.) or 100 people (1000 ft.). The first has a rating of 0.5, the second has a rating of 1 and the third has a rating of 2. Some unique standards, such as the Legion Standards, affect greater numbers of people. Treat these areas as having a rating of 3 (for 1000 people). If the spell has an area of effect, such as *prayer* does, then divide the rating by one half.

⁴ A is the number of times each day that the ability can be used. If at will, count as 5 times per day.

Creating a Banner or Standard

Banners and standards all require three feats to create: Craft Magic Arms and Armor, Craft Wondrous Item and Widen Spell. Furthermore, they all have additional requirements that must be met.

Enchanted war machines can be found in garrisons, mounted on city towers, bolted to the decks of ships and a myriad other locations. Crafty dragonslayers have even tried using enchanted ballista to bring down the deadly wyrms. Rarely are rulers willing to loan their weapons for such a purpose, as dragons tend to take out their frustrations on those who attempt to kill them. Most nations have strict laws governing the ownership or sale of siege weapons, let alone enchanted ones. It is common practice for an illegal magical war weapon to be seized for the crown.

Tools of Warcraft

Aquila of the Legions

The true might of Coryan is in the organization, efficiency and communication skills of its Legions. Their skill at communication is dependent upon the signalers of the Legions. While each legion has its own specific standard, there are numerous minor standards that are used by the Centuries (groups of 10 Deciums) or Deciums (groups of 10 men) within a Legion.

These standards allow a General to easily locate the parts of a Legion, and provide directions to smaller units within the scope of the battle that is being fought.

Each standard has several properties. The first is a continuous effect and applies whenever the standard is held. The major ability of the standard requires a standard action to activate and the standard must be raised and be visible to the people being affected. This ability affects 10, 50 or 100 people (depending on the specific grade of the standard). All the affected individuals must be within 30 ft, 150 ft. or 1000 ft. (depending on the specific grade again). The other abilities of the standard require standard actions to activate.

The wielder of an aquila is protected by a continuous *entropic shield* effect and can use *protection from arrows* three times per day as a 5th level caster. Additionally, the wielder of an aquila may use the *message* spell five times each day, cast at 5th level.

Each standard also has a third ability (with ranges as detailed above). See the table below for details of the specific abilities of each standard. These abilities are all only usable once each day. The caster level for these effects is always 10th level.

Moderate Enchantment; CL 13th; Prerequisites: Craft Magic Arms and Armor, Craft Wondrous Item, Widen Spell, *message*, *entropic shield*, *protection from arrows*, spell used above.

Emblem	Colors	Effect	Market Price		
			Lesser	Normal	Greater
Hawk	Red/Orange	True Strike	21100 gp	22900 gp	26500 gp
Hare	Black/White	Expeditious Retreat	21100 gp	22900 gp	26500 gp
Turtle	Green/Blue	Barkskin	22900 gp	26500 gp	33700 gp
Hummingbird	Red/Green	Blur	22900 gp	26500 gp	33700 gp
Bull	Brown/Green	Bull's Strength	22900 gp	26500 gp	33700 gp
Tiger	Black/Orange	Cat's Grace	22900 gp	26500 gp	33700 gp
Rhino	Grey/Yellow	Bear's Endurance	22900 gp	26500 gp	33700 gp
Eagle	Brown/White	Fly	24700 gp	30100 gp	40900 gp
Dragon	Gold/Green	Haste	24700 gp	30100 gp	40900 gp

Banner of Myrantis

Myrantis, the forsaken and unwilling province of Coryan, has a tradition of rebellion. Each rebellion has been led by a standard bearer, bearing forth the Banner of Myrantis. The banner itself depicts a silver khopesh horizontal above a towering ziggurat with a blue river running at its base, all over a field a green.

When held aloft, the banner of Myrantis gives up to 50 allies within 150 feet a +2 morale bonus on all attack rolls, weapon damage rolls and saving throws for so long as the banner is flying. The caster level for this effect is 5th.

Moderate Enchantment; CL 15th; Prerequisites: Craft Magic Arms and Armor, Craft Wondrous Item, Widen Spell, *prayer*; Price: 120,000 gp; Cost: 60,000 gp + 4,800 XP.

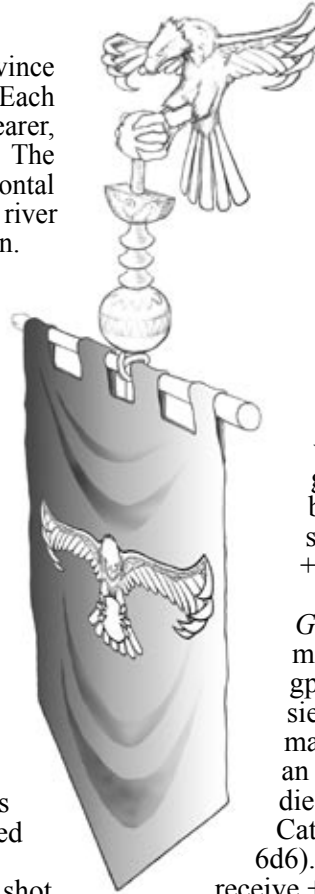
Catapult Shot

Innovation is the heart of warfare, and since the first catapult was used, people have sought to improve them. Magical shot was developed soon after the Crusade of Light; however, arguments remain over whether it was developed first by Coryan or Ymandragore.

There are a number of different shot that are commonly found amongst the armies of Onara. The standard spheres are designed to be fired from light catapults; if fired from a heavy catapult then the Profession (Siege Engineer) DC to successfully target the projectile is raised by 2. These magical items are only triggered by being fired from a catapult, and deal no direct physical damage, producing only the listed spell effect(s).

Color	Effect	Caster Level	Market Price
Dark Green	Entangle	5	250 gp
White	Fog Cloud	3	300 gp
Pale Blue	Web	3	300 gp
Black	Darkness	3	300 gp
Orange	Silence	5	500 gp
Pale Green	Stinking Cloud	5	750 gp
Pale Red	Fireball	5	750 gp
Crimson	Fireball	10	1,500 gp
Yellow	Insect Plague	10	2,500 gp
Black & Crimson	Darkness & Fireball	10	2,500 gp

Moderate Evocation, Conjunction, or Illusion; CL see above; Prerequisites: Craft Magic Arms and Armor, Craft Wondrous Item, spell(s) used above; Weight 3 lbs.



Magic Siege Engines

As with other weapons, it is possible to make masterwork, and greater masterwork siege engines. Detailed below are the various properties of enhanced siege engines.

Masterwork: Crafting a masterwork siege engine adds +900 gp to its price. Masterwork thrown siege engines (such as catapults) grant the users a +1 enhancement bonus to the Profession (Siege Engineer) check that is required to load and aim the weapons. Masterwork projectile or melee siege weapons (such as ballista or rams) grant their users a +1 enhancement bonus on the attack roll. Masterwork siege engines also receive +10 hp and +2 hardness.

Greater Masterwork: Crafting a greater masterwork siege engine adds +1800 gp to its price. Greater masterwork siege engines grant the same bonuses as masterwork siege engines, but also deal an extra +1 point of damage per damage die of the engine (so a GMW Heavy Catapult deals 6d6+6 damage, instead of 6d6). Greater masterwork siege engines also receive +30 hp and +5 hardness.

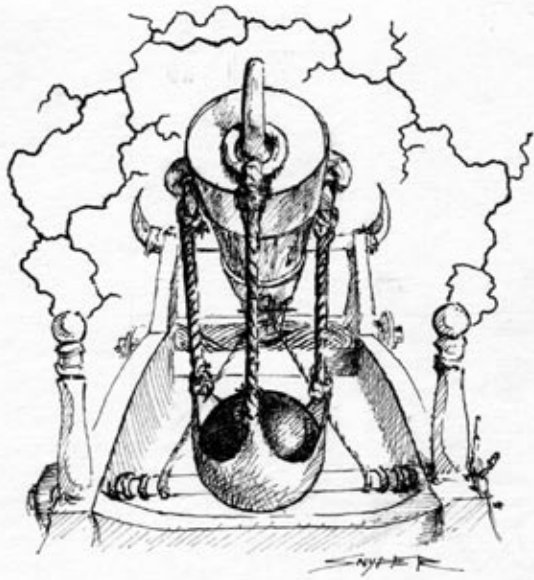
Magical Enhancement: It is possible to apply a magical enhancement to siege engines that are at least masterwork quality. Thrown siege engines grant their enhancement bonus to the user's Profession (Siege Engineer) check, and also gain it as a bonus to damage for each damage die (a +3 Heavy Catapult would have a Profession (Siege Engineer) DC of 12 to operate and would deal 6d6+18 damage). Projective and melee siege engines apply their enhancement bonus to the user's attack roll, and also gain it as a bonus to damage for each damage die. Adding magical enhancement to siege engines costs 50% more than it does for standard weaponry.

Magical Abilities: There are a number of special magical abilities that may be added to siege engines. These are detailed below.

Ease

This enhancement may be added to Ballista or Catapults (and other thrown or projectile siege engines). Siege engines that are enchanted with this ability are easier to reload. For thrown siege engines this means that the Strength check DC is lowered by 3 and that the latch automatically latches when the arm has been winched down. For projectile weapons this halves the time required to reload the weapon (minimum 1 round).

Strong Transmutation; CL 15th; Craft Magic Arms and Armor, Craft Wondrous Item, *haste*; Price +5 bonus.



Hard Striking

This enhancement may be added to Rams (and other melee siege engines). Siege engines that are enchanted with this ability deal double damage to objects.

Strong Transmutation; CL 9th; Craft Magic Arms and Armor, Craft Wondrous Item, *warp wood*, *stone to mud*; Price +3 bonus.

Keen

This enhancement may be added to Ballista (and other projectile siege engines). The critical threat range of siege engines with this enhancement is doubled.

Moderate Transmutation; CL 10th; Craft Magic Arms and Armor, Craft Wondrous Item, *keen edge*; Price +2 bonus.

Unerring Aim

This enhancement may be added to Catapults (and other thrown siege engines). Siege engines that are enchanted with this ability require only half the time to re-aim.

Strong Divination; CL 13th; Craft Magic Arms and Armor, Craft Wondrous Item, *find the path*; Price +3 bonus.

Stone Bridge

By placing this miniature stone bridge upon the ground and uttering the command word, you can cause it to grow and permanently become a stone bridge. The final bridge can be up to 50 ft. long and 5 ft. wide or 25 ft. long and 10 ft. wide. There is a 3 ft. high stone rail that runs along the sides of the bridge.

Once used, the bridge is permanent until eroded or destroyed as any other stone bridge would be. This item is consumed during the formation of the bridge.

Strong Conjunction; CL 20th; Prerequisites: Craft Wondrous Item, *wall of stone*; Price: 5,000 gp; Cost: 2,500 gp + 200 XP.

Creatures of War

Ambulatory

The Altherian gentry fuel the fires of innovation with their demands for the absurd and unusual. It is from these that the ambulatory, an extravagant golem-mount, was born. Few sights are more impressive than that of an ambulatory and its rider striding through the streets of a busy marketplace. The basic design remains the same, despite some of the more unusual modifications made to some of these creatures; modifications like devices that keep juice cool when placed within them, holsters for weapons and other devices that the gentry seem to feel they have a need for.

An ambulatory is mindless and takes any action that its rider directs it to; no matter how fool-hardy or ill-advised it may be. Its understanding is limited to a direction and speed. It will follow its directions literally until told to perform a different command.

The bizarre creations resemble a large humanoid, such as a Voei, from the waist down, but where the torso, arms and head would have been is a chair, howdah or platform.

Ambulatory

Large Construct (Metal)

HD: 7d10+3+30 (72 hp)

BAB/Grapple: +5/+16

Initiative: +0

Speed: 40 ft. (8 squares)

Space/Reach: 10 ft. /10 ft.

Armor Class: 20 (+11 natural, -1 size)

Touch/Flat-Footed: 9/20

Attack: Kick +11 melee

Full Attack: Kick +11 melee

Damage: Kick 2d6+7 (20/x2)

Special Attacks: Trample 2d6+10

Special Qualities: Construct traits, DR 15/adamantine

Saves: Fort +2, Ref +2, Will +1

Abilities: Str 24, Dex 10, Con —, Int —, Wis 8, Cha 1

Alignment: Neutral

Languages: Altherian (understand only)

Skills: Jump +24

Feats: Run, Skill Focus (Jump), Toughness

CR: 3

Environment: Any

Advancement: 8-14 HD (Large), 15-28 (Huge), 29+ (Gargantuan)

Trample (Ex): As a full-round action, an ambulatory can move up to twice its speed and literally run over any opponents at least one size category smaller than itself. The creature merely has to move over the opponents in its path; any creature whose space is completely covered by the trampling creature's space is subject to the trample attack. If a target's space is larger than 5 feet, it is only considered trampled if the trampling creature moves over all the squares it occupies. If the trampling creature moves over only some of a target's space, the target can make an attack of opportunity against the trampling creature at a -4 penalty. A trampling creature that accidentally ends its movement in an illegal space returns to the last legal position it occupied, or the closest legal position, if there's a legal position that's closer.

An ambulatory's trample attack deals 2d6+10 bludgeoning damage.

Trampled opponents can attempt attacks of opportunity, but these take a -4 penalty. If they do not make attacks of opportunity, trampled opponents can attempt Reflex saves to take half damage.

The save DC against an ambulatory's trample attack is 20. A trampling creature can only deal trampling damage to each target once per round; no matter how many times its movement takes it over a target creature.

Construction

An Ambulatory's body must be sculpted from a single block of granite weighing at least 4,000 lbs, and from 200 lbs. of Altherian Steel. Acquiring stone of sufficient quality and size for this costs 9,000 gp and acquiring the Altherian Steel costs 4,000 gp. Carving the body requires a DC 20 Craft (sculpting) or DC 20 Profession (Engineering) check. Strong Universal; CL 9th; Prerequisites: Craft Construct, creator must be at least 9th level, *animate objects*, *lesser geas*, *stoneskin*, *telekinesis*; Price: 80,000 gp; Cost: 40,000 gp + 3,200 XP.

Auxunite Stone Guardian

The Auxunite Empire stretched from within what are now the Sealed Lands to the northern reaches of modern-day Milandir. Its military might was unsurpassed at the time, and was centered on the massive stone warriors that they forged. Crafted by the tribal shamans at the behest and design of the warlords, these fierce stone constructs devastated the resistance of the nations that dared to stand up to the Auxunites.

Although these creatures were crafted in a manner similar to other constructs, they have no mind of their own, and when not directly controlled they stand perfectly still, waiting for a new command to be given. Each of these creatures is controlled through a specific control ring that is keyed to one guardian only.



Auxunite Stone Guardian

Large Construct (Stone)

HD: 11d10+30 (91 hp)

BAB/Grapple: +8/+18

Initiative: +0

Speed: 20 ft. (4 squares; can't run)

Space/Reach: 10 ft. /10 ft.

Armor Class: 20 (+11 natural, -1 size)

Touch/Flat-Footed: 9/20

Attack: Greatsword +15 melee

Full Attack: Greatsword +15/+10 melee

Damage: Greatsword 3d6+10 (19-20/x2)

Special Attacks: Power Strike

Special Qualities: Construct traits, magic immunity, DR 10/adamantine, *passwall*, host dependent

Saves: Fort +3, Ref +3, Will -2

Abilities: Str 23, Dex 10, Con —, Int 1, Wis 1, Cha 1

Alignment: Neutral (or host)

Languages: Auxunite (understand only)

Skills: Intimidate +9

Feats: Cleave, Improved Sunder, Power Attack, Weapon Focus (greatsword)

CR: 0 or +4 to Host CR

Environment: Any

Advancement: 12-18 HD (Large), 19-33 (Huge), 34+ (Gargantuan)

Power Strike (Ex): An Auxunite Stone Guardian who is using Power Attack may, at the controller's option, take a -2 penalty to attack to deal +6 to damage. This is in addition to the penalties and bonuses of Power Attack, and may only be used if the guardian is power attacking for at least half its base attack bonus.

For Example: If the base guardian power attacked for 4 points (-4 to attack, +8 to damage), it could take an additional -2 penalty to add +6 to damage (-6 to attack, +14 to damage). It could not do so if it was only power attacking for 1 through 3 points.

Magic Immunity (Ex): An Auxunite Stone Guardian is immune to all magical effects that are affected by spell resistance.

Passwall (Sp): An Auxunite Stone Guardian may use *passwall* at will as a 9th level wizard. This ability may only be used on stone walls.

Host Dependent (Ex): An Auxunite Stone Guardian is only functional when it is serving as a host to a creature that wears its control ring. While non-functional the guardian is indistinguishable from a normal statue; although it does detect as magical and can be identified using magic.

While a wielder occupies a guardian, replace the mental ability scores with those of the controller (adjusting skills and saves as appropriate). The wielder may direct the guardian, subsuming their own actions in those required to direct the construct.

The wielder is unable to cast spells or manifest powers while they occupy the guardian, but they are completely impervious to damage and spells while inside the construct.

Construction

An Auxunite Stone Guardian's body must be sculpted from a single block of granite weighing at least 4,000 lbs. Acquiring stone of sufficient quality and size for this costs 9,000 gp. Carving the body requires a DC 20 Craft (sculpting) or DC 20 Craft (stonemasonry) check.

Strong Universal; CL 16th; Prerequisites: Craft Construct, creator must be at least 16th level, *animate objects*, *antimagic field*, *mage's sword*, *meld with stone*, *passwall*; Price: 180,000 gp; Cost: 90,000 gp + 7,200 XP.

Fauxgoyle

Gargoyles have often been mistaken for constructs. Their stony skin and still posture belie their nature as natural beasts. But their existence inspired wizards to create their own version of the stone devils – the fauxgoyle. The fauxgoyle appears to be a smaller example of the gargoyle. It has the same stony complexion, large bat-like wings, and often the same fiendish expressions; although nothing stops a wizard from creating a beautiful construct, but the fauxgoyle is truly made of stone.

Fauxgoyles are found most often as guardians, hidden among the gothic decorations and waterspouts of tombs and wizardly towers. They are considerably more fragile than golems, and lack many of the golem's special protections, so they are seldom suited to adventure. They are most useful striking from surprise - driving looters and burglars away from where they don't belong.

Fauxgoyle

Small Construct (Stone)

HD: 3d10+10 (26 hp)

BAB/Grapple: +2/+0

Initiative: +3

Speed: 20 ft. (4 squares); fly 60 ft. (clumsy)

Space/Reach: 5 ft. /5 ft.

Armor Class: 20 (+3 Dex, +6 natural, +1 size)

Touch/Flat-Footed: 14/17

Attack: Claw +5 melee

Full Attack: 2 claws +5 melee

Damage: Claw 1d4+2 (20/x2)

Special Attacks: Fear

Special Qualities: Construct traits, DR 5/magic, SR 10

Saves: Fort +1, Ref +4, Will +1

Abilities: Str 14, Dex 16, Con —, Int 6, Wis 11, Cha 1

Alignment: Neutral

Languages: Low Coryani

Skills: Hide +13

Feats: Fly-by Attack, Skill Focus (Hide)

CR: 3

Environment: Any

Advancement: 4-9 HD (Small)

Fear (Su): Once every three rounds, a fauxgoyle can emit a terrifying shriek. Any creature, except fauxgoyles and their creator, that hears it and is within 60 ft. must make a DC 15 Will save or be affected by the *fear* spell as cast by a 9th level wizard. Any creature that makes its save is forevermore immune to that fauxgoyle's shriek. This save DC is Strength based and includes a +1 racial bonus.

Construction

A Fauxgoyle's body must be sculpted from a single block of granite weighing at least 1,000 lbs. Acquiring stone of sufficient quality and size for this costs 2,500 gp. Carving the body requires a DC 20 Craft (sculpting) or DC 20 Craft (stonemasonry) check.

Strong Universal; CL 11th; Prerequisites: Craft Construct, creator must be at least 11th level, *animate objects*, *fear*, *levitate*, *stone shape*; Price: 180,000 gp; Cost: 90,000 gp + 7,200 XP.

Forge Dog

As much as evidence to the contrary as is found, dwarves desire companionship as much as the less gruff races. In fact, because of their surly nature, dwarves often get more benefit from pets or animal companions than the more charismatic races. Unconditional love is often the only love a dwarf has time for.

Unfortunately, a dwarf's favorite professions and underground home do not provide the best environment for healthy animals, and the long-lived dwarves outlive most suitable species. So with the practicality that defines their race, one dwarven sorcerer/smith set on a solution - he built himself new friends. Forge dogs have spread since then and have become a common site in dwarven smithies, smelting operations, and anywhere there is heat to support them.

The dwarves jealously guard the secret of forge dog creation, along with the dogs themselves. They do not believe the other races will treat their creations with the proper respect. They fear the dogs would be used only for combat, not for companionship, though a few dogs have been given to dwarf-friends who have shown a tremendous amount of compassion to lesser animals and loyalty to dwarven causes.

A forge dog at rest (or in torpor) appears to be nothing more than a large polished rock covered with runes. When it moves, four stout limbs form underneath it, and it attacks with a bite formed from a 'mouth' that is nothing more than a jagged-edged crack on the dog's surface. The typical dog is a rough hemisphere with a diameter of 3 ft., though larger versions have been created. Coloring depends on the rock used to create it, and contests are often held to determine the most attractive 'breed.'

Forge Dog

Medium-size Construct (Fire) (Stone)

HD: 6d10+20 (53 hp)

BAB/Grapple: +4/+8

Initiative: +1

Speed: 20 ft. (4 squares)

Space/Reach: 5 ft. /5 ft.

Armor Class: 21 (+1 Dex, +10 natural)

Touch/Flat-Footed: 11/20

Attack: Bite +9 melee

Full Attack: Bite +9 melee

Damage: Bite 1d8+6 plus 1d6 fire (20/x2)

Special Attacks: Heat

Special Qualities: Construct traits, Fire subtype, torpor, fast healing 3, hardness 8

Saves: Fort +2, Ref +3, Will +2

Abilities: Str 18, Dex 13, Con —, Int 2, Wis 11, Cha 14



Alignment: Neutral

Languages: Low Coryani

Skills: Intimidate +11

Feats: Improved Natural Attack (bite) ^B, Improved Sunder, Power Attack, Weapon Focus (bite)

CR: 4

Environment: Any

Advancement: 7-12 HD (Large)

Heat (Ex): Once it begins to move, a forge dog's inner furnace generates a tremendous amount of heat that it radiates around it. All natural attacks of the Forge Dog inflict an extra +1d6 fire damage; and all creature that attack the Forge Dog suffer 1d6 fire damage per strike.

Torpor (Ex): The forge dog is very sensitive to outside temperature. In an environment where the temperature is less than 70 degrees, the forge dog gradually slows and reverts to its inert form. If the temperature is lowered suddenly, or the forge dog is transported to an area of less than 70 degrees, its dexterity is lowered by one point a round until it reaches 0. If an inert dog is returned to a warm-enough environment, the process reverses. The forge dog regains one point of Dex until its Dex reaches its normal maximum; at which point it 'awakens' and acts normally.

Fast Healing (Ex): Forge Dogs only have fast healing in environments where the ambient temperature is 70 degrees or higher. Forge Dogs have fast healing equal to half their Hit Dice.

Construction

A Forge Dog's body must be sculpted from a single block of granite, or similar stone, weighing at least 4,000 lbs. Acquiring stone of sufficient quality and size for this costs 9,000 gp. Carving the body requires a DC 20 Craft (sculpting) or DC 20 Craft (stonemasonry) check.

Strong Universal; CL 9th; Prerequisites: Craft Construct, creator must be at least 9th level, *animate objects*, *fireball*, *stone shape*; Price: 180,000 gp; Cost: 90,000 gp + 7,200 XP.

Imyhghal's Wondrous Walking Chairs

The first of these items were created long ago as a set of four in the League of Princes by the wizard Imyhghal, who gave them as a gift to the royal house of val'Sungha. Since then, duplicates have been made and appear from time to time. These devices are magically animated chairs that walk and bear their owners as if on a palanquin. Typically made of wood, but bone, bamboo, horn, ivory, and metal chairs have been known. They can appear plain, stylized, lacquered, painted, carved, and set with expensive materials; the one common discerning detail being slightly concealed, segmented joints within the legs, which must be oiled occasionally.

The chairs will avoid solid objects, horses, wagons or pedestrians as well as larger objects such as stones and ditches, unless commanded otherwise. There are four types of these items, each having different functions that are listed below, and other types are rumored to exist. Many of these devices are fitted with additional mundane accoutrements, such as secret compartments, foot rests, holding pegs for staves, lanterns, or banners, game boards, parasols or fans. They have several joints throughout them that allow the user to adjust his or her position comfortably.

Scholar's Chair (Type I)

Large-size Construct (Wood)

HD: 4d10+30 (52 hp)

BAB/Grapple: +3/+9

Initiative: +2

Speed: 30 ft. (4 squares)

Space/Reach: 10 ft. /5 ft.

Armor Class: 13 (+2 Dex, +2 natural, -1 size)

Touch/Flat-Footed: 11/11

Attack: —

Full Attack: —

Damage: —

Special Attacks: —

Special Qualities: Construct traits, hardness 8, Skill Bonuses, Spell-like Abilities

Saves: Fort +1, Ref +3, Will +1

Abilities: Str 14, Dex 14, Con —, Int —, Wis 10, Cha 1

Alignment: Neutral

Languages: Low Coryani

Skills: —

Feats: —

CR: 1/2

Environment: Any

Advancement: —

These chairs often appear as odd but relatively mundane looking pieces of furniture. There are several drawers and a door in the bottom of the chair, about the size of a large chest, with scroll pigeonholes and a bookrack. The arm rests of the chair have secret compartments, and hold several reams of blank parchment, quills and ink, a magnifying glass, and a back-scratcher. A thin folding wire limb opens from under one of the arm rests, extending to reveal a huge book holder complete with several stiff page markers.

Skill Bonuses (Su): While a rider is seated in a Scholar's Chair they gain 10 ranks in the Research skill, or a +4 competence bonus if they already have ranks in the Research skill.

Spell-like Abilities (Sp): While a rider is seated in a Scholar's Chair, they gain the following spell-like abilities: 3/day—*comprehend languages*, *light*, *read magic*. Caster Level 12th.

Construction

A Scholar's Chair's body must be sculpted from metal rods and wood that together cost 3,500 gp. Crafting the body requires a DC 20 Craft (sculpting) or DC 20 Profession (engineering) check.

Strong Universal; CL 12th; Prerequisites: Craft Construct, creator must be at least 12th level, *animate objects*, *comprehend languages*, *legend lore*, *light*, *read magic*; Price: 40,000 gp; Cost: 20,000 gp + 1,600 XP.

Noble's Chair (Type II)

Large-size Construct (Steel)

HD: 8d10+30 (74 hp)

BAB/Grapple: +6/+12

Initiative: +3

Speed: 30 ft. (6 squares)

Space/Reach: 10 ft. /5 ft.

Armor Class: 16 (+3 Dex, +4 natural, -1 size)

Touch/Flat-Footed: 12/13

Attack: —

Full Attack: —

Damage: —

Special Attacks: —

Special Qualities: Construct traits, hardness 10, Skill Bonuses, Spell-like Abilities, Uncanny Dodge (Dex to AC)

Saves: Fort +2, Ref +5, Will +2

Abilities: Str 14, Dex 16, Con —, Int —, Wis 10, Cha 1

Alignment: Neutral
Languages: Low Coryani
Skills: —
Feats: Dodge ^B

CR: 2
Environment: Any
Advancement: —

These are usually posh chairs with plush padding, a head cushion, and possibly, a retractable footstool. Sometimes the backing may be embossed with the heraldic device of a specific house, making them more valued to historians and collectors. When the chair is sat in and a sneak attack is performed on that person, the chair suddenly animates and scampers quickly out of the way, as if the person resting in it had the Uncanny Dodge feat. Afterward, if the person in the chair continues to fight while seated, the chair will rise up to almost ten feet and cannot be attacked by anything short of spells, missile weapons, or reach weapons. There are often one or two secret compartments for either a small weapon or scrolls and messages.

Skill Bonuses (Su): While a rider is seated in a Noble's Chair they gain 10 ranks in the Diplomacy skill, or a +4 competence bonus if they already have ranks in the Diplomacy skill. They also gain 10 ranks in the Sense Motive skill, or a +4 competence bonus if they already have ranks in the Sense Motive skill.

Spell-like Abilities (Sp): While a rider is seated in a Noble's Chair, they gain the following spell-like abilities: 3/day—*arcane mark*; 2/day—*message*, *unseen servant*; 1/day—*detect thoughts* (DC 14), *shield*. Caster Level 12th.

Uncanny Dodge (Ex): While a rider is seated in a Noble's Chair, they gain the Uncanny Dodge ability to retain Dexterity to Armor Class of an 8th level rogue.

Construction

A Noble's Chair's body must be sculpted from metal rods and precious metals that together cost 15,000 gp. Crafting the body requires a DC 25 Craft (sculpting) or DC 25 Profession (engineering) check.

Strong Universal; CL 14th; Prerequisites: Craft Construct, creator must be at least 14th level, *animate objects*, *arcane mark*, *detect thoughts*, *divination*, *haste*, *message*, *shield*, *unseen servant*; Price: 120,000 gp; Cost: 60,000 gp + 4,800 XP.

Traveler's Chair (Type III)
 Large-size Construct (Wood)
HD: 8d10+30 (74 hp)
BAB/Grapple: +6/+12

Initiative: +3
Speed: 40 ft. (8 squares)
Space/Reach: 10 ft. /5 ft.

Armor Class: 16 (+3 Dex, +4 natural, -1 size)
Touch/Flat-Footed: 12/13

Attack: —
Full Attack: —
Damage: —

Special Attacks: —
Special Qualities: Construct traits, hardness 8, Skill Bonuses, Spell-like Abilities, Fast Movement, Cover

Saves: Fort +2, Ref +5, Will +2
Abilities: Str 14, Dex 16, Con —, Int —, Wis 10, Cha 1

Alignment: Neutral
Languages: Low Coryani
Skills: —
Feats: —

CR: 2
Environment: Any
Advancement: —

These chairs are often made of light wood slats or lacquered bamboo, have tall legs and three or four rungs along the sides to climb to the top. There is an adjustable broad lacquered paper parasol along one armrest, which can actually provide cover when unfurled. The most amazing quality of this chair is that along with normal walking speed, it can also extend its legs to a full ten feet each and run at amazing speeds with exemplary agility. It will avoid potholes, fallen logs, and other barriers.

Skill Bonuses (Su): While a rider is seated in a Traveler's Chair they gain 10 ranks in the Survival skill, or a +4 competence bonus if they already have ranks in the Survival skill.

Spell-like Abilities (Sp): While a rider is seated in a Traveler's Chair, they gain the following spell-like abilities: 2/day—*speak with animals*; 1/day—*animal messenger*, *pass without trace*. Caster Level 12th.

Fast Movement (Su): While a rider is seated in a Traveler's Chair, the chair may double its speed for 4 hours per day. This does not stack with other effects which affect the speed of the device.

Cover (Ex): A rider who is seated in a Traveler's Chair gains the benefits of cover.



Construction

A Traveler's Chair's body must be built from wooden slats and lacquered bamboo that together cost 8,000 gp. Crafting the body requires a DC 25 Craft (woodworking) or DC 25 Profession (engineering) check.

Strong Universal; CL 14th; Prerequisites: Craft Construct, creator must be at least 14th level, *animal messenger*, *animate objects*, *displacement*, *expeditious retreat*, *pass without trace*, *speak with animals*; Price: 90,000 gp; Cost: 45,000 gp + 3,600 XP.

Warlord's Chair (Type IV)

Large-size Construct (Steel)

HD: 16d10+30 (118 hp)

BAB/Grapple: +12/+22

Initiative: +3

Speed: 60 ft. (12 squares)

Space/Reach: 10 ft./5 ft.

Armor Class: 22 (+3 Dex, +10 natural, -1 size)

Touch/Flat-Footed: 12/19

Attack: Stomp +17 melee

Full Attack: 2 stomps +17 melee

Damage: Stomp 2d6+6 (19-20/x2)

Special Attacks: Trample 2d6+9 (DC 24)

Special Qualities: Construct traits, hardness 15, Skill Bonuses, Spell-like Abilities, Cover, Uncanny Dodge (Dex to AC)

Saves: Fort +4, Ref +7, Will +4

Abilities: Str 22, Dex 16, Con —, Int —, Wis 10, Cha 1

Alignment: Neutral

Languages: Low Coryani

Skills: —

Feats: Improved Critical (Stomp) ^B

CR: 8

Environment: Any

Advancement: —

These seats usually have some fearsome motif built into them (skulls and bones, spines and barbs, a dreaded creature) and they have a high curving back with slats, reinforced legs and metal studs. The chair grants cover, and it is usually equipped with a rack just under the arm rest for three weapons, as well as a holder on the back for a war banner or standard on a pole.

Skill Bonuses (Su): While a rider is seated in a Warlord's Chair they gain 10 ranks in the Intimidate skill, or a +4 competence bonus if they already have ranks in the Intimidate skill.

Spell-like Abilities (Sp): While a rider is seated in a Warlord's Chair, they gain the following spell-like abilities: 3/day—*daze* (DC 10); 2/day—*dominate person* (DC 16), *fear* (DC 16), *whispering wind*; 1/day—*haste*, *mage armor*, *summon monster V*. Caster Level 12th.

Trample (Ex): As a full-round action, a Warlord's Chair can move up to twice its speed and literally run over any opponents at least one size category smaller than itself. The creature merely has to move over the opponents in its path; any creature whose space is completely covered by the trampling creature's space is subject to the trample attack. If a target's space is larger than 5 feet, it is only considered trampled if the trampling creature moves over all the squares it occupies. If the trampling creature moves over only some of a target's space, the target can make an attack of opportunity against the trampling creature at a -4 penalty. A trampling creature that accidentally ends its movement in an illegal space returns to the last legal position it occupied, or the closest legal position, if there's a legal position that's closer.

A Warlord's Chair's trample attack deals 2d6+9 bludgeoning damage.

Trampled opponents can attempt attacks of opportunity, but these take a -4 penalty. If they do not make attacks of opportunity, trampled opponents can attempt Reflex saves to take half damage.

The save DC against a Warlord's Chair's trample attack is 24. A trampling creature can only deal trampling damage to each target once per round; no matter how many times its movement takes it over a target creature.

Cover (Ex): A rider who is seated in a Warlord's Chair gains the benefits of improved cover.

Uncanny Dodge (Ex): While a rider is seated in a Warlord's Chair, they gain the Uncanny Dodge ability to retain Dexterity to Armor Class of a 16th level rogue.

Construction

A Warlord's Chair's body must be built from steel rods, mithral rods and other precious metals that together cost 50,000 gp. Crafting the body requires a DC 40 Craft (sculpture) or DC 40 Profession (engineering) check.

Strong Universal; CL 20th; Prerequisites: Craft Construct, creator must be at least 20th level, *animate objects, daze, divination, dominate person, fear, haste, mage armor, summon monster V, whispering wind*; Price: 500,000 gp; Cost: 250,000 gp + 20,000 XP.

Man of Wax

Ymandragore, bane of mages, has long had a practice of infiltration and espionage in its hunt to harvest those with arcane talents. It was for the purpose of infiltration that Ymandrake craftsmen created the Man of Wax.

The man of wax' natural form is a medium-sized humanoid with no facial features, but this form becomes extremely malleable with the application of the right arcane chemicals. Unfortunately for its creators, though fortunate for Coryani and the other mainland nations, the man of wax is most useful for short-term insertion. Its limited intelligence and lack of skill eventually reveals its true nature to those it tries to deceive. Its ability to act as others expect often results in odd contradictions in behavior when it's confronted with several people at once.

Man of Wax

Medium-size Construct (Wax)

HD: 4d10+20 (42 hp)

BAB/Grapple: +3/+5

Initiative: +0

Speed: 30 ft. (6 squares)

Space/Reach: 5 ft. /5 ft.

Armor Class: 14 (+4 natural)

Touch/Flat-Footed: 10/14

Attack: Slam +5 melee

Full Attack: 2 slams +5 melee

Damage: Slam 1d6+2 (20/x2)

Special Attacks: Play to expectations

Special Qualities: Construct traits, malleable, fire vulnerability, piercing immunity

Saves: Fort +1, Ref +1, Will +1

Abilities: Str 14, Dex 11, Con —, Int 8, Wis 10, Cha 16

Alignment: Always Neutral

Languages: Ymandrake, Low Coryani

Skills: Bluff +15 (+10 circumstance when reading surface thoughts), Intimidate +5

Feats: Improved Feint^B, Persuasive, Skill Focus (Bluff)

CR: 2

Environment: Any

Advancement: 5+ HD (Medium) or by class

Malleable (Ex): With the application of a softening agent (an alchemical mixture costing 100gp for materials and a successful DC 20 Craft (Alchemy) check to create) the man of wax' flesh can be manipulated with ease. One application softens the wax man's body for one hour, and the construct suffers a –4 to Strength and Dexterity during this time.

Anyone can then sculpt the malleable flesh into almost any form (the construct's size must remain the same). Use the sculptor's Craft (Sculpting) or Disguise check to determine the DC for those trying to see through the disguise (5 ranks in either will provide a +2 synergy bonus to the other). A new face can be created in 5 minutes (or one minute with a –5 to the disguise or craft check). A new body form takes longer, usually an hour or more depending on the degree of change.

A man of wax lacks the ability to mold its own flesh. A skilled sculptor can also repair a damaged man of wax at a rate of 1d8 hit points per minute of work.

Play to Expectations (Su): The man of wax has a limited ability to read the surface thoughts of those around it. This allows it to act in the way most expected by the people around it and provides a +10 circumstance bonus to all Bluff attempts. This ability sometimes backfires when used against the paranoid, or someone who has a reason to expect the worst. This ability does not function against individuals who are protected from having their thoughts read, or who are immune to mind-affecting effects.

There is no save against this effect.

Piercing Immunity (Ex): The man of wax is immune to piercing damage due to its soft, malleable body. It suffers slashing and bludgeoning damage as normal.

Construction

A Man of Wax' body must be molded in a cast that costs 5,000 gp to be made. Creating the mold requires a DC 17 Craft (sculpting) check. However, this mold may be reused as needed to make multiple copies of the man of wax.

The wax mixture that forms the man of wax must be brewed. The components for this body, which include beeswax and several herbs found only on Ymandragore, cost 10,000 gp. Properly brewing this mixture requires a DC 17 Craft (Alchemy) check.

Moderate Transmutation; CL 9th; Prerequisites: Craft Construct, creator must be at least 9th level, creator must be a Ymandrake, *alter self*, *animate objects*, *detect thoughts*, *major creation*, *stoneskin*; Price: 60,000 gp; Cost: 30,000 gp + 2,400 XP.

Missive

The missive is a delicate construct made of cloth and wood, and is used by divine spellcasters as a means of sending messages or magical aid to distant fellows, most often used to link the sanctums of the cults and churches abounding in the Blessed Lands. Superficially, the missive resembles a bird or bat and is usually painted with its creator's symbols of faith. It has a small container within, a few cubic inches in volume, able to carry a few ounces of messages or cargo (enough for one potion or the equivalent). More weight will prevent the missive from flying.

The missives were created by clerics of the Order of the Soldier-Saint's of Dagha to deliver aid and healing magic in the flurry of battle and to increase communication between far-flung outposts and the escorts to the many pilgrims traveling through that land. But neutral and evil divine casters soon copied the design as a means to deliver curses and damaging spells.

Missive

Tiny Construct (Wood)

HD: ½ d10 (3 hp)

BAB/Grapple: +0/-10

Initiative: +7

Speed: fly 90 ft. (good)

Space/Reach: 2 ½ ft. / 0 ft.

Armor Class: 17 (+2 natural, +2 size, +3 Dex)

Touch/Flat-Footed: 10/14

Attack: Slam +1 melee

Full Attack: Slam +1 melee

Damage: Slam 1d3-2 (20/x2)

Special Attacks: Divine storage

Special Qualities: Construct traits, seek, fragile

Saves: Fort +0, Ref +3, Will +0

Abilities: Str 6, Dex 17, Con —, Int —, Wis 11, Cha 1

Alignment: Always Neutral

Languages: Ymandrake, Low Coryani

Skills: Tumble +7

Feats: Dodge, Weapon Finesse ^B

CR: 1/2

Environment: Any

Advancement: —

Divine Storage (Su): A missive serves as a spell-storing device for spells of up to 3rd level. These spells may only be stored in the creature by a divine caster, and must be divine spells in and of themselves. If these spells deal damage, an equal amount of damage (of the same type) is dealt to the missive (potentially destroying it). The stored spells are delivered by the missive touching the targeted creature.

Seek (Sp): If provided with a scrap of flesh, a hair, a drop of blood, or a personal object, a missive can seek out the creature from which it came. Treat this as a *find the path* and a *locate creature* spell both cast by a 16th level caster. The missive may resume these effects at will, if they are disrupted, as a free action.

Fragile (Ex): A missive suffers double damage from all sources of crushing damage.

Construction

A Missive's body must be crafted from a frame of rare woods covered in silk, costing 2,500 gp. Creating the frame requires a DC 17 Craft (woodworking) check, while the covering requires a DC 17 Craft (weaving) check.

Strong Divination; CL 16th; Prerequisites: Craft Construct, creator must be at least 16th level, *bless*, *animate objects*, *find the path*, *imbue with spell ability*, *levitate*, *locate creature*; Price: 25,000 gp; Cost: 12,500 gp + 1,000 XP.

Myrantian Living God

These massive constructs were designed by Uk'kirin, Necromancer Lord of Myrantia. However, luckily, they were never used in combat. Their appearance as 20-foot tall mithral and adamantine clad soldiers strikes fear into the heart of legions; and yet their physical prowess is the least of the concerns that soldiers have when facing one in battle.

They have immense magical abilities, in addition to being virtually immune to magical and physical damage. Yet, it is their ability to meld the minds of other constructs into military order that truly strikes fear into the hearts of men.

To the relief of many, these walking death machines have not been seen on Onara for over a thousand years, and it is hoped that the knowledge of their creation has been lost to Onara.

Myrantian Living God

Huge Construct (Force)

HD: 40d10+100 (320 hp)

BAB/Grapple: +30/+44

Initiative: +7

Speed: 30 ft. (6 squares, can't run)

Space/Reach: 15 ft. / 15 ft.

CREATURES OF WAR ■ Myrantine Living God

Armor Class: 47 (+19 natural, -2 size, +7 Dex, +13 armor)

Touch/Flat-Footed: 15/40

Attack: Slam +41 melee

Full Attack: 2 slams +41 melee or Improved Whirlwind +37/32/27/22/17/12 melee (standard action)

Damage: Slam 3d6+12 (19-20/x2)

Special Attacks: Battlefield Command, Spell-like Abilities

Special Qualities: Low-light vision, darkvision 60 ft., construct traits, DR 15/epic, Magic Immunity, Necromantic Armor, Resistances, Brazen Head Host

Saves: Fort +13, Ref +20, Will +16

Abilities: Str 34, Dex 24, Con —, Int 18, Wis 16, Cha 12

Alignment: Neutral Evil

Languages: Myrantian

Skills: Bluff +44, Intimidate +44, Jump +55, Knowledge (warfare & tactics) +57, Listen +46, Spot +46

Feats: Cleave, Combat Expertise, Dodge, Epic Skill Focus (Knowledge [Warfare & Tactics]), Epic Toughness ^{B EPIC} x2, Great Cleave, Improved Critical (slam), Improved Feint, Improved Natural Attack (slam), Improved Whirlwind Attack ^{EPIC}, Leadership, Mobility, Power Attack, Spring Attack, Whirlwind Attack, Weapon Focus (slam)

CR: 20

Environment: Any

Advancement: —

Magic Immunity (Ex): A Myrantian Living God is immune to all spells and effects that are subject to spell resistance.

Battlefield Command (Su): A Myrantian Living God can command and direct other constructs that are within 300 ft. Constructs that wish to resist this control (which affects them regardless of their immunity to mind-affecting effects) receive a DC 27 Will save. Once control is gained it is lost only if the creatures move out of range. This save must be made once each minute while an unaffected construct remains within range.

Creatures who are being directed receive a +1 dodge bonus to AC, and behave as a tactical unit (attempting to gain flanking and so forth).

Spell-like Abilities: At will—*dispel magic*, *greater invisibility*, *haste*, *invisibility purge*, *magic missile*, *produce flame*, *repair moderate damage*, *scorching ray*, *slow* (DC 17), *wall of force*; 3/day—*greater dispel magic*, *mass hold*



person (DC 20), *mass repair moderate damage*, *polar ray*; 1/day—*firestorm* (DC 21), *mass hold monster* (DC 22); 1/week—*commune*, *divination*. Caster Level 20th. The save DC's are Intelligence-based.

Necromantic Armor (Su): At will, a Myrantian Living God may surround itself with necromantic force. This grants it a +13 armor bonus to Armor Class for 20 hours. This armor bonus is a force effect, and so applies against incorporeal creatures.

A successful *targeted dispel magic* or *targeted greater dispel magic* can suppress this ability for 2d4 rounds. The effective caster level for this effect for these purposes is 20th.

Resistances (Ex): A Myrantian Living God has resistance 20 to acid, cold, electricity, fire and sonic energy damage.

Brazen Head Host (Ex): A Myrantian Living God may serve as a host to up to five Brazen Heads. When it is hosting the Brazen Heads, they are stored inside it (becoming impervious to damage until the Living God is destroyed). Furthermore, it gains access to all their skills and knowledge (and any other abilities they may possess).

Furthermore, all Brazen Heads that are stored in the Living God continue to receive their full actions each round.

Lastly, while a Myrantian Living God has at least one Brazen Head stored inside itself, it becomes immune to all mind-affecting effects.

Construction

A Myrastian Living God's body must be crafted from 60,000 lbs of magically treated bronze, costing 200,000 gp. Creating the body requires a DC 50 Craft (sculpting) check or DC 50 Profession (engineering) check

Strong Divination; CL 20th; Prerequisites: Craft Construct, Craft Epic Construct, creator must be at least 20th level, *animate objects*, *commune*, *dispel magic*, *divination*, *firestorm*, *greater dispel magic*, *greater invisibility*, *haste*, *invisibility purge*, *magic missile*, *mass hold monster*, *mass hold person*, *mass repair moderate damage*, *polar ray*, *produce flame*, *repair moderate damage*, *scorching ray*, *slow*, *stoneskin*, *wall of force*, *wish* or *miracle*; Price: 2,500,000 gp; Cost: 1,250,000 gp + 100,000 XP.

Reanimate

Also jokingly known as the undead golem, the reanimate is the best and often only response to a bad situation – the destruction of an expensive magical construct. The time and expense that go into a construct's creation makes it very disheartening when the final result is damaged beyond repair. While the resulting mass of rubble can never be restored completely, reanimation at least provides a second chance at pseudo-life for an artificer's prize creations.

First discovered during the reign of the Myrastian Necromancers, but subsequently spread throughout the world, the magic used to create reanimates is imperfect and produces a construct of little use for combat. Reanimates are usually condemned to serve as beasts of burden, which never tire, never need to be fed, and (without the amulet of control) cannot be stolen. As such, a thriving trade in used constructs has arisen, with many of the current market stemming from the broken Ymandrake battle-golems destroyed during the Coryani-Ymandrake war. While the Coryani turn their noses up at the arcane creations, many well-to-do Milandir, Altherian, and Canceri merchants include at least one reanimate in each caravan to carry the most valuable of their cargo, and some of their richest landowners have begun to replace the work of six living men with one reanimate and its tender.

Reanimates resemble the construct they were created from, though often battered and broken. The worst examples are missing limbs and heads, and cracks and pits cover even the best preserved. A reanimate cannot act without the direction of the creature holding its amulet, and the amulet's owner must continually concentrate on the reanimate's directions for them to be carried out.

Reanimate (Template)

Reanimate is an acquired template that may be applied to any destroyed construct of at least 1 Hit Dice.

HD: The reanimate has half the Hit Dice of the base creature (rounded down, minimum ½ Hit Dice). This means that the hit points, base attack bonus, saving throws, and saving throw DCs for special abilities should be recalculated. Do not worry about skills or feats, since those are removed regardless (see below).

Speed: Reanimates lose all special movement modes. If a reanimate would have no movement mode, then they gain a base speed of 10 ft. All reanimates that start with a base speed have it reduced by 10 ft. (minimum 10 ft.).

Armor Class: Reduce the natural armor bonus of a reanimate by 4 (minimum of 0).

Attack: The creature retains all attacks of the base creature; however, the damage dice of the reanimate are reduced by one category.

Special Attacks: A reanimate loses all special attacks of the base creature.

Special Qualities: A reanimate loses all special qualities that improve its abilities, save for the construct traits qualities. A reanimate gains the following special qualities:

Command Dependent (Ex): A reanimate must be directed by its owner each round during combat, as a move equivalent action. If this is not done the reanimate stands perfectly still, losing its Dexterity to Armor Class, and takes no actions.

Abilities: A reanimate suffers a –4 racial penalty to Strength and Dexterity. Additionally, a reanimate has no Intelligence.

Languages: A reanimate understands, but cannot speak, one language.

Skills: A reanimate loses any skills the base creature may have possessed.

Feats: A reanimate loses all feats the base creature may have possessed, including bonus feats.

CR: Base creature's / 2

Advancement: None

Relics of the First Imperium and Other Items of Power

Onara is marked by the remnants of ancient empires; empires that once spanned Onara and beyond. Some of these remnants are merely extremely powerful magical items, suitable for Epic level characters. Others are artifacts in their own right and are beyond even the ability of Epic level characters to create. How you use these items is determined largely by the style of campaign you are running, but nonetheless, they form a part of the core mythos of Arcanis and can be used to help tell the story of Onara's troubled history.

Armaments of War

Epic Armor & Shield Enhancements

Clan-Bound

Armor that is enchanted with this property becomes bound to the souls of all members of a specific clan or family of people. It asserts a primary bond with one member of the clan, typically the most prominent warrior, although each weapon's selection is different, and set at the time of creation.

Its bond with its chosen bearer is identical to that of a *soul-bound* weapon (save that it applies to armor in this case). If the bearer should die, the armor instantly selects another surviving member of the clan or family to be its new bearer. If no suitable candidate is found, and there are yet surviving members of the clan or family, then the armor becomes dormant. If there are no surviving members of the family or clan, then the armor becomes inert and non-magical.

All members of the clan or family that are not the chosen bearer gain the ability to roughly discern the distance and direction in which to travel to reach the chosen bearer. This does not provide any indication of hazards, both man-made and natural, that exist between the individual and the chosen bearer.

Strong Universal; Prerequisites: Caster Level 17th; Craft Epic Magic Arms and Armor, Craft Magic Arms and Armor, Craft Epic Wondrous Item, Craft Wondrous Item, *wish* or *miracle*, must be a member of the target clan or family; Market Price: +6 modifier.

Mages

Mages armor allows spellcasters who wear this armor to ignore the arcane spell failure chance that it imposes. This enhancement may only be added to Greater Masterwork or higher quality armors.

Strong Abjuration; CL 20th; Prerequisites: Craft Magic Arms & Armor, Craft Epic Magic Arms & Armor, *freedom*; Price +3 bonus

Redoubtable

Armor or shields with this ability make their wearer immune to stunning. This enhancement may only be added to Greater Masterwork or higher quality armors or shields.

Strong Abjuration; CL 20th; Prerequisites: Craft Magic Arms & Armor, Craft Epic Magic Arms & Armor, *freedom*; Price +6 bonus

Regenerating

Armor so enchanted heals its wearer of 1 point of lethal damage per hour, and 1 point of non-lethal damage (this includes the 1 point received for healing the 1 lethal damage) every five minutes.

Furthermore, if the wearer suffers the loss of a limb (excluding the head), the limb regrows in one minute (healing 4d8 damage in the process). However, such healing temporarily drains the armor's power, and this enhancement is non-functional for 24 hours afterwards.

Finally, the armor repairs damage to itself at the rate of 1 damage per hour. If a portion of the armor is sundered (such as would happen if the wearer lost a limb) then it is regrown at the same time as the arm is (healing 1d10 damage to the armor).

This enhancement may only be added to Legendary quality armors or shields. Only damage dealt while wearing the armor is regenerated.

Strong Conjunction; CL 20th; Prerequisites: Craft Magic Arms & Armor, Craft Epic Magic Arms & Armor, *regeneration*, *make whole*; Price +6 bonus

Unique Armors and Shields

Cradok Morket "Earthwall"

Radjuborn, an ogre mercenary, obtained a number of interesting items before leaving Ymandragore for other employ. One of these items was Cradok Morket, Earthwall in the Giant's tongue. With this shield and Cradok Durass, his enchanted maul, Radjuborn carved a name for himself along the Altheria/Ssethregore border.

With Radjuborn's demise at the hands of a Ssethric raiding party, the whereabouts of Cradok Morket is currently unknown, although there are rumors of sightings of a Ssethregoran captain bearing a shield matching its description. The recent invasion of the Malfelan Elorii into that area casts further doubts onto the whereabouts of this odd shield.

Cradok Morket is a large-sized heavy shield fashioned from the carapace of an ankheg. The only decoration is emblazoned on the front, and consists of a clenched fist wreathed in flame. The origins of Cradok Morket are as mysterious as the nature of its multitude of owners.

This is a +2 GMW Large-size Heavy Shield of Improved Acid Resistance. Furthermore, twice per day, the shield can cast *wall of stone* and *stone shape* as an 11th level druid.

Moderate Conjunction; CL 11th; Prerequisites: Craft Magic Arms and Armor; *wall of stone*, *stone shape*, *resist energy*; Price: 117,594 gp; Cost: 58,594 gp + 4,692 XP.

Crystal Armor

These suits of half-plate armor are crafted specifically by each Val family for high-ranking, psionically active members of the family. They are forged of special tempered crystals, and refract and bend light around themselves.

This is a suit of +1 scintillating crystal half-plate armor. The armor serves as a crystal capacitor, and is capable of storing 17 power points. Furthermore, once per day, the wearer may make a DC 20 + power level Psicraft check to absorb a power that is targeting him into the armor (any excess power points are lost).

Strong Psychokinesis; ML 17th and CL 5th; Prerequisites: Craft Magic Arms and Armor, Craft Psionic Arms and Armor, Craft Cognizance Crystal, *mirror image*, *power resistance*; Price: 100,750 gp; Cost: 50,250 gp + 4,000 XP.

Lord Khidath's Guard

This ancient armor appears as a wide golden collar, inscribed with Ancient Altharin writing. Speaking the command word causes the collar to expand and wrap the body in a light yet protective armor, including a crested helm. The armor, while active, grants a +8 armor bonus and has no armor check penalty or arcane spell failure chance. The armor bonus is a force effect.

While active, the body is wrapped in bands of energy and the helm is of an ancient style,

reminiscent of the flanged Khitani helms. The helm has a faceplate, including dark lenses that cover the eyes. These lenses grant the wearer Darkvision with a 60 ft. range so long as the armor is active.

Activating or deactivating the armor is a move-equivalent action. This armor occupies the necklace and eye slots.

Strong Conjunction; CL 16th; Prerequisites: Craft Magic Arms and Armor, *shrink object*, *mage armor*, *darkvision*; Price: 108,000 gp; Cost: 54,000 gp + 4,320 XP; Weight: 5 lbs.

Lorica of the Black Sun

In the year 769 I.C., Lothurus Metados val'Virdan, a retired legionnaire adventuring in the province of Ulfila, discovered a lost Legion Standard. Whether Lothurus found this banner of his own accord or had divine guidance is unknown to this day. But the string of events due to that fateful discovery has gone down in history.

As the scrolls of Althares reveal, during the reign of Emperor Quron val'Dellenov, Lothurus raised the lost Standard of the Black Sun and marched to the capital at the head of one thousand men. Upon reaching mighty Coryan, Lothurus Metados val'Virdan presented the assembled men and asked that the standard be reinstated. The Emperor, angered over the recent Cancerese Insurrection, refused the request. The men were ordered to disband and the standard locked away in the deepest vault of the capital. Lothurus Metados val'Virdan was executed for his participation in the whole affair. Lord Nier, himself, was angered by this blatant disregard of tradition and, in conjunction with Neroth, the original lost legion of the Black Sun rose from their shallow graves to take up arms once more; this time against their old Empire.

Even more disturbing, when the body of Lothurus Metados val'Virdan was lain upon its funeral pyre, once again, Nier took notice. The fallen, would-be general rose from his eternal rest and stood upon his burning pyre. Wreathed in flames, Lothurus cursed the Emperor's name and began a horrid transformation. The legionnaire's flesh charred from his bones, but the skeleton did not fall. Bones blackened by soot, the creature, which was once Lothurus Metados val'Virdan, stepped from the inferno and began a slow march toward Canceri and its newly risen Legion.

Eye witnesses report that the skeleton's eye sockets burned with inner fire, and that his old suit of lorica segmentata had transformed to black steel with the symbol of the black sun emblazoned upon its breastplate.

This jet black lorica segmentata is emblazoned on the chest and shoulders with a large blood-red sun enclosed within a lacquered black circle. That emblem marks this armor as belonging to the long-damned Legion of the Black Sun.



This is +2 light fortification greater masterwork lorica segmentata of fire resistance. Furthermore, if the wearer possesses the Leadership feat, they receive a +2 holy bonus to their Leadership score. Anyone who wears this armor who does not worship Nier suffers one negative level that cannot be removed so long as the armor is worn.

Strong Abjuration; CL 13th; Prerequisites: Craft Magic Arms and Armor, *limited wish* or *miracle*, *resist energy*; Price: 28,600 gp; Cost: 14,185 gp + 1,116 XP.

Epic Weapon Enhancements

Clan-Bound

Weapons that are enchanted with this property become bound to the souls of all members of a specific clan or family of people. It asserts a primary bond with one member of the clan, typically the most prominent warrior, although each weapon's selection is different, and set at the time of creation.

Its bond with its chosen bearer is identical to that of a *soul-bound* weapon. If the bearer should die, the weapon instantly selects another surviving member of the clan or family to be its new bearer. If no suitable candidate is found, and there are yet surviving members of the clan or family, then the weapon becomes dormant. If there are no surviving members of the family or clan, then the weapon becomes inert and non-magical.

All members of the clan or family that are not the chosen bearer gain the ability to roughly discern the distance and direction in which to travel to reach the chosen bearer. This does not provide any indication of hazards, both man-made and natural, that exist between the individual and the chosen bearer.

Strong Universal; Prerequisites: Caster Level 17th; Craft Epic Magic Arms and Armor, Craft Magic Arms and Armor, Craft Epic Wondrous Item, Craft Wondrous Item, *wish* or *miracle*, must be a member of the target clan or family; Market Price: +6 modifier.

Spellstoring, Epic

This powerful ability behaves as *greater spellstoring*, save that it can store up to two 6th level spells or one spell of up to 10th level.

Strong Evocation; CL 24th; Prerequisites: Craft Epic Magic Arms and Armor, Craft Magic Arms and Armor, creator must be at least 24th level; Price +7 bonus

Unique Weapons

Bandoleer of Foe Daggers

This broad belt of Canceri, or possibly Khitani design, is meant to be worn over the shoulder and across the breast. It is crafted from finely tooled leather that is inlaid and decorated to make it appear as if the wearer is being consumed by a demon; with the creature's teeth replaced by eight daggers.

While the bandoleer is worn, any dagger thrown by the wearer is affected by the *returning* special property, whether it is one of the special daggers from the bandoleer or some other dagger the wearer possessed.

This bandoleer comes with eight daggers. Two of these daggers are non-magical, but are crafted from special materials. The remaining six daggers are each attuned to a specific sub-type of creature, and are marked on their pommels with an indicator of which creature type they are attuned to. These magical daggers are +1 *bane weapons*, however, on a successful critical hit; if the victim is of the keyed creature type then they are also affected as though struck by a *greater arrow of slaying*.

The daggers that come with the set are:

GMW Adamantine Dagger

GMW Sarishan Steel Dagger

+1 *Bane: Aberration Dagger*

+1 *Bane: Animal Dagger*

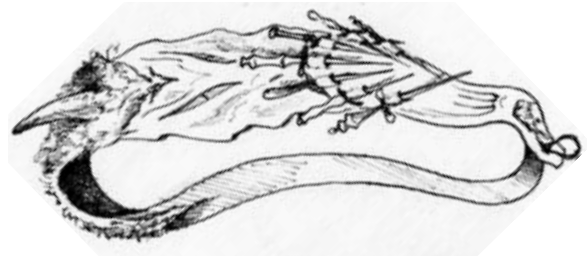
+1 *Bane: Magical Beast Dagger*

+1 *Bane: Humanoid: Goblin Dagger*

+1 *Bane: Monstrous Humanoid Dagger*

+1 *Bane: Ssethric Dagger*

Strong Necromancy; CL 17th; Prerequisites: Craft Magic Arms and Armor, Craft Epic Magic Arms and Armor, Heighten Spell, *finger of death*, *telekinesis*, *summon monster I*; Price: 1,124,480 gp; Cost: 564,640 gp + 44,788 XP.



Cradok Durass "Earthshaker"

The origins of this weapon are an enigma, along with the origins of its original owner. What little is known about the weapon and the owner can be gleaned from the last 20 years of Altherian History. From what scholars can tell, on a rainy evening, a huge figure lumbered out of the night and approached an Altherian patrol station. As the figure entered the dim illumination from the firelight, it was revealed to be a massive ogre, dressed and girded for war. The Altherian

patrol, dumbfounded, reached for their weapons in preparation for a fight. The ogre, looking unconcerned sat down at the fire, and began to prepare a meal. Perplexed, the men questioned the hungry giant as to its intentions. In halting speech, the ogre simply replied "*Me here to fight scalykind, and me hungry right now*".

This was the beginning of one of the oddest arrangements in the history of the Altherian border patrol. It seems that the ogre, by the name of Radjuborn, used to be a slave or bodyguard for a Ymandrake of some type. His master was killed in internal politics and Radjuborn decided to hightail it for safer territory. He had been captive so long, that he learned the customs of men, and decided to join a standing military force where he could be guaranteed constant food and shelter.

Unfortunately, since ogres are not recognized subjects of the empire, Radjuborn was denied Legion enlistment. He later heard about the conglomeration of troops on the Altherian border and decided to enlist. It took a year of negotiations and many solo forays by Radjuborn across the border, but eventually he was accepted into the patrol.

Radjuborn was known to be a fierce fighter and became a trusted companion of the bordermen. His mighty thews swung Cradok Durass with bone shattering force, and the last sight of many Ssethregorans was Cradok Durass shattering their shield before reaching their skull. For the last two decades, Radjuborn had defended the border to the best of his abilities, but the life of this hero ended abruptly last year to a Ssethregoran ambush. His patrol was set upon by overwhelming numbers of troglodytes and ss'ressen. There, Radjuborn made his last stand to buy time for his fellows to escape. The price of Radjuborn's life was high, as the dying ranks of reptiles soon discovered, but even Radjuborn was finally overwhelmed. Cradok Durass and Cradok Morket were lost upon the battlefield. Still, Radjuborn's name will be praised by the border patrol for years to come, and he will always be present in the minds of his compatriots.

Cradok Durass is a large maul that Radjuborn swung easily in one hand. The heavy steel head is carved to resemble a charging bull, the flat of the maul crafted as the bull's forehead. From the stomach of the bull extends a long, dark haft of ironwood, carved with psionic symbols of power. The pommel is a simple steel ring from which a lanyard hangs.

Cradok Durass is a +3 *Concussive Burst Reaching Maul*. Furthermore, whenever the head is slammed into the ground, as a standard action, the weapon produces a great shaking in the earth that emulates the *stomp* psionic power as manifested by a 10th level psychic warrior (DC 16).



Moderate Conjunction (Creation), Evocation [Sonic] and Psychokinesis; CL 12th & ML 10th; Prerequisites: Craft Magic Arms and Armor, Craft Psionic Arms and Armor, *black tentacles*, *shout*, *stomp*; Price: 188,500 gp; Cost: 94,500 gp + 7,520 XP.

Culdari "Final Repose"

During the Shadowed Age, rival powers fought for control across the planes of Onara and vied for control of the land and its peoples. Illir looked down upon his children; he saw disarray and demoralization amongst them. The *Sword of the Heavens* had fallen, and the race of man lacked guidance. So Illir struck a deal with the great giant races to the north. "Watch over my people, be unto them as protectors and guardians, and I shall save your people" said Illir; for he knew that the Giants were caught up in a hopeless war verses the Dragons.

So a bargain was struck and the Valinor took to the skies of Onara once more to end the threat of dragons on the world. Titanic battles raged across the sky, the younger dragons fell

quickly to the Valinor and their weapons of power. Even though the younger wyrms were defeated, the great elder wyrms would not die. In the end, the Valinor had to combine their powers and force the great beasts into a dreamless slumber forever. There is but one known great beast that avoided this fate. Its name was Luqun'qun'ovn, and it finally fell to the Hand of Neroth.

Driven from the sky by the Hand of Neroth, the Valinor dispatched the wyrm somewhere in the blessed lands. In their arrogance, the Valinors of Neroth decided to combine their powers and raise the great beast from the dead to serve their Lord as an eternal steed. The great beast, now fueled with the blessing of Neroth, made short work of the Valinor who had given it life once more. In its ravenous appetite, the great undead beast devoured the Mercy of Neroth and with him Culdari, his powerful weapon. Satisfied, the wyrm flew away into myth and legend, carrying with it Culdari.

Culdari, called "Final Repose", is the holy scythe employed by the Hand of Neroth for his Lord's will. This legendary weapon appears to be a jet-black scythe, made of a wood never seen upon the surface of Onara. The entire haft is etched in hymns to Neroth, the symbols making serpentine patterns along its length. Pure silver was used to fill each symbol, creating a stark contrast to the dark handle. To the top of the haft is mounted a large steel skull from its open mouth projects the silvery-steel scythe blade. Razor sharp and tapering to a needlepoint, the mere appearance of this weapon is enough to frighten most mortals. Legends abound of this weapon, and some falsely believe this is the same weapon that was used by Neroth himself during the God Wars.

Culdari is a +5 *Legendary* (+5) *Keen Holy Netherite Scythe of Precision*. Furthermore, it is considered to be a *bane* weapon against all foes.

Overpowering Universal; CL 30th.

Dagger of Yig

This dagger is shaped as a serpent whose tail and body form the blade, and the head wraps around the wrist, ending with its fangs touching the wielder's arm. Once it has attached itself to a wielder it does not relinquish its grasp. An undead creature cannot be a host for this item; it simply refuses to attach. The dagger has certain latent powers that slowly awaken as its host becomes more experienced.

The first of the dagger's latent powers becomes obvious quickly. Instead of being carried in a normal sheath, the weapon uses its wielder's forearm. This deals no damage to the host, but the weapon does impose a -1 penalty to attack rolls while sheathed due to the unusual added weight in the character's forearm. The weapon cannot be found by mundane searching while it is sheathed. Sheathing and drawing the weapon is a full-round

action that provokes attacks of opportunity, as it melts in and out of the character's flesh (a grisly sight). Feats and abilities, such as Quick Draw, cannot shorten the time needed to draw or sheathe the dagger.

This is not a soul-bound item, but it is extremely difficult to remove once it has taken root in a particular host. When drawn, the wielder cannot drop or throw the dagger. Disarm attempts made against this weapon automatically fail. If the blade is sundered, it immediately re-sheathes itself in the wielder's arm and reforms in 24 hours. The dagger may only be removed from a living host by surgical means. This procedure requires 50 days and permanently lowers the former host's Constitution score by 1 point (and destroys the dagger). As such, it cannot be sold, nor can it be traded. If the wielder dies, the dagger detaches and falls to the ground, unless it was sheathed, in which case it must be cut free from the dead body. If the arm in which the dagger is sheathed should be completely severed from the wielder's body, the dagger remains with the limb. If the limb is reattached, the dagger remains unaffected. If the limb is not reattached, then the dagger has effectively been removed from that host, but the lost arm can never be recovered by any means, including a *heal* or *regenerate* spell. It is permanently gone. If the wielder dies and is brought back from the dead, the dagger stays with the body (or appears as part of the new body in the case of a *resurrection* spell).

The weapon detects as evil, and radiates moderate necromantic magic. When the weapon is sheathed in the host's arm, the host detects as evil (with an aura strength equal to the host's total character level) and as magical (with an aura strength identical to the dagger's). Furthermore, each latent power that the weapon activates has an ability-score cost associated with it. The cost is symbolic of the many small changes that occur in the wielder's body. Charisma-related costs indicate the eyes changing into slitted pupils, or small, nearly invisible scales growing over the body. Other changes represent broader physiological and mental changes, as the bearer becomes increasingly reptilian. All costs are cumulative. Refer to the table below for a full-listing of the powers of the weapon, and the associated costs.

Each time a new latent power is activated, the host must succeed on a DC 20 Will save or have his or her alignment shifted one "step" towards Lawful Evil. Initial shifts are along the Law-Chaos axis and then along the Good-Evil axis. If the character is high enough level to activate more than one latent power at the time the dagger is first acquired, then one save must be made for each power activated. The ability score reductions, however, cannot be healed, removed, or negated in any fashion known to mortals.

Char. Level	Powers	Costs (cumulative)
1	MW dagger	None
2-4	+1 dagger	-1 Cha
5-8	+1 venomous dagger	-1 Str
9-12	+2 venomous dagger	-1 Cha, -1 Int
13-16	+3 venomous (2) dagger	-1 Str, -1 Int
17-20	+3 venomous (3) dagger	-1 Wis, -1 Int
21+	+5 venomous (5) dagger	-3 Wis, -1 Int

Moderate Necromancy [Evil]; CL 21st.

Despair

This profane weapon was crafted by the Lich-Lord Hegresh of Sohbuk from the bones of clergy from the Coryani Church of the Pantheon and steel soaked in the blood of innocent children kidnapped from their beds in the Coryani countryside. It is consecrated to Neroth's Death and Pestilence aspects and was wielded to horrific effect against the armies of Milandir during the Heretic Wars.

What has become of this weapon is unknown, but is it not likely to have strayed far from Hegresh's vile reach.

Despair is a +5 Unholy GMW Scythe. The wielder of this blade is protected by a continuous *unholy aura*, and the wielder may also use *contagion* (DC 23) three times each day.

Strong Necromancy; CL 17th; Prerequisites: Craft Magic Arms and Armor, Heighten Spell, creator must be evil, *contagion*, *unholy aura*, *unholy blight*; Price: 1,351,858 gp; Cost: 676,238 gp + 54,050 XP.

Doomherald

This magnificent hand axe represents the pinnacle of forging technology known to the dwarves of Tultipet. First crafted by the master weaponsmith

DulengFirehandsandenchanting by the earth oracle Mortapat, this weapon inspired numerous imitations of somewhat lesser power from the smithies of other enclaves. Like many superior magical weapons of dwarven manufacture, the blade is made from billets of green-iron and black-iron steel, superheated then compressed, folded and magically cooled hundreds of times, ensuring a durable and razor sharp edge. The center of its blade is carved out, leaving a hollow space behind the edge, with a haft of ribbed pine ironwood and a mithral chain to secure the weapon against a possible slip.



Doomherald is a +2 *keen black iron hand axe*. In the hands of a dwarf, this weapon becomes a +2 *keen returning black iron hand axe of throwing*. Furthermore, once per day, for 10 minutes, the weapon allows a dwarven wielder to see through stone (up to 120 ft. maximum). While the wielder can see through stone, he can also throw Doomherald at foes that are visible to him.

Moderate Transmutation; CL 10th; Prerequisites: Craft Magic Arms and Armor, *keen edge*, *magic stone*, *telekinesis*; Price: 75,756 gp; Cost: 38,256 gp + 3,000 XP.

Flail of Kihuk Mak

This intimidating heavy flail has three wickedly spiked balls of viridiite tethered to a haft of ironwood by barbed chains. The flail occasionally oozes blood from the haft, and in darkness it glows with a malevolent aura illuminating everything within 20-feet in a halo of diseased green light.

This vile weapon is named for its last owner, Kihuk-Mak, a dark-kin blackguard who served the lords of Nishanpur as taskmaster, executioner and slave-master. The weapon disappeared into oblivion following his ultimately doomed bid for power several centuries ago. Many seek the weapon, for the flail would be as potent a tool during these troubled times as it was then.

The true history of this weapon is lost to time, but it has been conjectured by scholars that it may have been the weapon of one of the Devil Kings during the Time of Terror.

This is a +1 *reaching viridiite heavy flail*. On a successful critical hit, the wielder may make a free disarm check against his opponent. For the purposes of that check only, treat the flail as being one size category larger as well as granting a +4 circumstance bonus as the chains wrap around the victim's arm and shred the flesh and bone. Thus, the wielder receives a total bonus of +8 to the check in addition to their normal disarm bonus; additionally, this disarm check does not provoke an attack of opportunity, nor may opponents attempt to disarm the wielder if the check fails.



When wielder by a Tainted creature, this flail becomes a +2 *reaching viridiite heavy flail of vicious wounding*. If the wielder also has an Aura of Faith (Evil) then the weapon is a +3 *unholy reaching viridiite heavy flail of vicious wounding*.

This weapon bestows horrific nightmares upon good-aligned wielders. Each night that they bear it, they suffer progressively worse nightmares of slaughter and gore. For the first 1d4 nights they awaken *fatigued* the next day; after that time they awaken *exhausted*. If the good-aligned wielder wishes to dispose of the weapon, in any way they can, then they must make a DC 17 (if within the first 1d4 days) or DC 24 (if after the first 1d4 days) Will save or continue to suffer the nightmares until a *remove curse* or *break enchantment* is cast upon them.

Strong Necromancy; CL 17th.

Geraccio's Wondrous Hammer

Geraccio, a Coryani smith, owned this magical tool renowned for its ability to perfectly temper metal, until it was stolen from him by a band of thieves. It is possible that Geraccio created this item, but that is merely hearsay according to the various dwarven enclaves who all make claim to having created it. After the item was stolen it resurfaced in Tir Betoq for a period of time before being stolen again. Its current whereabouts are unknown, but it can be identified by the single rune stamped onto the head of this otherwise plain hammer.

The hammer's main use is the forging of metal, and to that end it can, upon command, heat a piece of metal that it is working, as if it had been exposed to the heat of a well-stoked forge. In addition, hammering a sheet of metal, heated using the above ability, causes it to become perfectly tempered. All of the above combines to reduce the time required to craft items. For mundane metal items, such as horseshoes, buckles, nails and so forth, using the hammer to forge them reduces the required time to forge these items to one-quarter of normal. For more complex metal items, such as weapons, armor and locks, it only halves the required time.

Additionally, the hammer grants its wielder a +10 competence bonus to Craft (Armorsmithing), Craft (Blacksmithing) and Craft (Weaponsmithing) checks made to work with metals. The hammer may also cast *heat metal*, *chill metal*, and *animate objects* each once per day (Caster Level 11th).

If used as a weapon, the hammer behaves as a +2 *GMW light hammer*.

Strong Transmutation; CL 20th; Prerequisites: Craft Magic Arms and Armor, Craft Wondrous Item; *animate objects*, *chill metal*, *epiphany*, *fabricate*, *heat metal*; Price 88,201 gp; Cost 44,401 gp + 3,504 XP.

Gladius of Glory

The history of this blade is lost to time, however, in the recent years rumors have swirled that this blade is what the *gladius of light* was based on, or that it was an attempt to duplicate them. The blade of this gladius is a beam of brilliant white light. The hilt is etched with undecipherable runes that glow with a faint golden light.

While drawn, the gladius sheds light in a 40-foot radius (this light is equivalent to a 9th-level light spell). Furthermore, all creatures within 100 ft. must make a DC 19 Will save each round or become subject to a *charm monster* effect. This latter effect persists so long as the creature remains within 100 ft. of the unsheathed gladius.

The gladius itself is a +5 *brilliant energy searing gladius*. At will, the gladius can produce a *daylight* effect that is equivalent to a 9th-level spell.

Strong Evocation [Light]; CL 20th.

Gladius of Light

This strange blade seems to be made of pure semi-solid light. If used against any living creature or construct, this blade harmlessly passes through the intended victim causing no damage whatsoever. But when wielded versus creatures with the *Entropic* subtype, this blade deals 2d10 points of damage and is a +5 weapon. Against undead creatures this blade inflicts 1d10 points of damage and is a +1 weapon.

The only known copies of these blades were discovered in the fortress of Urumeh, the Fallen Honor of Cadic, on a distant plane that was under siege from the forces of Entropy. If the plane still exists or even if Urumeh exists is a matter of contention amongst scholars who pay attention to such details.

Strong Evocation; CL 20th.

Harmony

This ancient looking long sword appeared in the hands of the Altherian warrior-bard Savano Lazarath of Coryan about 50 years ago. Savano has been reported to be actively eluding the Harvesters of Ymandragore since discovering it.

This fine weapon is forged from Altherian Steel, with a large green sapphire engraved with the image of a harp sitting upon the edge of a sword on its pommel. Its twisted swept hilt and cage has been forged to look like twisted thorn filled vines. The blade itself has been polished to a mirror finish, across which is the word *Harmony* in Ancient Altharin.

Harmony is a +3 *Greater Harmonizing GMW Altherian Steel Longsword of Grace*. It has further abilities if the wielder has the *bardic music* ability. The weapon grants a wielder with *bardic music* a +5 competence bonus to Perform checks. If the wielder has at least 5 ranks in Perform and the *bardic music* ability, then the wearer is granted resistance to sonic effects equal to his ranks in Perform so long as the blade is drawn.

If the wielder has at least 13 ranks in Perform, then while using the *bardic music* ability, the blade begins to vibrate and shiver, granting it the *keen* and *precision* abilities.

If the wielder has at least 18 ranks in Perform, then he may expend a use of *bardic music* to drive the blade into the ground while singing a perfect high pitch. This causes a crescendo of sound that deals 15d6 sonic damage to all creatures within a 30 ft. radius burst (Reflex DC 25 for half). The wielder is unaffected by this blast.

Strong Evocation; CL 18th.

Kelisar "Serpent Eater"

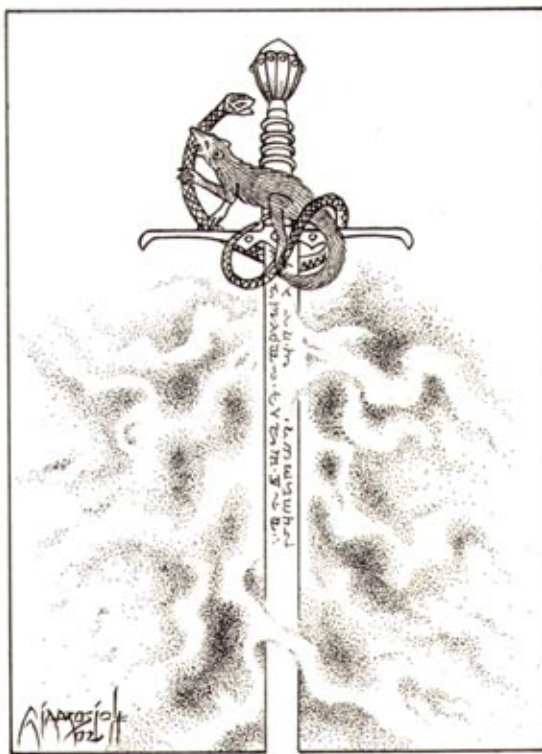
Literally named "Serpent Eater", this ancient Elorii blade was forged by Salos, the *savior of the people*, on the night he perished. The blade was found in the ruins of the archmagi's hall of Ssethregore after the terrible battles had finished. Upon its return to Belsator, Ferelas, the greatest living Elorii craftsman, affixed a hilt to the blade. Kelisar hangs in a place of honor in the High Council Hall of Belestor, removed only in times of great need. Indeed, Kelisar last tasted battle in the hands of the great Elorii leader Auros, during the Ssethregoran attack upon Belestor long ago. On that fateful day Kelisar sang with the blood of countless foes, its green flame rallying the Elorii peoples and consuming the endless reptilian horde.

Kelisar is an elegant single-edged longsword. The blade is forged of fervidite and runes of power are etched upon the spine of the blade. The golden hilt wraps elegantly around the wielder's hand forming an intricate basket portraying a mongoose attacking a serpent. Kelisar's pommel is adorned with a flawless emerald of the deepest green, its perfect balance is apparent to anyone lucky enough to hold this magnificent sword in his or her hands.

Kelisar is a +5 *Flaming Burst*, *Bane: Ssethric Legendary* (+5) *Fervidite Longsword of Grace*. If wielded by an Elorii this weapon also gains the *holy* enhancement. Furthermore, while drawn green flames snake up the blade and engulf the sword and wielder in vengeful fire. This is equivalent to an *empowered mantle of unassailable flame*.

Furthermore, any Ssethric creature that is struck by the blade suffers damage as if they had struck the wielder in combat. The struck creature continues to suffer this damage every round until they make a DC 20 Fortitude save (as a full-round action that does not provoke attacks of opportunity). Ssethric creatures that are within 10 ft. of an afflicted creature must make a DC 20 Fortitude save each round (on the afflicted creature's turn) or begin to suffer these effects as well.

Finally, any Ssethric creature that attempts to approach within 60 ft. of the blade must succeed on a DC 20 Will save or flee (as if affected by the *fear* spell) for 1 minute.



Kelisar bestows two negative levels on a wielder who is evil-aligned, and two negative levels on a wielder who has the Ssethric subtype. An evil-aligned Ssethric creature suffers four negative levels. These negative levels may not be removed in any way while the weapon is owned, and are restored once the weapon is no longer owned.

Overpowering Evocation; CL 25th.

Kingmaker (Assassin's Tongue)

This cynically named dagger is thought to have originated amongst the various assassins guilds of Abessios. Forged from wolf-iron with a triangular blade, like a stiletto, this blade is neat, simple and strong. The guard is small and nearly flush with the blade and has a piece of jet set into the pommel.

This is a +2 *surreptitious dagger*. Furthermore, the blade is intelligent (see below) with a Chaotic Evil alignment, a fact that it only reveals to individuals who share (or are close to sharing) its principles (ie. CE, CN and NE wielders). The blade refers to itself as *Assassin's Tongue*, but everyone else calls it Kingmaker. Kingmaker has a special purpose, and that is to murder lawmakers at every opportunity.

To that end, the item gains the ability to use *confusion* at will while its wielder is seeking to murder a lawmaker. Worse yet, the wielder enjoys a +2 bonus to the DC of any *Death Attack* (like that of an Assassin) he makes against a lawmaker.

Kingmaker has an Intelligence of 17, Wisdom of 10, Charisma of 17 and an Ego of 22. The weapon's alignment is Chaotic Evil, it communicates via Speech (Myrantian, Low Coryani, High Coryani, Cancerese; it can also read all of these languages) and Telepathy (with the wielder), it has 120 ft. vision, 120 ft. darkvision, and hearing. The weapon has 10 ranks in Bluff (total modifier +13), 10 ranks in Intimidate (total modifier +13), and the ability to use *darkness* three times per day.

This item bestows two negative levels, due to its intelligence, on any wielder who is not CE. Wielders who are Chaotic Neutral or Neutral Evil only suffer one negative level. These negative levels cannot be removed so long as the item is owned, but disappear on their own when the weapon is no longer owned.

Strong Varied; CL 17th; Prerequisites: Craft Magic Arms and Armor, creator must be Chaotic Evil, creator must possess at least 10 ranks in Bluff and Intimidate, *animate object*, *confusion*, *darkness*, *invisibility*, *miracle* or *wish*; Price: 143,802 gp; Cost: 72,052 gp + 5,740 XP.

Knowledge

This Altherian Steel hammer is rumored to have been gifted to the people of Althré by a Valinor so that they can carry forth their quest for knowledge. The weapon bears faint glyphs across its surface that shift and slide about; these glyphs contain all the knowledge in the world that has ever been known, is known or ever will be known.

This is a +5 *Holy Legendary* (+5) *Altherian Steel Warhammer*. Despite the light weight of this weapon, it strikes as a weapon of twice its weight. The weapon may be wielded as a light weapon but the wielder may add their full Strength bonus to damage instead of just half. If wielded as a one-handed weapon the wielder may add one and a half times their Strength bonus to damage instead of just their Strength bonus. Finally, if wielded as a two-handed weapon the wielder adds double their Strength bonus to damage instead of one and a half times their Strength bonus. The above also applies to all other effects that are based off the Strength bonus to damage (such as Power Attack).

This weapon grants a +10 competence bonus to all Knowledge checks. Finally, three times per day the weapon may cast *legend lore* as a 20th level caster.

Overpowering Divination; CL 20th.

Lantas Dalo: Cleaver of Trolls

Lantas Dalo was forged centuries ago by Master Artisan Elebac of Solanos Mor. At the time of its crafting, the city fell under siege by a horde of ravening trolls which swept down out of the Corlathian Mountains. The siege lasted for one hundred days until the valiant defenders of the City of Shameful Penance finally drove off or destroyed the troll host, but not before suffering heavy casualties. Master Artisan Elebac soon learned that his only son had fallen in the battle. Heartbroken, Elebac swore vengeance on all troll kind and returned to the unfinished sword in his forge with unbridled determination and fury.

When the blade neared completion, Elebac had the city guard bring a live troll before him. This troll was the warlord Thragris, who fell on the field of battle, but was captured and imprisoned before his shattered body could recover. As the last hammer blow rang upon the blade, Thragris was set free and Elebac turned to face the unfettered Troll lord. "My vengeance begins at the source!" shouted Elebac as he waded into battle, the sword's blade still glowing red-hot. Thragris never stood a chance.

After the battle, Elebac pulled the now cool sword from the ruined body of the troll and looked upon the finished blade. He raised the sword above his head and, in a soft voice, christened the new blade Lantas Dalo, the Cleaver of Trolls. Elebac then strode across the cavern to his eldest daughter, Betra, and presented Lantas Dalo to her hilt first. "Duty binds me here to continue my craft, but take up this sword my daughter, and avenge your brother and all the others who fell to the hordes," said Elebac. And with that, Elebac strode back to his forge to continue his lament while Betra girded for war and left Solanos Mor on her own crusade.

Lantas Dalo appears to be the perfect longsword. Its balance is exquisite; the long, double-edged blade meshed perfectly with a heavy adamantite hilt. The handle is carved from straight-grained ironwood and the pommel capped with a replica of a gauntleted fist. Dwarven runes cover the blade; retelling the tale of the troll battle of Solanos Mor while a multitude of small diamonds encrust the hilt causing the hilt to sparkle in the light.

Lantas Dalo is a +2 *Wounding Legendary* (+3) *Longsword*. When fighting against trolls, the weapon gains an additional +3 enhancement,



deals +3d6 extra damage and all damage it deals is lethal damage and cannot be regenerated. Furthermore, the blade hungers for troll blood, and glows a soft blue light when any trolls approach within 60 feet of the wielder.

Strong Evocation; CL 15th; Prerequisites: Craft Magic Arms and Armor; *mage's sword*, *summon monster III*; Price: 100,015 gp; Cost: 68,015 gp + 2,560 XP.

Lion of Winter

This longsword has been in the hands of the val'Tensen family since the days of the First Imperium. Always in the hands of the rightful head of the val'Tensen family, this blade has guarded the Scions of Hurrian and mankind as a whole.

Since the sundering of the val'Tensen line after the succession of Milandir from the Coryani Empire, this blade has taken on an odd property that could easily be described as behavior. With every Generation, this blade has found its way to the master of the val'Tensen of the rival nation. It was in the hands of Augustos val'Tensen during the days of Milandir's birth, alternating in turn between Ulfilan Governors and Moratavian Dukes. The blade is currently in the hands of Adolphos val'Tensen, Duke of Moratavia.

Legend states that the blade was forged, not in fire, but in a forge actually made of the essence of the very season of winter itself. Forged out of metal drawn from Hurrian's Golden Skiff, the metal of the blade is a vibrant blue and visibly shimmers with the aura of frost that surrounds it. The hilt is wrapped in fur and the wielder must take care to wear a glove on his sword hand and avoid touching the blade as it will burn the flesh that comes into contact with it.

The Lion of Winter is a +3 *Clan-Bound*, *Icy Burst*, *Vorpal GMW Fluvium Longsword*. This weapon has hardness 40 and 180 hit points (due to the unusual source of its metal).

Strong Evocation; CL 18th.

Mercy

Smoothed by centuries of use, this stout, undecorated, oaken staff is a blessed weapon of Beltine and her Healing aspect. Mercy was used by Ishi during the battles at the start of the First Imperium to heal Virdan and Tensen of their wounds during battle.

Mercy is a +5 Bane: Undead Legendary (+5) Quarterstaff. However, it deals no damage to any foe who is living (has a Constitution score). With every hit, regardless of the creature being struck, the weapon produces a *cure critical wounds* effect (DC 20) as a 20th level cleric.

Thus, an undead creature struck by the weapon suffers 1d6+2d6+7 plus 4d8+20 (Will DC 20 for half) plus the Strength modifier of the wielder. A living creature struck is healed for 4d8+20 points.

Finally, if Mercy is drawn slowly along a wound, or placed onto a diseased or ill person, it heals them, as the spell *heal* cast at 20th level. Doing so requires one minute. The weapon can also regrow limbs that have been lost, duplicating the *regenerate* spell. This also requires one minute to use.

Strong Conjunction; CL 20th.

Oathmaker

This blade, a favorite amongst the higher echelons of the Sarishan Clergy, is rumored to have been forged from a combination of the metallic scales of an Infernal Lord, the metal body of a retriever, and sanctified steel. Regardless of the veracity of such tales, the power of the blade is unmistakable.

Oathmaker is a +5 Bane: *Infernal GMW Sarishan Steel Dagger*. The wielder of the weapon is protected by a continuous *protection from evil* effect. Furthermore, any spells or powers that the wielder produces are able to ignore the spell resistance or power resistance of Infernal creatures.

Strong Universal; CL 20th; Craft Magic Arms and Armor, *bless weapon*, *summon monster I*, *wish* or *miracle*; Price: 475,102 gp; Cost: 238,102 gp + 18,960 XP.

Pathfinder

Pathfinder has been held by the val'Dellenov family since the earliest days of the Val race. Rumors, never confirmed nor denied, attribute the creation of this item to Saluwe herself who purportedly gifted it to the founder of the val'Dellenov family. The weapon is engraved on the side in Ancient Altharin and High Coryani with the words "So you may always know your path."

This is a +5 *Faithful (Saluwe)*, *Opportunistic*, *Reaching Legendary (+5) Short Spear*. Once per minute, the wielder may ask a specific question about any item, place or person. The spear will either point out the direction towards the item, place or person (if the item is uniquely identified in the question) or it will point vertical and slowly spin in a circle indicating confusion.

Furthermore, the wielder of this weapon is unaffected by weather conditions. This includes not being hampered by the vision impediments of a storm, or the numbing of hypothermia.

Strong Divination and Abjuration; CL 20th.

Petrus Kafan: "Hope's Dart"

At the battle of Hope's End, the forces of the Infernal finally turned and faced the assembled forces of the Coryani. There a legendary duel was fought between the forces of the Infernal General and the First Emperor. For eight days, the two raged in battle until the First Emperor fell to a foul poisoned dart. The throw was seen by Yolim val'Tensen, of the Legion of the Reluctant Warrior. As the mass of humanity rushed down on

their Infernal foes in vengeance, Yolim vowed that the throw would not go unanswered. Taking up his shortspear, the val'Tensen called upon the strength of the Gods and let fly.

His call did not go unanswered. Hurrian and Sarish looked down upon the young warrior and upon the treachery that befell Illir's chosen. Sending their blessings to young Yolim, Hurrian strengthened his arm while Sarish blessed the dart. The shortspear hurdled over the charging Legionnaires and struck true, burying itself in the breast of the foul, corrupted Infernal that had poisoned the Emperor. There was a blinding flash of light and a howl of pure terror from the creature. As the light cleared, the Infernal was no more; the strength of Hurrian and the powers of Sarish had blasted it from the plane. Vengeance had been served.

Since that time, clergy of Hurrian and Sarish have strived to recreate Petrus Kafan, literally "Hope's Dart" translated from Ancient Altharin. Their efforts have produced shortspears of amazing powers. Appearing as a simple, ash hafted weapon, the only remarkable feature is the cold iron head of the shortspear. This head is forged on blessed altars of Sarish, and etched with images of the eternal struggle between the Infernal Lord and the First Emperor. These spears are given to those legions adventuring into Canceri or any mission involving Infernal minions.

Petrus Kafan is a +1 *Holy GMW Shortspear* with the added ability that it can discharge a *banishment* spell against an Infernal that it strikes. This *banishment* spell is cast at 15th level (DC 24) and consumes the shortspear when used. Petrus Kafan itself is considered to be an anathemical object to Infernals (adding +2 to the caster level check to penetrate SR, and +4 to the DC, the latter is already included). Rumors persist that the original spear was not expended in this manner, but that remains unproven and controversial. Strong Abjuration; CL 15th; Craft Magic Arms and Armor, creator must be good, *banishment*, *holy smite*; Price: 20,701 gp; Cost: 10,651 gp + 804 XP.

Silent Death

Silent Death is an ancient composite short bow crafted from the finest polished ebony. The bow is strung with the finest woven gut from a variety of animals, most unrecognizable. This weapon is reputed to have been used by Borda during the early days of the First Imperium. The terrible power of this weapon is its ability to deal death silently from afar.

This is a +5 *Seeking Legendary* (+5) *Mighty* [+4] *Composite Shortbow of Distance*. Furthermore, death attacks, such as that of an assassin or a val'Borda, may be delivered through this weapon at ranges of up to 200 ft. Death attacks that are delivered through this weapon have their

save DC raised by 4. Finally, each arrow that is fired is affected by the *silence* spell. Strong Necromancy and Divination; CL 20th.

Spell Spinner

Spell Spinner was discovered in the ruins under the First City by the Warrior Sage Vinas val'Mehan of the Emerald Society. Vinas was able to successfully date the blade's design back to the beginning of First Empire of Man, but the weapon's powers remained largely a mystery to him, until Vinas' exploration team crossed paths with an ancient undead horror. During the battle, the creature unleashed a series of destructive spells, of which one was fired directly at Vinas' chest. Reflexively, he raised the blade to block the blow, and, to everyone's amazement, deflected the eldritch bolt back, leaving nothing but a pile of dust where the creature once stood. Afterwards, the blade became a fixture at his side, but upon his death, Vinas ordered the blade be given to the Emperor as a gift. The messenger and the blade never made it to Grand Coryan however, and Spell Spinner has been lost ever since.

Rumor has it that several Harvesters from Ymandragore have been inquiring about the blade, as have several members of the Order of the Hawk. This blade is a long, slightly curved, double edged longsword. The cross guard, a classic double ring, and pommel are made from what seems to be gold. The haft of the blade is carved darkwood depicting cats at play.

Spell Spinner is a +4 *Defending Legendary* (+2) *Darkwood Longsword*. While the blade is held, the wielder is continuously protected by the *spell turning* spell. The number of spell levels that can be turned each round is unlimited and affects all magical spell and spell-like effects except preternatural psionics. If the wielder approaches within 60 ft. of a spellcaster or manifester the blade glows with a deep blue light. Overpowering Abjuration; CL 30th.

Stalwart

This silver longsword, etched with arcing lightning, dances with lightning while drawn. It was wielded by Tensen during the early conflicts of the First Imperium and in battles he fought for Hurrian against the Other. Dedicated to the defense of mankind, this blade is only potent when wielded by one with human or Val blood.

Stalwart is a +5 *Defending, Shocking Burst Legendary* (+5) *GMW Silver Longsword*. Additionally, the weapon deals an extra +2d6 electricity damage on each strike (this stacks with that from the *shocking burst* power). Finally, the weapon also allows its wielder to use the *smite evil* ability of a Stormlord three times each day. The wielder uses his Charisma modifier and level to determine the bonuses of the smite.

If the wielder of this blade has no human or Val blood then they suffer 2d6 electrical damage per round, and gain two negative levels so long as the blade is wielded. These negative levels cannot be removed until the blade is no longer owned. Strong Abjuration and Evocation; CL 20th.

Staff of the Oceanwalker

In the Pirate Isles there is an old sea captain's myth of a man who is one with the sea. He was given the nickname Oceanwalker by a fishing captain who was lost at sea during a particularly violent storm. The captain claimed to have seen a shimmering light through nearly impenetrable downpour. When he had navigated near enough to the light to make out what it was, he handed over the ship to the first mate and ran frantically to the ship's railing for he believed his eyes had deceived him. They had not. Barely twenty yards from the fisherman's ship walked a man carrying the light that had drawn the captain to him; the light took form in the staff at his side. The crew looked hesitantly, for they believed their captain's mind was as lost at sea as they were. The man, not twenty yards away, walked calmly on the water like the storm wasn't even there! Surely, he thought, he and his crew were doomed. Just then the man stopped, looked back over his shoulder at the captain and pointed in the opposite direction. He then proceeded to continue walking and disappeared into the storm. Through the night the captain and the crew saw their weathered ship through the storm. They following the heading the captain had been given by the man he claims to have seen, and saw the sun again within sight of their home pier.

Every now and again a captain, or some old sea dog will wander into a tavern telling a tale of a man who walked on the water. Some say he swims like a fish, or better yet, rode upon an elemental manifestation of the sea itself. Always the description is the same though, and always a focal point of the story is the shimmering blue staff he carries, the *Staff of the Oceanwalker*.

This staff is crafted from a blue crystal and is a +4 Collision/+4 Collision Quarterstaff. The weapon has Hardness 33 and 90 hit points. Immersing the staff in brine or salt water heals 5 damage per round that it is submerged.

The wielder of this staff gains the ability to locate unerringly the nearest body of water that is larger than a bath. Furthermore, the wielder also gains the ability to communicate with all creatures with the aquatic subtype. The staff also grants the wielder complete immunity to weather effects upon open waters.

If the bearer is second or higher level, then he may also use the *water walk* spell three times per day (as a 20th level caster). If the bearer is fifth level or higher then they gain the ability to breathe water (although they do not lose the ability to also breathe air). Finally, if the bearer

is tenth level or higher, he may summon a Huge Water Elemental once per day, which remains to serve him for 2 minutes.

Strong Transmutation; CL 20th; Weight 6 lbs.

Torment

Torment is an ancient basalt dagger that brings agonizing pain to all that it wounds. Vicious serrations along the blade's length cause brutal wounds that have difficulty closing. The handle of this blade is wrapped in blood-stained leather; blood drawn by the thorns that pierce the leather and the hand of the wielder. Torment was originally wielded by Inares, the original servant of Anshar during the First Imperium.

This is a +4 *Jagged, Legendary* (+5) *Punching Dagger of Wounding*. This weapon has its critical multiplier raised by one (this is a non-magical increase). Furthermore, monks and divine casters who venerate Anshar may use this weapon regardless of proficiency, and this weapon is considered a monk weapon.

Anyone struck by Torment is afflicted with the *unending pain* spell (Will DC 25 to resist). Once per day, as a free action, the wielder of this weapon may choose to have the weapon deal 1d4+5 damage to the wielder to raise the above saving throw DC by 5.

Strong Enchantment; CL 20th.

Wrath

Forged from copper that is magically hardened and then flame-seared by holding it near a Pillar of Nier; this flamberge is the hallmark of the val'Virdan family. Wielded during the First Imperium by either Virdan or Emman, this blade passed from knowledge for a thousand years. Only recently, with the rediscovery of the val'Emman family has the blade also reappeared; raising questions about whether the blade truly belongs to the val'Virdan family or the val'Emman family.

Wrath is a +5 *Keen, Flaming Burst Legendary* (+5) *Copper Flamberge*. The wielder cannot drop this blade, nor may he be disarmed. Furthermore, Wrath will not harm an unarmed opponent (individuals who possess the Improved Unarmed Strike feat are considered to be armed for these purposes); it merely passes through such individuals without leaving a mark.

When Wrath is wielded by a val'Virdan, the blade grants the wielder the ability to use *mantle of unassailable flame* three times each day. When wielded by a val'Emman, the blade instead grants the wielder the ability to use *haste* three times each day. Activating either of these abilities is a free action.

Strong Evocation; CL 20th.

Ancient Alchemy, Elixirs and Potions

Elixir of Longevity

This elixir was crafted for the masters of Ssethregore during the ages before the revolt of the Elorii. Crafted from a blending of the tears of the immortal Elorii, extracted through unspeakable and fortunately lost tortures, and the venom of a rare and deadly asp, this elixir grants its imbiber an unnaturally extended life. However, it does have its risks; for anyone who imbibes this elixir is wracked with terrible pain for three days and nights. At the end of that time, they must make a DC 28 Fortitude save.

People who fail the save are permanently embalmed by the magic of the potion, and while they are not dead, neither are they living. They lie forevermore outside time and beyond the call of either life or death. People who succeed on the save have their natural lifespan permanently doubled. Strong Transmutation; CL 20th; Prerequisites: Craft Wondrous Item, Craft Epic Wondrous Item, temporal stasis, Elorii tears, venom of the Lifewell Asp; Market Price: 400,000 gp; Cost 200,000 gp + 16,000 gp.

Rings and Rods of Power

Hussma Ring of Greater Regeneration

Centuries before the arrival of man and his gods to Onara, these rings were used by the rebellious Hussma against the Scaled Emperor, Sahktess. After the defeat of Ssethregore, the Taskmasters themselves were in turn destroyed by the same Elorii armies they had once commanded. The rings then passed down among the elves and were occasionally copied by those who could master its powerful magic.

After the Great Betrayal, when many brave Elorii heroes of old died protecting the migration of their people from marauding Valinor hunting parties and their human lackeys, these rings found their way into the possession of the great Val houses. Highly prized and exceedingly rare, these rings usually appear to be simple charm rings made from bone, carved to resemble a lizard set with hematite eyes biting its own tail.

The wearer of this ring enjoys fast healing 1 while the ring is worn. The ring will only heal damage done while the ring is worn. Overpowering Abjuration; CL 20th.

Nihang's Ring of Protection from Tainted Kind

This tarnished silver ring is one of a set of six that were crafted during the Time of Terror by the Nihang's of Canceri. The rings were once polished silver but within minutes of having been forged, they became tainted by the magics bound to them and despite the efforts of previous owners, the silver remains tarnished at all times.



These rings were forged to protect the Nihangs from the depredations of the Infernal Lords; and they did serve the Nihangs well. However, the Infernal Lords and their cohorts merely turned away from the Nihangs to prey upon others.

The wearer of this ring receives a +5 insight bonus to Armor Class against attacks made by Tainted creatures. Furthermore, he also receives a +5 insight bonus to saving throws made against effects generated by a Tainted creature. Additionally, a Tainted creature who wishes to physically attack the wearer of one of these rings must also make a DC 25 Will save. Should they fail the save, they may attempt another such save after 24 hours have passed.

The ring also grants the wearer the ability to use charm monster (DC 17) at will, but only on creatures with the Tainted subtype. Also, once per day, the wearer of the ring may summon forth a Celestial Roc or a Leonal as per the summon monster IX spell.

Any Tainted creature who wears this ring suffers five negative levels so long as the ring is worn. These levels may not be removed until the ring is no longer worn.

Overpowering Abjuration; CL 20th.

Ring of Communion

This alloyed ring of meteoric metal, platinum, mithral and adamantite, was forged during the reign of the First Emperor. They have two uses. The wearer is granted the ability to telepathically communicate with Celestial creatures that are within 1 mile. Additionally, the wearer may attempt to call a named outsider (including Valinor) once per month. These creatures are under no compulsion to answer, but should they choose to, they remain free to act as they wish. However, this does present the wearer the opportunity to ask for advice and consult on matters beyond the ken of mortal diviners.

Strong Conjunction; CL 20th.



Ring of Master Thievery

Nakas Pi'neo, the legendary thief from Panari, is attributed to designing the concept for the first Ring of Master Thievery. Nakas was an incredibly successful thief operating in the great capital of Balantica. His young childhood years had been spent living in the streets until he was adopted by a group of cutthroats and catburglars. Nakas blossomed under their tutelage and, over the years, his skills were honed to near legendary status. Operating out of the Waving Leaf tavern in the noble district of the city, Nakas has since formed his own band, who simply wishes to redistribute the wealth of their rich neighbors to a more worthy group, namely themselves.

Calling themselves the Band of Splintered Oak, Nakas has managed to attract the finest underworld talents from across the city into his fold. Now the head of an extremely successful band of catburglars, Nakas has begun to expand his horizons out of the city of Panari. Never one for unnecessary violence, Nakas prefers to sneak in, accomplish the task, and get out without anyone ever knowing. To Nakas, burglary is nothing more than a game to test his skills at; a fast paced game where the stakes are extremely high. His skills are such that he rarely leaves clues for the authorities to follow and his band's penchant for not creating corpses (as well as a few hefty bribes) has kept some of the city's authorities looking the other way. Recently, Nakas has commissioned what he considers the ultimate boon to his trade, his own creation called a Ring of Master Thievery. If Nakas is correct and the Mage comes through with the item, this lord of thieves may very well become unstoppable.

A Ring of Master Thievery appears to be a plain brass ring of minimum value. Designed by Nakas to draw as little attention as possible, the ring's only adornment is a tiny relief carving of a lightning blasted tree stump and the words "lauriuthe morkathanus dus koreth nobeli draspu"

carved upon the ring's surface. Meaning "even the mighty are destined to fall", this slogan represents the ideals behind the Band of Splintered Oak.

The ring does not detect as magical (although, an identify spell will correctly identify the item if the caster succeeds on a DC 11 Will save; failure means the caster can never identify this item).

While this ring is worn, the wearer is continuously invisible per the greater invisibility spell. The ring also grants its wearer an enhancement bonus to Dexterity (ranging from +2 through +6). Finally, the ring may cloak the wearer in a personal silence field, damping any noise they make, although activating this field requires a standard action.

None; CL 15th; Forge Ring, Forge Epic Ring, *magic aura*, *greater invisibility*, *cat's grace*, *silence*; Price: 243,800 gp (+2), 267,800 gp (+4), 307,800 (+6); Cost: 121,900 gp + 9,752 XP (+2), 133,900 gp + 10,712 XP (+4), 153,900 gp + 12,312 XP (+6).

The Scepter of Man

The Imperators of the long-lost First Imperium of man ruled an Empire unmatched before or since. From the mighty Azure Throne, their word was law over the teeming hordes of boundless Onara. Many make the error that it was the Throne of Man that held the key to their great power over the hearts and minds of humanity. Indeed it was the Scepter of Man, a gift from the God Illir to his chosen disciples, a gift that permitted the authority of the Gods to be heard through the words of the Imperator.

This gilded and bejeweled scepter is adorned with the great head of a falcon, symbol of authority of the Imperator and sacred animal to the worshippers of Illir. The words of the wielder bear the weight of the Gods and all those that hear such commands view the speaker as their absolute sovereign and will obey such words without question and without even knowing that they are being compelled. Even the words, when exactly spoken by one who heard them first-hand from the mouth of the Imperator, will carry the same weight upon second-hand listeners.

By this method, the Imperator would speak to his court and ambassadors, and send these servants out, by portal or other methods, to carry his word to the far reaches of his domain. Alas, for those tyrants and selfish rulers, there was one unknown caveat, only the truth would bear such weight. As the sense of entitlement of the val'Assante of the Imperial House grew, their power diminished, until only those most loyal, by blood, by honor or by debt, would follow their commands. When the First Imperium finally collapsed, the val'Assante thought Illir had abandoned them, when in fact it was they that abandoned Him and His children.

Overpowering Universal; CL higher than 20.

Uhxbractit's Ring of Warding

Uhxbractit, one of the mightiest of the Infernal Lords, had this ring forged for him by one thousand imprisoned dwarven and human smiths. It isn't known where the ring's final resting place is, since it has never been found outside the Sealed Lands, and neither did Uhxbractit have it within the Sealed Lands.

This ring provides several benefits to Tainted creatures who wear it. First, any damage reduction they may have is increased by 10 (so a Pit Fiend who wears it would have DR 25/good and silver). If they do not already have damage reduction, then they gain DR 10/good. The wearer also becomes immune to the Mark of Sarish and other means to binding the Tainted creature to Sarish. Furthermore, the wearer also receives a +5 insight bonus to saving throws made against effects that are generated by non-Tainted creatures.

The ring also grants its wearer the ability to use firestorm (DC 20) once a minute as a standard action. Finally, the wearer may also summon forth a Barbed Devil, a Bebelith or a Hezrou once per day as per the summon monster IX spell.

Any non-Tainted creature who wears this ring suffers five negative levels so long as the ring is worn. These levels may not be removed until the ring is no longer worn.
Overpowering Abjuration; CL 20th.

val'Virdan Ring of the Firm Mind

The secret to crafting these rings, of which several are known to exist, is held closely by the highest-ranking members of the Hunters of the Silence, a secretive fraternity within the val'Virdan family of Erduk. What is known is that these rings are formed from living tissue, bonded and melded into a ring that can be worn.

While worn, this ring grants Power Resistance 25. Unlike most magical effects on Onara, this effect functions against Pretunnatural Psionics.

Rumors persist of the occasional ring such as these available for sale, but somehow the individual who is selling the ring is almost always found cremated the next morning, and the ring gone. Whatever the cause of their death, the val'Virdan family itself refuses to even discuss the nature of these rings, and divinations that attempt to discern their manufacture fail.
Overpowering Psychokinesis; ML higher than 20.

Staffs and Standards of Glory**Dolphin Banner of Naeraanth**

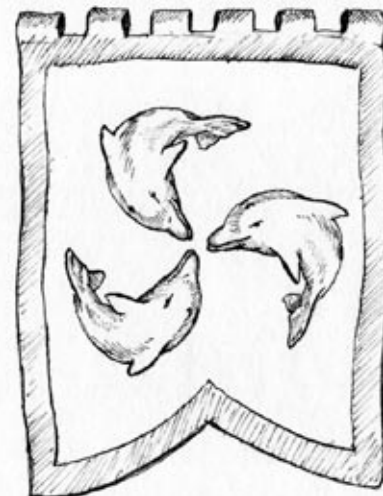
The ancient Prince Dolfgar of Naeraanth, founder of the Milandisian League, bore as his symbol a great banner blazoned with three golden Dolphins. It was thought that no army with the Dolphin Banner at its fore would ever find defeat. This belief has not been proven wrong in millennia of conflict. After the interregnum, the val'Ossan kings of Milandir provided for their own protection an elite force of Knights sworn directly to the preservation of val'Ossan line. Placed in the care of these noble men was the famed Dolphin Banner of Dolfgar val'Ossan.

In the generations since, this elite Dolphin Guard has met victory at every turn and some attribute such to the mighty properties of the ancient standard. When flown at the head of an army no larger than 1000 men, the standard emboldens the soldiers.

The wielder of the Dolphin Banner receives a +2 bonus to his Leadership score. Furthermore, the wielder and all allies within 10 ft. are protected by a *lesser globe of invulnerability*, *magic circle against chaos*, and *protection from arrows*. These magical effects are unlimited and continuously active while the banner is held.

This banner grants up to 1000 people (who must all be within 2000 ft. of each other) the following: a +2 morale bonus to attack rolls, damage rolls, saving throws, skill checks and armor class; and 20 temporary hit points each day.

Strong Abjuration; CL 20th; Prerequisites: Craft Magic Arms & Armor, Craft Epic Arms & Armor, Craft Wondrous Item, Craft Epic Wondrous Item, Widen Spell, *aid*, *heroes' feast*, *lesser globe of invulnerability*, *magic circle against evil*, *protection from arrows*, *remove fear*; Price: 1,000,000 gp; Cost: 500,000 gp + 40,000 XP.



Legion Standard: Black Sun

The standard of the Legion of the Black Sun was recovered in 769 I.C. The fateful events that followed have scarred Canceri and Coryan as the undead legion prowls the lands. However, their standard is locked deep within the vaults of the Imperial Compound in Grand Coryan.

Originally, the standard was a white flag on a ten-foot mithral staff; however, since that fateful day when Lothurus Metados val'Virdan rose upon his pier and left his execution to lead the Legion of the Black Sun, the standard has changed. Were anyone to look, the standard is now a blackened twisted staff of an unidentifiable metal that weeps blood. Hanging from its crossbar is a blackened, scorched banner with the legion's crest of a blood-red sun enclosed in a black circle. However, this banner itself smolders, smoking slightly.

All legion standards grant a +2 bonus to the Leadership score of the individual who is carrying the standard. Furthermore, they also provide the same base benefits as the *Aquila of the Legions* do.

The wielder of an aquila is protected by a continuous *entropic shield* effect and can use *protection from arrows* three times per day as a 5th level caster.

Additionally, the wielder of an aquila may use the *message* spell five times each day, cast at 5th level.

This specific standard now grants up to 1000 people (who must all be within 2000 ft. of each other) the following: +2 turn resistance, immunity to cold and a +2 holy bonus to attack and damage rolls.

This standard used to, before its transformation, grant up to 1000 people (who must all be within 2000 ft. of each other) the following: +3 deflection to Armor Class, 20% concealment and resistance 20 to fire. Strong Abjuration; CL unknown.

Legion Standard: Crimson Moon

The standard of the Legion of the Crimson Moon is one of the many legion standards lost through the bloody centuries of the Coryani Empire. Last seen at the Battle of the Gate, this standard was lost on the fateful day when the Khitani nearly took the First City. In the passes outside the city, the valiant soldiers of the Legion of the Crimson Moon held against the tides of Khitani heretics.

General Idan val'Borda, the last commander of the Legion of the Crimson Moon, noting the arrival of the Coryani reinforcements, handed the standard to a young herald, and calling out "For Duty and Honor" personally led the charge against the Khitani. The weakened Khitani forces were routed, but the Legion was also destroyed. Curiously, the young herald disappeared without a trace during the ensuing battle; the standard he carried is still missing to this day.

Like other legion standards, this one is shaped as a ten-foot pole topped with a horizontal crossbar from which the standard itself is suspended. This particular standard depicts a red crescent moon bisected by a gladius on a black field. The words "For Duty and Honor" are emblazoned beneath in silver letters.

All legion standards grant a +2 bonus to the Leadership score of the individual who is carrying the standard. Furthermore, they also provide the same base benefits as the *Aquila of the Legions* do.

The wielder of an aquila is protected by a continuous *entropic shield* effect and can use *protection from arrows* three times per day as a 5th level caster. Additionally, the wielder of an aquila may use the *message* spell five times each day, cast at 5th level.

This specific standard grants up to 1000 people (who must all be within 2000 ft. of each other) the following: a +5 enhancement bonus to natural armor, a +4 deflection bonus to armor class, and immunity to fear.

Strong Transmutation and Enchantment; CL 20th; Prerequisites: Craft Magic Arms & Armor, Craft Epic Arms & Armor, Craft Wondrous Item, Craft Epic Wondrous Item, Widen Spell, *barkskin*, *entropic shield*, *message*, *protection from arrows*, *remove fear*, *shield of faith*, *limited wish or miracle*; Price: 433,300 gp; Cost: 216,650 gp + 17,332 XP.

Legion Standard: Legio Lex Talionis

The Legio Lex Talionis is currently on station with the Coryani Inquisition. Aeneas val'Assante, the Inquisitor-General, has been leading the legion in its duty of hunting down heresy, taint and other depredations against the souls of Coryani citizens. Recently, they put down an infestation of unbounded infernals at the now decimated village of Poliern.

Like other legion standards, this one is shaped as a ten-foot pole topped with a horizontal crossbar from which the standard itself is suspended. This particular standard depicts a pair of crossed gladius behind a sunburst on a white field. The words "Ultioneus Illiir" are emblazoned beneath in gold letters; the motto means "The Vengeance of Illiir".

All legion standards grant a +2 bonus to the Leadership score of the individual who is carrying the standard. Furthermore, they also provide the same base benefits as the *Aquila of the Legions* do.

The wielder of an aquila is protected by a continuous *entropic shield* effect and can use *protection from arrows* three times per day as a 5th level caster. Additionally, the wielder of an aquila may use the *message* spell five times each day, cast at 5th level.

This specific standard grants up to 1000 people (who must all be within 2000 ft. of each



other) the following: a +4 insight bonus to Will saves, a +10 ft. enhancement bonus to base land speed and fire resistance 30.

Strong Transmutation and Enchantment; CL 20th; Prerequisites: Craft Magic Arms & Armor, Craft Epic Arms & Armor, Craft Wondrous Item, Craft Epic Wondrous Item, Widen Spell, *longstrider*, *entropic shield*, *message*, *protection from arrows*, *resist energy*, *limited wish or miracle*; Price: 1,027,300 gp; Cost: 513,650 gp + 41,092 XP.

Legion Standard: Legion of the Watchful Hunter

The Legion of the Watchful Hunter has a troubled past, but their present is just as troubled. During the Battle of Enpebyn their standard was lost into the Lavender Way. Shortly after the Battle of Enpebyn, High General Menisis val'Tensen, commander of the rebel forces, sponsored a small expedition into the Lavender Way to recover the Legion's lost standard. The expedition led by Centurion Rauth ul'Droxus recovered the standard but at a very high price. At least one member of the expedition was never heard from again.

All legion standards grant a +2 bonus to the Leadership score of the individual who is carrying the standard. Furthermore, they also provide the same base benefits as the *Aquila of the Legions* do.

The wielder of an aquila is protected by a continuous *entropic shield* effect and can use *protection from arrows* three times per day as a 5th level caster. Additionally, the wielder of an aquila may use the *message* spell five times each day, cast at 5th level.

This specific standard grants up to 1000 people (who must all be within 2000 ft. of each other) the following: continuous *nondetection*, a +2 enhancement bonus to Dexterity and a +2 enhancement bonus to Wisdom.

Strong Transmutation and Abjuration; CL 20th; Prerequisites: Craft Magic Arms & Armor, Craft Epic Arms & Armor, Craft Wondrous Item, Craft Epic Wondrous Item, Widen Spell, *cat's grace*, *entropic shield*, *message*, *nondetection*, *owl's wisdom*, *protection from arrows*, *limited wish or miracle*; Price: 3,063,300 gp; Cost: 1,531,650 gp + 122,532 XP.

Sskoreth's Staff of Dominion

In the ages before the arrival of man on Onara, the lands were ruled by the ancient and terrible empire of Yahssremore. Armies of Ss'ressen, and Troglodytes, led by Ssanu generals who scorched their foes with deadly fire, conquered the lands and beyond. Despite their mighty empire having collapsed and their civilization slowly sliding into oblivion; at one time their power was unrivaled upon the continent. This power was epitomized by the power of the Ssanu spellcasters whose magic still shapes Onara centuries later. They utilized spells of such power that most archmagi of the modern age can only dream of. The most powerful of these Ssanu was Sskoreth; he drew upon such powers that were not seen before his time, nor since. It was he who was directly responsible for the magic that created the Elorii. It was he who designed and crafted the first of the Ssethric Portals. Of all the relics of power that he crafted, the most powerful, most recognized and the most feared, is his *Staff of Dominion*; through which he controlled uncouthed throngs of slaves to do his bidding and serve him while he worked tirelessly to better the Empire.

Carved from a single block of heartwood from a millennia old oak, this staff resembles a hooded serpent. The fingernails of ten thousand Elorii children are fixed to its shaft to emulate the scales of the serpent. Its hood is marked by whorled patterns and arcane sigils of might, inlaid in mithral, while the purest emerald to be found on Onara rests in the serpent's open maw. Wrapped around the serpents neck, suspended on fine gold chains, are dozens of tiny faceted gems, which sway and tinkle with the slightest movement of the staff.

Legends speak of the powers of this staff, and there are few alive on Onara today who have any reckoning of its true powers. What little is known has been gleaned from the tales of horror told by the eldest of Elorii and those few whose memories of lives past extends back to the dawn of the Elorii race.

Sskoreth's Staff of Dominion is a +5 brilliant energy, reaching quarterstaff of speed /+5 brilliant energy, reaching quarterstaff of speed. Twice per day, the wielder of the staff

can issue a command that causes the head of the serpent to activate, like that of a *Viper Rod* (DC 20 Fort save for the poison).

The staff also has the following charged powers. *Sskoreth's Staff of Dominion* regains 1d4 charges for each 24 hour period in which its charged powers are not used. The maximum charges for this staff is 75 instead of the usual 50. The caster level for the following effects is 20 (30 for the epic abilities).

- *detect magic* (0 charges)
- *light* (0 charges)
- *mage hand* (0 charges)
- *read magic* (0 charges)
- *bear's endurance, mass* (1 charge)
- *bull's strength, mass* (1 charge)
- *cat's grace, mass* (1 charge)
- *charm person* (1 charge)
- *eagle's splendor, mass* (1 charge)
- *fox's cunning, mass* (1 charge)
- *hideous laughter* (1 charge)
- *hypnotism* (1 charge)
- *magic missile* (1 charge)
- *owl's wisdom, mass* (1 charge)
- *sleep* (1 charge)
- *touch of idiocy* (1 charge)
- *charm monster* (2 charges)
- *confusion* (2 charges)
- *geas, lesser* (2 charges)
- *hold person* (2 charges)
- *suggestion* (2 charges)
- *dominate person* (3 charges)
- *feblemind* (3 charges)
- *hold monster* (3 charges)
- *dominate monster* (4 charges)
- *suggestion, mass* (4 charges)
- *enslave* (Epic Ritual; DC 30) (50 charges)
- *soul dominion* (Epic Spell; DC 30) (50 charges)
- *soul scry* (Epic Spell; DC 30) (50 charges)

There exist rumors that this powerful artifact from ages past has other abilities, but if it does they remain undiscovered to the chagrin of some, and relief of others. Some people have conjectured that the staff could be destroyed if the original ten thousand Elorii whose fingernails adorn the staff were to permanently sacrifice themselves upon it.

Overpowering Enchantment; Weight 6 lbs.



Staff of Wizardry

During an excavation in the First City, archaeologists uncovered what is considered to be the largest academies of arcane knowledge ever discovered upon Onara. Amongst the findings were sixteen staves of remarkable power. As the decades have passed, a few more have occasionally been discovered bringing the known total to eighteen.

These staves are all crafted from twisted, knotted darkwood, polished smooth and marked with glyphs. The ends of the staff are made of mithral, and appear to have been dipped into the molten mithral without damaging the wood. Some of these staves also have semi-precious and precious gemstones set into the mithral ends.

These are +1 *Greater Spell-Storing* / +1 *Spell-Storing GMW Darkwood Quarterstaffs*. Furthermore, each staff may produce the following effects upon command (with unlimited uses each day): *detect magic*, *hold portal*, *mage armor*, *mage hand*, and *read magic*.

The wielder of this staff is granted Spell Resistance 23; it is possible to voluntarily lower this spell resistance and ready an action to absorb spells that are targeted at the caster (as a *Rod of Absorption*). Absorbed spell levels are converted into charges in the staff; and the staff cannot hold more than 50 charges at once (see below for consequences of absorbing above the 50 charge limit).

The charges within the staff (of which there are 50 maximum) may be spent as a move-equivalent action that provokes attacks of opportunity to create effective spell levels to power metamagic feats. The staff may produce up to 9 spell levels at one time to power one or more metamagic feats. Feats that are powered in this manner are applied to a spell as it is being cast without affecting the level of spell or the casting time; however, a spell caster may not use the staff to apply metamagic feats if they would have raised the level of the spell above that which they can normally cast. The metamagic feats that are applied to a spell using the staff must be feats that the caster already knows.

Example: Titharn val'Mehan, a 9th level wizard, is using a Staff of Wizardry to cast a *cone of cold* (a 5th level spell). He cannot actually use the ability of the staff to power metamagic feats since the spell is already at the maximum level that he can cast. However, he could use the staff with the *acid arrow* spell to Maximize it because that would only be a 5th level spell, which he could have normally cast on his own. However, both spells would be extended regardless of their level, as noted below.

The staff also has the added benefit that all spells cast by the wielder of this staff are automatically extended as if under the Extend Spell feat. This has no effect on the effective level of the spell, no effect on the casting time of the

spell, and does not count towards the level cap imposed in the above ability.

If a staff of wizardry is used to absorb a spell that would place it over the cap of 50 charges, then its wielder must make a DC 30 Will save. Success means that the wielder suffers 2d6 damage per spell level they were attempting to absorb; however, the spell is still absorbed but no charges are added to the staff. If they fail this save, then the spell is absorbed (increasing the staff's charges above 50), but then the staff immediately explodes. This explosion deals (8 x the number of charges) points of damage to all creatures within 30 ft. Creatures that are more than 10 ft. away only take three-quarters damage and creatures that are more than 20 ft. away only suffer half damage. This explosion automatically destroys the wielder; while all other affected creatures receive a DC 20 Reflex save for half damage.

Wielders have no means, short of a *legend lore*, *limited wish*, *miracle*, or *wish* spell of determining how many charges are in a found staff.

Overpowering Universal; CL 20th.

Garments of Might and Other Trappings of Power

Amulet of Independent Anatomy

This is a small amber idol of a man or woman suspended on a gold chain. This bizarre, yet potent item has been known to exist in legend since before the fall of the Ssethregoran Empire, but truly achieved infamy while owned by the heretical prophet Pikardo, the Mad, of Abessios.

This amulet allows the wielder to detach any limb, sensory organ or larger portions of his body to travel independently from his mind without harmful effect. When the amulet is activated the wearer can choose as many portions of his body to disassociate from himself as he wishes. These detached parts have a fly speed of 30 ft. with perfect maneuverability.

Each detached body part only has the senses which is normally contains. For example, a hand can only feel, and an eye can both feel and see. However, the senses from a detached body part are constrained to that part. Thus, if the wearer separates both eyes then the mind of the wearer no longer has access to vision through his eyes.

If a detached body part suffers damage it is immediately reconnected to the wearer's body, and the damage dealt is immediately dealt to the wearer instead of the detached body part. However, detached body parts have an Armor Class of 10 + their size modifier (see below) + the wearer's Dexterity modifier + the wearer's Charisma modifier (as a deflection bonus) + any force armor effects that the wearer is affected by.

Detached body parts have an armor class bonus based on their size. If they represent half of the wearer's total body or less then they are small sized (assuming a medium-sized wearer); examples of such body parts would be a torso and arms. If they represent one-quarter or less of the wearer's total body then they count as fine sized; examples of such body parts would be hands, feet, and a single arm. If they represent one-eighth or less of the wearer's total body then they count as diminutive sized; examples of such would be the wearer's tongue, eye, ear and similar.

This amulet can function for 100 rounds each day, which need not be sequential. However, each body part counts against this total. For instance, if the wearer were to separate both his hands, each round of elapsed time would remove two rounds from the available total. If the rounds during a 24 hour period are exhausted then the detached body parts immediately return to the wearer's body.

Detached body parts may not influence the body or other parts. Thus, you could not detach your arms and then use them to carry the remainder of your body over a chasm.

Overpowering Psychometabolism; ML 25.

Crown of Eyes

The Crown of Eyes is an enigma to scholars. It is crafted from a translucent pink material that has been unidentifiable to scholars and diviners alike. This material forms a ring, from which extend nine stalks, each capped with a lidded eye.

Since this item was discovered in the Lavender Way following the Battle at Enpebyn, rumors have circulated over its source, and who or what created it. Rumors have swirled amidst questions of its purposes, and whether it should be destroyed.

What is known is that each of the eye stalks holds within itself a terrible power. Whilst the item was being investigated by scholars, someone did something to cause one of the eyes to open. Doing so revealed a virulent purple iris surrounded by the deepest black. The eye looked about, and then fixed its gaze upon one of the hapless scholars, who was promptly turned to ash. General Menesis val'Tensen wisely had the Crown of Eyes placed inside a lead-lined box to which he has the sole key.

The Crown of Eyes is a malevolent and corrupting entity. For indeed, the crown itself is aware. The wearer of the Crown of Eyes is granted a +6 enhancement bonus to Intelligence, a +6 enhancement bonus to Charisma and a +5 insight bonus to Armor Class and saving throws.

However, the wearer also falls under the sway of the entity that forms the Crown of Eyes, and is twisted to serve its dark purposes. This causes an irreversible change in alignment to Neutral Evil.

Treat the Crown of Eyes as having an Intelligence of 28, Wisdom of 20 and Charisma of 28. Furthermore, it has the following skills: Bluff +19, Concentration +19, Diplomacy +23, Knowledge (Psionics) +21, Psicraft +21, and Sense Motive +15. Also, it may use the following powers. Powers that have range personal affect the wearer as well as the Crown.

At will—*dispel psionics, inertial armor, mass cloud mind*; 3/day—*mind blank, mind probe, telekinetic thrust*; 1/day—*form of doom*. Manifester Level 20th, power save DC = 19 + power level.

Furthermore, each of the nine eye stalks has an ability that may be used at the whim of the entity inside the Crown of Eyes. The table below details the eye colors for each stalk, and the associated power. All of the eyes have black “whites” and a colored iris. The save DCs for these powers are all 30. The Manifester Level for these powers is 30th.

Eye Color	Power
Purple	<i>psionic disintegrate</i>
Red	<i>energy wave [fire]</i>
Blue	<i>mental disruption</i>
Green	<i>aversion</i>
Orange	<i>psionic blast</i>
Brown	<i>concussion blast</i>
Pink	<i>psionic dominate</i>
Black	<i>psychic crush</i>
Yellow	<i>decerebrate</i>

The Crown of Eyes has an Ego of 84. The Crown is rumored to have other, more dangerous powers, but if it does, then those powers remain unknown and unused for the time being. Overpowering Universal [Death, Evil]; ML 30th or higher.



Crown of Shadows

The simplicity of this black iron circlet belays its dark, sinister origins. Forged in the city of Ventaka, this crown presently rests upon the decayed brow of Hegrish val'Mordane, the Dark Apostate of the church of the Dark Triumvirate. Hegrish created the crown during the rebellion that founded the Theocracy of Canceri and brought about the Church of the Dark Triumvirate, by capturing the tortured souls of the Coryani soldiers responsible for the slaughter of the Prophet Becherek.

The powers of the Crown of Shadows are shrouded in mystery, but there are several reports of its ability to command and create undead, as well as protect the wearer from the effects of positive energy. It is also said that the crown shields the wearer from all scrying, a useful ability in the cutthroat politics of Canceri.

The wearer of this crown is granted a +6 enhancement bonus to Intelligence, a +6 enhancement bonus to Wisdom, a +6 enhancement bonus to Charisma, +5 Deflection bonus to Armor Class, a +5 Resistance bonus to Saving Throws, and a +2 luck bonus to all skill checks. Furthermore, the wearer is continuously protected by a *mind blank* spell. If this effect is somehow ended then it may be resumed as an *immediate* action once each day (it may otherwise be resumed as a *swift* action). The crown also produces a continuous *desecrate* effect centered on the crown. This effect is an inherent property of the crown and may not be ended short of destroying the crown or an *antimagic field*, which merely suppresses it.

The wearer may use the following spell-like abilities while the crown is worn: At will—*detect magic, detect undead, discern lies, invisibility purge, magic circle against good*; 5/day—*flaying darkness* (DC 17), *vampiric touch*; 3/day—*create undead, enervation, harm* (DC 19); 1/day—*create greater undead, energy drain* (DC 23), *power word: kill*.

Undead creatures that are created by the crown's abilities are automatically under the control of the wearer. Such creatures do not count towards the normal cap of HD of undead controlled.

The crown, for all its power, has several draw backs. Each day that the crown is worn, it drains one point of Constitution from the wearer (if the wearer has no Constitution score then they are unaffected by this). This drain is permanent and has no saving throw to resist or remove.

Additionally, if the wearer dies while wearing the Crown, they return at dawn as a lich (if they qualify) or as a vampire. Overpowering Necromancy [Death, Evil]; CL 25th.

Glory

Glory was found during the Parounos archaeological dig, named after Jonas Parounos of Coryan who led the expedition, when they came across the location of an old and forgotten battlefield. Armaments, mostly ruined by battle and rusted by time, were discovered. Amongst these weapons and armor were designs from both Coryan and Khitan.

Glory was found wrapped around the body of a Coryani centurion. Strangely, his body was found in perfect condition, untouched by the ravages of time. The body, still wrapped in the cloak, was sent to General Menisis val'Tensen.

Glory is a long red cape attached to an intricately embroidered upper left carsac, engraved to depict a man on horseback charging into battle. Behind the rider, the holy symbol of Illiir is formed from the sun's rays and the clouds left by the horse's charge from the symbol of Hurrian. The carsac is also decorated with golden rope and tassels. The cloak never seems to age nor does it seem to ever tear, stain, or rip.

While worn Glory provides a +5 resistance bonus to all saving throws. Furthermore, when worn, the wearer may make a DC 15 Perform (Oratory) check to inspire a quantity of followers (up to 1,000 people total) to push to greater feats than they would have normally. Success on this check grants all inspired followers the effects of the *good hope* spell for the next 24 hours. This check may only be attempted once per day.

Furthermore, the wearer of this cloak is immune to fear and all allies within 30 feet receive a +4 holy bonus to all saves against fear. The wearer of this cloak is also granted the following feats as bonus feats: Die-Hard, Endurance, Leadership, and Strength of the Coryani Heart.

Finally, if the wearer of this cloak is slain, the body is protected by the *gentle repose* spell until the cloak is removed from the body. This last effect can also be triggered by placing the cloak onto the deceased body of a comrade. Overpowering Abjuration; CL 20th.

Hand of Dark Glory

This grisly amulet was made by Abessian priests of Tzizhet during the long-lost days of the Myrantian Hegemony. Fashioned by embalming the hand of a murderer, saturating the embalmed hand with the blood of an innocent child, and then desecrating the hand; this item emits a palpable sensation of evil.

While worn, up to two magical rings may be placed on one or more of the fingers of the hand; the wearer of the amulet gains the benefits of those rings as if they were worn (allowing the wearer to gain the benefits of up to four magical rings; two on the *Hand of Dark Glory*, and two worn normally).

Furthermore, a divine caster who venerates Tzizhet, or other Myrantian deity, may call upon

them for aid. A response is not guaranteed, and if it arrives at all, it is the choice of whatever dark entity you called upon to determine what services are sent to aid you.

Utilizing this last power is always a risk, for Tzizhet in particular has been known to destroy bearers who have the temerity to call upon him for aid for frivolous matters or too frequently for his tastes. A wise user would never call upon this power more than once; but then not all users are wise.

Overpowering Conjunction; CL 20th.

Kroneus' Hourglass

This elegant hourglass is just over a foot tall, and a half-foot in diameter. It is crafted from heavy adamantite bases, linked by twin, curving bars of mithral engraved with images of flowing sand and fitted with glittering crystal reservoirs for the quicksilver that flows inside the hourglass.

Little is known of the history of this relic, save that it was created by a Tulipetian Oracle who sought to lift Illiir's curse. The item, while both a work of art and powerful, did not succeed in lifting the curse. Eventually, the hourglass fell out of renown and disappeared into unknown hands. Some conjecture that it resides with the mysterious Sanctum of the Arcane; others speculate that the Sorcerer King of Ymandragore now holds it or that it has been lost to the Ssethregoran horde.

This powerful item has control over time itself; however, its power to influence time diminishes greatly over distance, so it functions best in applications where it can be used close to the source.

There are five abilities that this hourglass may produce; each is detailed below. Each of these abilities specifies an area that it operates on, and duration for its effects. Unless stated, none of these effects allow a saving throw.

Triggering these effects require the hourglass to be either inverted (allowing the quicksilver to flow from one reservoir to another) or to be placed horizontal (preventing the flow of quicksilver). In the former case, if the hourglass is knocked over or otherwise prevented from having the quicksilver flow while active the effect ends. In the latter case, if the hourglass is placed such that the quicksilver can flow then the effect ends.

The duration of an ability that is disturbed is still counted down (the effects end, but the quicksilver must still drain into a reservoir completely). The hourglass may only have one ability active at a time, and may not be used if an ability is currently active or the duration is still counting down.

Temporis-celer

By speaking a command word, and inverting the hourglass, the user can accelerate time in the area surrounding the hourglass. All creatures within 100 ft. are *hasted* for 1 minute.

Temporis-tardus

By speaking a command word, and inverting the hourglass, the user can slow down time in the area surrounding the hourglass. All creatures within 100 ft. are *slowed* for 1 minute.

Temporis-subsisto

By speaking a command word and placing the hourglass horizontal, the user may be affected by a *time-stop* effect. The number of delayed rounds is always 5. The duration of this effect is 1 day; although the user only gets 5 rounds of extra time.

Temporis-conservo

By speaking a command word and placing the hourglass horizontal, the user may create an area of temporal stability. This area is a 1-mile diameter sphere centered on the hourglass inside of which time may not be tampered with. This prevents spells such as *haste*, *slow*, *time stop*, *temporal stasis* and similar from functioning. The temporal stability field remains in effect for 1 day, although the duration of this effect is 1 week.

Temporis-cesso

By shaking the hourglass, speaking a command word and placing it horizontal on the chest of an unconscious person, the user may affect that individual with the *temporal stasis* spell. The *temporal stasis* effect has a duration of 1 year, after which the hourglass automatically reverts itself to vertical and the subject awakens.

Overpowering Transmutation; CL 20th or higher.

Moon Cauldron

Ancient shamans forged this magical kettle when the world was young by harnessing the mystic power of the twin moons of Arcanis. The Moon Cauldron is made of a hammered iron and silver alloy, is approximately two feet in diameter, and it stands around eighteen inches tall on three small prongs stylized to look like serpent's heads. Small flecks of rust dot the surface, which is decorated with panels depicting primitive pagan relief's and mystic lunar symbols set between a ring of thirteen emeralds and black sapphires representing the lunar phases of Arcanis.

The cauldron has various abilities, as detailed below. Each of these abilities are activated by chanting and striking the cauldron; thus to activate an ability requires a Perform (singing) check with the DC as indicated below. Unless otherwise stated, these abilities may be used three times each day.

Nya'kondo

Perform DC 15: cast *speak with animals*.

Kony'sho

Perform DC 20: cast *speak with dead* (1/day; save DC 23).

Kel

Perform DC 25: change a draught of water into a *potion of cure moderate wounds*.

Pao'hyun

Perform DC 30: cast *scrying* (save DC 23 + modifiers; DC + 2 if used under moonlight).

Bao'bao

Perform DC 25: cast *heroes' feast* (1/day).

Dakai'nya'lok

Perform DC 25: change draught of water into *oil of make whole* (1/hour).

The cauldron may be used while forging metal items. Such items must be quenched in the cauldron for the magic to take effect. The cauldron provides a +5 competence bonus to all Craft checks that involve metal so long as it is used to quench the metal. If the forging is done by moonlight then the cauldron instead provides a +10 competence bonus, and, the finished object has its hardness increased by 2 and has an extra 5 hit points.

Finally, the cauldron's tie to deeper more primal magics allows it to channel the soul-energy of creatures when the user is crafting magical items. Before creating a magical item the user may sacrifice up to three creatures into the cauldron, which claims them body and soul. These creatures must have both a body and a soul for this to function. When the user next crafts a magical item he may call upon the cauldron's power. The cauldron provides the experience cost for the item, up to a maximum of 100 XP per HD of creature that has been sacrificed into it (recalling the three creature cap) since this ability was last used.

Items crafted in such a fashion always have an evil aura but otherwise work as normal. Overpowering Universal; CL 30th.

Naja'haje: The Viper Crown

The Viper Crown is a relic of ancient times, a throwback to primordial magic undreamed of today. It has immense powers over the minds of living creatures and, with this crown, the serpent kings of old held sway over their subjects. No minds were safe from the roving gaze of the shimmering serpent atop the Crown; its own dark intellect constantly scoured the minds of those close to the King, and rooted out devious plots in the surrounding court. The Crown first made an appearance at the height of the ancient Yhassemore Empire, predating the Elorii revolt and the subsequent intrusion of the Dark Nagas. Originally worn by the head Ssanu of Pit Elapis, the Crown has graced the scaly brows of nobles and Emperor's alike. For thousands of years, the Crown was passed down through the hierarchy of Pit Elapis, adorning the current noble head of the Pit when not in power and the head of the

Emperor when Pit Elapis held the throne.

The Viper Crown was lost to Pit Elapis, and the entire Ssethregoran peoples, during the Elorii revolt six thousand, seven hundred some years ago. On that fateful day, the very servants of Emperor Ss'kathra of Pit Elapis rose up and smote down the Emperor's bodyguards. The great Elorii hero, Relios, cut the head from the Emperor's shoulders; the Viper crown bouncing down the marble steps to the cheers of the Elorii mob. The Emperor's head was cast on a pike and the revolting Elorii spread through the capital, inciting rebellion.

Still, the fight was not gone from the Ssethregorans and, as the mob carrying the Emperor's remains was celebrating their triumphant victory, the elite Miliarius shock troops appeared. The ragged mob was no match for the well-coordinated onslaught of this battle-hardened Ss'ressen contingent. The Elorii fell back and scattered, Relios rallying a group of Elorii to him, while the remainder of the mob was cut down where they stood. One young Osalikene slave scooped up the fallen crown and ran away from the fray. Like the wind he flowed, his long strides outdistancing the slower Ss'ressen. Still though his speed was great, a Ss'ressen's arrow is faster, and, as the youth reached the edge of the plaza, a slim dark shaft pierced his head, felling the poor boy. The crown slipped from his cold hands and rolled into a nearby storm drain, plummeting down into darkness and lost to the world. For the Viper Crown has never been recovered and, to this day, most likely lies somewhere deep in the ruins of Yhasremore covered in the grime of the ages.

Created from a gilded set of Elorii bones, the lost Crown of the Serpent Kings is a gruesome yet awe inspiring sight to behold. Crafted from the skull of an adult male Elorii, this horrific skullcap is designed to sit atop one's head; the fleshless face of the long dead Elorii perched atop the wearer's brow. Two huge blood rubies sparkle from their seats inside the vacant eye sockets, pulsing with an inner light. Sitting atop the skullcap is a magnificent cone of white gold, fashioned into the likeness of a great hooded serpent. Its sinuous coils begin over the right ear of the wearer and continue to loop around the crown four times to form a conical headpiece. The neck of the serpent arches over the crown from behind and the serpent's majestic head rests on the wearer's brow, nestled in between the skull's eye sockets. Thousands of diminutive cut gems encrust the serpent like priceless scales and two amethyst spheres are set as the serpent's eyes, constantly glowing with a malevolent light.

Naja'haje is an intelligent item of great and terrible powers. The crown has an Intelligence of 24, Wisdom of 20 and a Charisma of 24. It can communicate through Speech (Ssethric, Eloran, Ancient Altharin, Auxunite, Infernal, High Coryani, Tenecian) and Telepathy. The item can



read all the languages that it speaks, and has 120 ft. darkvision, 120 ft. vision, hearing, and 120 ft. blindsight. Naja'haje has the following skills: Bluff +17, Diplomacy +21, Sense Motive +15.

The item has the following powers (save DCs = 17 + spell level): At will—*detect magic*, *detect thoughts*, *read magic*; 5/day—*charm monster*, *hypnotism*; 3/day—*invisibility purge*, *mass suggestion*, *zone of truth*; 1/day—*dimensional anchor*, *dominate monster*. Naja'haje's special purpose is to elevate the Ssanu, and to that end it may use *prying eyes* at will.

Naja'haje is Lawful Evil aligned and has an Ego of 56. If a non-Ssethric creature attempts to don Naja'haje they immediately receive 5 negative levels. If a creature who is not Lawful-Evil attempts to don Naja'haje they immediately receive 5 negative levels. These two penalties stack and the negative levels may not be removed until Naja'haje is no longer worn. Overpowering Enchantment; CL 50th.

Orb of the Moon Tribes

This is a large, perfectly spherical, greenish-white moonstone about 6 inches in diameter. The orb glows and sparkles with an internal witchlight that glows dimly when Viridiis is not visible in the sky above. In the midst of a dark night when Viridiis is overhead, its light shines and refracts within the orb, creating the image of serpents twining against each other inside the sphere.

When the proper commands, in an ancient and forgotten tongue, are given to the orb, it sends out a call across Onara, calling to itself lycanthropes. However, the last time the orb was used none came. This may be due to their scarcity, or perhaps the power of the orb is waning. Regardless, the val'Dellenov family took an abiding interest in the orb, and it now resides in their possession.

It is rumored that this orb when combined with the Moon Cauldron can create a potion that grants its imbiber the *curse* of lycanthrope; although most that would drink such a potion do not see it as a curse.

Overpowering Enchantment; CL 20th.

Pollis' Tome of the Traveling Scribe

The Empire's thirst for knowledge is well known, and dozens of expeditions are formed each year to venture to the more mysterious or foreboding regions of Onara to learn more about the peoples which inhabit these regions and the resources which these regions could provide the mighty Coryani Empire. On each expedition the Great College of Coryan sends one lone scribe to record the expedition in its entirety and to act as a neutral observer to learn more about the regions being explored.

In recent times, no scribe was more renown for his travels than Pollis of Rell, Scribe of Antiquities of the Great College of Coryan. His treatise on the current status of the Dwarven peoples, and his work in ancient Nishanpur have provided unique insight to both cultures, and served to better the relations between the Empire and those said regions. Pollis worked for decades on the history and culture of Onara's diverse inhabitants, and it was a great loss for the Empire when his last expedition to the Hinterlands did not return. Lost in the Hinterlands, the naturally mummified remains of Pollis were discovered years later, by a group of merchants sheltering in a sandstone cave.

On Pollis' body, still clutched in his skeletal hands was a scroll tube containing notes from his entire expedition through the Hinterlands. Unfortunately many of the passages were damaged and undecipherable. Even more of a loss, Pollis' famous journal, a magical tomb reputedly to have unlimited pages, was not found with his remains. In that journal, Pollis transcribed all his notes into final form before creating treatises for the Emperor. That one book represents the combined knowledge of hundreds of cultures from across Onara, and represents a priceless font of knowledge, of the likes has never been created before.

The Tome of the Traveling Scribe appears as a simple dark leather journal about six inches tall, four inches wide, and a single inch across the spine. Adorned with Pollis' spidery script, the entire book is filled with his unedited notes of every region the scribe ever visited. Curiously, the journal seems to defy its dimensions, and whoever writes in the journal seems to never run out of fresh blank page

Anyone who reads this tome for at least 48 hours over six days receives a +5 inherent bonus to all Knowledge (History) and Knowledge (Local) checks. People who have the bardic knowledge or lore special abilities gain a +5 inherent bonus to those abilities as well. These benefits are retained for only one year, thus, you must retain and continue to read the book every year to keep these bonuses.

Overpowering Universal; CL 20th.

Tome of the Dar Zhan Vor

Near the Coryani Empire, beyond the Western Marches, lies a land shrouded in mystery, its terrain and inhabitants unknown. Frightened Chauni call it Dar Zhan Vor, though no translator of the nomad's tongue can identify those words and not even magical interrogation can wrest the truth from the savages. Many times in the Empire's past have expeditions set out to uncover what lies deep to the west of Coryan, though after a few days, contact with these parties abruptly ceases.

Only once in the Empire's history has an expedition's remains been found, search parties having located their remains four days west of the River Peladorn, their camp found ransacked and the unmarked corpse of their Elorii tracker left to rot in the sun. Of the men of the expedition, no trace was found, but found in the unlabeled baggage train was a strange book of crystalline pages written in an alien tongue.

Upon return to the Empire, it was learned that those of Val blood could feel power within the tome and finally a Psionic master was found who was willing to risk tapping into this power. He gained power far beyond that intended for mortals, but never again would he be at ease with other men nor they with him.

A Psionically active creature can spend one full day to attune with the book; this requires a DC 50 Concentration check. If the reader fails this check, they suffer a permanent -2 penalty to Intelligence that cannot be removed.

If they succeed then their Intelligence is considered to be 6 points higher for calculating bonus power points each day. Furthermore, the reader immediately loses access to all telepathy domain powers and must select new powers to replace those. These lost powers may not be relearned through any means, such as the Expanded Knowledge feat.

However, the reader may immediately select a psion discipline, except telepathy, and add those powers to the list of powers that he may choose from when learning powers. Finally, the reader suffers a permanent -4 penalty to Charisma that cannot be removed.

All the above effects are permanent and no known means to reverse the effects of this tome.

Overpowering Universal; ML 30th.

Other Items of Power

Brazen Heads (Advisor Idols)

One of the lost wonders of the Ancients, these fabled devices acted as sages, translators, court advisors, and war masters to the peoples of the Golden Age of Man. They are said to have originally come from the wizards of the ancient Myrantian Hegemony. They resemble beautiful human heads made of worked bronze, with moving eyes, mouths, and necks, and have complex clockwork brains of minute metal parts and gears. They are usually placed in a sacred shrine or mounted on statue bodies and adorned with crowns and precious stones, though they are often so old that they are tarnished and badly in need of repair.

Each head has five major and five minor areas of Knowledge Specialization. When asked any question, the head will respond to the best of its ability. Major areas of knowledge add +20 to the skill check, and minor areas add +10. The creation process results in a unique “personality.” Those wishing to communicate with a brazen head must deal with it as if it were a real being of the appropriate personality. The personality will directly relate to the knowledge skills it has.

The heads can speak in a resonant metallic voice, and may use *tongues* and *comprehend languages* at will. A Brazen Head has hardness 20 and 200 hit points. They can be repaired like any construct can.

Sample Brazen Head: Khetef, Advisor to the Hegemony

Khetef was designed as a military and political advisor to the rulers of the Myrantian Hegemony. Khetef’s personality is extremely clever, cunning, and loyal to the (long-dead) Myrantian Empire. It is subtle and perceptive, and while it will not lie to those who question it, it may carefully omit certain portions of the truth to serve its own ends. He will occasionally stutter, but this is intended to deceive and mislead those around it, and is not a problem with the brazen head itself.

Khetef has the following skill bonuses: Craft (Alchemy) +10, Knowledge (Ancient History – Myrantian Hegemony) +20, Knowledge (Arcana) +10, Knowledge (Architecture and Engineering) +20, Knowledge (History – Military) +20, Knowledge (Nature) +10, Knowledge (Nobility and Royalty – Myrantian Hegemony) +20, Knowledge (Religion) +10, Knowledge (Local – Ss’ressen) +10, and Knowledge (Warfare & Tactics) +20.

Overpowering Universal; CL 25th.



Storm’s Rage (Galleon)

The Galleon, “Storm’s Rage” was originally sighted during War of Retribution in the possession of the famous Captain Francisco of the Pirate Isles. During the early years of the conflict, the ship’s ability to ignore rough seas and always have its sails full made Francisco a legend. After Captain Francisco’s death his first mate, a man only known as Gim took command of the ship and sailed to the warmer and to what he thought were safer waters to the south. As Fate would have it one day Gim ran afoul of a small fleet from Ymandragore. This Ymandrake fleet included several high ranking members of the Society of Ordained Seekers who took an unhealthy, for Gim, interest in some of his more unusual abilities.

The battle was over almost as soon as it had begun. Several powerful fireballs and storms of ice soon crushed and burnt the sails, and sent her down into the belly of Yarris. Years have passed since that ill-fated encounter, and yet there have been several sightings of the Storm’s Rage, returning as a ghost ship crewed by restless spirits.

Storm’s Rage is a large galleon, its hull carved with intricate Altherian designs depicting dolphins leaping amongst the waves. The ship is completely furnished; and looks as if it was on its maiden voyage. The captains’ quarters are exquisitely furnished in Ancient Altherian style, with maps lining the walls. A tapestry hangs on one wall depicting a ship crashing among the waves of a horrid storm.

It is said the ship itself seeks revenge and hunts the Black Fleet of Ymandragore, for it

can be seen plying the waters that surround the accursed isle.

The ship always selects a captain from amongst those who set foot on board. Once a captain is selected, they remain captain until they die. The chief ability granted to the captain is the ability to summon forth at will the ship's crew, who are treated as if created by the *spectral crew* spell.

The ship itself should be considered to have a limited intelligence and the ability to communicate through empathy. It has an Intelligence of 12, a Wisdom of 12 and a Charisma of 10. The ship has the following skills: Knowledge (Nature) +11, Profession (Sailor) +11. The ship has the special purpose of defeating the Ymandrake Black Fleet, and to that end gains DR 20/- against all damage that would be inflicted to it by ships of the Black Fleet. All passengers and crew aboard the vessel are granted DR 5/- against Ymandrakes while on board.

The ship also has several other abilities that are beyond reproach and used while at sea. The ship is unaffected by the sea-state and is capable of sailing smoothly through the roughest of seas. Magical effects that are cast by Ymandrakes that influence water, wind or weather always fail in regards to the Storm's Rage, instead the ship uses the normal weather conditions that would have otherwise been present.

The ship's hold always contains a one-day supply of fresh water and food sufficient for all who are on board. The ship slowly repairs itself, healing 20 hit points of damage per hour; however, the ship itself always exhibits superficial damage consisting of burns on the decks, and torn, singed sails.

Finally, even if the ship is sunk, it rises again three months later. It sets itself adrift, awaiting a new captain to continue its battles.

Storm's Rage has an Ego of 25. It also has a hardness of 15 and 500 hit points. Overpowering Abjuration; CL 20th.

Cursed Items

Cursed items, while useful and interesting, should also be used with care. They can have a large, and often unforeseen, impact on the development of a character. In *Living Arcanis*, this impact was driven home by the *Fleshripper* weapon and by the *Dagger of Yig* (the latter detailed in the Relics section).

However, when used properly, a cursed item can propel a mundane plot into a quest to save a village, save a life or discover the hidden secrets of a cult. In short, they are powerful tools that when used properly can change the dynamic of a game as well as introduce powerful moral choices into a game.

Take *Fleshripper* for instance; it is a powerful blade that holds trapped within it the souls of hundreds, if not thousands of creatures.

Some of these are goodly creatures, while others are devoted to evil. The blade itself is merely a tool, but has become corrupted by the evil that is bears within it. Thus, the wielder is subjected to the difficult choice of destroying the blade and the souls contained within, or leaving the blade as it stands and perishing as it consumes his soul.

Pricing Cursed Items

One of the biggest failings of the Core Rulebooks is their lack of guidance on how to price a cursed item. To that end, we introduce below several options. The first is the negative market price bonuses that are used with cursed armor, shields and weapons. The second is the dichotomy between creation cost and marketplace for other items.

The core idea is that all cursed items, like any others, cost gold and experience to craft, but their value on the open market is vastly reduced. That is not to say that on a black market, or in certain cities (such as Censure or Nishanpur) you may not be able to sell a cursed item for more than its listed market value, but in general a merchant is not going to pay more than indicated for a cursed item.

Market Price Modifiers for Cursed Armors, Shields & Weapons

The cursed armor, shield and weapon enhancements below specify negative marketprice bonuses.

These negative modifiers modify the final market price of the armor, shield or weapon based off the tables below (one for armor and shields, the other for weapons). They do not however modify the total bonus that exists on a suit of armor, a shield or a weapon. For instance, a +2 Flaming Baleful Hatred: Humans Longsword is still a +3 weapon, not a +2 weapon. Thus, creating a cursed item does not allow you to bypass the +10 limit on non-epic magical armor, shields and weapons.

The total negative modifier of a suit of armor, a shield or a weapon may not exceed the positive bonus of the weapon.

To determine the costs to create the item and the final market price do the following:

- Calculate the cost of the item without the cursed component.

- Add the creation cost modifier to the above total. Divide by two to get the creation cost, and by 25 to get the experience cost.

- Return to the first value calculated, the cost of the item without the cursed component, and add the market price modifier to determine the final market price of the item.

Negative enhancement modifiers add to the ego score of an intelligent item as if they were positive enhancement modifiers.

Market Price Modifiers for Cursed Armors and Shields		
Modifier	Market Price Modifier (gp)	Creation Cost Modifier (gp)
-1	-300	+600
-2	-1,200	+2,400
-3	-2,700	+5,400
-4	-4,800	+9,600
-5	-7,500	+15,000
-6	-10,800	+21,600
-7	-14,700	+29,400
-8	-19,200	+38,400
-9	-24,300	+48,600
-10	-30,000	+60,000

Market Price Modifiers for Cursed Weapons		
Modifier	Market Price Modifier (gp)	Creation Cost Modifier (gp)
-1	-600	+1,200
-2	-2,400	+4,800
-3	-5,400	+10,800
-4	-9,600	+19,200
-5	-15,000	+30,000
-6	-21,600	+43,200
-7	-29,400	+59,800
-8	-38,400	+76,800
-9	-48,600	+97,200
-10	-60,000	+120,000

Calculating Cursed Item Market Prices for other Items

Pricing a cursed wondrous item is a little more difficult than pricing a cursed weapon, shield or armor. This is largely due to the strict variance in the nature of curses that are applied to non-weapons, shields and armors.

However, as a general rule, an item's cursed properties fall into one of three categories: a minor impediment, an intermediate headache, or a major reversal of function. Thus, there is a price table below that shows how to adjust the items price based on which category the cursed item falls into.

To determine the costs to create the item and the final market price do the following:

- Calculate the cost of the item without the cursed component.
- Calculate the cost to create the item based on the above total. Do not apply the market price modifier before calculating the cost to create.
- Return to the first value calculated, the cost of the item without the cursed component, and add the market price modifier to determine the final market price of the item.

Market Price Modifiers for Other Cursed Items	
Category	Market Price Modifier
Minor	-25%
Intermediate	-50%
Major	-75%

Armor and Shields

Items marked with an asterisk (*) may be applied to shields. Some of the items below have dual listings for creation requirements and aura. These items can be created using either method shown, and exhibit an aura based on which mechanism was used to create them. If these items are found randomly, assuming they were created using the non-psionic method unless otherwise detailed. This is because psionic items are rarer than magical items in Arcanis.

Energy Vulnerability *

A suit of armor or a shield enchanted with this enhancement grants its wearer vulnerability to a specific type of energy: acid, cold, electricity, fire or sonic. Energy vulnerability means that the wearer takes half again as much (+50%) damage as normal from the effect, regardless of whether a saving throw is allowed, or if the save is a success or failure.

The energy to which the wearer receives vulnerability is set when this enhancement is added. This enhancement may be added multiple times, each time it is added it applies to a new energy type.

Moderate Psychokinesis; ML 9th; Prerequisites: Craft Psionic Arms and Armor; *energy current*; Price –2 bonus

Moderate Evocation; CL 9th; Prerequisites: Craft Magic Arms and Armor; *acid arrow* or *cone of cold* or *fireball* or *lightning bolt* or *sound burst*; Price –2 bonus

Envious *

Envious armor will not suffer its wielder to possess other magical armor or shields, while an envious shield will not suffer its wielder to possess other magical shields or armor. Thus, if someone possesses an envious shield they cannot own any armor or other shields, and vice versa.

The wielder must immediately sell or give away the offending magical items (although cursed items that cannot be discarded are grudgingly accepted).

Weak Telepathy; ML 7th; Prerequisites: Craft Psionic Arms and Armor; *aversion*; Price –4 bonus

Lumen *

A lumen suit of armor or shield only functions during the daylight hours of the day. The actual presence of daylight on the suit of armor or shield is not required, only that the sun be above the horizon where the suit of armor or shield is. While

this suit of armor or shield is non-functional it loses all magical properties.

Weak Universal; ML 9th; Prerequisites: Craft Psionic Arms and Armor; Price –2 bonus

Weak Universal; CL 9th; Prerequisites: Craft Magic Arms and Armor; Price –2 bonus

Nox Noctis *

A nox noctis suit of armor or shield only functions during the nighttime hours of the day. The actual presence of darkness on the suit of armor or shield is not required, only that the sun be below the horizon where the suit of armor or shield is. While this suit of armor or shield is non-functional it loses all magical properties.

Weak Universal; ML 9th; Prerequisites: Craft Psionic Arms and Armor; Price –2 bonus

Weak Universal; CL 9th; Prerequisites: Craft Magic Arms and Armor; Price –2 bonus

Possessed *

An alien creature with unfathomable designs inhabits this armor or shield. Each being that decides, for whatever reasons, to possess a suit of armor or a shield, has its own goals and aims. Treat those as the special purpose of an intelligent item. A possessed item gains an ego, calculated as if it had an Int of 18, Wis of 12 and Cha of 18.

The wielder of this armor or shield does not gain access to any special abilities that the possessing being may have, nor does the armor or shield gain any of the benefits of an intelligent item.

Weak Universal; ML 17th; Prerequisites: Craft Psionic Arms and Armor; Price –2 bonus

Weak Universal; CL 17th; Prerequisites: Craft Magic Arms and Armor; Price –2 bonus

Unlucky *

Unlucky armor never seems to quite sit right, and leaves openings that always seem to find their way to the most vulnerable parts of your body. Whenever an opponent is attempting to confirm a critical threat against you, you only gain half of the armor class bonus that this armor normally grants (rounded down).

The Fortification class enhancements do not function when placed on unlucky armor. Unlucky may be found on both armor or shields.

Weak Clairsentience; ML 11th; Prerequisites: Craft Psionic Arms and Armor, *offensive precognition*; Price –2 bonus

Weapons

Items marked with an asterisk (*) may be applied to ranged weapons. Some of the items below have dual listings for creation requirements and aura. These items can be created using either method shown, and exhibit an aura based on which mechanism was used to create them. If these items are found randomly, assuming they were created using the non-psionic method unless otherwise detailed. This is because psionic items are rarer than magical items in Arcanis.

Baleful Hatred *

This enhancement is typically placed on a weapon by accident, usually when someone is attempting to create a bane weapon and fails. As with a bane weapon, this weapon is keyed to a specific type of creature. However, while fighting those creatures the wielder of this weapon gains no benefit from its enhancement bonus. Furthermore, he suffers a –10 competence bonus to Hide and Move Silently checks made against those creatures.

Weak Conjuraction; CL 11th; Prerequisites: Craft Magic Arms and Armor; *summon monster I*; Price –2 bonus (–3 for Ssethric and Tainted)

Battlelust

This weapon instills a lust for battle into the mind of its wielder. Whenever battle ensues, the wielder must enter combat in hand-to-hand with a foe. The wielder may not retreat from battle, and must fight until either he is dead, or his foes are.

The wielder receives a DC 16 Will save to resist this effect.

Moderate Enchantment; CL 7th; Prerequisites: Craft Magic Arms and Armor, Heighten Spell; *compulsion*; Price –1 bonus

Blood-Thirsty *

A weapon with this property hungers for blood and must taste it each time it is drawn. The wielder of such a weapon must draw blood from a living creature each time they draw this blade before it can be sheathed. If no other creature is present, the wielder may wound themselves to satisfy this need, assuming they are living.

Weak Psychometabolism; ML 10th; Prerequisites: Craft Psionic Arms and Armor; *vampiric blade*; Price –1 bonus

Weak Necromancy; CL 10th; Prerequisites: Craft Magic Arms and Armor; *vampiric touch*; Price –1 bonus

Charged *

The magic that powers this item was never fully bonded in place, and so is fading over time. This item, when created, has 50 charges, and each round of combat during which it is used expends one charge. When all the charges are spent this item becomes a non-magical masterwork item.

Weak Universal; ML 5th; Prerequisites: Craft Psionic Arms and Armor; Price –3 bonus

Weak Universal; CL 5th; Prerequisites: Craft Magic Arms and Armor; Price –3 bonus

Dominant *

This cursed power can only be applied to intelligent items. The ego of this item is raised by 6 (1 for this enhancement, and an additional 5). This enhancement may be applied multiple times, each time it raises the item's ego by 6.

Moderate Telepathy; ML 9th; Prerequisites: Craft Psionic Arms and Armor; *psionic dominate*; Price –1 bonus

CURSED ARMOR & SHIELDS ■ Envious

Moderate Enchantment; CL 9th; Prerequisites: Craft Magic Arms and Armor; *dominate person*; Price –1 bonus

Envious *

An envious weapon will not suffer its wielder to possess other magical weapons. The wielder of this weapon must immediately sell or give away all other magical weapons (cursed weapons that cannot be removed from the wielder's person are grudgingly accepted by an envious weapon).

Weak Telepathy; ML 7th; Prerequisites: Craft Psionic Arms and Armor; *aversion*; Price –4 bonus

Lumen *

A lumen weapon only functions during the daylight hours of the day. The actual presence of daylight on the weapon is not required, only that the sun be above the horizon where the weapon is. While this weapon is non-functional it loses all magical properties.

Weak Universal; ML 9th; Prerequisites: Craft Psionic Arms and Armor; Price –2 bonus

Weak Universal; CL 9th; Prerequisites: Craft Magic Arms and Armor; Price –2 bonus

Nox Noctis *

A nox noctis weapon only functions during the nighttime hours of the day. The actual presence of darkness on the weapon is not required, only that the sun be below the horizon where the weapon is. While this weapon is non-functional it loses all magical properties.

Weak Universal; ML 9th; Prerequisites: Craft Psionic Arms and Armor; Price –2 bonus

Weak Universal; CL 9th; Prerequisites: Craft Magic Arms and Armor; Price –2 bonus

Pacifist *

A pacifist weapon deals no damage to a living creature that it strikes. It also refuses to allow itself to be drawn unless there is already a weapon drawn within 60 ft.

Weak Abjuration; CL 5th; Prerequisites: Craft Magic Arms and Armor; *sanctuary*; Price –1 bonus

Possessed *

An alien creature with unfathomable designs inhabits this weapon. Each being that decides, for whatever reasons, to possess a weapon, has its own goals and aims. Treat those as the special purpose of an intelligent item. A possessed item gains an ego, calculated as if it had an Int of 18, Wis of 12 and Cha of 18.

The wielder of this weapon does not gain access to any special abilities that the possessing being may have, nor does the weapon gain any of the benefits of an intelligent item.

Weak Universal; ML 17th; Prerequisites: Craft Psionic Arms and Armor; Price –2 bonus

Weak Universal; CL 17th; Prerequisites: Craft Magic Arms and Armor; Price –2 bonus

Unlucky *

An unlucky weapon always seems to, somehow, twist out of the way of incoming blows, or slide the wrong way and veer away from an opponent's tender areas. When attempting to confirm a critical threat with this weapon, you suffer a -5 penalty to the roll. If you were using a feat that imposes a penalty to attack rolls or armor class (such as Power Attack or Heedless Assault) then the penalty above is increased to -10.

Weak Transmutation; CL 11th; Prerequisites: Craft Magic Arms and Armor, *warp wood*; Price –2 bonus

Rings

Ring of Nightmares

This plain steel band is, at first glance, a ring of protection +2. However, in reality it is an insidiously cursed ring. Once donned, the ring cannot be removed (although a remove curse or break enchantment spell will destroy the ring). Each night, the wearer suffers horrible nightmares (DC 22) as per the spell.

Even if the ring is destroyed, its pervasive magic remains for a week. Although, a second remove curse or break enchantment spell will also end that effect.

Moderate Necromancy; CL 10th; Forge Ring, *nightmare*; Price: 4,000 gp; Cost: 4,000 gp + 320 XP.

Potions

Elixir of the Deciever

This potion is indistinguishable from the elixir of the oracle. It is created by followers of Cadic, the Lord of Murder and Deception. When imbibed, the elixir grants a vision of a future event, however, it also curses the imbiber. Whenever he attempts to communicate the vision his words appear clear to him, however, to anyone else who is listening they are twisted, saying the opposite of the intended wording.

This reversal effect only applies when the imbiber seeks to communicate about the vision, and the effect is permanent until the imbiber receives a remove curse or a break enchantment. The caster level for the curse effect is 8th level.

Moderate Necromancy; CL 20th; Brew Greater Potion, *vision, bestow curse*; Price: 2,500 gp; Cost: 5,000 gp + 400 XP.

Wondrous Items

Boots of the Far-Traveled

These boots appear to be old, well worn boots. Most pairs of these boots, ironically, bear the holy symbol of Anshar, goddess of Travelers. Upon first inspection, these boots appear to be boots of speed, however, they are in reality a terrible curse.

Until they are worn and first used, they will identify as boots of speed. However, the first time they are used they bind themselves to the wearer and can only be removed when destroyed. So long as these boots are worn, they halve the wearer's movement rate, and prevent the wearer from running.

Moderate Transmutation; CL 10th; Craft Wondrous Item, *bestow curse*, *haste*, *slow*; Price: 3,000 gp; Cost: 6,000 gp + 480 XP.

Fangs of the Night

The origins of the first of these fell items has been lost to the annals of time, and thankfully so. The little that is known of their origins, mainly from the carvings and artwork upon the fangs, points towards Uggur, a vast and trackless wasteland filled with savages and beasts.

Rumor holds that the newest batch of fangs was created by the Seekers of the Waxing Moon, a dark sect devoted to the worship of Saluwe's primal beast aspect. The first of this latest batch of fangs appeared in the Empire on caravans hailing from Llyllifel.

The fangs first appear as a blessing to those who conduct their business during the dark hours of the night, however, in reality they carry a terrible curse. They appear as a mis-matched set of teeth of a leather thong, and are worn around the neck.

The wearer of this necklace is granted darkvision with a range of 60 ft.. Furthermore, during the night, the wearer receives a +1

competence bonus on attack rolls, saving throws and skill checks.

However, this power comes with a price, each time Viridiis is full, the wearer must make a DC 15 Fortitude save or be forevermore transformed into a lycanthrope. For each save that the wearer succeeds on, the DC increases by one. This necklace cannot be removed except by a remove curse or a break enchantment spell. If the wearer has become a lycanthrope, that curse must be removed before the necklace can be removed.

The exact type of lycanthrope that the wearer becomes is determined when the necklace is created, with werewolves being the most common.

Moderate Transmutation; CL 15th; Craft Wondrous Item, *bless*, *darkvision*, *polymorph*; Price: 20,250 gp; Cost: 13,500 gp + 1,080 XP.

Saddles, Harness, Tack & Other Items for Animals

Horsemen are always concerned about ways of keeping their mounts, which are so much a part of their life, alive during combat. Whether they are facing down a rabid horde of goblins, or having a friendly skirmish with a neighboring tribe, having the proper equipment is essential to their mount's long-term survival and well-being.

Magical Item Slots for Animals

Something that the Core Rulebooks fail to address is what item slots are appropriate for mounts and other animals. Some item slots are easily converted, while others are more difficult. Presented below is a table of what item slots exist for a mount or other animal. An animal or mount may only have one item in each of these slots.

Slot	Example Item
Barding	<i>Barding of Grace</i>
Blanket	<i>Cloak of Resistance</i> (cloaks may be substituted for blankets)
Bit/Bridle	<i>Bridle of Horsemanship</i>
Shoes	<i>Horseshoes of the Zephyr</i>
Collar	<i>Collar of Protection</i> (amulets and belts may be substituted for collars)

It is also important to consider the implications of wildshape and *polymorph* on what items a character may use. Obviously, a character that is under the effects of either has a more limited choice of items available to them, however, there are some concessions that must be made. To that end, the following additional animal slots exist but only for animals that are humanoids (or other standard monsters) under the effects of wildshape or *polymorph* (or similar effects).



Slot	Example Item
Head	<i>Headband of Intellect</i>
Eyes	<i>Eyes of the Eagle</i>
Belt	<i>Monk's Belt *</i>

* (if a belt is worn, the wearer may not substitute a second belt as a collar as well)

Barding

Barding of Grace

This suit of finely crafted chainmail barding bears the colors and crest of the Vanomir as patterns within its links. Brightly colored tassels hang from its lower edge, and fine threads are woven through the maille.

Barding of Grace is Greater Masterwork +2 Chainmail Barding that grants the mount a +2 enhancement bonus to Dexterity.

Weak Transmutation; CL 8th; Prerequisites: Craft Magic Arms and Armor, *cat's grace*; Price: 12,900 gp; Cost: 6,750 gp + 492 XP; Weight: 80 lbs.

Barding of Power

Tightly packed steel plates, designed to cover the entire horse, provide the basis for this full-plate barding. The plates are engraved and inlaid with the crest and colors of the Vanomir, while ritual symbols for strength and courage are inlaid in black iron into the sides.

Barding of Power is Greater Masterwork +2 Fullplate Barding that grants the mount a +2 enhancement bonus to Strength.

Weak Transmutation; CL 8th; Prerequisites: Craft Magic Arms and Armor, *bull's strength*; Price: 18,300 gp; Cost: 12,150 gp + 492 XP; Weight: 100 lbs.

Barding of Stamina

Strong steel plates, engraved and inlaid with the crest and colors of the Vanomir, form the basis for this breastplate barding. Ritual symbols of stamina and courage are inlaid in platinum into the sides.

Barding of Stamina is Greater Masterwork +2 Breastplate Barding that grants the mount a +2 enhancement bonus to Constitution.

Weak Transmutation; CL 8th; Prerequisites: Craft Magic Arms and Armor, *bear's endurance*; Price: 13,100 gp; Cost: 6,950 gp + 492 XP; Weight: 60 lbs.

Saddles

Saddle of Mount Mastery

This Khur-Gi style saddle is plain and functional, designed to serve as a tool first, and fashion second. The exact name of the creator has been lost to time, but it is known that it was a practical wizard from Ganjir Vale who created the first of these to tame a particularly obstinate beast.

This saddle may be worn by any Medium or Large animal or magical beast that can serve as a mount. While a creature wears this saddle they must make a DC 16 Will save or become docile and well-behaved. This save is made once each day, and failure or success affects only the following 24 hours. While the mount is docile, the rider gains a +5 competence bonus on Handle Animal checks that relate to the mount.

Of course, getting the creature saddled in the first place is half the challenge. This saddle grants a +5 bonus to Handle Animal and/or Wild Empathy checks made to attempt saddling the unruly mount.

Moderate Enchantment (Charm) [Mind-Affecting]; CL 7th; Prerequisites: Craft Wondrous Item, *charm monster*; Price: 12,580 gp; Cost: 6,290 gp + 504 XP.

Saddle of Security

This monogrammed saddle appears as a normal, albeit decorated, military saddle.

This saddle, which does not magically resize, can be found for both medium and large sized mounts. It does not radiate magic and anyone who casts *identify* on the saddle must succeed on a DC 11 Will save to correctly identify this item (failure means the item can never be identified).

Once per day, when activated, by command, the saddle is protected by a *mental alarm* spell. If anyone but the owner of the saddle attempts to ride the creature that bears the saddle, the alarm goes off. Furthermore, the offending creature is subject to a *hold person* effect (DC 15).

None; CL 5th; Prerequisites: Craft Wondrous Item, *alarm*, *hold person*, *magic aura*; Price: 15,500 gp; Cost: 7,750 gp + 620 XP.

Saddle of Speed

This saddle is crafted of the very best of Vanomir leathers, and trimmed with rare ermine furs. It is truly suited to a noble warrior. Not only does such a saddle enhance the appeal of a steed, but is also grants it swiftness.

A saddle of speed grants a medium-sized mount a +10 enhancement bonus to its speed, while to a large-size or larger mount it grants a +15 enhancement bonus to speed. The saddle functions continuously. A saddle of speed also counts as a military saddle, although certain custom made saddles of speed have been made as exotic saddles for Sky Knights.

Weak Transmutation; CL 5th; Prerequisites: Craft Wondrous Item, *expeditious retreat*; Price: 3,000 gp; Cost: 1,500 gp + 120 XP.

Travel Saddle

This is a finely worked riding saddle that comes complete with saddlebags. This saddle is rumored to have first been created by a pompous and

arrogant priest of Anshar who had no desire to sully his hands with a real horse. Of course, while that may be true, it is further supported by the lack of further mention of this priest; for Anshar would never forgive such pride, arrogance and foppishness.

Upon command, this saddle creates a semi-real light riding horse beneath it, exactly as the *mount* spell. The saddle only functions for 12 hours each day, however, the duration (which cannot be divided into less than 1 hour parts) need not be sequential.

If the mount is slain it cannot be resummoned for one week.

Weak Conjuratation (Summoning); CL 1st; Prerequisites: Craft Wondrous Item, *alarm*, *hold person*, *magic aura*; Price: 2,000 gp; Cost: 1,000 gp + 80 XP; Weight 33 lbs.

Harnesses & Tack

Bridle of Horsemanship

Woven from tanned deer hide, this bit and bridle set is finely crafted. Most commonly found amongst the Yhing-hir, these devices are also found amongst the Milandisian nobility and the Coryani elite.

While worn by a horse, or other mount, this device grants the mount's rider a +5 competence bonus to Ride checks.

Weak Transmutation; CL 5th; Prerequisites: Craft Wondrous Item; Price: 2,500 gp; Cost: 1,250 gp + 100 XP.

Bridle of Horsemanship, Improved

Recognized by its excellent craftsmanship, and decoration, this improved version of the *Bridle of Horsemanship*, is prized by warriors amongst the Yhing-hir.

While worn by a horse, or other mount, this device grants the mount's rider a +10 competence bonus to Ride checks.

Weak Transmutation; CL 10th; Prerequisites: Craft Wondrous Item; Price: 10,000 gp; Cost: 5,000 gp + 400 XP.

Bridle of Horsemanship, Greater

Recognized by its superb craftsmanship, and expansive decoration, this greater version of the *Bridle of Horsemanship*, is prized by clan leaders amongst the Yhing-hir.

While worn by a horse, or other mount, this device grants the mount's rider a +15 competence bonus to Ride checks.

Weak Transmutation; CL 15th; Prerequisites: Craft Wondrous Item; Price: 22,500 gp; Cost: 11,250 gp + 900 XP.



Collar of Protection

This heavy leather collar is designed to fit the neck of an animal or familiar. These are typically undecorated, although, it has not been unknown for the nobility to have expensively decorated and gem-encrusted collars made for their show mounts.

While worn by an animal or familiar, this collar grants them a +1 to +5 deflection bonus to Armor Class.

Weak Abjuration; CL 5th; Prerequisites: Craft Wondrous Item, *shield of faith*, caster must have a level at least three times greater than the bonus of the collar; Price: 2,000 gp (+1), 8,000 gp (+2), 18,000 gp (+3), 32,000 gp (+4), 50,000 gp (+5); Cost: 1,000 gp + 80 XP (+1), 4,000 gp + 320 XP (+2), 9,000 gp + 720 XP (+3), 16,000 gp + 1,280 XP (+4), 25,000 gp + 2,000 XP (+5).

Collar of Resistance

Do not be fooled by the plain and common appearance of this collar, for mounts that wear this collar tend to avoid stumbling more easily, and are better able to endure the heat of summer and the cold of winter.

While worn by an animal or familiar, this collar grants them a +1 to +5 resistance bonus to all saves.

Weak Abjuration; CL 5th; Prerequisites: Craft Wondrous Item, *resistance*, caster must have a level at least three times greater than the bonus of the collar; Price: 1,000 gp (+1), 4,000 gp (+2), 9,000 gp (+3), 16,000 gp (+4), 25,000 gp (+5); Cost: 500 gp + 40 XP (+1), 2,000 gp + 160 XP (+2), 4,500 gp + 360 XP (+3), 8,000 gp + 640 XP (+4), 12,500 gp + 1,000 XP (+5).

Harness of Hauling

This heavy leather harness is designed to fit around the front of a horse, but it can be adapted to any other medium-size or larger mount. It's not entirely clear where the first of these came from, but it is widely thought that they are related to the Harness of Carrying that was developed in Encali.

The animal that is wearing this harness is considered to have a strength score four points higher and to be one size category larger for the purposes of calculating the animal's carrying capacity.

Moderate Transmutation; CL 9th; Prerequisites: Craft Wondrous Item, *animal growth*, *bull's strength*; Price: 16,000 gp; Cost: 8,000 gp + 740 XP.

Other Items**Familiar's Charm of Spell Transference**

This fine gold chain comes with four small ornaments. It is intended to be worn as a collar by your familiar.

When worn by a familiar, the familiar's owner may transfer a number of spells to the familiar each day. Treat this as an *imbue with spell ability* spell being cast. However, the familiar's owner may transfer any spell from the spell list of the class (or classes) that grant them a familiar. They are still limited to the listed schools. The caster level and other related effects of the transferred spells are based upon those of the owner, not the caster level of this item (which determines the caster level of the *imbue with spell ability* effect).

This item uses the collar slot.

Moderate Evocation; CL 7th; Prerequisites: Craft Wondrous Item, *imbue with spell ability*; Price: 45,000 gp; Cost: 22,500 gp + 1,800 XP.

New Animals**Hedgehog**

The hedgehog is a tiny desert animal that is covered in a coat of fine spines across its back. Beneath these spines is a fine, silky fur designed to keep the animal warm during the cool desert evenings.

Hedgehogs are omnivorous animals, eating the sparse desert plants as well as scorpions and other small vermin that live in the desert. If they are attacked by predators, they curl into a ball revealing a sphere of sharp spines that quickly becomes an unattractive meal.

Most people who live in deserts keep a hedgehog as a pet because of their utility at keeping scorpions and snakes at bay.

A hedgehog may be taken as an animal companion by a druid starting a first level.

Hedgehog

Diminutive Animal

HD: 1/4d8+2 (3 hp)

BAB/Grapple: +0/-14

Initiative: +3

Speed: 30 ft. (6 squares)

Space/Reach: 1 ft. /—

Armor Class: 21 (+3 Dex, +4 natural, +4 size)

Touch/Flat-Footed: 17/18

Attack: Bite +3 melee

Full Attack: Bite +3 melee

Damage: Bite 1d2-2 (20/x2)

Special Attacks: Spined defense

Special Qualities: Low-light vision, scent

Saves: Fort +4, Ref +5, Will +0

Abilities: Str 6, Dex 17, Con 14, Int 2, Wis 11, Cha 6

Alignment: Neutral

Skills: Hide +15, Survival +1

Feats: Dodge, Weapon Finesse ^B

CR: 1/3

Environment: Any Warm, Desert

Advancement: —

Spined Defense (Ex): A hedgehog may, as a standard action, roll itself into a ball with its spiny coat sticking out. While in this form the hedgehog may not move or make attacks. However, it gains a +4 racial bonus to Natural Armor, and any foe that attacks the hedgehog with melee attacks, and successfully hits suffers 1d6 points of damage from the spines.

If a creature grapples the hedgehog while it is in this form, that creature suffers 2d4 points of damage each time they make a grapple check. A creature that swallows a hedgehog is considered to be grappling it each round so long as the hedgehog is still living and for 1d2 rounds after the hedgehog dies.

Special Materials**Units of Measure**

Special materials quantities are always expressed in UNITS. One unit is roughly equal to one pound for most special materials, but because different types of items use different amounts of metal, a system of valuing special materials based on the weight listed in the core rules does not always make sense. The problem is compounded by the fact that the weights listed in the core rules are really "encumbrance values" and do not always reflect the amount of material that would be used to make a particular item.

Special Materials and Proficiencies

Some special materials, such as Aerium and Mithral, allow armor crafted from them to be treated as lighter than it normally is. This benefit only extends to determining the speed of the wearer and if class features, such as a rogue's evasion ability, continues to function. It does not extend to determining which armor proficiencies are needed to be proficient in the armor.

Any certificate or other source of an unusual material will list the number of units of special material it provides. (For older certificates, if the cert has a weight expressed in pounds, then it provides one unit per pound listed on the cert.) When crafting items, the number of units needed is determined based on a combination of the size and type of item.

Weapons: For weapons, the baseline is a single Medium-size light weapon, which requires two units. All other weapons and sizes can be calculated from that base. 25 pieces of ammunition (arrows, bolts, or bullets) for a Medium-size projectile weapon is considered the same as a single Medium-size light weapon. Note that not all special materials are suitable for any or all types of weapons; the specific material's description will state which types of items it can be used to create.

For armor and weapons of other sizes, calculate the number of units needed by following the formulas implied above: each step downward in size cuts the number of units in half, each step upward in size doubles the units, each weapon type downward in utility cuts the number of units in half, and each weapon type upward in utility doubles the number of units. Thus, a Tiny light weapon requires one-half unit, a Tiny one-handed weapon requires one unit, and a Tiny two-handed weapon requires two units. A Huge light weapon requires 8 units, a Huge one-handed weapon requires 16 units, and a Huge two-handed weapon requires 32 units.

A special exception is made for pole-arms, which are treated as one size category smaller for purposes of calculating the number of units needed to craft them. Most of a pole-arm's size does not come from the actual striking surface, so it doesn't require as much material to craft a pike as it does a greatsword.

Armor and Shields: For armor and shields, the baseline is Medium-size light armor, which requires two units. Eight units are required to make a suit of Medium-size medium armor, and eighteen units are required to make a suit of Medium-size heavy armor. Note that not all special materials are suitable for any or all types of armor; the specific material's description will state which types of items it can be used to create.

As with weapons, armor and shields of other sizes can be constructed by following the implied formulas in the table above. Each step upward in creature size doubles the number of units, and each step downward in creature size halves the number of units. Thus, a Tiny suit of heavy armor requires 4 units (fractions of a unit round down), and a Huge shield requires 8 units.

Table SM-1: Special Materials – Weapons

Size of Item	Type of Item	Number of Units
Medium	Light weapon	2
Medium	One-handed weapon	4
Medium	Two-handed weapon	8
Small	Light weapon	1
Small	One-handed weapon	2
Small	Two-handed weapon	4
Large	Light weapon	4
Large	One-handed weapon	8
Large	Two-handed weapon	16

Table SM-2: Special Materials – Armor and Shields

Size of Item	Type of Item	Number of Units
Medium	Light armor or light shield	2
Medium	Heavy shield	4
Medium	Medium armor or tower shield	8
Medium	Heavy armor	18
Small	Light armor or light shield	1
Small	Heavy shield	2
Small	Medium armor or tower shield	4
Small	Heavy armor	9
Large	Light armor or light shield	4
Large	Heavy shield	8
Large	Medium armor or tower shield	16
Large	Heavy armor	36

Barding: Armoring an animal with a special material can become quite expensive. *Core Rulebook 1* describes the costs of barding in terms of a multiplier of the base item's cost. For example, barding for a horse (a Large non-humanoid mount) costs 4 times as much as the same type of armor for a Medium humanoid. The unit system follows those multipliers from the core rules, so the special material cost for a set of horse barding is 4 times the cost of that armor if made for a Medium humanoid. If you are crafting

from raw materials that means you need quadruple the number of units of the special materials. Basically, take the numbers on Table SM-2 for a Medium suit of armor and multiply them by 4. (What it boils down to is that armor for a Large quadrupled, such as a warhorse, costs the same as armor for a Huge humanoid, while armor for a Medium quadrupled, such as a riding dog, costs the same as armor for a Large humanoid.)

Note that under the unit system of measure, the weight of an item and the number of units of material that is needed to create that item are not necessarily identical. In the case of barding for a horse, the weight is double the weight of the normal Medium-size humanoid armor, exactly as detailed in *Core Rulebook I*.

Other Items: For items that can be created from special materials but that are not armor or weapons, the default assumption is that one unit of material is required per two pounds of the finished item's weight. (For items that are made of weight-reducing special materials, calculate the number of units based on the original item's weight, but the finished item still only weighs half as much.)

The number of units needed to create an item can never be less than one-half; there is no such thing as less than a half unit under this system.

Specific Special Materials

Because of the adjustments required by the unit system of measurement for special materials, not all special materials will have the same costs as they would under the core rules. The prices in this document are considered official for LIVING ARCANIS and override the costs listed in the core rules or in previous editions of publications from Paradigm Concepts, including "previews" or other information contained in individual LIVING ARCANIS scenarios. Only the game mechanics for special materials are listed below; flavor text and other information about these materials is contained in the source publication.

Aerium

Aerium armors are treated as one size category lighter for purposes of movement and other limitations (for example, whether or not a barbarian can use her fast movement ability while wearing the armor). Heavy armors are treated as medium, and medium armors are treated as light, but light armors are still treated as light.

Aerium is an extremely difficult ore to work, as even the slightest error during the forging process can result in air pockets that compromise the integrity of the item. Therefore, the DC of all Craft checks made to work with this special material is increased by 5.

Armor and shields made of aerium provide the wearer with sonic resistance 2. Furthermore,

the arcane spell failure chance is reduced by 10%, the maximum Dexterity bonus is increased by 2, and the armor check penalty is decreased by 3 (to a minimum of 0). The benefits of being masterwork are included in these adjustments; greater masterwork armors made of aerium receive an additional one-point reduction in armor check penalty.

Thrown weapons (but not projectiles for missile weapons) made from aerium catch the wind easily, increasing their range increment by 10 feet.

An item made from aerium weighs half as much as the same item made from other metals. In the case of weapons, this lighter weight does not change the weapon's size category or the ease with which it can be wielded (i.e. whether it is light, one-handed, or two-handed). Items not primarily made of metal are not meaningfully affected by being partially made of aerium.

Aerium has 30 hit points per inch of thickness and hardness 15.

Market Price per Unit: 600 gp.

Aetherite

See Viridiite, below

Aperiite (Netherite)

Dwarves hold this metal in taboo and most refuse to work with it. It is commonly alloyed with steel to compensate for its own intrinsic properties.

Weapons made from netherite are considered one degree harder to wield than normal (a light weapon is treated as a one-handed weapon, a one-handed weapon is treated as a two-handed weapon, and a two-handed weapon is treated as if it were one size category larger, inflicting a -2 penalty on its wielder's attack rolls). Netherite weapons deal +1 point of negative energy damage to living creatures on a successful attack.

Against positive-energy undead and other creatures strongly tied to or hailing from the Positive Energy Plane, netherite weapons gain a +1 increase to their existing enhancement bonus and inflict an additional +1d6 points of unholy damage. This unholy damage bypasses any form of regeneration (it is treated as if it were a type of damage that the creature cannot regenerate).

Netherite armor is treated as one category heavier for purposes of movement and other limitations. Light armors are treated as medium, and medium armors are treated as heavy, but heavy armors are still treated as heavy. Netherite imparts fire and cold resistance 2 to its wearer, but the arcane spell failure chance is increased by 5%, the maximum Dexterity bonus is decreased by 1, and the armor check penalty is increased by 2. The benefits of being masterwork are included in these adjustments; greater masterwork armors made of netherite receive an additional one-point reduction in armor check penalty.

Undead creatures wearing netherite armor or carrying netherite shields gain +2 turn resistance (or a +2 bonus to their existing turn resistance, if any).

If used in a divine focus (requiring 1 unit of metal), netherite adds +1 to a cleric's effective level for purposes of attempts to control or rebuke undead creatures, as well as to attempts to bolster undead or dispel turning effects.

Enhancements that draw upon positive energy, such as the *disruption* special ability, cannot be incorporated into items made of this material.

An item made from netherite weighs 150% as much as the same item made from other metals. Items not primarily made of metal are not meaningfully affected by being partially made of netherite. Netherite has the same physical properties as iron (30 hit points per inch of thickness and hardness 10).

Market Price per Unit: 500 gp.

Adamantine

Weapons fashioned from adamantine have a natural ability to bypass hardness when sundering weapons or attacking objects. An adamantine weapon can ignore any hardness less than 20. Armor made from adamantine grants its wearer damage reduction 1/-- if it's light armor, 2/-- if it's medium armor, and 3/-- if it's heavy armor.

Only weapons, armor, and shields normally made of metal can be fashioned from adamantine. Items without metal parts cannot be made from adamantine. Adamantine items have one-third more hit points than normal; for example, an adamantine longsword has 13 hit points (normal longswords have 10).

Adamantine has 40 hit points per inch of thickness and hardness 20.

Market Price per Unit: 800 gp.

Beroku (Yarricite)

This coral-based material can be used in place of both metal and wood to make most types of items. Yarricite is immune to corrosion, as well as to heating effects (such as a heat metal spell). These items are naturally buoyant and the armor check penalty of Yarricite armor and shields is not counted when determining a character's encumbrance for the purpose of swimming. Should a Yarricite item be released underwater, it will float to the surface at a rate of 10 feet per round.

Shields made of Yarricite have their armor check penalty reduced by 2. Due to the material's relative inflexibility, it is mainly only useful for making breastplates as opposed to other types of armor. Yarricite breastplates are treated as light armor for purposes of movement, have an armor bonus of +4, an armor check penalty of -3, and an arcane spell failure chance of 20%. The benefits of being masterwork are included in these adjustments; greater masterwork shields

and breastplates made of Yarricite receive an additional one-point reduction in armor check penalty.

Items made of Yarricite weigh half as much as normal items of their type.

Yarricite has 25 hit points per inch of thickness and hardness 8.

Market Price per Unit: 150 gp.

Beryllium

See Iron, Green below

Crystal, Deep

Deep crystal is renowned for its strength and its psionically resonant nature. When it is used to create items other than weapons, deep crystal is treated exactly the same way as mundane crystal, but it costs twice as much due to its higher quality.

To a nonpsionic character, a weapon made of deep crystal is no different than a weapon made of mundane crystal. However, a psionic wielder of a deep crystal weapon can focus psionic power through it, increasing the damage that the weapon deals. As a free action that does not provoke attacks of opportunity, the wielder can channel psionic power into a melee or ranged weapon made of deep crystal. For 2 power points, the deep crystal weapon deals an extra 2d6 points of damage. The weapon will stay charged for 1 minute or until it scores its next hit. Bows, crossbows, and slings made of deep crystal bestow the power on their ammunition. All thrown weapons lose this effect if they miss. However, they may be recovered and charged again.

Deep crystal does not follow the unit system of measure. Rather, any weapon made of deep crystal costs 1,000 gold pieces more than its mundane counterpart. Because deep crystal armor is considered to be made of metal, druids cannot wear it.

Deep crystal has 30 hit points per inch of thickness and hardness 10.

Market Price per Unit: N/A (see above).

Crystal, Mundane

Mundane crystal can be used in place of metal in weapons or armor. The special forging process needed to accomplish this is known only to the Master-Smiths of the Dwarven Enclaves. A weapon or suit of armor made from fortified crystal is treated identically to a masterwork item of the same type, except for its visual appearance, hardness, and hit points.

Weapons and armor made of mundane crystal cost the same amount to make as their masterwork counterparts. Any item could potentially be made with mundane crystal. Because mundane crystal armor is considered to be made of metal, druids cannot wear it.

Mundane crystal has 25 hit points per inch of thickness and hardness 8.

Market Price per Unit: N/A (see above).

Darkwood

Any wooden or mostly wooden item (such as a bow, an arrow, or a spear) weighs only half as much as a normal item of its type when fashioned out of darkwood. Items not normally made of wood or only partially of wood (such as a battleaxe or a mace) either cannot be made from darkwood or do not gain any special benefit from being made of darkwood. The armor check penalty of a darkwood shield is lessened by 2 compared to an ordinary shield of its type.

Darkwood has 10 hit points per inch of thickness and hardness 5.
Market Price per Unit: 20 gp.

Dragonhide

Because dragonhide armor isn't made of metal, druids can wear it without penalty. However, due to the rarity of dragons in Arcanis, the odds of finding true dragonhide armor are extremely low. Any such suits of armor might well be relics from the long-ago war between the ancient Dragons and the Celestial Giants.

Dragonhide has 10 hit points per inch of thickness and hardness 10.
Market Price per Unit: N/A (priceless/impossible to find).

Fervidite

Weapons fashioned from fervidite have a natural non-magical attack and damage bonus of +1 due to their incredible sharpness. This bonus is unnamed, so it stacks with all other bonuses, including masterwork bonuses and magical enhancement bonuses. Fervidite weapons are also particularly effective against armor and shields made of wolf iron; see the Wolf Iron entry below for details.

Fervidite resists all elements with equal capacity, so armor and shields made with this special material grant their wearer energy resistance 2 against acid, cold, electricity, and fire.

An item made from fervidite weighs the same as the same item would if made from other metals. Only weapons, armor, and shields normally made of metal can be fashioned from fervidite. Items without metal parts cannot be made from fervidite. Fervidite items have one-third more hit points than normal; for example, a fervidite longsword has 13 hit points (normal longswords have 10).

Fervidite has 35 hit points per inch of thickness and hardness 17.
Market Price per Unit: 750 gp.

Fluvium

Creatures with the Fire subtype find this material to be particularly abhorrent. Items made of fluvium gain a +4 bonus on saving throws against fire-based attacks. (This bonus is not transferred to the wearer's own saving throws; it applies only to saves that the object itself is specifically required to make.)

Armor and shields made of fluvium grant their wearer fire resistance 2. Weapons made from fluvium deal +1 point of cold damage on any successful attack. (This stacks with other forms of cold damage that the weapon may deal.)

Against creatures with the Fire subtype, weapons made of fluvium gain a +1 increase to their enhancement bonus and deal an additional +1d6 points of cold damage. This cold damage bypasses any form of regeneration (it is treated as if it were a type of damage that the creature cannot regenerate).

If used in a divine focus (requiring 1 unit of metal), fluvium adds +1 to a cleric's effective level for purposes of attempts to turn or rebuke fire-based creatures.

Fire-based enhancements, such as the *flaming* or *flaming burst* special weapon properties, cannot be added to items made of this special material.

An item made from fluvium weighs the same as the same item would if made from other metals. Items not primarily made of metal are not meaningfully affected by being partially made of fluvium. However, this material compromises the tensile strength of other metals, so items made of fluvium suffer a -1 penalty to their hardness and hit points. For example, a fluvium longsword has 9 hit points (normal longswords have 10).

Fluvium has 25 hit points per inch of thickness and hardness 9.
Market Price per Unit: 500 gp.

Glass-Steel

Nearly any sort of everyday item can be made of this material, from windows to furniture. This material is frequently used in the construction of psionic items (particularly cognizance crystals). It can also be used to create weapons and shields, but it is too inflexible to be used in the creation of armor. This material is extremely resilient. Unlike normal objects, items made of glass-steel retain one-half their hardness (round down) against acid, force, and sonic attacks.

Weapons made of glass-steel are exceptionally light and easy to wield. One-handed glass-steel weapons whose base weight (before the reduction from the special material) is 4 pounds or less may be treated as light weapons (and the Weapon Finesse feat may be utilized when wielding such weapons).

Shields forged from glass-steel have a reduction in their arcane spell failure chance of 10% and their armor check penalty is decreased by 3 (to a minimum of 0). The benefits of being masterwork are included in these adjustments; greater masterwork shields made of glass-steel receive an additional one-point reduction in armor check penalty.

Any normal item made of glass-steel can be turned into a *cognizance crystal* by means of the Craft Cognizance Crystal feat (see the Expanded

Psionics Handbook for details). The maximum amount of psionic energy that can be stored in items made of glass-steel is dependent on the amount of material used. The base capacity is 1 point, and this increases by +1 for every two pounds of glass-steel used in the item's construction. Turning a glass-steel item into a *cognizance crystal* costs the same amount of XP as described in the feat, but the cost of the glass-steel used in making the item can be used to defray the raw materials cost, up to the total amount of raw materials required by the feat. (If the item's cost is greater than the raw materials cost specified by the feat, the extra money paid for the item is not recovered in any fashion.)

Items made of glass-steel weigh one-half as much as they would if made of other materials. Glass-steel has 30 hit points per inch of thickness and hardness 10.

Market Price per Unit: 500 gp.

Greenglass

This hard, light material is somewhat brittle. It is primarily used in the manufacture of slashing and piercing weapons and in shields. Greenglass is completely immune to fire (items crafted from this material automatically succeed on any saving throws against such attacks). However, it suffers half again as much (+50%) damage from sonic and force attacks (which also bypass its hardness).

Slashing and piercing weapons made of greenglass have a natural +1 damage bonus that stacks with both magical and non-magical enhancement bonuses. Bludgeoning weapons cannot be made of this material.

Shields made of greenglass are highly valued for their great strength against cuts and punctures. The user of such a shield gains a +1 bonus to Armor Class against attacks made by slashing and piercing weapons. This bonus stacks with both magical and non-magical enhancement bonuses.

An item made from greenglass weighs half as much as the same item would if made from other materials. Greenglass has 25 hit points per inch of thickness and hardness 12.

Market Price per Unit: 500 gp.

Ignium

Creatures with the Cold subtype find this material to be particularly abhorrent. Items made of ignium gain a +4 bonus on saving throws against cold-based attacks. (This bonus is not transferred to the wearer's own saving throws; it applies only to saves that the object itself is specifically required to make.)

Armor and shields made of ignium grant their wearer cold resistance 2. Weapons made from ignium deal +1 point of fire damage on any successful attack. (This stacks with other forms of fire damage that the weapon may deal.)

Against creatures with the Cold subtype, weapons made of ignium gain a +1 increase to

their enhancement bonus and deal an additional +1d6 points of fire damage. This fire damage bypasses any form of regeneration (it is treated as if it were a type of damage that the creature cannot regenerate).

If used in a divine focus (requiring 1 unit of metal), ignium adds +1 to a cleric's effective level for purposes of attempts to turn or rebuke cold-based creatures.

Cold-based enhancements, such as the *frost* or *icy burst* special weapon properties, cannot be added to items made of this special material.

An item made from ignium weighs the same as the same item would if made from other metals. Items not primarily made of metal are not meaningfully affected by being partially made of ignium. However, this material compromises the tensile strength of other metals, so items made of ignium suffer a -1 penalty to their hardness and hit points. For example, an ignium longsword has 9 hit points (normal longswords have 10).

Ignium has 25 hit points per inch of thickness and hardness 9.

Market Price per Unit: 500 gp.

Iron, Black (Titanium)

Items made of black iron are naturally resistant to corrosion and gain a +4 bonus on saving throws against corrosive, rusting, or acid-based attacks. (This bonus is not transferred to the wearer's own saving throws; it applies only to saves that the object itself is specifically required to make.)

Armor and shields made from black iron grant their wearer acid resistance 2. Weapons made from black iron deal +1 point of acid damage on any successful attack. (This stacks with other forms of acid damage that the weapon may deal.)

An item made from black iron weighs the same as the same item would if made from other metals. Items not primarily made of metal are not meaningfully affected by being partially made of black iron.

Black iron has 30 hit points per inch of thickness and hardness 12.

Market Price per Unit: 375 gp.

Iron, Cold

Although there are currently no known Fey creatures on Arcanis, certain types of monsters do have a weakness to cold-forged iron. Because cold iron is not a "special material" so much as it is a forging process applied to normal steel, it does not follow the unit rules. Instead, weapons made of cold iron cost twice as much to make as their normal counterparts. Because of this, a cold iron weapon is NOT automatically treated as masterwork, although the masterwork cost may be paid for separately.

Cold iron is inherently resistant to magic. Any time a cold iron weapon is magically

enhanced, an additional cost of 2,000 gp must be paid on top of the cost of any enhancements being added to the weapon. This cost must be paid the first time the weapon is enhanced.

Items without metal parts cannot be made from cold iron. An arrow could be made of cold iron, but a quarterstaff could not. Note that each end of a double weapon is treated as a separate weapon for purposes of item creation, so a two-bladed sword with one end of cold iron and the other end of steel would cost 150 gp rather than 200 gp.

Cold iron has 30 hit points per inch of thickness and hardness 10.

Market Price per Unit: N/A (see above).

Iron, Green (Beryllium)

This material is often alloyed with copper and bronze in addition to iron. Green iron has exactly the same characteristics as mithral (see below).

Green iron has 30 hit points per inch of thickness and hardness 15.

Market Price per Unit: 500 gp.

Mithral

Mithral armors are treated as one size category lighter for purposes of movement and other limitations (for example, whether or not a barbarian can use her fast movement ability while wearing the armor). Heavy armors are treated as medium, and medium armors are treated as light, but light armors are still treated as light. Spell failure chances for armor and shields made of mithral are decreased by 10%, maximum Dexterity bonus is increased by 2, and armor check penalties are lessened by 3 (to a minimum of 0). The benefits of being masterwork are included in these adjustments; greater masterwork armors made of mithral receive an additional one-point reduction in armor check penalty.

An item made from mithral weighs half as much as the same item made from other metals. In the case of weapons, this lighter weight does not change the weapon's size category or the ease with which it can be wielded (i.e. whether it is light, one-handed, or two-handed). Items not primarily made of metal are not meaningfully affected by being partially made of mithral.

Mithral has 30 hit points per inch of thickness and hardness 15.

Market Price per Unit: 500 gp.

Netherite

See Aperiite, above

Orikalka

This metal is typically alloyed with bronze, and is prized for its magic-negating qualities. Weapons made of orikalka deal +1d6 points of damage against creatures of the construct, fey, and magical beast subtypes, as these creatures' own intrinsically magical nature makes them

particularly vulnerable to its disruption of the flows of magic. This damage bypasses any form of regeneration (it is treated as if it were a type of damage that the creature cannot regenerate).

A spellcaster that is struck for damage by an orikalka weapon and forced to make a Concentration check due to damage dealt while in the act of casting suffers a -4 penalty on the skill check.

Armor and shields that incorporate orikalka into their design grant their wearer a limited form of spell resistance, equal to 5 + the armor bonus of the item. For example, a suit of orikalka splint mail would grant its wearer SR 11. Orikalka armor that is subsequently enhanced with any form of the spell resistance ability adds its armor bonus to the level of SR granted by the ability. However, this comes at a price: all magic used by the wearer of such armor runs the risk of being negated. Both arcane and divine spells cast by a character wearing orikalka armor or using an orikalka shield suffer a spell failure chance of 15%. This stacks with any arcane spell failure chance that the item already possesses, and it cannot be reduced or lowered in any way (so if the character has an ability that lowers spell failure chances by 10%, that ability cannot lower the total spell failure chance of this armor below 15%).

An item made from orikalka weighs the same as the same item would if made from other metals. Items not primarily made of metal are not meaningfully affected by being partially made of this substance.

Orikalka has 30 hit points per inch of thickness and hardness 10.

Market Price per Unit: 1,000 gp.

Petrified Wood

Typically found in the Blessed Lands, petrified wood can be alchemically or magically treated until it is nearly as hard as steel.

Armor and shields made of petrified wood may be worn by druids, since they are not made of metal. Such items grant the wearer acid and electricity resistance 2, and are immune to rusting and other spells or effects that only work on metal. Spells and effects that only work on stone, however, do affect items made of petrified wood.

Bludgeoning weapons made of petrified wood deal their normal damage. Slashing and piercing weapons made of petrified wood deal -2 points of damage (to a minimum of 1 point per successful attack) due to the difficulty of keeping a suitable edge on the striking surfaces.

An item made from petrified wood weighs 75% as much as the same item would if made from other materials.

Petrified wood has 20 hit points per inch of thickness and hardness 8.

Market Price per Unit: 200 gp.

Silver, Alchemical

Although lycanthropes are not as common on Onara as they are in other fantasy settings, they are certainly not unheard of, and silver weapons are reputed to be able to bypass their intrinsic damage reduction. Because alchemical silver is not so much a special material as it is a complex metallurgical process applied to normal steel, it does not follow the unit rules. Instead, it uses the costs described in Core Rulebook III (+2 gp per piece of ammunition, +20 gp for a light weapon, +90 gp for a one-handed weapon, and +180 gp for a two-handed weapon). Because of this, an alchemical steel weapon is NOT automatically treated as masterwork, although the masterwork cost may be paid for separately.

Alchemical silver weapons deal -1 point of damage on a successful attack (with the usual minimum of 1 point of damage). The alchemical silvering process can't be applied to non-metal items, and it does not work on items made of other special materials (such as adamantine, cold iron, and mithral).

Alchemical silver has 10 hit points per inch of thickness and hardness 8.

Market Price per Unit: N/A (see above).

Tellium

This material is often confused with lodestone, and indeed it has certain magnetic properties of its own. It is generally alloyed with iron.

Weapons made of tellium gain a +1 bonus on attack rolls against opponents wearing metal armor and creatures whose natural armor primarily derives from metallic materials (such as iron golems). This bonus stacks with all other magical and non-magical bonuses.

Armor and shields made of tellium grant their wearer electricity resistance 2, and tend to draw metal weapons to their most heavily reinforced areas, increasing the wearer's Armor Class by +1 against attacks from weapons whose striking surface is primarily metal and the natural attacks of creatures whose substance is primarily composed of metallic materials. This bonus stacks with all other magical and non-magical bonuses. (Note that this exactly counters the +1 bonus on attack rolls granted by tellium weapons; a tellium weapon strikes tellium armor normally.)

An item made from tellium weighs the same as the same item would if made from other metals. Items not primarily made of metal are not meaningfully affected by being partially made of this substance.

Tellium has 30 hit points per inch of thickness and hardness 10.

Market Price per Unit: 250 gp.

Steel, Altherian

Altherian steel is exceptionally light. Because it is not a "special material" so much as it is a particular alloy that weighs less but is otherwise

similar to normal steel, it does not follow the unit rules. Instead, items made of Altherian steel cost four times as much to make as their normal counterparts. Because of this, an Altherian steel item is NOT automatically treated as masterwork, although the masterwork cost may be paid for separately.

An item made from Altherian steel weighs 75% as much as the same item made from other metals. In the case of armor, this does not change the armor's weight category (heavy armors are still treated as heavy, medium armors are still treated as medium, and light armors are still treated as light). In the case of weapons, this lighter weight does not change the weapon's size category or the ease with which it can be wielded (i.e. whether it is light, one-handed, or two-handed). Items not primarily made of metal are not meaningfully affected by being partially made of Altherian steel.

To further reduce the weight of Altherian flintlocks, they may be crafted from Altherian steel, which is lighter than normal steel without losing any of its strength or durability. Doing so reduces the weight of a flintlock pistol to 3 pounds and the weight of a flintlock rifle to 11 pounds. (These specific weights are provided instead of following the normal rule that an item crafted of Altherian steel weighs 75% as much as a normal item of its type.)

An Altherian steel flintlock pistol costs 1,600 gp.

An Altherian steel flintlock rifle costs 2,000 gp.

Altherians do receive their standard 25% discount when buying Altherian flintlocks made of Altherian steel in Altheria.

Altherian steel has 30 hit points per inch of thickness and hardness 10.

Market Price per Unit: N/A (see above).

Steel, Sarishan

Some say that the techniques used to create this alloy were first taught to humans by a Valinor of Sarish during the Time of Terror. Others point to the incredible advances in weaponsmithing and metallurgy that occurred during the glorious First Imperium of Man. Though its origins may be clouded in mystery, the simple truth is that the gift of Sarishan steel is one of the most potent secrets that has ever been revealed to the children of the Gods.

There are two known ways to create this special material. The first and most common involves the sanctified smiths of the Church of Sarish, who work alongside priests and clerics of the Binder to bless a forged item as it cools, enacting various rites including the spilling of a consecrated spellcaster's blood into the iron. The second (and far more dangerous) method involves taking the still-smoking metal straight off the anvil and quenching its heat by bathing it in the

DM's Eyes Only: The Secret of Sarishan Steel

You might be wondering why we have two different types of Sarishan Steel in Arcanis. The short answer is that “regular” Sarishan Steel is what was known to the Sleeping Emperor and therefore it was the secret that he shared with the peoples of Onara, while the means to manufacture “true” Tempered Sarishan Steel were lost when the Wall of the Gods was raised. Recent events in the campaign world (as experienced by the players of our LIVING ARCANIS campaign) have brought the Wall of the Gods down and thereby released a horde of unbound native Infernals, against whom regular Sarishan Steel has no effect (much to the heroes’ chagrin).

In a campaign that is set before the fall of the Godswall, you should not introduce Tempered Sarishan Steel as an available material. The standard Sarishan Steel will work just fine in such a campaign as the vast majority of Infernals that the PCs should ever encounter will either be the bound servitors of Sarishans or they will be extraplanar creatures brought via summoning spells and similar rituals. It’s only when you want to introduce native Infernals to the campaign world that you also need to consider introducing the more powerful (and more expensive) Tempered Sarishan Steel.

Even after you have introduced Tempered Sarishan Steel to your campaign world, you shouldn’t make the regular variety worthless, or at least you should offer those characters who have made a significant investment in arms and armor of Sarishan Steel some way to exchange those items for similar items made of the new Tempered variety. Otherwise you have drained away a lot of their money for an item that is now of questionable value, through no fault of the player.

Of course, once you have made the decision to unleash native Infernals on your version of Onara, you need a plausible way for the PCs to discover the secrets of Tempered Sarishan Steel. If you are in possession of the PCI sourcebook *Legacy of Damnation*, then we recommend that you use the people of the Haina for this purpose (in fact, we placed a subtle mention about this in their entry for that very reason). As mentioned in *Legacy of Damnation*, the Haina defend themselves against the Infernals of the Sealed Lands using a material that they know only as Sarishan Steel. In reality, the Sarishan Steel that they make is what the rest of the world would call Tempered Sarishan Steel.

It was during the last days of the First Emperor’s great Crusade when Haina warriors encountered the Legio Infernal Sacer, as both groups descended upon the same group of Infernal foes. During the battle, members from both groups fell. Together they were buried, and gifts were exchanged in gratitude for the assistance that was rendered during the difficult battle. One of these gifts was a Tempered Sarishan Steel weapon, engraved upon which are an oath of secrecy and the magical and metallurgical knowledge necessary to create and imbue the special material. Those few who knew the secret were trapped in the Sealed Lands by the raising of the Wall of the Gods at the Battle of Hope’s End, and thus the knowledge of Tempered Sarishan Steel passed into obscurity, leaving only the weaker version of Sarishan Steel to be found among the peoples of Onara.

Learning the existence and details of this secret should be the subject of a great quest; a quest that will give you ample opportunity to put your copy of *Legacy of Damnation* to good use as the adventurers trek across the length and breadth of the Sealed Lands in search of the Haina smiths who for thousands of years have continued to pass down the knowledge of making Tempered Sarishan Steel.

blood of a living Infernal.

Regardless of how they are created, Sarishan steel items have particularly efficacious properties against extraplanar Infernal creatures. They seem to work by directly attacking the planar connection that binds an Infernal’s physical manifestation on the Mortal Plane of Arcanis with its soul on its home plane.

Weapons forged of Sarishan steel bypass all forms of damage reduction of Infernal creatures that are not native to the Mortal Plane of Arcanis. Furthermore, if the Infernal has the regeneration special quality, then the damage dealt by a Sarishan steel weapon is considered to be of a type that the Infernal cannot regenerate.

Armor forged from Sarishan steel assists its wearer in resisting the influence of Infernals, granting a +2 sacred bonus on all Will saves made against spells, spell-like abilities, and supernatural abilities employed by extraplanar Infernal creatures.

Recently, the denizens of Onara have discovered to their chagrin that Sarishan steel is only effective against Infernals of extraplanar origin. It has no special effects (but also no special drawbacks) when used against Infernals of native origin, such as those that were trapped behind the Wall of the Gods at the end of the Time of Terror. In game terms, this means that

the special properties of Sarishan steel are only effective against Infernals with the [Extraplanar] subtype. The special properties do not function against Infernals with the [Native] subtype. Note that the particular Infernal’s status as being Bound or Unbound by the followers of Sarish does not factor into this calculation. Magical and metallurgical research is being conducted at a frantic rate to try and develop a newer version of Sarishan steel that would maintain its power even over Native Infernals, but thus far, all efforts have met with failure. Perhaps the secret lies within the Sealed Lands themselves...

An item made from Sarishan steel weighs the same as the same item would if made from other metals. Items not primarily made of metal are not meaningfully affected by being partially made of this substance.

Sarishan steel has 30 hit points per inch of thickness and hardness 10.
Market Price per Unit: 400 gp.

Steel, Sarishan, Tempered

The knowledge of making this special type of Sarishan Steel was always a closely held secret. In fact, the secret was so closely held by Sarish and Althares that not even the Sleeping Emperor was able to discover its means of creation, or if he did, he never revealed it to anyone. That knowledge is encapsulated within the Fortress of Forsaken

Memories, and the Tomb of Hilur (As detailed in the published adventure *Shadows of a Forsaken Past*).

Standard Sarishan Steel is forged and blessed by the clergy of Sarish, imbuing it with a small drop of Sarish's divine power. This enables it to strike deep into Infernals who are not native to Onara.

However, as part of the forging process, *Tempered Sarishan Steel* is imbued with not only a portion of Sarish's divine power, but also with the blood and power of an Infernal. This allows the material to both affect and resist Infernals better than normal Sarishan Steel.

Weapons forged from *Tempered Sarishan Steel* not only bypass the damage reduction of non-native Infernals, but they also bypass the damage reduction of native Infernals. Furthermore, such weapons inflict an additional +1d6 damage to all Infernals.

Armor and shields forged from *Tempered Sarishan Steel* provide both a +2 bonus to Will saves made to save against any effect an Infernal (regardless of type) produces. They also provide +2 to Armor Class against such creatures.

Finally, the unique forging methods, and properties of this material allow it to be alloyed with other special materials. Doing so requires double the normal material of each type for the item to be made, since half of the materials are lost during the forging process. All the properties of both materials, which cannot be the same material, are retained.

Creating *Tempered Sarishan Steel* requires, in addition to the requirements for Sarishan Steel, the ability to cast *summon monster V*. The ritual also requires the Craft Magic Arms and Armor feat, and costs 100 xp per unit of *Tempered Sarishan Steel* to be fashioned. The crafting the base material to be tempered requires a DC 30 Craft (Blacksmithing) check.

Sarishan steel has 40 hit points per inch of thickness and hardness 12.

Market Price per Unit: 1,000 gp.

Tungsten

See Wolf Iron, below

Viridiite (Aetherite)

This very rare form of meteoric ore is charged with positive energy.

Against negative-energy undead and other creatures strongly tied to or hailing from the Negative Energy Plane, viridiite weapons gain a +1 increase to their existing enhancement bonus and inflict an additional +1d6 points of holy damage. This holy damage bypasses any form of regeneration (it is treated as if it were a type of damage that the creature cannot regenerate).

Living creatures wearing viridiite armor or carrying viridiite shields gain negative energy resistance 2, and receive a +1 holy bonus on all

saving throws against spells or effects that deal negative energy damage or that have the Death descriptor.

If used in a divine focus (requiring 1 unit of metal), viridiite adds +1 to a cleric's effective level for purposes of attempts to turn or destroy undead creatures.

Enhancements that draw upon negative energy, such as the *undead controlling* special ability, cannot be incorporated into items made of this material.

Viridiite has the same physical properties as iron (30 hit points per inch of thickness and hardness 10).

Market Price per Unit: 500 gp.

Wolf Iron (Tungsten)

This metal is hard and very dense, and is a favorite of the dwarves of Solanos Mor, as well as the smiths of Sweet Savona.

Weapons fashioned from wolf iron have a natural ability to bypass hardness when sundering weapons or attacking objects, though not to the same extent as adamantite. A wolf iron weapon can ignore any hardness less than 15.

Armor made from wolf iron is particularly prized for its ability to absorb blows. Armor, heavy shields, and tower shields made from wolf iron gain an intrinsic non-magical +1 increase to the AC bonus they provide. This bonus stacks with all other magical and non-magical bonuses. Light shields and bucklers made of wolf iron do not gain this benefit. However, wolf iron does have one particular weakness: it is vulnerable to weapons made of fervidite. Fervidite weapons ignore the entire AC bonus provided by armor and shields made of wolf iron.

Only weapons, armor, and shields normally made of metal can be fashioned from wolf iron. Items without metal parts cannot be made from wolf iron. Wolf iron items have one-third more hit points than normal; for example, a wolf iron longsword has 13 hit points (normal longswords have 10).

Wolf iron has 35 hit points per inch of thickness and hardness 15.

Market Price per Unit: 600 gp.

Yarricite

See Beroku, above

Appendix I: New Spells

Charm Person, Mass

Enchantment (Charm) [Mind-Affecting]

Level: Brd 4, Sor/Wiz 5

Components: V

Target: One or more creatures, no two of which can be more than 30 ft. apart

Duration: One day/level

This spell functions like *charm person*, except that *mass charm person* affects a number of creatures whose combined HD do not exceed twice your level, or at least one creature regardless of HD. If there are more potential targets than you can affect, you choose them one at a time until you choose a creature with too many HD.

Enlarge Item

Transmutation

Level: Sor/Wiz 3

Components: V, S

Casting Time: 1 standard action

Range: Touch

Target: One touched object of up to 2 cu. ft./level

Duration: One day/level; see text

Saving Throw: Will negates (object)

Spell Resistance: Yes (object)

You are able to enlarge one nonmagical item (if it is within the size limit) to four times its normal size in each dimension (to about 16 times the original volume and mass). This change effectively increases the object's size by two categories.

Objects changed by an *enlarge item* spell can be returned to normal composition and size by a word of command from the original caster. Even a burning fire and its fuel can be expanded by this spell. Restoring the expanded object to its normal size and composition ends the spell.

Enlarge item can be made permanent with a *permanency* spell, in which case the affected object can be enlarged and shrunk an indefinite number of times, but only by the original caster.

Enlarge item counters and dispels *shrink item*. (*Shrink item* also dispels and counters *enlarge item*.)

Revelation

Divination

Level: Clr 7

Components: V, S, DF

Casting Time: 1 standard action

Range: Personal

Target: 5 ft./level radius burst centered on caster

Duration: Instantaneous

Saving Throw: None

Spell Resistance: No

This spell reveals all things within 5 feet per caster level as they really are. This spell affects spells, spell-like abilities, and supernatural abilities; use the guidelines of the *true seeing* spell to help determine what is and is not affected.

For each creature or object within the area of effect that is *invisible*, *polymorphed*, or otherwise concealed, make a dispel check (1d20+1 per caster level, maximum +20) against a DC of 6+ the spell or effect's caster level (the lower DC is due to the spell's specialized nature).

If this roll is successful, the concealing spell or ability is negated, although the creature or object can be hidden, shapechanged or otherwise affected again without penalty. Concealment spells or abilities on objects that are not held by a creature, and any freestanding illusions (figments, etc.), are automatically dispelled by this spell.

Note that spells and abilities affected by *revelation* are actually *dispelled*, not merely seen through.

Appendix II: Item Tables

Armor and Shield Enhancements

Enlarging	3,200 gp
Buffering	+1 bonus
Climbing	+1 bonus
Complementing, shield	+1 bonus
Deflecting	+1 bonus
Steadfast	+1 bonus
Withstanding	+1 bonus
Fleet-Foot	6,000 gp
Complementing, armor	+2 bonus
Grace	+2 bonus
Magnetic, Shield (metal)	+2 bonus
Scintillating	+2 bonus
Unmoveable	+2 bonus
Unyielding	+2 bonus
Warning	+2 bonus
Avoiding	10,000 gp
Bull Rushing	10,000 gp
Mobile	10,080 gp
Floating, Greater	15,000 gp
Sustaining	34,000 gp
Scintillating, Greater	+4 Bonus
Mobile, Greater	61,200 gp
Sustaining, Improved	68,000 gp
Backlashing	110,000 gp

Specific Armors

Campaign Lorica	3,000 gp
Horsehair Cuirass	6,165 gp
Garb of the Foresters of the Golden Boughs'	7,920 gp
Tourney Armor	9,280 gp
Jerkin of the Brotherhood	11,660 gp
Corselet of the Duelist	13,550 gp
Roofwalker's' Hauberk	14,675 gp
Minstrel's Mail	16,500 gp
Warp Hide	16,665 gp
Buccaneer's Brigandine	18,800 gp
Ymandrake Spellweaver Armor	24,175 gp
Aegis of the Crusader	
Anshar	21,250 gp
Hurrian	21,250 gp
Althares	24,850 gp
Nier	24,850 gp

Saluwe	24,850 gp
Illir	24,850 gp
Larissa	24,850 gp
Sarish	24,850 gp
Yarris	24,850 gp
Beltine	32,050 gp
Cadic	32,050 gp
Neroth	32,050 gp
Scales of Yarris	30,850 gp
Ice Shard Armor	59,450 gp
Shade Hunter	60,510 gp
Bodice of the Sacred Harlot	70,100 gp
Khitani Rune Robe	73,000 gp
Armor of Illir's Light	78,430 gp
Battledress of the Mercenary Captain	85,500 gp

Armor Attachments

Cuirass of the Hussar	4,660 gp
Legionnaire's Pin	9,000 gp
Pin of Sarish's Might	15,000 gp
Legionnaire's Plume	16,000 gp
Dolphin Tabard	16,500 gp
Beltine's Blessed Relief	20,000 gp
Plume of Righteous Victory	22,000 gp
Radiance of Illiir	22,500 gp
Altherian Horseman's Tabard	24,000 gp
Nier's Hart	25,500 gp
Surcoat of the Eldritch Defender	30,100 gp
Sea Tabard	30,600 gp
Tabard of Stealth	39,500 gp
Centurion's Pin	50,000 gp
Tabard of the Reluctant Warrior	50,000 gp
Defender of the Woodlands Tabard	63,300 gp
Tabard of Tenacity	65,000 gp
Blessing of Neroth	75,000 gp

Specific Shields

Gillicar Shield	500 gp
Scutum of the Burnished Steel	11,880 gp
Shield of my Lord's Protection	14,170 gp
Shield of the Ujch'ki	22,920 gp
Ssethregoran Viperfang Shield	59,285 gp

Melee Weapon Enhancements

Aiding	+1 bonus
Concussive	+1 bonus
Faithful	+1 bonus
Feinting	+1 bonus
Grace	+1 bonus
Harmonizing	+1 bonus
Intense	+1 bonus
Jagged	+1 bonus
Off-Hander	+1 bonus
Protecting	+1 bonus
Reforming	+1 bonus
Searing	+1 bonus
Soulbound	+1 bonus
Stunning	+1 bonus
Surreptitious	+1 bonus
Venomous	+1 bonus
Charger	+2 bonus
Concussive burst	+2 bonus
Destruction	+2 bonus
Dissolution	+2 bonus
Harmonizing, Greater	+2 bonus
Hexing	+2 bonus
Lesser Vorpal	+2 bonus
Multi-Form	+2 bonus
Opportunistic	+2 bonus
Reaching	+2 bonus
Riposte	+2 bonus
Scaling	+2 bonus
Watery Form	+2 bonus
Weakening	+2 bonus
Quick Drawing	10,000 gp
Unyielding	10,800 gp
Cycling	+3 bonus
Feinting, Greater	+3 bonus
Off-Hander, Greater	+3 bonus
Spell-Eating	+3 bonus
Vicious Wounding	+3 bonus
Anchoring	25,600 gp
Precision	+4 bonus
Reflecting	+4 bonus
Crushing	+5 bonus
Skewering	+5 bonus
Spellstoring, Greater	+5 bonus
Bonded	Special

Ranged Weapon Enhancements

Concussive	+1 bonus
Faithful	+1 bonus
Feinting	+1 bonus
Harmonizing	+1 bonus
Jagged	+1 bonus
Protecting	+1 bonus
Reforming	+1 bonus
Searing	+1 bonus
Soulbound	+1 bonus
Stabilized	+1 bonus
Stunning	+1 bonus
Surreptitious	+1 bonus
Venomous	+1 bonus
Bane Seeking ¹	+2 bonus
Blasting	+2 bonus
Boring	+2 bonus
Concussive burst	+2 bonus
Destruction	+2 bonus
Dissolution	+2 bonus
Harmonizing, Greater	+2 bonus
Hexing	+2 bonus
Guided	+2 bonus
Scaling	+2 bonus
Transporting	+2 bonus
Watery Form	+2 bonus
Weakening	+2 bonus
Quick Drawing	10,000 gp
Unyielding	10,800 gp
Bane Seeking ²	+3 bonus
Cycling	+3 bonus
Feinting, Greater	+3 bonus
Spell-Eating	+3 bonus
Vicious Wounding	+3 bonus
Anchoring	25,600 gp
Precision	+4 bonus
Reflecting	+4 bonus
Skewering	+5 bonus
Spellstoring, Greater	+5 bonus
Bonded	Special

¹ This version applies to all creature types except Ssethric and Tainted.

² This version applies to Ssethric and Tainted creature types.

Specific Weapon Descriptions

Humming Shot (bullet)	240 gp
Maggot Arrows	750 gp
Burrowing Arrow	1,440 gp
Maggot Arrows, Greater	3,300 gp
Fangs of Vapriiss	3,501 gp
Stirge Darts	6,801 gp
Emerald Scale Tail Bracer	8,000 gp
Bone of Contention	9,612 gp
Battle-Harness of the Manticore	10,000 gp
Ssethregoran Stench Blade	12,365 gp
Cutlass of the Buccaneer	14,212 gp
Troll's Lament	15,705 gp
Duelist Blade	19,320 gp
Greendearth	20,010 gp
Canceri Champion's Blade	20,350 gp
Legionspear	24,505 gp
Althares' Gift	29,925 gp
Spiked Chain of the Master Defender	30,100 gp
Nerotherian Assassin's Blade	30,302 gp
Oath Blade	31,202 gp
Seeking Sling	32,300 gp
Heart's Fang	32,635 gp
Infernal Harvest	33,615 gp
Adobay's Blades	34,830 gp
Whip of the Hussma	36,501 gp
Drusus of the Indomitable Gladiator	37,070 gp
Moon Blade of the val'Dellenov	37,705 gp
Balor's Lash	40,301 gp
Thunderbow	40,440 gp
Forestbane	43,830 gp
Addertongue	44,150 gp
Firecrux	45,060 gp
Capharran War Glaive	46,708 gp
Sword of Wonder	50,000 gp
Dagger of One Thousand Cuts	50,602 gp
Sea Rover	51,075 gp
Grand Gladius of Coryan	52,620 gp
Gauilfur	52,650 gp
Beltine's Kiss	54,318 gp
Lance of the Errant Knight	57,870 gp
Shadowsong	65,802 gp
Ranseur of Wind and Wave	66,910 gp
Soulshrieker Bow	67,980 gp

Sickle Sword of the Myrantian Lord	68,075 gp
Bow of the five peoples	70,770 gp
Sword of the Soldier Saints of Dagha	75,865 gp
Heartseeker	98,750 gp
Nightfire	100,000 gp
Defiance	102,885 gp
Demonsbane	106,302 gp
Screaming Sword	116,400 gp
Wind Staff	121,825 gp
Umandi's Gift	123,600 gp
Athame of High Magic	210,002 gp

Fetish Items

Artisan's Charm	800 gp
Hyena Charm	1,600 gp
Monkey Charm	1,600 gp
Tiger Charm	2,000 gp
Basilisk Charm	3,300 gp
Rhino Charm	4,000 gp
Horse Charm	4,500 gp
Yrthak Charm	6,400 gp
Darkmantle Charm	6,480 gp
Giant Spider Charm	8,640 gp
Ankheg Charm	10,000 gp
Cloaker Charm	10,000 gp
Owl Charm	10,000 gp
Bone Rattle	10,100 gp
Hero's Heart	12,000 gp
Ettercap Charm	14,400 gp
Naga Charm	14,400 gp
Manticore Charm	16,200 gp
Spirit Rattle	16,380 gp
Digester Charm	17,280 gp
Roper Charm	18,000 gp
Shrunken Head	18,000 gp
Bone Staff	20,000 gp
Bulette Charm	20,000 gp
Blink Dog Charm	21,600 gp
Displacer Beast Charm	21,600 gp
Behir Charm	22,680 gp
Frost Worm Charm	25,200 gp
Delver Charm	32,400 gp
Gorgon Charm	32,400 gp
Shocker Lizard Charm	32,400 gp

APPENDIX II ■ Item Tables

Naga Charm, Greater	43,200 gp
Unicorn Charm	43,200 gp
Aboleth Charm	50,000 gp
Mimic Charm	50,000 gp
Winter Wolf Charm	51,840 gp
Rust Monster Charm	57,600 gp
Destrachan Charm	60,000 gp
Cockatrice Charm	78,000 gp

Potions

Elixir of Water	150 gp
Bloodwrath, Lesser	250 gp
Oil of Scent Masking	250 gp
Potion of Uncanny Alertness	250 gp
Potion of Satiety, Lesser	450 gp
Draught of the Saddle Born	600 gp
Oil of Pyrotechnics	750 gp
Elixir of the Valinor's Heart	800 gp
Potion of Putrescence	900 gp
Warpaints of the Skohir	1,000 gp
Il'huan Ichor Draught	1,200 gp
Potion of Satiety	1,250 gp
Oil of Puissance	1,500 gp
Oil of Beast Repulsion	1,650 gp
Bloodwrath, Greater	2,000 gp
Potion of Steely Nerves	2,250 gp
Holy tiger Draught	2,500 gp
Elixir of the Valinor's Heart, Greater	3,200 gp
Potion of Poison Spittle	4,000 gp
Oil of Deflection	5,400 gp
Voei Troll-skin Salve	8,000 gp
Elixir of the Oracle	10,000 gp

Psicrowns

val'Assante Psicrown of Radiant Light	56,550 gp
val'Dellenov Psicrown of the Beast	68,250 gp
val'Mehan Psicrown of the Mind Lord	93,850 gp
val'Inares Psicrown of the Traveler	106,050 gp
val'Ababi Psicrown of the Artisan	184,900 gp
val'Virdan Psicrown of the Fire Lord	196,850 gp

val'Sheem Psicrown of the Oracle	198,300 gp
val'Tensen Psicrown of the Valiant Defender	213,600 gp

Rings

Ring of Resistance +1	1,500 gp
Ring of Awareness, Lesser	2,000 gp
Adder's Ring +1	3,000 gp
Ring of Nier's Flame	5,000 gp
Ring of Resistance +2	6,000 gp
Ring of Awareness	6,250 gp
Ring of Puissance at Arms +1	7,000 gp
Adder's Ring +2	9,000 gp
Ring of the Shocking Palm	9,000 gp
Ring of Earth's Mettle (silver)	10,000 gp
Ring of the Reluctant Warrior	10,000 gp
Ring of the Stolen Mind	10,000 gp
Ring of Resistance +3	13,500 gp
Ring of Thick Hide 1/-	16,000 gp
Monk's Ring	18,000 gp
Adder's Ring +3	19,000 gp
Mugger's Ring, Lesser	20,000 gp
Ring of Earth's Mettle (cold iron)	20,000 gp
Ring of Silence	20,000 gp
Ring of Spirit's Warning	20,000 gp
Ring of Resistance +4	24,000 gp
Mugger's Ring, Greater	25,000 gp
Ring of Puissance at Arms +2	28,000 gp
Ring of Lucidity	32,000 gp
Adder's Ring +4	33,000 gp
Ring of Resistance +5	37,500 gp
Ring of Earth's Mettle (adamantine)	40,000 gp
Ymandrake Dueling Ring, Lesser	40,000 gp
Ring of Grace	42,500 gp
Adder's Ring +5	51,000 gp
Ring of Subtlety	51,500 gp
Ring of Thick Hide 2/-	54,000 gp
Ring of Puissance at Arms +3	63,000 gp
Ring of the Quick	66,000 gp
Ring of the Quick, Greater	86,000 gp
Ring of Earth's Mettle (Sarishan Steel)	100,000 gp
Ymandrake Dueling Ring	100,000 gp
Ring of Perpetual Magic	105,000 gp
Ring of Puissance at Arms +4	112,000 gp

Item Tables ■ APPENDIX II

Ring of Bilocation	120,000 gp
Zephyr Ring of the Kio Skyknights	120,000 gp
Ring of Thick Hide 3/-	128,000 gp
Ring of Lucidity, Greater	132,000 gp
Ring of Puissance at Arms +5	175,000 gp

Rods

Metamagic: Ghost, Lesser	3,000 gp
Metamagic: Nurturing, Lesser	3,000 gp
Metamagic: Rapid Summoning, Lesser	3,000 gp
Metamagic: Rending, Lesser	3,000 gp
Metamagic: Soften, lesser	3,000 gp
Metamagic: Postpone, Lesser	9,000 gp
Metamagic: Ready, Lesser	9,000 gp
Metamagic: Reduce, Lesser	9,000 gp
Metamagic: Ghost	11,000 gp
Metamagic: Nurturing	11,000 gp
Metamagic: Rapid Summoning	11,000 gp
Metamagic: Rending	11,000 gp
Metamagic: Soften	11,000 gp
Metamagic: Postpone: Improved, Lesser	14,000 gp
Metamagic: Suspend, Lesser	14,000 gp
Duelist's Rod	21,000 gp
Metamagic: Ghost, Greater	24,500 gp
Metamagic: Nurturing, Greater	24,500 gp
Metamagic: Rapid Summoning, Greater	24,500 gp
Metamagic: Rending, Greater	24,500 gp
Metamagic: Soften, Greater	24,500 gp
Metamagic: Postpone	32,500 gp
Metamagic: Ready	32,500 gp
Metamagic: Reduce	32,500 gp
Metamagic: Bind, Lesser	35,000 gp
Metamagic: Postpone: Greater, Lesser	35,000 gp
Metamagic: Ready: Greater, Lesser	35,000 gp
Metamagic: Postpone: Improved	54,000 gp
Metamagic: Suspend	54,000 gp
Nawal's Rod of Chieftainship	63,400 gp
Metamagic: Ready, Greater	73,000 gp
Metamagic: Reduce, Greater	73,000 gp
Metamagic: Bind	75,000 gp
Metamagic: Postpone, Greater	75,000 gp
Metamagic: Postpone: Greater	75,000 gp

Metamagic: Ready: Greater	75,000 gp
Archaeologist's Rod	93,160 gp
Rod of the Sky Kings	93,500 gp
Imperial Rod of Judgement	95,600 gp
Rod of the Reaper	114,960 gp
Metamagic: Postpone: Improved, Greater	121,500 gp
Metamagic: Suspend, Greater	121,500 gp
Metamagic: Bind, Greater	170,000 gp
Metamagic: Postpone: Greater, Greater	170,000 gp
Metamagic: Ready: Greater, Greater	170,000 gp

Staves

Artificer's Spanner	14,405 gp
Pengik Heartwood Staff	32,650 gp
Staff of Althares' First Gift	34,660 gp
Staff of Deadly Wards	38,900 gp
Ansharan Pilgrim's Staff	45,000 gp
Sarishan Staff of Wizardry	50,000 gp
Staff of Cats	51,050 gp
Beroe's Staff of the Deep	54,600 gp
Staff of Dreams	68,000 gp
Cadic's Staff of the Night	68,200 gp
Staff of Clouds	79,450 gp
Hurrianic Stormlord's Staff	80,390 gp
Myr's Sentinel Staff	91,150 gp
Tzizhet's Gibbering Staff	93,230 gp
Staff of Saluwe's Ire	125,650 gp
Sylab's Staff	150,000 gp
Myrantian Necromancer Lord's Staff	300,000 gp

Universal Psionic Items

Diadem of the Mental Clarity +1	667 gp
Third Eye Aware, Lesser	2,500 gp
Third Eye Concentrate, Lesser	2,500 gp
Third Eye Gather, Lesser	2,500 gp
Diadem of the Mental Clarity +2	2,667 gp
Diadem of the Mental Clarity +3	6,000 gp
Golden Bee of the Planarch	7,000 gp
Wailing Stone of Lost Souls	8,500 gp
Psychoactive Skin of Contortion	10,000 gp
Diadem of the Mental Clarity +4	10,667 gp
Third Eye of Low-Light Vision	12,000 gp
Torc of the Berserker, Lesser	12,400 gp

APPENDIX II ■ Item Tables

Circlet of the Double Mind	16,000 gp
Diadem of the Mental Clarity +5	16,667 gp
Astral Bell of Summoning	22,680 gp
Boots of Relocation	23,760 gp
Amulet of Monster Control	26,200 gp
Crystal Mask of Bats	30,000 gp
Crystal Cage of Clairsentience	32,000 gp
Crystal Cage of Metacreativity	32,000 gp
Crystal Cage of Psychokinesis	32,000 gp
Crystal Cage of Psychometabolism	32,000 gp
Crystal Cage of Psychoportation	32,000 gp
Crystal Cage of Telepathy	32,000 gp
Psychoactive Skin of the Rat	40,500 gp
Torc of the Berserker	45,400 gp
Talisman of Unassailable Intellect	64,800 gp
Torc of the Berserker, Greater	120,750 gp
Crystal Mask of Pain	150,000 gp
Scarab of Catastrophic Protection	156,000 gp

Wondrous Items

Diadem of the Mental Clarity +1	667 gp
Brigade Bucket	900 gp
Dust of Shrinking and Enlargement	1,000 gp
Necklace of Elements	1,000 gp
Valor Guards +1	1,000 gp
Needle of Mending	1,300 gp
Fire Beads	2,000 gp
Hood of the Cat's Meow	2,000 gp
Valor Guards +2	2,000 gp
Helm of Protection +1	2,100 gp
Dust of Ephemeral Allies	2,250 gp
Earring of Perception	2,500 gp
Diadem of the Mental Clarity +2	2,667 gp
Cup of the Mendicant	2,700 gp
Sarishan Seal	3,000 gp
Cosmetics of Comeliness	3,300 gp
Boots of the Relentless Hunter	3,500 gp
Fan of Voice Throwing	3,600 gp
Rope of Hiding	3,750 gp
Aro's Unforgettable Mark	4,000 gp
Pistoleer's/Rifleman's Bandoleer	4,000 gp
Valor Guards +3	4,000 gp
Helm of Disguise, Greater	4,500 gp

Censor of the Raven	5,000 gp
Everburning Coal	5,000 gp
Figurine of Wondrous Power, Emerald Hedgehog	5,000 gp
Fire Gloves	5,400 gp
Horn of Saluwe's Plenty	5,400 gp
Diadem of the Mental Clarity +3	6,000 gp
Kirtle of Keepsakes	6,000 gp
Gloves of Draining	6,480 gp
Bracers of Yeomanry	7,000 gp
Gauntlet of Yh'gi	7,200 gp
Eloisa's Dancing Shoes	7,500 gp
Flask of Verdant Glory	7,500 gp
Gloves of the Diplomat	7,500 gp
Harness of Carrying	8,000 gp
Valor Guards +4	8,000 gp
Helm of Protection +2	8,400 gp
Cape of the Feline Form	8,750 gp
Spiderhook	8,750 gp
Dust of Mirages	9,000 gp
Dust of Warding	9,000 gp
Incense of Infernal Summoning	9,000 gp
Bracers of Arcane Wrath	9,450 gp
Anklet of the Harlot	9,650 gp
Boots of Balance	10,000 gp
Boots of the Seremasi, Greater	10,000 gp
Gem of Sarish's Oath	10,000 gp
Gloves of Skillful Manipulation	10,000 gp
Overlooked Pestle	10,000 gp
Veil of the Silt Sea	10,000 gp
Circlet of Darkness	10,080 gp
Orb of Lore	10,150 gp
Boots of Knocking	10,500 gp
Diadem of the Mental Clarity +4	10,667 gp
Skeleton Key	10,800 gp
Stone of the Dead	10,800 gp
Headband of Delusion	11,000 gp
Goggles of the Homeland Protector	11,340 gp
Amulet of Hurrian	12,000 gp
Boots of the Toad	12,000 gp
Circlet of Sagacity	12,000 gp
Mirror of Minions	12,000 gp
Bones of Divination	12,050 gp
Holiday Hat	12,600 gp
Thurible of Guarding and Warding	12,960 gp

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Mockingbird Collar	13,300 gp	Decanter of Copious Libations	20,000 gp
Pomander of Purity	13,333 gp	Figurine of Wondrous Power, Slate Monkey	20,000 gp
Brooch of the Golden Boughs' of Saluwe	13,640 gp	Gloves of the Scoundrel	20,000 gp
Night Robe	13,900 gp	Larissa's Coin	20,000 gp
Bracers of Arrow Deflection	14,000 gp	Bracers of Reverberation	20,160 gp
Gris-Gris Bag	14,000 gp	Stone of Althares' Foresight	20,500 gp
Holy Symbol of Rage's Fury	14,000 gp	Cloak of the Green Lurker	21,000 gp
Raiment of Illiir	14,400 gp	Fan of the Courtesan	21,000 gp
Figurine of Wondrous Power, Adamantine Ants	15,000 gp	Belt of the Shield	22,000 gp
Flask of Verdant Glory, Greater	15,000 gp	Bracers of Yeomanry, Greater	22,000 gp
Garment of the Hidden Gift	15,000 gp	Shawl of Starry Witchcraft	22,000 gp
Monster Whistle (Azure Lizard)	15,000 gp	Cloak of the Invincible Warrior	22,500 gp
Monster Whistle (Blood Wing)	15,000 gp	Urn of Fool's Booty	22,500 gp
Saraph's Spanning Rug	15,000 gp	Armbands of Blade Turning	22,580 gp
Sentinel Necklace	15,000 gp	Gauntlets of Force	23,760 gp
Eelskin Cloak, Lesser	15,060 gp	Horn of Saluwe's Plenty, Greater	24,000 gp
Valor Guards +5	16,000 gp	Monkey Gloves	24,000 gp
Eyes of Arcane Sight	16,200 gp	Periapt of Proof Against Perfidy	24,360 gp
Apron of the Artificer	16,400 gp	Blood Robe	25,000 gp
Symbol of the Devoted	16,450 gp	Figurine of Wondrous Power, Brass Monkey	25,000 gp
Corsair's Cloak	16,500 gp	Figurine of Wondrous Power, Obsidian Monkey	25,000 gp
Figurine of Wondrous Power, Jade Scorpion	16,500 gp	Monster Whistle (Iron Eater)	25,000 gp
Figurine of Wondrous Power, Sapphire Serpent	16,500 gp	Pipes of the Underworld	25,000 gp
Gauntlet of Immaculate Defense	16,500 gp	Voei Wolf Fetish	25,000 gp
Diadem of the Mental Clarity +5	16,667 gp	Pengik Memory Beads	26,100 gp
Fire Gloves, Improved	16,800 gp	Cloud Cape	26,200 gp
Figurine of Wondrous Power, Bone Leviathan	17,000 gp	Mask of Larissa's Blessing	26,500 gp
Amulet of the Faithful	17,500 gp	Vestment of the Defender	26,950 gp
Crown of Darkness	17,640 gp	Black Lotus Manual	27,500 gp
Cape of Glory	18,000 gp	Librium of Martial Prowess +1	27,500 gp
Horn of Winter	18,000 gp	Slave Bracelets of Larissa	27,500 gp
Hairpins of Prehensile Coiffure	18,682 gp	Monster Whistle (Bird of Omens)	30,000 gp
Collar of Kinship	18,750 gp	Rope of Compelling	30,000 gp
Helm of Protection +3	18,900 gp	Bracers of Shattering Silence	30,160 gp
Monster Whistle (Glistening Crawler)	19,000 gp	Badua's Eerie Warder	32,000 gp
Monster Whistle (Grim Hound)	19,000 gp	Torc of the Troglodyte	32,400 gp
Monster Whistle (Marrow Man)	19,000 gp	Helm of Protection +4	33,600 gp
Monster Whistle (Scaly Dog)	19,000 gp	Horn of War	35,000 gp
Monster Whistle (Silken Spinner)	19,000 gp	Figurine of Wondrous Power, Mithral Spider	36,000 gp
Scabbard of the Blessed	19,100 gp	Amulet of Illiir's Perfect Brilliance	39,500 gp
Bellahna's Veil of Persuasion	20,000 gp	Stone of Gravity	40,000 gp
		Red Howler Mask	42,200 gp

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Mask of Steely Countenance	42,267 gp
Timepiece of Hazanko Daergral	43,050 gp
Scarab of the Bronze Catacombs	43,200 gp
Robe of Shadowshaping	44,000 gp
Armguard of Talisos	44,200 gp
Corsair's Cloak, Improved	44,500 gp
Bracers of Obfuscation	44,950 gp
Dimitri's Dimensional Doorknob	45,000 gp
Flagon of Conviviality	45,000 gp
Maliar's Magnificent Laboratory	45,000 gp
Pipes of the Madcap Minstrel	47,500 gp
Horn of Terror	47,520 gp
Starfire Pendant of Nol Dappa	50,000 gp
Talisman of Lost Love's Despair	50,000 gp
Bracers of the Thunderer	50,400 gp
Fire Gloves, Greater	51,000 gp
Cat's Cloak	51,300 gp
Hauberk of the Spirits	51,450 gp
Mask of Death	51,840 gp
Helm of Protection +5	52,500 gp
Eelskin Cloak	54,120 gp
Bracers of Arrow Deflection, Greater	54,400 gp
Vestment of the Hunter	54,500 gp
Grimm's Armband of Ever-Ready Blades	55,000 gp
Librium of Martial Prowess +2	55,000 gp
Doom Bell of Canceri	55,080 gp
Lantern of Restless Wandering	55,500 gp
Sphere of Dark Heritage	60,000 gp
Necromantic Shroud	60,500 gp
Shroud of the Initiate	63,000 gp
Mask of the Voei Witchdoctor	63,360 gp
Box of the Mundane	65,000 gp
Fins of Yarris	65,000 gp
Serpent Boots	68,080 gp
Tapestry of Tomb Guarding	70,000 gp
Mask of Ancient Yhassremore	71,680 gp
Devilskin Knot	72,000 gp
Girdle of the Grand Gladiator	72,000 gp
Headdress of the Phoenix, Lesser	72,540 gp
Bracers of Spell Deflection	75,000 gp
Stone of Glib Discourse	75,000 gp
Librium of Martial Prowess +3	82,500 gp
Ymandrake Coif of Shadow	84,000 gp
Toga of Office	85,400 gp

Gerrard's Luxurious Pavilion	90,000 gp
Ordainer Circlet	90,000 gp
Corsair's Cloak, Greater	96,000 gp
Amulet of Belisarda's Fury	98,040 gp
Eyes of Arcane Sight, Improved	98,280 gp
Eyepatch of the Corsair	100,700 gp
Tiara of the White Prophetess	102,000 gp
Collar of Submission	106,200 gp
Librium of Martial Prowess +4	110,000 gp
Orb of the Hidden Flame	110,400 gp
Orb of Y'rion Sul	112,000 gp
Necklace of Beroe	117,000 gp
Eyes of Arcane Sight, Greater	120,000 gp
Bracers of Shattering Silence, Greater	123,550 gp
Headdress of Osalian	131,000 gp
Librium of Martial Prowess +5	137,500 gp
Girdle of Marok	138,000 gp
Icon of Spirit Storing	152,000 gp
Ocular Vision	160,000 gp
Sash of Keleos	160,000 gp
Demon-Hide Cloak	176,000 gp
Manacles of Ymandragore	180,000 gp
Cauldron of Combining	200,000 gp
Titan-Bone Altar	242,000 gp
Crotalus Gauntlet	251,100 gp
Cramor's Catalogue of Creatures	306,000 gp
Orb of Opalescence	306,000 gp
Locker of the Lost Mariner	323,100 gp
Headdress of the Phoenix	330,000 gp
Candle of Revealing presence	364,000 gp
Clock of Chaos Confinement	365,000 gp
Jar of Preservation	560,000 gp
Horn of Sohbuk	684,000 gp

Tools of Warfare

Stone Bridge	5,000 gp
Banner of Myrantis	120,000 gp
Aquila of the Legions	See Text
Catapult Shot	See Text

Magical Siege Engine Enhancements

Keen	+2 bonus
Hard Striking	+3 bonus
Unerring Aim	+3 bonus
Ease	+5 bonus

Cursed Armor and Shield Enhancements

Energy Vulnerability	-2 modifier
Lumen	-2 modifier
Nox Noctis	-2 modifier
Possessed	-2 modifier
Unlucky	-2 modifier
Envious	-4 modifier

Cursed Melee Weapon Enhancements

Battlelust	-1 modifier
Blood-Thirsty	-1 modifier
Dominant	-1 modifier
Pacifist	-1 modifier
Baleful Hatred	-2 modifier
Lumen	-2 modifier
Nox Noctis	-2 modifier
Possessed	-2 modifier
Unlucky	-2 modifier
Charged	-3 modifier
Envious	-4 modifier

Cursed Ranged Weapon Enhancements

Blood-Thirsty	-1 modifier
Dominant	-1 modifier
Pacifist	-1 modifier
Baleful Hatred	-2 modifier
Lumen	-2 modifier
Nox Noctis	-2 modifier
Possessed	-2 modifier
Unlucky	-2 modifier
Charged	-3 modifier
Envious	-4 modifier

Animal Barding

Barding of Grace	12,900 gp
Barding of Stamina	13,100 gp
Barding of Power	18,300 gp

Magical Saddles

Travel Saddle	2,000 gp
Saddle of Speed	3,000 gp
Saddle of Mount Mastery	12,580 gp
Saddle of Security	15,500 gp

Harnesses and Tack

Collar of Resistance +1	1,000 gp
Collar of Protection +1	2,000 gp
Bridle of Horsemanship	2,500 gp
Collar of Resistance +2	4,000 gp
Collar of Protection +2	8,000 gp
Collar of Resistance +3	9,000 gp
Bridle of Horsemanship, Improved	10,000 gp
Collar of Resistance +4	16,000 gp
Harness of Hauling	16,000 gp
Collar of Protection +3	18,000 gp
Bridle of Horsemanship, Greater	22,500 gp
Collar of Resistance +5	25,000 gp
Collar of Protection +4	32,000 gp
Collar of Protection +5	50,000 gp

Other Items for Animals

Familiar's Charm of Spell Transference	45,000 gp
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Creatures of War (by CR)

Imyhghal's Wondrous Walking Chair (type 1, Scholar)	½
Missive	½
Ambulatory	3
Imyhghal's Wondrous Walking Chair (type 2, Noble)	2
Imyhghal's Wondrous Walking Chair (type 3, Traveler)	2
Man of Wax	2
Fauxgoyle	3
Forge Dog	4
Imyhghal's Wondrous Walking Chair (type 4, Warlord)	8
Myrantian Living God	20
Auxunite Stone Guardian	Special
Reanimate	Special

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