

THE HEAVY GRIMOIRE

OGL

3.5 SYSTEM COMPATIBLE



CHRIS A FIELD

THE HEAVY GRIMOIRE

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Fully Compatible With the PFRPG.

Requires the Use of the D20 Modern Core Rulebook, Published by Wizards of the Coast



The Heavy Grimoire is all about the magic of the far-off, fucked up future.

Many of the spells from Technology Unleashed are often wielded by the Heavy Future's spacers, smugglers and star-pirates, and several of the magic items in this sourcebook are built with high-tech or space-related spells like *boarding lock*, *BFG*, and *machine invisibility*. Technology Unleashed's spells were built for any high-tech space fantasy setting, while the weirder, wilder and darker spells found in The Heavy Grimoire are well...just a bit **heavier**. You've got spells that screw with gender and pleasure, conjure some doses of pretty hardcore space-drugs, summon demonic rock bands, transform the caster into a sex-bot, or turn you into a hardrock, leather clad demigod.

After the spells, let's talk magic items. Inside you'll find a variety of drugs, blasters, enchanted guitars, and other sleezy,

low-down and dirty magic items. Everybody in the 46th Century's smoking Glow, so why not enchant a joint with strange powers? Everybody's fuckin' and truckin' around the galaxy, so expect to find a Dr. Youp branded magic item dispenser in every space station rest room, selling a variety of semi-useful crap. Need to do some killing? How about blasters that fire weaponized orgasms or fiery guitars dedicated to the Cosmic Satanist cult?

The Heavy Grimoire collects and consolidates spells and items from Heavy Weapons and Even Heavier Weapons, though a few general purpose spells and items from those books found their way into **Technology Unleashed** and **Occult-Tech Armory** instead. Plus....there's plenty of heavy new content to explore.

ALCHEMIST SPELLS

First Level

Bacta Bolt – non-positive energy healing bolt restores 1d6 + caster level HP, maximum 1d6 + 8

Barbering – cut and style hair with a touch

Comfortable Act – enjoy sex with an alien creature regardless of anatomical differences

Condom When You Need One – conjure a single condom or other low-tech prophylactic

Erobot Trans – immediately alter a touched Erobot's gender configuration

Glow Kiss – share the effects of a Glow joint with a creature you kiss

On Tap – conjure a mug of tasty beer

Pocket Pills – conjure a single dose of a non-prescription drug

Quick Cum – forced orgasm *stuns* victim for one round

Reconfigure Star Droid – alter which built-in tools are part of a Star Droid's chassis

Satanic Tongue – whiplike tongue delivers 1d4 points of Pleasure damage/caster level per lick

Sex Stink – cloud of pheromones make creatures more vulnerable to sexual effects

Skinmark, Lesser – instantly tattoo or brand a willing subject

Stunning Orgasm – (target suffers 1d6 Pleasure and is stunned for ½ that number of rounds, minimum 1 round

Summon Erobot's Parts Shelf – temporary call a particular Erobot's collection of spare components to your side

Vibrating Bed – vibrations make sex better on a touched bed

Second Level

Hobbling Orgasm – forced orgasms last for 1 round per level and sacrifice a move equivalent action each round- target may also be *fatigued* or *exhausted*

Magic Carpet Ride – a Glow joint and a rug allow you to travel at 1 lightyear/hour for 1d4 hours

Sensual Trembling – target creature is *shaken* until it has sex with a member of its own species

Spark Up – touched creature gains the Fire subtype and its melee attacks become *flaming* for 1 round/level

TripGlow – beam of black light *blinds* target for 1 round and has one of several lingering effects

Third Level

Alien Hand – transform your hand into a mass of tentacles that deal 1d8+ STR bludgeoning damage and paralyze for 1d4+1 rounds

Skinmark – instantly tattoo a willing subject, producing a design that can be used as a psionic or magical item, if desired

Stunning Orgasm, Greater – as *stunning orgasm*, but inflicts 3d6 Pleasure + 1d6 non-lethal Pleasure per 2/levels

Stunning Orgasm, Mass – as *stunning orgasm*, but affects 1 target/level

Fourth Level

Cancelled Concerts – all Musical and Superior Musical weapons within a 20 ft burst suffer 6d6 fire damage and become broken, as well as burning their wielders badly

Damn Dirty Ape! – gain phenomenal strength and other simian traits

Gynoid Form – become a seductive chrome combat robot

Spark Up, Greater – touched creature gains intense Fire subtype and its melee attacks become *flaming burst* for 1 round/level

Sixth Level

Pleasure Trap – hovering torture bed pins a target and inflicts 2d8 Pleasure/round

BARD SPELLS

Zero Level

Hip Speak – communicate in magical slang not easily understood by adults or the religious

Glow Kiss – share the effects of a Glow joint with a creature you kiss

Lust Glimmer – perceive a faint aura around those who find you sexually attractive

Tit Show – armor gains the Near Nudity property for one round

Universal Greeting – communicate a message of either peace or war to any creature capable of understanding language with just a simple phrase

Vibrating Bed – vibrations make sex better on a touched bed

World of Origin – become aware of homeworld of touched creature

First Level

Bathroom Wall Wisdom – retry a failed Knowledge check at a +5 luck bonus thanks to useful bathroom graffiti, or make a simple gather information check

Bigoted Perception – craft an illusory disguise based on the mark's prejudices

Bounty Head – learn who is paying the best bounty on a known or touched criminal

Combat Mohawk – creature grows a Mohawk which can be used as a slashing or energy based secondary natural attack

Glam Guise – all creatures perceive you as sexually attractive, regardless of gender and orientation

Howl of Hell – all creatures within a 60 ft cone suffer massive sonic damage and are potentially deafened for one minute, but you suffer backlash damage and are temporarily silenced in the casting of this spell

Know Lusts – know a target's sexual orientation and romantic



Sexual Stunt Double – create an ectoplasmic duplicate of yourself that engages in sex acts on your behalf and transmits any benefit to you
Uncrowned King's Courage – target becomes immune to fear and disease, and a better singer for 1 minute/level

Second Level

Electric Transition – short range teleportation via a bolt of lightning
Rockin' Blast, Hard – target suffers 2d4 + caster level sonic damage (maximum 2d4+20) and is either *dazed* for 1 round or *deafened* for 1d6 rounds
Tripglow – beam of black light *blinds* target for 1 round and has one of several lingering effects

Third Level

Blood Rocker – touched Rocker becomes a +1 (or better) keen, wounding greataxe for one round/level
Dead Celebrities – summon a ghostly musician that provides a +2 aid bonus on Perform checks and attacks with musical weapons or maintains concentration on bardic effects for you
Garage Band Gear – equip touched allies with a basic Musical weapon and stylish light armor
Hellbent for Leather – all nearby Leather Clones have their leather-based armor enchanted for battle
Kingly Bulk – impressive belly provides DR 10/evil and slashing and +4 holy bonus to CMB/CMD, but reduces mobility
Musical Warrior – transform a musical instrument into a Musical weapon for 1 round/level
Purple Haze – blinding purple vapors *fascinate* creatures caught within
Traveling Band – increase a touched vehicle's travel speed, cargo and passenger capacity

Fourth Level

Machine That Kills Fascists – guitar becomes a +2 anarchic mini-gun
Monsters of Rock – summon rock & roll monsters to fight for 1 round/level

Sixth Level

Disco Grenade – targets dance uncontrollably, becoming *helpless*, dropping held objects and failing saves against Sonic spells and effects for 1 round/level

Infernal Rock & Roll – create a spherical area where Sonic damage is maximized, lawful, good and Silent spells are impeded, and chaotic and evil summoned creatures gain new attacks

Monsters of Rock, Legendary – summon truly powerful rock & roll monsters to fight for you for 1 round/level

Stellar Stage – create an area in deep space where gravity is normalized and sound travels as if within an atmosphere, surrounded by a force shield that reduces the effectiveness of most long-ranged energy weapons

preferences with a glance

Live Recording – transmit a live performance to any device capable of storing it within range

Orgasmic Instrument – roll both Perform (sexual) and Perform (instrument) and take the best result for a sexy, lewd performance

Rockin' Blast – musical blast inflicts 2d4 sonic and *deafens* target for 1 round

Satanic Tongue – whiplike tongue delivers 1d4 points of Pleasure damage/caster level per lick

Sexual Manipulation – for 1 hour/level use a previously made Perform (sexual) check result rather than a Bluff or Diplomacy check result against the target if the Perform (sexual) score is better

CLERIC SPELLS

Zero Level

Glow Kiss – share the effects of a Glow joint with a creature you kiss

On Tap – conjure a mug of tasty beer

Skinmark, Lesser – instantly tattoo or brand a willing subject

Spaceboots – touched footwear becomes magnetized briefly, like a pair of mag-boots

Tit Show – armor gains the Near Nudity property for one round

World of Origin – become aware of homeworld of touched creature

First Level

Know Lusts – know a target's sexual orientation and romantic preferences with a glance

Quick Cum – forced orgasm *stuns* victim for one round

Sexual Manipulation – for 1 hour/level use a previously made Perform (sexual) check result rather than a Bluff or Diplomacy check result against the target if the Perform (sexual) score is better

Stunning Orgasm – (target suffers 1d6 Pleasure and is stunned for ½ that number of rounds, minimum 1 round

Second Level

Combat Mohawk – creature grows a Mohawk which can be used as a slashing or energy based secondary natural attack

Confused Violence – targets attack the creature in the Initiative order immediately after their intended target, which may be friend or foe

Ghost Nurse – summon a benevolent phantom that heals the wounded

Hobbling Orgasm – forced orgasms last for 1 round per level and sacrifice a move equivalent action each round- target may also be *fatigued* or *exhausted*

Pacifian Consciousness – target receives +3 resistance bonus to all saves, which is lost if she attacks

Satanic Skull – conjure candy that gets non-good creatures nicely high, and poisons good creatures

Shahteyan Puberty – female subject gains +2 WIS and CON for 1 minute/level plus an awesome bush

Uncrowned King's Courage – target becomes immune to fear and disease, and a better singer for 1 minute/level

Third Level

Consumerism Beats Violence – turn all weapons in a 30 ft burst into useless household goods for 1 round/level

Edge of Mars – blood red forceblade inflicts 2d6 force damage; forego massive critical hit multiplier damage to inflict either *panic* or 1d4+1 points of CON damage on the victim

Godly Beauty – your faith shrouds your form allowing you to briefly add your ranks in Knowledge (religion) as a holy bonus on most CHA-based skill checks or discharge the spell to augment your channeling ability

Instant Bikini-izer – women within a large cone fall under your control, lose their equipment bonus to AC and gain the ability to fire Pleasure blasts at your command

Kingly Bulk – impressive belly provides DR 10/evil and slashing and +4 holy bonus to CMB/CMD, but reduces mobility

Skinmark – instantly tattoo a willing subject, producing a design that can be used as a psionic or magical item, if desired

Stunning Orgasm, Greater – as *stunning orgasm*, but inflicts 3d6 Pleasure + 1d6 non-lethal Pleasure per 2/levels

Stunning Orgasm, Mass – as *stunning orgasm*, but affects 1 target/level

Fourth Level

Empty Space Suit – caster becomes a ghostly presence within a space suit

Kiss of the Flier – kissed target suffers 1d6 fire damage/level (max 10d6) and a flying Medium Fire Elemental bursts from their throat to attack

Fifth Level

Confused Violence, Mass – as *Confused Violence* but affects 1 creature / level

Flamesoul – your soul is temporally linked to elemental fire, granting Fire immunity and flaming defenses

Pacifian Battlefield – create a rainbow lit area where lethal damage is converted into status effects like blindness or paralysis at the moment of impact

Shahteyan Puberty, Mass – as *Shahteyan Puberty*, but affects one woman/level

Sixth Level

Ghost Blood – become ghostlike and hard to kill for 1 round/level

Pacifian Consciousness, Mass – as *Pacifian Consciousness*, but affects 1 creature / level

Seventh Level

Emergency Beam Out – teleport yourself and up to 10 allies to a predetermined location up to 500 miles away, but the teleportation doesn't take effect until the end of the round

Skull Rocket – create ectoplasmic missile that inflicts 1d6 negative energy per caster level (maximum 10d6) and summons 1 skeleton for 5 points of damage inflicted

Eighth Level

God Form – assume a divine form that radically increases all your abilities, grants Damage Reduction 10/adamantine and interaction bonuses with the invoked deity's worshippers

Surf the Nebula – liquid silver coats the caster's body, rendering him immune to deep space conditions and granting phenomenal in-atmosphere and space flight capability

DRUID SPELLS

Zero Level

Barbering – cut and style hair with a touch

Glow Kiss – share the effects of a Glow joint with a creature you kiss

On Tap – conjure a mug of tasty beer

Skinmark, Lesser – instantly tattoo or brand a willing subject

World of Origin – become aware of homeworld of touched creature

First Level

Bowcaster – transform a primitive bow or crossbow into a crude energy weapon

Planetary Acclimation – touch a creature to render it adapted to a particular planetary environment

Quick Cum – forced orgasm *stuns* victim for one round

Sex Stink – cloud of pheromones make creatures more vulnerable to sexual effects

Sexual Manipulation – for 1 hour/level use a previously made Perform (sexual) check result rather than a Bluff or Diplomacy check result against the target if the Perform (sexual) score is better

Sexual Reconfiguration – grant a Battlechanger the ability to enjoy sex with humanoids, a defined gender, and even the ability to create hybrid children for a day

Stunning Orgasm – (target suffers 1d6 Pleasure and is stunned for ½ that number of rounds, minimum 1 round

Second Level

Glow Seedling – grow a healthy Zixa Plant Colony from an unlit Glow joint or seeds

Hobbling Orgasm – forced orgasms last for 1 round per level and sacrifice a move equivalent action each round- target may also be *fatigued* or *exhausted*

Pacifcian Consciousness – target receives +3 resistance bonus to all saves, which is lost if she attacks

Self Electrocutation – willingly inflict 1d6 electrical damage/level upon yourself, half that on all targets within a huge radius and reboot electronics

Third Level

Execution Finches – ghostly songbirds inflict 1d6 slashing (max 10d6) and may attack multiple times for higher level casters

Spark Up – touched creature gains the Fire subtype and its melee attacks become flaming for 1 round/level

Skinmark – instantly tattoo a willing subject, producing a design that can be used as a psionic or magical item, if desired

Stunning Orgasm, Greater – as *stunning orgasm*, but inflicts 3d6 Pleasure + 1d6 non-lethal Pleasure per 2/levels

Stunning Orgasm, Mass – as *stunning orgasm*, but affects 1 target/level

Wastelander Gear – equips target with shitty armor and weapons

Pleasurable Slime – slimy ooze reduces victim's speed, inflicts 1d8 Pleasure damage/round and makes them more vulnerable to other Pleasure effects

Fourth Level

Damn Dirty Ape! – gain phenomenal strength and other simian traits

Fungal Cyber-Biome – fast growing fungal infection removes Cyborg Immunities for 3d6 rounds and sickens or nauseates a Cyborg for several hours as their systems clean and repair themselves

Kiss of the Flier – kissed target suffers 1d6 fire damage/level (max 10d6) and a flying Medium Fire Elemental bursts from their throat to attack

Magic Carpet Ride – a Glow joint and a rug allow you to travel at 1 lightyear/hour for 1d4 hours

Fifth Level

Spark Up, Greater – touched creature gains intense Fire subtype and its melee attacks become *flaming burst* for 1 round/level

Sixth Level

Pacifcian Consciousness, Mass – as *Pacifcian Consciousness*, but affects 1 creature / level

Eighth Level

Fungal Cyber-Biome, Mass – as *Fungal Cyber-Biome*, but affecting multiple Cyborg targets

INQUISITOR SPELLS

First Level

Bounty Head – learn who is paying the best bounty on a known or touched criminal

Know Lusts – know a target's sexual orientation and romantic preferences with a glance

MAGUS SPELLS

First Level

Bowcaster – transform a primitive bow or crossbow into a crude energy weapon

Combat Mohawk – creature grows a Mohawk which can be used as a slashing or energy based secondary natural attack

Down Convert – restrict a weapon to firing only in single shot mode for up to 1 minute/level

Quick Cum – forced orgasm *stuns* victim for one round

Rockin' Blast – musical blast inflicts 2d4 sonic and *deafens* target for 1 round

Star Ranging – touched ranged energy weapon multiplies its range increment by x10 when fired in space

Stunning Orgasm – (target suffers 1d6 Pleasure and is stunned for ½ that number of rounds, minimum 1 round

Second Level

Edge of Mars – blood red forceblade inflicts 2d6 force damage; forego massive critical hit multiplier damage to inflict either *panic* or 1d4+1 points of CON damage on the victim

Hobbling Orgasm – forced orgasms last for 1 round per level and sacrifice a move equivalent action each round- target may also be *fatigued* or *exhausted*

Rockin' Blast, Hard – target suffers 2d4 + caster level sonic damage (maximum 2d4+20) and is either *dazed* for 1 round or *deafened* for 1d6 rounds

Self Electrocutation – willingly inflict 1d6 electrical damage/level upon yourself, half that on all targets within a huge radius and reboot electronics

War Head Machine – a TV Head grows a variety of deadly energy weapons from their head mounted TV

Third Level

Blenderhead – TV Head becomes a whirring helicopter that offers flight and lethal slashing rotors as an offensive weapon

Hellbent for Leather – all nearby Leather Clones have their leather-based armor enchanted for battle

Stunning Orgasm, Greater – as *stunning orgasm*, but inflicts 3d6 Pleasure + 1d6 non-lethal Pleasure per 2/levels

Stunning Orgasm, Mass – as *stunning orgasm*, but affects 1 target/level

Fourth Level

Conjure Freakish Weapons – summon a high-tech melee weapon
Cybergasm – living machines suffer 1d8 Pleasure/level (max 20d8), affecting even machines normally immune to Pleasure damage

Deadly Pleasures – target suffers steadily increasing Pleasure damage for multiple rounds

Orgasm Mine – target suffers 2d4 Pleasure per round, or 3d6 + 1d6 fire/two levels if it resists the pleasure damage

Fifth Level

Monsters of Rock – summon rock & roll monsters to fight for 1 round/level

PALADIN SPELLS

First Level

Uncrowned King's Courage – target becomes immune to fear and disease, and a better singer for 1 minute/level

Universal Greeting – communicate a message of either peace or war to any creature capable of understanding language with just a simple phrase

Second Level

Pacifian Consciousness – target receives +3 resistance bonus to all saves, which is lost if she attacks

RANGER SPELLS

First Level

Bounty Head – learn who is paying the best bounty on a known or touched criminal

Bowcaster – transform a primitive bow or crossbow into a crude energy weapon

Second Level

Glow Seedling – grow a healthy Zixa Plant Colony from an unlit Glow joint or seeds

Third Level

Wastelander Gear – equips target with shitty armor and weapons

SORCERER AND WIZARD SPELLS

Zero Level

Barbering – cut and style hair with a touch

Comfortable Act – enjoy sex with an alien creature regardless of anatomical differences

Condom When You Need One – conjure a single condom or other low-tech prophylactic

On Tap – conjure a mug of tasty beer

Lust Glimmer – perceive a faint aura around those who find you sexually attractive

Spaceboots – touched footwear becomes magnetized briefly, like a pair of mag-boots

Tit Show – armor gains the Near Nudity property for one round

Universal Greeting – communicate a message of either peace or war to any creature capable of understanding language with just a simple phrase

World of Origin – become aware of homeworld of touched creature

First Level

Bigoted Perception – craft an illusory disguise based on the mark's prejudices

Down Convert – restrict a weapon to firing only in single shot mode for up to 1 minute/level

Erobot Trans – immediately alter a touched Erobot's gender configuration

Reconfigure Star Droid – alter which built-in tools are part of a Star Droid's chassis

Rockin' Blast – musical blast inflicts 2d4 sonic and *deafens* target for 1 round

Sex Stink – cloud of pheromones make creatures more vulnerable to sexual effects

Sexual Manipulation – for 1 hour/level use a previously made Perform (sexual) check result rather than a Bluff or Diplomacy check result against the target if the Perform (sexual) score is better

Stunning Orgasm – (target suffers 1d6 Pleasure and is stunned for ½ that number of rounds, minimum 1 round

Summon Erobot's Parts Shelf – temporary call a particular Erobot's collection of spare components to your side

Quick Cum – forced orgasm *stuns* victim for one round

Second Level

Cat's Anisble – use an ordinary housecat as a FTL communications link with galactic range

Chainsaw Hands – character's hands become chainsaws that inflict 2d4+STR slashing, crit 20/x4 and grant Improved Sunder and Improved Two Weapon Fighting feats

Combat Mohawk – creature grows a Mohawk which can be used as a slashing or energy based secondary natural attack

Hobbling Orgasm – forced orgasms last for 1 round per level and sacrifice a move equivalent action each round- target may also be *fatigued* or *exhausted*

Rockin' Blast, Hard – target suffers 2d4 + caster level sonic damage (maximum 2d4+20) and is either *dazed* for 1 round or *deafened* for 1d6 rounds

Self Electrocutation – willingly inflict 1d6 electrical damage/level upon yourself, half that on all targets within a huge radius and reboot electronics

Sensual Trembling – target creature is *shaken* until it has sex with a member of its own species

Third Level

Consumerism Beats Violence – turn all weapons in a 30 ft burst into useless household goods for 1 round/level

Edge of Mars – blood red forceblade inflicts 2d6 force damage; forego massive critical hit multiplier damage to inflict either *panic* or 1d4+1 points of CON damage on the victim

Electro-Stim Torture – energy bolt inflicts Electrical and Pleasure damage for multiple rounds

Execution Finches – ghostly songbirds inflict 1d6 slashing (max 10d6) and may attack multiple times for higher level casters

Instant Bikini-izer – women within a large cone fall under your control, lose their equipment bonus to AC and gain the ability to fire Pleasure blasts at your command

Sexy Evolution, Bimbo – (sorcerer only) caster suffers 1d8 INT damage, gains equal CHA bonus, becomes busty vixen immune to fear and charm

Sexy Evolution, Stud – (sorcerer only) caster suffers 1d8 INT damage, gains equal CHA bonus, becomes hairy-chested superbrawler)

Stunning Orgasm, Greater – as *stunning orgasm*, but inflicts 3d6 Pleasure + 1d6 non-lethal Pleasure per 2/levels

Stunning Orgasm, Mass – as *stunning orgasm*, but affects 1 target/level

Fourth Level

Alien Hand – transform your hand into a mass of tentacles that deal 1d8+ STR bludgeoning damage and paralyze for 1d4+1 rounds

Blenderhead – TV Head becomes a whirring helicopter that offers flight and lethal slashing rotors as an offensive weapon

Conjure Freakish Weapons – summon a high-tech melee weapon

Damn Dirty Ape! – gain phenomenal strength and other simian traits

Deadly Pleasures – target suffers steadily increasing Pleasure damage for multiple rounds

Electric Ladyland – female allies gain combat bonuses related to speed and electricity

Empty Space Suit – caster becomes a ghostly presence within a space suit

Gynoid Form – become a seductive chrome combat robot

Kiss of the Flier – kissed target suffers 1d6 fire damage/level (max 10d6) and a flying Medium Fire Elemental bursts from their throat to attack

Orgasm Mine – target suffers 2d4 Pleasure per round, or 3d6 + 1d6 fire/two levels if it resists the pleasure damage

Pleasurable Slime – slimy ooze reduces victim's speed, inflicts 1d8 Pleasure damage/round and makes them more vulnerable to other Pleasure effects

Fifth Level

Cybergasm – living machines suffer 1d8 Pleasure/level (max 20d8), affecting even machines normally immune to Pleasure damage

Pacifician Battlefield – create a rainbow lit area where lethal damage is converted into status effects like blindness or paralysis at the moment of impact

Sixth Level

Crisis Upgrade – dramatically upgrade touched powered armor for one hour/level

Electrocutie – become a beautiful Electrical avatar, capable of flight, energy blasts and healing via absorbing electrical damage

Infernal Rock & Roll – create a spherical area where Sonic damage is maximized, lawful, good and Silent spells are impeded, and chaotic and evil summoned creatures gain new attacks

Monsters of Rock – summon rock & roll monsters to fight for 1 round/level

Pleasure Trap – hovering torture bed pins a target and inflicts 2d8 Pleasure/round

Through the Never – send a target on a one way trip, unprotected through hard vacuum to your homeworld

Seventh Level

Emergency Beam Out – teleport yourself and up to 10 allies to a predetermined location up to 500 miles away, but the teleportation doesn't take effect until the end of the round

Silver Future – nearby allies are sheathed in silver that provides +3 AC, acts as a space suit and their attacks are considered *Silver* and *Axiomatic* for 1 minute/level

Skull Rocket – create ectoplasmic missile that inflicts 1d6 negative energy per caster level (maximum 10d6) and summons 1 skeleton for 5 points of damage inflicted

Steal Advertisement – conjure virtually any object you wish of Size Huge or smaller that is being advertised near you

Eighth Level

Monsters of Rock, Legendary – summon truly powerful rock & roll monsters to fight for you for 1 round/level

Surf the Nebula – liquid silver coats the caster's body, rendering him immune to deep space conditions and granting phenomenal in-atmosphere and space flight capability

WITCH SPELLS

Zero Level

Skinmark, Lesser – instantly tattoo or brand a willing subject

First Level

Glam Guise – all creatures perceive you as sexually attractive, regardless of gender and orientation

Know Lusts – know a target's sexual orientation and romantic preferences with a glance

Satanic Tongue – whiplike tongue delivers 1d4 points of Pleasure damage/caster level per lick

Satanic Skull – conjure candy that gets non-good creatures nicely high, and poisons good creatures

Sexual Manipulation – for 1 hour/level use a previously made Perform (sexual) check result rather than a Bluff or Diplomacy check result against the target if the Perform (sexual) score is better

Stunning Orgasm – (target suffers 1d6 Pleasure and is stunned for ½ that number of rounds, minimum 1 round

Second Level

Chainsaw Hands – character's hands become chainsaws that inflict 2d4+STR slashing, crit 20/x4 and grant Improved Sunder and Improved Two Weapon Fighting feats

Confused Violence – targets attack the creature in the Initiative order immediately after their intended target, which may be friend or foe

Ghost Nurse – summon a benevolent phantom that heals the wounded

Golden Flesh – golden armored skin grants the recipient DR 5/ masterwork

Temporary Decapitation – briefly separate a willing creature's head from its body

Third Level

Electro-Stim Torture – energy bolt inflicts Electrical and Pleasure damage for multiple rounds

Howl of Hell – all creatures within a 60 ft cone suffer massive sonic damage and are potentially deafened for one minute, but



you suffer backlash damage and are temporarily silenced in the casting of this spell

Instant Bikini-izer – women within a large cone fall under your control, lose their equipment bonus to AC and gain the ability to fire Pleasure blasts at your command

Skinmark – instantly tattoo a willing subject, producing a design that can be used as a psionic or magical item, if desired

Stunning Orgasm, Greater – as *stunning orgasm*, but inflicts 3d6 Pleasure + 1d6 non-lethal Pleasure per 2/levels

Stunning Orgasm, Mass – as *stunning orgasm*, but affects 1 target/level

Tripglow – beam of black light *blinds* target for 1 round and has one of several lingering effects

War Head Machine – a TV Head grows a variety of deadly energy weapons from their head mounted TV

Wastelander Gear – equips target with shitty armor and weapons

Fourth Level

Deadly Pleasures – target suffers steadily increasing Pleasure damage for multiple rounds

Fear Fires – yellow flames inflict 2d6 fire damage per round and panic the target

Magic Carpet Ride – a Glow joint and a rug allow you to travel at 1 lightyear/hour for 1d4 hours

Orgasm Mine – target suffers 2d4 Pleasure per round, or 3d6 + 1d6 fire/two levels if it resists the pleasure damage

Satanic Shield – glowing shield provides +4 deflection bonus to AC and is treated as a +1 bashing shield when used against ICG clerics and faithful

Fifth Level

Confused Violence, Mass – as *Confused Violence* but affects 1 creature / level

Pacifician Battlefield – create a rainbow lit area where lethal damage is converted into status effects like blindness or paralysis at the moment of impact

Sixth Level

Infernal Rock & Roll – create a spherical area where Sonic damage is maximized, lawful, good and Silent spells are impeded, and chaotic and evil summoned creatures gain new attacks

Monsters of Rock – summon rock & roll monsters to fight for 1 round/level

Seventh Level

Fear Fires, Mass – as *Fear Fires*, but affects 1 target/level

Skull Rocket – create ectoplasmic missile that inflicts 1d6 negative energy per caster level (maximum 10d6) and summons 1 skeleton for 5 points of damage inflicted

Eighth Level

Monsters of Rock, Legendary – summon truly powerful rock & roll monsters to fight for you for 1 round/level

Ninth Level

Madburst – psychedelic tac-nuke damages targets, animates objects randomly and drives creatures insane

NEW SPELLS

Alien Hand

School transmutation

Level alchemist 3, sorc/wiz 4

Casting Time 1 standard action

Components V, S, M (a vial of preserved xenomorph DNA, worth about 20 gp/Purchase DC 4)

Range personal

Duration 1 round/level (D)

The fingers on one of your hands warp into long grasping tentacles. You are considered armed with the tentacles and may attack at your normal attack bonus. A successful hit deals 1d8 + STR modifier points of bludgeoning damage. Each tentacle drips with a sticky secretion that requires living creatures it contact with to make a FORT Save or be paralyzed for 1d4+1 rounds.

The transformed hand cannot grip, climb or be used in spellcasting.

Bacta Bolt

School conjuration (healing) **Level** alchemist 1

Casting Time 1 standard action

Components V, S, M (a vial of living microorganism cultures, worth 15 gp/Purchase DC 4)

Range close (25 ft plus 5 ft / level)

Duration instant

Saving Throw FORT Negates (harmless)

Spell Resistance Yes (harmless)

Bacta is usually reserved for keeping injured Jedi fresh and moist (or for filling hottubs) but this miraculous healing microbe can be conjured with this spell in the form of a softball sized lump of fragrant green slime. The spell's recipient recovers 1d6 HP + 1 point per caster level (maximum 1d6 + 8 HP). Since this healing is caused by symbiotic microorganisms, it does not manipulate positive energy and does not harm undead.

Barbering

School transmutation **Level** alchemist 1, druid 0, sor/wiz 0

Casting Time 1 standard action

Component V, S

Range touch

Duration Instant

Saving Throw FORT Negates (harmless)

Spell Resistance Yes (harmless)

What it takes a skilled barber with a sharp razor and pair of scissors several minutes to accomplish, this spell can do



in seconds. By touching the hair to be cut, this spell slices away hair, gives the client as clean and close a shave as the caster desires. The spell can style and even slightly alter the color of hair. Cut hair vanishes into a puff of glittering smoke as it falls away from the client.

Bathroom Wall Wisdom**School** divination **Level** bard 1**Casting Time** 1 standard action**Components** V, S, M (a marking pen of some kind)**Range** personal**Duration** instant**Saving Throw** None **Spell Resistance** No

You tap the collective unconscious of the universe and twist things just right so the answer to some riddle that's been rattling around in your brain can be found graffiti-ed onto the wall of some shit-stained bathroom stall somewhere. This spell is cast at the threshold of a bathroom suited to your gender and species.

Once cast, probabilities change, and useful graffiti appears inside the bathroom somewhere. No check is recovered to find the data, but it takes a few minutes of searching in some fairly foul places. This spell allows you to retry any Knowledge check failed within the past week, with a +5 luck bonus on the check. You may also make a single Diplomacy check to gather information (DC 10: common facts and rumors) while in the bathroom, also at a +5 luck bonus. The information gleaned from bathroom stalls might not be very comprehensive, but it might be useful.

Bigoted Perception**School** illusion (mind affecting) **Level** bard 1, sorc/wiz 1**Casting Time** one move-equivalent action**Components** V, S**Range** personal**Duration** 1 minute/level (D)**Saving Throw** WILL Negates **Spell Resistance** Yes

You wrap yourself in an illusory guise delved up from the depths of your mark's subconscious. Anyone failing their saving throw against this spell perceives you as the race, species and gender they most despise or mistrust, perceiving you as dressed and equipped appropriately for a stereotypical member of the supposed group. Those who fail their saving throw against this spell always have an initial starting attitude of Unfriendly (or worse) towards you.

You do not know what appearance you will take in the eyes of your mark(s), and each person who fails their save against this spell perceives you differently.

Blenderhead**School** transmutation **Level** magus 3, sorc/wiz 4**Casting Time** one standard action**Components** V, S, racial (TV Head)**Range** personal**Duration** 1 round/level (D)**Saving Throw** None **Spell Resistance** No

Long, thin carbon-steel blades rise from your forehead and

then fold down, locking into place like a pair of helicopter rotors orbiting your television head. Smaller, counter rotating blades whirl swiftly atop the rotor, and your TV screen face displays infomercials of commercial blenders chopping up everything.

For the spell's duration, you gain a Flight speed of 120 ft (average), with the ability to Hover. In addition, you gain a new attack form, which is considered a magic weapon for the purposes of overcoming Damage Reduction. These spinning rotors cannot be disarmed nor can they be sundered.

- Spinning Rotors (2d6 slashing, 19-20/x3, 15 ft reach)
- The spinning rotors inflict 3d6 slashing if both the TV Head and the target are airborne.

Blood Rocker**School** necromancy **Level** bard 3**Casting Time** one standard action**Components** V, S, F (any Rocker)**Range** touch**Duration** 1 round/level (D)**Saving Throw** None (object) **Spell Resistance** No (object)

You toss your Rocker end over end and catch it with a flourish, gripping the guitar like the neck was the haft of a battleaxe. Your Rocker's body elongates into planes of jagged, serrated steel, becoming a truly goliath double-bladed axe with some hardcore heavy metal style. The edge glows red, like the heart of a furnace.

For the spell's duration, the Rocker that is the spell's focus becomes an enchanted, **+1 keen, wounding greataxe**. The weapon gains an additional +1 enhancement bonus per four caster levels beyond 8th, to a maximum +5 enhancement bonus. If your Rocker has magical properties of its own, they stack for the duration of the spell to a maximum +6 enhancement bonus; the Rocker retains any magical weapon property usable by a greataxe.

While in greataxe form, you cannot use the Rocker as a ranged weapon, though it retains its Musical or Superior Musical property. You can still play the transformed Rocker normally for the effect's duration.

Bounty Head**School** divination **Level** bard 1, inquisitor 1, ranger 1**Casting Time** one standard action**Components** V, S**Range** touch**Duration** instant**Saving Throw** None **Spell Resistance** Yes

By speaking a potential bounty's full name aloud (or touching a person whose name is unknown to you) you gain an awareness of what solar system has the highest

bounty for the person, and who to contact to arrange the handover and payout. In the case of a touched bounty, the spell does not provide any other information about the payout amount and who wants the target. In the case of a bounty where the apparent payer is different than the actual payer, or the actual faction who wants the target, only the immediately obvious information is provided.

Bowcaster

School evocation (fire) **Level** druid 1, magus 1, ranger 1

Casting Time one standard action

Components V, S, M (the firing circuits of a salvaged spacer's blaster)

Range touch

Duration one round/level (D)

Saving Throw None (object) **Spell Resistance** No

This spell briefly transforms a primitive bow or crossbow, the kind found on millions of pre-starflight worlds, into a dangerous, military-grade energy weapon. When this spell is cast, the touched bow or crossbow's appearance changes, becoming a bulky device of high-tech black alloy. When an arrow or bolt is notched, the projectile undergoes a startling transformation, becoming a waiting bolt of exotic energy, waiting to be fired.

The projectile inflicts an amount of fire damage equal to its base damage on a successful hit. The transformed bow or crossbow can be fired underwater or in vacuum at no penalty. Ammunition loaded retains any special properties, except that its damage type changes to fire. This spell will not affect any bow or crossbow that does not need to actually be loaded, for instance, a weapon with the infinite ammunition property.

Cancelled Concerts

School evocation (fire, sonic) **Level** bard 4

Casting Time one standard action

Components V, S, M (broken guitar strings, picks or other discarded musical junk)

Range close (25 ft + 5 ft/level)

Effect 20 ft burst

Duration instant

Saving Throw FORT negates (object) **Spell Resistance**

Yes (object)

Got a rival band blasting you with musical weapons?

Kick up the jams and cancel their concert in a thunderous explosion! If everything goes right, their musical weapons ignite in their hands.

When you cast this spell, you designate any spot within range to be within the spell's range to be the center of a 20 ft burst. All Musical or Superior Musical weapons within this radius suffer 6d6 fire damage and gain the *broken*

condition; a successful FORT save halves the damage and negates the broken condition. The weapon's wielder must succeed at a REF Save or take half the fire damage and drop the weapon. The weapon adds its enhancement bonus, if any, to its FORT Save.

Chainsaw Hands

School transmutation **Level** sorc/wiz 2, witch 2

Casting Time one standard action

Components V, S, M (a few links of chain from an old chainsaw or chain sword)

Range personal

Duration 1 minute/level (D)

Saving Throw None **Spell Resistance** No

When this spell is cast, the caster's hands and forearms transform into a pair of diamond-tipped chainsaws, each more than a meter long and sheathed in a red and black hazard-painted casing. The chainsaw limbs roar with mechanical fury and spit stinking petro-chem pollution.

The Chainsaw Hands inflict 2d4 + STR modifier points of Slashing damage (crit 20/x4) on a successful hit; it is considered a magic weapon for the purpose of overcoming damage reduction. These weapons have the Distracting and Deadly weapon properties. While the spell is in effect, the character is considered to have the Improved Sunder and Improved Two Weapon Fighting feats. While the spell is in effect, the character's hands become useless, and cannot manipulate or carry objects nor use manufactured weapons.

Cat's Ansible

School divination **Level** sorc/wiz 3

Casting Time one standard action

Components V, S, F (a living housecat or similar animal)

Range touch

Duration 1 minute/level (D)

Saving Throw None **Spell Resistance** No

This strange spell briefly transforms an ordinary housecat into a faster-than-light voice communications device called an *ansible*, which offers real-time communication across galactic distances. For the spell's duration, the cat used as the spell's focus enters a lethargic slumber, occasionally twitching or moving as the communication takes place. The spellcaster must remain in physical contact with the cat, usually stroking or petting it, for the entire length of the spell. If contact is broken, the spell ends.

Communication via the cat's ansible is purely verbal. The spellcaster can speak normally, and 'hears' the reply mentally, though no actual sounds are made. The spellcaster can designate any existing FTL communications system or ansible receiver known and transmit to that receiver, choose to transmit on a particular frequency or communications band, or designate a particular receiver by

name or location. If the intended recipient is within 60 ft of any housecat or similar animal, it will walk to the recipient and become the distant focus for this spell, allowing two way communication. Distance is irrelevant, as long as the intended receiver is on the same plane.
hold objects. The character cannot cast spells with somatic components during the spell's duration.

Combat Mohawk

School transmutation (possible elemental subtype: see text)

Level bard 1, cleric 2, magus 1, sorc/wiz 2

Casting Time one standard action

Components V, S, M (a safety pin used as a body piercing)

Range personal or touch

Duration 1 round/level (D)

Saving Throw WILL negates (harmless)

Spell Resistance Yes (harmless)

Your touch turns some boring, ordinary head o' hair into a whirling, firey or icy Mohawk that's sharp enough or nasty enough to kill somebody. The character's hair becomes a bizarre Mohawk, of some kind, preventing the use of any hair-based powers or abilities, such as Serpentine Mane for the duration. The Mohawk appears above any helmet or spacesuit the character is wearing.

Your Combat Mohawk is a secondary natural attack form that inflicts 1d8+your casting modifier) points of damage (crit 20/x3). You may make an attack with your Combat Mohawk as a swift action while grappling. The Combat Mohawk counts as a magical weapon for the purpose of overcoming damage reduction.

When you cast the spell you decide the type of Mohawk, which determines the type of damage it inflicts.

- **Buzzsaw Blade Mohawk:** inflicts slashing damage.
- **Fiery Mohawk:** inflicts Fire damage, spell gains the Fire descriptor.
- **Icy Mohawk:** inflicts Cold damage, spell gains the Cold descriptor.
- **Lightning Mohawk:** inflicts Electrical damage, spell gains the Electrical descriptor.

Comfortable Act

School transmutation

Level alchemist 1, sorc/wiz 0

Casting Time one standard action

Components V, S

Range touch

Duration one day

Saving Throw None (harmless) **Spell Resistance** No (harmless)

This simple, lustful spell is a favorite of perverse spacers and xenophiles. The spellcaster joins hands with the subject (s) of this spell; multiple creatures, as many as one per caster level, can join hands to all share the benefit of this spell. For the spell's duration, those affected can comfortably enjoy sexual intercourse together, regardless of the creature's size or any quirks of anatomy.



Condom When You Need One

School conjuration (creation) **Level** alchemist 1, sorc/wiz 0

Casting Time 1 standard action

Components V, S

Range touch

Duration instant

Saving Throw None **Spell Resistance** Not applicable

You wiggle your fingers and a condom either appears in your hand, still in its plastic wrapper, or 'deployed' around any penis you happen to be touching at the time. You choose the condom's color, style and lube flavor. If you want, you can conjure similar prophylactic devices, from dental dams to weird alien safe sex devices, instead.

Confused Violence

School transmutation (chaos) **Level** cleric 2, witch 2

Casting Time 1 standard action

Components V, S

Range close (25 ft plus 5 ft / 2 levels)

Duration 1 round/ level

Saving Throw WILL Negates **Spell Resistance** Yes

This spell warps space and fuddles perception, so that when your enemy thinks he's swinging his weapon at you, he's really slicing into someone else instead. If the target fails their save, any time they attempt to initiate an attack, they attack the character with the Initiative check result immediately after their intended target.

For example, if a Command Enforcer afflicted with this spell attempted to shoot Suzy Stardust (Initiative 13), the attack would target the next creature in the Initiative order, an allied Command Officer (Initiative 11). If the creature after the intended target's Initiative count is the attacker itself, the attacker will attack itself. If the creature after the intended target's Initiative count is out of range of the attacker's weapon, the attacker's action is wasted in futile action.

Confused Violence, Mass

School transmutation (chaos) **Level** cleric 5, witch 5

Casting Time 1 standard action

Range close (25 ft plus 5 ft/ 2 levels)

This spell functions as *Confused Violence*, except it affects one creature per level, no two of which can be more than 30 ft apart.

Conjure Freakish Weapons

School conjuration (creation) **Level** magus 4, sorc/wiz 4

Casting Time one standard action

Components V, S, M (a broken tooth, gear or chainlink from a chainsaw or chain axe)

Range personal

Duration 1 round/level

Saving Throw None Spell Resistance No

What do you do when you've got a pressing need to cut somebody in half with a chainsaw, but don't have one handy? Cast this spell and let 'er rip!

When you cast this spell, one of the following unusual weapons appears in your outstretched hands. The spell ends, and the conjured weapon vanishes if it leaves your hands. You are considered proficient with the weapons conjured by this spell.

- Chain Axe
- Chainsaw
- Emergency Scissors
- Gravity Hammer
- Heavy Captive Bolt Gun

When you reach 15th level, you add the following weapons to the list of those you can conjure with this spell.

- Particle Axe
- Particle Katana

When you reach 18th level, you add the following weapons to the list of those you can conjure with this spell.

- Fusion Blade
- Psycho-Kutter

Consumerism Beats Violence

School transmutation (good) **Level** cleric 3, witch 3

Casting Time one standard action

Components V, S, racial (Pacifian)

Range close (25 ft + 5 ft/two levels)

Duration 1 round / level

Saving Throw WILL Negates (object) **Spell Resistance** Yes (object)

This Pacifian spell sends out a wave of pink and gold radiance, that transforms all weapons a 30 ft radius burst into random consumer goods. Attended weapons that fail their saving throw transform into bright pink hair dryers, musical instrument, insta-ration rehydrators, and other useless household goods...most of which are widely advertised on Corporation Command media. Unattended weapons receive no saving throw. Weapons return to their normal state after the spell's duration ends.

Crisis Upgrade

School transmutation (electricity, metal) **Level** sorc/wiz 6

Casting Time one standard action

Components V, S, F (suit of powered armor, grade I or better)

Range touch

Duration one hour/level

Saving Throw FORT negates (harmless) **Spell Resistance** Yes (harmless)

Simply by touching a suit of powered armor, you

dramatically increase its technology level, radically upgrading the machine. The armor's hull takes a gleaming, metallic hue reflective of the wearer's personality. With each casting of this spell, you may make a single upgrade to the affected powered armor.

- Upgrade its Grade (from Grade II to Grade III, for example)
- Add a Flight speed of 300 ft (average)
- Upgrade an existing Flight speed by +100 ft and one maneuverability category
- Increase the powered armor's AC bonus to +12 and decrease arcane spell failure chance to 20%
- Upgrade the suit's sensor suite to grant Blindsense 500 ft, Darkvision 500 ft, and upgrade its onboard computer to +5

This spell will enhance temporary or magically conjured powered armor, such as those created with the various *call powered armor* spells.

Cybergasm

School evocation (pleasure) **Level** magus 4, sorc/wiz 5

Casting Time one standard action

Components V, S

Range close (25 ft + 5 ft/level)

Duration instant

Saving Throw WILL Negates **Spell Resistance** Yes

This spell overloads the sensory circuits of living machine with pleasurable energy surges and orgasm-viruses. The targeted machine is lit by sparking golden flames that play across their hull as they spasm and scream.

Cybergasm can only affect creatures of the Construct type or with the Android, Battlechanger*, Cyborg*, Half-Construct, Mecha*, POETICA*, or Robot subtypes (or any similar subtype), and this spell has full effect on targets normally immune to Pleasure damage, assuming it can penetrate their spell resistance. A general immunity to magic provides no specific protection against this spell.

The target suffers 1d8 points of Pleasure damage per caster level (maximum 20d8).

**starred subtypes are unique to Otherverse Games' campaign settings*

Damn Dirty Ape!

School transmutation **Level** alchemist 4, druid 4, sorc/wiz 4

Casting Time one standard action

Components V, S, M

Range touch

Duration 1 minute / level

Saving Throw WILL negates **Spell Resistance** Yes

A touch devolves a hominid into a powerful, gorilla like form retaining much of the mental acuity of humanoids but coupling it to the physical power of a great ape. The character physically transforms, his musculature and proportions becoming simian, his face taking on a serious, gorilla-like cast, and his body develops a thick, short pelt.

While transformed, the spell's recipient gains the following qualities:

- **+4 STR, +4 CON, -2 INT.** As an ape-alien, the character becomes much stronger but also a little dimmer.
- Gains lowlight vision and the scent special quality.
- Gains two slam attacks at full BAB which inflict 1d6 + STR (small) or 1d8 +



STR bludgeoning.

- Thick fur provides a +2 natural armor bonus to AC, plus +1 AC per two caster levels beyond 8th
- Gains a +4 racial bonus on CMB.

Dead Celebrity

School necromancy **Level** bard 3

Casting Time one standard action

Components V, S, M (a recording of the dead celeb's music)

Range personal

Duration 1 round/level (D)

Saving Throw None **Spell Resistance** No

This spell summons the unquiet ghost of a famous musician who died too young, usually of accident or suicide, and calls that spirit into the Heavy Future for a jam session. The ghostly musician appears as a spectral ghoul, dressed as in life and carrying their usual instruments or microphone.

For the spell's duration, the ghostly musician provides the bard with a +2 aid bonus on any musical Perform checks and attack rolls with any musical or superior musical weapon. The ghostly musician can maintain concentration on ongoing bardic effects on behalf of the bard that summons it, but does not provide the +2 aid bonus to the bard during that time.

The ghostly musician remains in an adjacent square to the bard at all times. Any amount of channeled positive energy destroys the ghostly musician and ends the spell.

Deadly Pleasures

School evocation (Pleasure) **Level** magus 4, sorc/wiz 4, witch 4

Casting Time 1 standard action

Components V, S

Range medium (100 ft plus 10 ft / level)

Duration 1 round / 2 levels (see text)

Saving Throw WILL Partial (Pleasure damage rules, see text) **Spell Resistance** Yes

You tempt your victim with a cascading rush of pleasure, that increases by the second until their entire nervous system collapses from sensory overload.

On the first round of the spell, the victim suffers 1d4 points of Pleasure damage; if the damage roll is a 3-4, on the next round, the victim suffers 1d6 points of Pleasure damage. On each succeeding round of the spell, the victim suffers a larger die of Pleasure damage if the previous round's damage dice result was in the higher half of the die. If the previous round's damage dice was in the lower half of the die, the next round's die size decreases by one step. If the target successfully saves against Pleasure damage, the effects of the spell end.

Deadly Pleasures' dice progress in the following order. Dice size cannot be smaller than D4 nor larger than D20. Dice progression: D4, D6, D8, D10, D12, D20.

Disco Grenade

School enchantment (sonic) (mind-affecting) **Level** bard 6

Casting Time 1 standard action

Components V, S, M (a few shards from a broken nightclub mirror)

Range medium (100 ft plus 10 ft/ level)

Effect a 30 ft radius burst

Duration 1 round/ level

Saving Throw WILL Negates **Spell Resistance** Yes

The spellcaster tosses a glittering handful of glass shards that form an impromptu rotating disco-ball that hovers over the target for a few seconds, bathing everybody in ever-shifting, multicolored light before exploding in a crash of light and music.

Those caught within the spell's area of effect must succeed at a WILL Save or begin dancing uncontrollably. Dancing creatures are considered *helpless*, and move randomly through the area at their speed, while dropping anything held in their hands, as they grove to 70s style funk. While dancing, targets automatically fail saving throws against Sonic damage and any spell with the Sonic descriptor.

Dancing targets are allowed a new WILL Save each round to break the effect. While any target remains within the spell's area of effect and continues to dance, the Disco Grenade creates a zone of bright illumination and such loud noise that it imposes a -10 penalty on all sound-based Perception check made within 100 ft.

Down Convert

School transmutation

Level alchemist 1, magus 1, sorc/wiz 1

Casting Time one standard action

Components V, S **Range** close (25 ft + 5 ft/level)

Duration concentration, up to 1 minute/level (D)

Saving Throw WILL negates (object, see text)

Spell Resistance Yes (object)

This spell is used to conceal the true capacities of firearms owned by Lifer believers when Fed-Gov inspectors come sniffing around, as often as it is to cripple the guns of those same Fed-Gov interlopers. When the spell is cast, you choose one firearm or energy weapon within range; for the spell's duration that weapon can only fire in Single Shot mode, and cannot fire in Semi Auto or Full Auto mode.

Weapons save as unattended objects, even if on the wearer's person, if they are holstered or stowed. Only weapons physically carried in hand save as attended objects against this spell.

Edge of Mars**School** evocation **Level** cleric 3, magus 2, sorc/wiz 3**Casting Time** 1 standard action**Components** V, S**Range** personal**Duration** 1 round / level (D)**Saving Throw** None (harmless) **Spell Resistance** No (harmless)

The caster's dominant arm is sheathed in crimson rock as red as the deserts of Mars, and a blade of pure cherry-red force engulfs his hand and fingers. Two spheres of darker crimson rapidly orbit the massive force-blade. The caster is considered proficient with the Edge of Mars.

The Edge of Mars inflicts 2d6 points of Force Damage (crit 20/x4) on a successful hit. Prior to rolling to confirm a critical hit with the Edge of Mars, the caster can choose to forego the critical hit damage to inflict one of two ailments on the target.

- Phobos (Fear): The target is considered *panicked* for 1d4 rounds.
- Deimos (Terror): The target suffers 1d4+1 points of temporary CON damage.

While Edge of Mars is active, the spellcaster cannot hold objects or otherwise use her dominant hand.

Electric Ladyland**School** evocation (electricity) **Level** sorc/wiz 4**Casting Time** one standard action**Components** V, S**Range** close (25 ft plus 5 ft / two levels)**Effect** 1 creature per level, no two of which can be more than 30 ft apart**Duration** 1 round / level (D)**Saving Throw** WILL Negates (harmless) **Spell Resistance** Yes (harmless)

Blue and silver bolts of lightning burst from your fingertips, to strike all allied females within the spell's range. The spell's energy courses through the women's bodies, sharpening their senses, firing their nerves and covering them in protective silver fire. Their eyes go silver, and their hair stands on end.

All female allies within the spell's range gain the following benefits:

- +2 deflection bonus to Armor Class
- +2 enhancement bonus to Initiative score
- Electricity Resistance 5 + 1 per level (max Electricity Resistance 15)
- +1d3 Electrical damage to any successful melee attacks

Electrocute**School** evocation (electricity) **Level** sorc/wiz 6**Casting Time** one standard action**Components** V, S**Range** personal**Duration** 1 round / level (D)**Saving Throw** None (harmless) **Spell Resistance** No (harmless)

Your body is energized by millions of amps worth of crackling electricity. Your skeleton is visible beneath your flesh, glowing like a lightning strike, and your hair stands on end and crackles with blue static flame. You become both beautiful and lethal.

For the spell's duration you undergo the following changes.

- Receive a +4 enhancement bonus to CHA, as per the spell *Eagle's Splendor*
- Gain the Electrical subtype, becoming immune to Electrical damage but becoming Vulnerable to Cold damage.
- Heal 1 HP per Hit Point worth of damage an Electrical effect would otherwise cause you
- Gain the ability to fire an electrical bolt as a ranged attack with a 30 ft range increment, inflicting 2d6 + CHA points of electrical damage (crit 20/x3).
- Gain a Flight speed equal to 3x your base land speed (perfect maneuverability).

Electro-Stim Torture**School** evocation (electricity, pleasure) **Level** sorc/wiz 3, witch 3**Casting Time** one standard action**Components** V, S**Range** medium (100 ft + 10 ft/level)**Duration** 1 round / three caster levels**Saving Throw** WILL partial (pleasure rules) **Spell Resistance** Yes

A lance of crackling electricity erupts from your finger tips and rips through the victim's tissues, lighting them up from the inside as it cooks them alive. The victim suffers 1d10 points of damage per caster level (maximum 10d10) per round; half this damage is Electrical, half is Pleasure. The target can attempt a WILL Save to halve the Pleasure component of this damage.

At the end of the spell's duration, the victim of Electro-Stim Torture must succeed at a FORT Save or be *shaken* for a number of rounds equal to the spell's duration.

Empty Space Suit**School** necromancy (death, mind-affecting)**Level** cleric 4, witch 4**Casting Time** one standard action**Components** V, S, F (any worn armor with the Space Suit quality)**Range** personal**Duration** one round/level (D)**Saving Throw** None **Spell Resistance** No

This spell removes the person from within a space suit, leaving the suit's protection intact but removing human vulnerabilities from the equation. For the duration of the spell, the caster is a ghostly presence, no more than a vague shadow within an animated space suit.

For the duration of the spell, the caster becomes immune to mind-influencing effects, death effects, critical hits and stunning. The recipient becomes immune to effects based on race- effectively for the duration of the spell, the recipient has no race. Damage that successfully overcomes the affected space suit's AC inflicts damage direct to the Space Suit's Hit Points, rather than the wearers. However, if the suit's HP is reduced to 0 during this spell's duration, the spell ends and the caster is slain.

Emergency Beam Out**School** conjuration (teleportation)**Level** cleric 7, sorc/wiz 7**Casting Time** one swift action**Components** V, S, M (a single use quantum-computer circuitry card, worth 100 gp/DC 10)**Range** medium (100 ft + 10 ft/level)**Duration** instant**Saving Throw** WILL negates **Spell Resistance** Yes

This spell teleports you and your allies away in a slow tinkling of golden light, but the teleportation takes several seconds to activate. A perfect escape, but one with its own caveats and dangers.

When you cast Beam Out, you designate up to ten allies of size Large or smaller, none of whom can be more than 30 ft from one another, and who must be within medium range of the caster. At initiative count zero (0) of the round the spell is cast, all these allies are teleported without the possibility of error to a location the caster has visited within the previous hour, and which is within 500 miles of the casting location. The spellcaster can choose to teleport themselves, or remain behind, when casting this spell.

If any of the spell's subjects move farther than medium range from the place where the spell was cast, they are not teleported. If any of the spell's subjects are grappled or otherwise restrained at initiative count zero they are teleported free if they remain within the spell's effective

range. If a subject of the spell is slain or falls victim to some other harmful effect (petrified, for instance), they or their remains are teleported at initiative count zero.

Erobot Trans**School** transmutation **Level** alchemist 1, sorc/wiz 1**Casting Time** 1 standard action**Components** V, S, M (an Erobot purchase brochure or sales holo-card)**Range** medium (100 ft plus 10 ft/ level)**Duration** instant**Saving Throw** FORT Negates **Spell Resistance** Yes

This spell swaps an Erobot's modular gender components out, turning a male-config Erobot into a female-config and vice versa. This change alters the Erobot's ability score modifiers as described in the racial write up, and may effect what feats and class abilities the Erobot can utilize. This spell will change the gender of an Erobot even if has spent more than 72 hours in a particular gender.

Evolution, Bimbo**School** transmutation **Level** sorcerer 3**Casting Time** one standard action**Components** V, S, M (a tiny bead of silicon gel), gender (female)**Range** personal**Duration** 1 minute/ level**Saving Throw** None **Spell Resistance** No

This spell transforms the caster into a busty, lusty and dimwitted, but completely irrepressible version of herself. For the spell's duration, the caster suffers a -1d8 penalty to her INT score (which cannot reduce her INT score below 3). The caster gains an equal bonus to her CHA score, and her appearance changes, becoming exaggeratedly feminine and physically perfect. The increase to CHA functions much like *Eagle's Splendor*.

During the spell's duration, the caster cannot use skills requiring patience or concentration, with the exception of Spellcraft. The sorceress' spellcasting is not impeded by her bimbo transformation.

While the spell is active, the bimbo-sorceress becomes immune to fear and charm effects.

Evolution, Stud**School** transmutation **Level** sorcerer 3**Casting Time** one standard action**Components** V, S, M (a black rubber cock ring), gender (male)**Range** personal**Duration** 1 minute/ level**Saving Throw** None **Spell Resistance** No

This spell transforms the caster into a hairy chested,



testosterone filled gigolo version of himself. For the spell's duration, the caster suffers a -1d8 penalty to his INT score (which cannot reduce his INT score below 3). The caster gains an equal bonus to his CHA score, and his appearance changes, becoming exaggeratedly hairy and masculine and physically perfect. The increase to CHA functions much like *Eagle's Splendor*.

During the spell's duration, the caster cannot use skills requiring patience or concentration, with the exception of Spellcraft. The sorcerer's spellcasting is not impeded by his stud transformation.

While the spell is active, the stud-sorcerer gains Damage Reduction 10/- against non-lethal damage and inflicts an additional +1d4 points of non-lethal damage with an unarmed melee attack.

Execution Finches

School evocation **Level** druid 3, witch 3

Casting Time one standard action

Components V, S, M (the feather from any songbird)

Range medium (100 ft + 10 ft/level)

Duration 1 round/ 4 levels

Saving Throw REF half **Spell Resistance** No

This spell summons a swirling, chaotic swarm of glowing spectral songbirds the color of whore-house neon. The Execution Finches exist for one round per four caster levels. On the first round, they target a single victim of the caster's choosing, inflicting 1d6 slashing damage per caster level (maximum 10d6) with a REF Save for half damage. On the second round and all subsequent rounds of the spell, the caster can direct the Execution Finches to attack either the original target or another target within range, as a free action.

Fear Fires

School evocation (fire, fear, mind-affecting)

Level witch 4

Casting Time one standard action

Components V, S

Range medium (100 ft + 10 ft/level)

Duration concentration + 1 round/ two levels (D)

Saving Throw

WILL Negates (see text)

Spell Resistance Yes

You summon yellow flames to consume a target body and soul. A single target within range bursts into flames. These flames last as long as you concentrate on them and 1 additional round / two caster levels. Each round the target is aflame, it suffers 2d6 fire damage and is *panicked*. The target can attempt a new WILL Save each round, starting on the second round of the spell, to end the effect.

Because the flames created are mystical constructs, they cannot be smothered or quenched with water, and function normally in vacuum. Targets immune to fear or mind affecting abilities still take Fire damage from this spell.

Fear Fires, Mass

School evocation (fire, fear, mind-affecting) **Level** witch 7
 This spell functions as *Fear Fires*, save that it affects one target/ caster level, no two of which can be more than 10 ft apart.

Fungal Cyber-Biome

School conjuration (creation, plant) **Level** druid 4
Casting Time one standard action
Components V, S, M (some form of mushroom or fungi)
Range medium (100 ft + 10 ft/level)
Duration 3d6 rounds + 1d6 hours (see text)
Saving Throw FORT partial (see text)
Spell Resistance Yes

When you cast this spell, you create a rapidly evolving fungal infection deep within the vital systems of full conversion cyborgs that duplicates many of the functions of a living body and acts as a kind of short lived cyber-parasite.

This spell can only be targeted against creatures of the Light Cyborg and Heavy Cyborg races, or similar species, who possess the Cyborg Immunities trait or a similar trait and the spell simply fails if targeted against another creature. Creatures who fail their initial FORT Save have their Cyborg Immunities trait suppressed for 3d6 rounds. In addition, at the end of this period, the target must succeed at an additional FORT Save or become *nauseated* for 1d6 hours as the remnants of the fungal infection clog and overheat vital internal systems. A successful FORT Save reduces this to the *sickened* condition.

Fungal Cyber-Biome, Mass

School conjuration (creation, plant) **Level** druid 8
 This spell functions identically to *fungal cyber-biome* save that it affects one cyborg target per caster level, no two of which can be more than 30 ft apart.

Gear, Garage Band

School conjuration (creation) **Level** bard 3
Casting Time one standard action
Components V, S
Range touch
Duration 10 minutes plus 1 minute/level
Saving Throw FORT negates (harmless)
Spell Resistance No
 This spell conjures shabby, hard rock stage wear with just a touch.
 You can touch one Medium or smaller creature per two caster levels (maximum 5 allies) during the casting of this spell. Touched creatures are equipped with conjured gear; their existing armor and weapons merge into their body and become useless for the spell's duration.

Touched creatures are equipped with the following gear, described in *Technology Unleashed*:

- Either Masterwork Buff Coat or Concert Wear
- Either a Basic Rocker, Data Spinner or Keytar
- Either Guitar God's Gloves or Performance Headphones +1

At 10th level, the caster can replace the armor choices with either Next Wave Gear or Rocker Leathers.

The gear disappears at the end of the spell's duration or if removed from the wearer's possession.

Gear, Wastelander

School conjuration (creation)
Level druid 3, ranger 2, witch 3
Casting Time one standard action
Components V, S
Range touch
Duration 10 minutes plus 1 minute/level
Saving Throw FORT negates (harmless) **Spell Resistance** No
 This spell conjures shabby, jury-rigged combat gear with a touch. You can touch one Medium or smaller creature per two caster levels (maximum 5 allies) during the casting of this spell. Touched creatures are equipped with conjured gear; their existing armor and weapons merge into their body and become useless for the spell's duration.

Touched creatures are equipped with the following gear, described in *Technology Unleashed*:

- Mil-Surplus Space Suit
- Thermo Blade
- Wrist Rocket (with two rockets loaded) or Wrist Flamer (with one ammo load)

The gear disappears at the end of the spell's duration or if removed from the wearer's possession.

Ghost Blood

School necromancy **Level** cleric 6
Casting Time standard action
Components V, S, a vial of ectoplasm (usually worth 50 gp)
Range personal
Duration One round/level (D)
Saving Throw None **Spell Resistance** No
 When this spell is cast, the blood in your veins freezes and becomes ethereal, placing you slightly out of phase with the reality inhabited by the living. Your skin blanches, and your veins appear as dark, purple rivers crisscrossing your body.

While his spell is in effect, you become immune to blood drain, ability score damage and drain, energy drain and bleeding wounds, as you have no real blood. You body

is surrounded by a cold mist that extends as a 5 ft aura, inflicting 1d4 points of cold damage to anyone who ends their turn in a square adjacent to you. Your partially translucent form provides a +8 circumstance bonus on Stealth checks.

While this spell is active, you are caught between the world of the living and the dead. You cannot channel energy of any kind, nor are you healed or harmed by positive energy. However, you are neither harmed nor healed by negative energy.

Ghost Nurse

School necromancy **Level** cleric 2, witch 2

Casting Time one standard action

Components V, S

Range close (25 ft + 5 ft/two levels)

Duration 1 minute/level (D)

Saving Throw None **Spell Resistance** No

When this spell is cast, a ghostly apparition appears, a translucent, semi-tangible ghostly female of the caster's own race, dressed in an archaic, starched white nurse's uniform. Her fully skeletal face and the pale fires of her eyes are surprisingly compassionate.

The Ghost Nurse will take no action other than to use the Heal skill to aid those the caster designates. She will travel as necessary to assist the injured, but will not move more than 100 ft from the caster.

Statistically, the Ghost Nurse is equivalent to a Shadow (CR 3), save that she will take no hostile action, and merely moves away if threatened. The Ghost Nurse has an INT score of 10, speaks Galactic Common (and tries to comfort the wounded as best she can), has a Neutral Good alignment, and has a +15 total modifier on Heal checks. The Ghost Nurse is considered to have the Surgery and Xeno-Medicine feats.

Glam Guise

School enchantment (charm) (mind-affecting)

Level bard 1, witch 1

Casting Time 1 standard action

Components V, S, M (powdered makeup and glitter)

Range personal

Duration 1 round/ level (D)

Saving Throw WILL Negates **Spell Resistance** Yes

This spell bathes you in pulsing, glittering soft light. Any Humanoid or Monstrous Humanoid creature who can clearly see you, and which fails its saving throw is considered to be sexually attracted to you, regardless of its gender or orientation. This spell does not compel any specific behavior, but affects which powers and abilities you can bring to bear against creatures attracted to you.

Glowkiss

School conjuration (creation) **Level** alchemist 1, bard 0, cleric 0, druid 0

Casting Time 1 standard action

Components V, S, M (a Glow joint)

Range touch

Duration 1d4 hours

Saving Throw FORT Negates **Spell Resistance** Yes

You blow the glittery purple smoke from a Glow joint into another creature's lungs, allowing it to share the joint's effects. The spell's subject is treated under the effects of a single dose of Glow, of the same type as the Glow joint that is this spell's focus.

Glow Seedling

School conjuration (creation) **Level** druid 2, ranger 2

Casting Time one minute

Components V, S, DF, M (an unlit Glow joint or seeds)

Range touch

Duration instant

Saving Throw None **Spell Resistance** No

This simple spell conjures and nourishes a healthy *zixa* bush from seedlings to a healthy, adult plant in just moments. When you cast this spell, you create a single *zixa* plant colony, which must be grown in natural soil that can sustain it. The plant is initially healthy and appears ready to be harvested, but environmental conditions or poor care can kill the plant, as easily as any other plant.

The *zixa* plant colony conjured is of the same type as the Glow joint sacrificed to cast this spell.

Golden Flesh

School transmutation **Level** sorc/wiz 2

Casting Time One standard action

Components V, S, M (a large gold-laced galactic credit worth at least 5 GP)

Range touch

Duration 1 minute/level

Saving Throw WILL Negates (harmless) **Spell Resistance** Yes

Your touch molds the gleaming gold of a coin to the recipient's skin, transforming their body into a glistening gilded sculpture lined with black circuitry.

While so transformed, the spell's recipient receives limited Damage Reduction 5/masterwork, which only applies to natural weapons and non-masterwork, non-magical weapons. This Damage Reduction is easily overcome by the weapons of the wealthy- masterwork and magical quality items.



God Form

School transmutation **Level** cleric 8

Casting Time V, S, DF

Components one standard action

Range touch

Duration 1 round/level

Saving Throw None **Spell Resistance** Yes

This powerful spell creates a direct channel between the target and the invoked god or goddess. A surge of divine energy transfigures the recipient, changing their features to better match the common 46th Century conception of the invoked deity, while still remaining somewhat recognizable as the original creature.

The target gains a +4 enhancement bonus to two ability scores of choice; this choice should reflect the strengths of the deity chosen, as well as a +2 enhancement bonus to all other ability scores. The target also receives a +4 holy bonus to Armor class, and Damage Reduction 10/adamantine. While the spell is active, the target receives a +10 holy bonus on Bluff, Diplomacy and Intimidate checks made against characters who worship the invoked god.

For the spell's duration the target is treated as being an *Outsider*, for determining what spells and effects can affect her. If successfully *banished*, the spell immediately ends and the spell's recipient returns to normal.

The target's alignment must be the same as the invoked deity, or he suffers 3d6 damage per alignment step away from the deity's. There is no saving throw against this divine shock.

Once the effect of the *God Form* wears off, the target must make a DC 23 FORT save or become *exhausted*.

Godly Beauty

School illusion (glamer) **Level** cleric 3

Casting Time One standard action

Components V, S, DF, M (a peacock's feather)

Range personal or touch

Duration one minute/level (D)

Saving Throw WILL Negates **Spell Resistance** Yes

While this spell is wrapped around a creature, their inner beauty and faith transfigures their body. Their physical imperfections are hidden by the magic. For the duration of the spell, the recipient may add his or her ranks in

Knowledge (religion) to all CHA-based skill checks as a holy bonus, except for Intimidate. The recipient can also discharge this spell in a spectacular burst of energy, adding twice her ranks in Knowledge (religion) to a single use of her Channel Energy ability.

Gynoid Form

School transmutation **Level** alchemist 4, sorc/wiz 4

Casting Time 1 standard action

Components V, S, M (a gear or circuit component from an Erobot or other android), gender (female casters only)

Range personal

Duration 1 minute/ level (D)

Saving Throw none **Spell Resistance** no

When this spell is cast, articulated chrome armor replaces your soft flesh; your internal organs become advanced hydraulic pumps and bio-machines. Your face becomes a featureless alloy helm, revealing only supple, seductive liquid titanium lips.

For the duration of the spell, you become a Gynoid, gaining the following benefits and penalties.

- You are treated as being both a Construct and a member of your original type.
- You gain Construct immunities and Darkvision 60 ft.
- You become Emotionless; while immune to mind influencing abilities, you also cannot benefit from morale bonuses or effects.
- Gynoids are built for seduction. You receive a +2 bonus to your DEX and CHA scores, and your chrome armor provides you with a +4 natural armor bonus to AC.
- Gynoids are programmed for obedience. Choose one ally to be your 'master' for the duration of the transformation. You can only attack targets your master specifically designates, as a swift action on his or her turn. If your master is slain, incapacitated, or retreats, you cannot make attack actions unless you dismiss the spell.

Gynostealth

School abjuration

Level bard 1, cleric 1, sorc/wiz 1, witch 2

Casting Time one standard action

Components V, S, M (a pennyroyal leaf or the plant's genetic map printed on a business card)

Range touch

Duration instant

Saving Throw WILL Negates (harmless)

Spell Resistance Yes (harmless)

Gynostealth both corrupts ambient data stored on the Nuremberg Consciousness, it also subtly alters the recipient's psionic aura. The recipient no longer registers as having had or performed an abortion when examined by a

Neverborn's extrasensory perceptions, nor similar abilities. This ability is an instant effect, but as such does not prevent future detection based upon the recipient's action.

Hellbent for Leather

School abjuration **Level** bard 3, magus 3

Casting Time one standard action

Components V, S, Racial (Leather Clone), Focus (armor to be enhanced)

Range close (25 ft + 5 ft/level)

Effect all qualified Leather Clones in a 30 ft burst

Duration one minute/level

Saving Throw None **Spell Resistance**

A wave of your muscular forearm and a clenched fist, raised high sends out a pulse of violet and crimson light that transforms every Leather Clone in range into a leather-clad war machine, ready to rock hard and hit harder.

When you cast this spell, all Leather Clones within the spell's area of effect, who must be wearing any of the following leather-based armor types, have their armor improved. (The gamemaster may add other primarily leather-based armors to this list, if desired.)

- Armored Coat
- Buff Coat
- Leather
- Leather Jacket
- Studded Leather

Affected armor gains a +1 enhancement bonus per four caster levels (+5 maximum, stacks with existing enhancement bonuses to a maximum +8) and gains one of the following magical armor properties, of the caster's choice: *benevolent*, *brawling*, *champion*, *warding*. All enchanted armors gain the same magical armor quality.

Hip Speak

School illusion (chaotic, mind-affecting, phantasm)

Level bard 0

Casting Time one standard action

Components V, S, M (a Glow joint)

Range a 20 ft burst

Duration 1 minute/level (D)

Saving Throw WILL negates (see text)

Spell Resistance No

The star-kids playing at the holo-arcade speak a dialect of Galactic Common that no adult's ever gonna puzzle out. When you cast this spell, you designate any number of creatures within the spell's area of effect, all of whom must be in the same age category as you. Unless you and those creatures concentrate on making themselves intelligible, creatures in higher age categories, as well as those with any ICG approved patron deity cannot discern any meaning in their words, exactly as if the affected creatures successfully

used a Bluff check to pass a secret message.

If the conversation is recorded, and later played back, it remains unintelligible for the spell's duration, but returns to normal language once the spell's duration expires.

Hobbling Orgasm

School necromancy (mind-affecting) **Level** alchemist 2, cleric 2, druid 2, magus 2, sorc/wiz 2

Casting Time one standard action

Components V, S

Range close (25 ft plus 5 ft/2levels)

Duration one round/level

Saving Throw WILL partial (see text)

Spell Resistance Yes

The victim is lashed with crackling pink energy that makes them cum again and again and again, until they're a shuddering, sweat-soaked wreck. On each round of the spell, the victim experiences a powerful orgasm that is considered a move-equivalent action that does not provoke attacks of opportunity. Each round after the first, the victim can attempt a new WILL Save to end the effect.

If the victim is affected by Hobbling Orgasm for more than five rounds, he or she is considered *fatigued* when the spell ends. If affected for more than 10 rounds, he or she is considered *exhausted* instead, and must drink at least a day's ration of water before the *exhausted* condition may be removed by any means.

Infernal Rock & Roll

School transmutation (chaos, evil, sonic) **Level** bard 6, sorc/wiz 6, witch 6

Casting Time 1 standard action

Components V, S, F (any Musical Weapon)

Range medium (100 ft plus 10 ft/ level)

Effect a sphere 50 ft plus 5 ft in diameter per level

Duration 1 minute / level (D)

Saving Throw None **Spell Resistance** No

With a guttural "HELL YEAHHHH!" and with fingers forked dramatically into metal horns, the spellcaster conjures great, throbbing speaker towers and stage gear from the depths of Hell itself. These speakers, microphones, and stagelights hover above the battleground, in fixed positions buoyed up by dark flames, and are made from ebony metal sculpted into demonic gargoyles and leering faces.

The devilish stereo towers and other musical equipment take up positions that delineate the spell's spherical area, and the light within the zone of Infernal Rock & Roll becomes Dim (if brighter) and looks dark crimson, as if filtered through blood.

Within the zone created by Infernal Rock & Roll:

- All damage dealing spells with the Sonic descriptor have their numerical effects maximized, as if by the Maximize Spell feat. In addition, damage dealing Sonic spells deal an additional +1 point of Pleasure damage per dice of Sonic damage inflicted.
- It requires a Spellcraft check (DC 15 + spell level) to cast any of the following types of spells within the Zone: Silent Spells, spells with the (lawful) or (good) descriptors. On a failure, the spell/slot/spell point (s) are consumed without effect.
- Creatures Summoned into the Zone with the evil subtype inflict an additional +1d6 points of Fire damage with any successful melee attack made within the Zone.
- Creatures Summoned into the Zone with the chaotic subtype inflict an additional +1d6 points of Pleasure damage with any successful melee attack made within the Zone.

Instant Bikini-izer

School enchantment (compulsion, mind-affecting) **Level** cleric 3, sorc/wiz 3, witch 3

Casting Time one standard action

Components V, S, M (a gold two piece bikini still in packaging)

Range 30 + 5 ft/four levels cone

Duration 1 round/level

Saving Throw WILL negates **Spell Resistance** Yes

Waves of golden light pour from your hands, transforming every female Humanoid and Monstrous Humanoid, both enemy and ally caught in the spell's conical area of effect into giggling bikini-girls.

Characters who fail their save lose their equipment bonuses to AC, as their armor transmute into revealing *gold bikinis* (though other properties of the armor, including the space suit property do not change). These gold bikinis have the *near nudity* property.

For the spell's duration, enchanted targets are giggly and distracted, acting as if high off their asses. Enchanted targets can attack creatures you designate, but suffer a -2 penalty on all attack rolls, skill checks and saving throws.

All enchanted targets gain a new attack form. They can fire beams of golden light from their hands or eyes that inflicts 1d8+CHA modifier Pleasure damage (19-20/x2), with a maximum range of 50 ft and no range increment. If not specifically directed otherwise, the bikini-ized women will



use the Pleasure ray over other attack forms.

Targets can attempt a new save each round to end the effect. If a bikini-ized target is harmed by you or an ally they gain a new saving throw at +5 to end the effect.

Kingly Bulk

School transmutation (good) **Level** bard 3, cleric 3

Casting Time one standard action

Components V, S, M (a prepackaged Dr. Youp's PBJ and fried banana sandwich, negligible purchase DC, 1-2 cp)

Range touch

Duration 1 minute/level

Saving Throw WILL Negates **Spell Resistance** Yes

This spell replicates the legendary Elvis Presley's last years, imbuing the recipient with both heroic bulk and courage. The recipient grows a rather impressive belly, which provides him with Damage Reduction 10/evil and slashing and their improved bulk provides a +4 holy bonus on CMB and CMD. While the spell is active, the character's increased bulk imposes a -2 penalty to their DEX score, and reduces all movement modes by 10 ft.

Kiss of the Flier

School evocation (fire) **Level**

cleric 4, druid 4, witch 4

Casting Time one standard action

Components V, S

Range touch

Duration instant and 1 round/level

Saving Throw FORT partial (see text)

Spell Resistance Yes

The caster kisses the spell's victim and breathes fire into her lungs. Plasma flames ignite within the lungs, and a Fire Elemental in the shape of a great bird of prey erupts from their screaming lips.

The target suffers 1d6 points of Fire damage per caster level (maximum 10d6) and a Medium Fire Elemental with a Fly speed of 60 ft erupts from their mouth. This Fire Elemental appears in a square adjacent to the target and serves the caster for 1 round per level or until destroyed. A successful FORT Save halves the damage and

prevents the creation of the Fire Elemental.

Know Lusts

School divination

Level bard 1, cleric 1, inquisitor 1, witch 1

Casting Time one standard action

Components V, S

Range close (25 ft plus 5 ft / 2 levels)

Duration one round

Saving Throw WILL negates **Spell Resistance** Yes

You perceive the target of this spell as being bathed in a colorful aura, by deciphering the aura's colors and tones you gain information about that person's sexuality.

When this spell is cast, you discover the target’s sexual orientation, its preferred type of lover (species, race, gender, hair and eye color, other cosmetic traits that are preferred) and if the creature has any paraphillias or fetishes, and if so, what they are.

This spell has no effect if cast on non-sentient creatures, asexual creatures, nor upon creatures who reproduce in a dramatically different manner than ordinary humanoids, regardless of their sentence.

Live Recording

School conjuration (creation, electrical) **Level** bard 1

Casting Time one standard action

Components V, S, F (electronic device to receive the performance)

Range personal

Area 60 ft radius

Duration one performance (up to 5 minutes length)

Saving Throw none (harmless, object)

Spell Resistance no (harmless, object)

This spell records a single song you begin performing at the end of the spell’s casting time at high resolution and transmits the recording to all devices capable of storing the recording (either in audio or video format, or both, depending on device) within the spell’s range.

The recording is of the highest quality a particular device can play or display, and only affects devices capable of storing the recording, which is of an average media type (and file size) for the device. For example, a tape recorder with a blank tape inserted will receive an audio recording of the performance, though an empty tape recorder is not affected; the recording will be a digital file if ‘recorded’ by a smart phone or laptop computer, ect. No magical qualities inherent in the performance are stored.

Lustglimmer

School divination **Level** bard 0, sorc/wiz 3

Casting Time one standard action

Components V, S

Range personal

Duration 1 minute/level (D)

Saving Throw None **Spell Resistance** No

You perceive a faint, shimmering aura that resembles moonlight on water around those who find you sexually desirable. You perceive this aura around any visible

creature that is attracted to your species and gender; this insight provides you with a +1 luck bonus on Sense Motive and Diplomacy checks against anyone attracted to you. This aura does not spotlight invisible or otherwise concealed creatures, and does not change illumination conditions.

Machine That Kills Fascists

School transmutation (chaos) **Level** bard 4

Casting Time one standard action

Components V, S, F (a guitar or Rocker to be enchanted)

Range instrument touched

Duration 1 round/level

Saving Throw None **Spell Resistance** No

Every Outlaw Sex Station 09 rockerboy and DJ girl worth their crotchless leather panties knows this spell. When the spell is cast, the glowing, blood red words “*This machine kills fascists*” appears on the body of the guitar and a multi-barreled minigun juts beneath the guitar’s neck.

While the spell is in effect, the guitar becomes a fearsome machine gun.

It is considered a +2 **anarchic magical weapon**, and gains another +1 bonus (or special quality equivalent to a +1 bonus) for every five caster levels beyond 10th. The enchanted guitar can also be used normally while the spell is in effect. The guitar returns to normal if removed from the caster’s hands.

If the spell’s focus is any form of Rocker, it functions as a +2 **anarchic Rocker** of the appropriate type as well as the enchanted mini-gun while this spell is in effect.

Ranged Weapons	Damage	Critical	Range Increment	ROF	Magazine	Size	Weight
Magical minigun	2d8+2 ballistic	20/x3	100 ft	Full Auto	Unlimited	Med.	As guitar.

Mad Burst

School universal (chaotic, mind-affecting) **Level** sorc/wiz 9

Casting Time One standard action

Components V, S, M (a slice of brain tissue from a madman, preserved in formaldehyde)

Range 60 ft burst, centered on the spell caster

Duration 1 round/level

Saving Throw WILL partial (see text) **Spell Resistance** Yes

Madburst unleashes chaotic energy in coruscating waves of psychedelic energy that slam into all targets with tsunami force. The primary affect of mad burst is a burst of energy that inflicts 15d6 points of force damage against

all creatures and objects in range. Objects damaged by the spell are dyed in garish, disturbing colors, and cannot be restored to their undamaged condition by any magical means.

In addition, all living creatures within the burst radius are affected as if by a *Confusion* spell. Finally, unattended non-magical objects are affected as if by an *Animate Object* spell cast by a 10th level bard. These animated objects act chaotically and randomly, not differentiating between the spell caster's enemies or her allies when attacking. When an animated object created by this spell is destroyed, it explodes, inflicting 5d6 points of acid damage (REF half) to everything within a 5 ft radius. Lawful creatures splashed by this acid do not receive a saving throw against the damage.

Magic Carpet Ride

School transmutation **Level** alchemist 2, druid 4, witch 4

Casting Time one standard action

Components V, S, M (a lit Glow joint), F (a rug or carpet 10 ft x 10 ft)

Range touch

Duration 1d4 hours

Saving Throw None **Spell Resistance** No

The caster sits at the center of the carpet and blows purple

Glow smoke into the weave of the carpet. The carpet seals into an airtight, onion-shaped sphere around the caster and up to one other Medium creature or two Small creatures.

The carpet streaks upward, out of the planetary gravity well and towards a destination specified by the caster. The Magic Carpet can travel at a speed of one light year per hour; this combined with its relatively short and unpredictable duration makes this spell ideal for short, intrasystem jaunts but risky for longer voyages. The spell cannot be used for point to point travel on a single planet.

Monsters of Rock

School conjuration (chaos, summoning) **Level** bard 4, magus 5, sorc/wiz 6, witch 6

Casting Time one standard action

Components V, S, F/DF (any Musical or Superior Musical weapon)

Range close (25 ft + 5 ft/level)

Duration 1 round/level (D)

Saving Throw none **Spell Resistance** no

A squeal of feedback and an explosion like rockshow pyrotechnics heralds the arrival of some heavy-metal monster from another reality. Monsters of Rock functions identically to spells like *summon monster* or *summon nature's ally*, save that it summons specific creatures from



the *Monsters of Rock* sourcebook (Otherverse Games, 2014).

The spellcaster can summon any one of the following options:

- 1x Cyberpunk Rocker
- 1x Sethzinian Roxxbitch
- 1d4+1x 'Saur Gene Junkies

Monsters of Rock, Legendary

School conjuration (chaos, summoning) **Level** bard 6, sorc/wiz 8, witch 8

Legendary Monsters of Rock functions identically to its lower-powered counterpart, save that the caster can choose to summon any one of the following options, or two units worth of options from the *monsters of rock* listing:

- 1x Satanic Stage Rager
- 1d4+1x Street Satanists
- 1d4+1x Uncrowned Avatars

Musical Warrior

School transmutation (sonic) **Level** bard 3

Casting Time one standard action

Components V, S, M (guitar pick, drum sticks, amp cords or similar musical accessories appropriate to the instrument worth 3-5 gp)

Range touch

Duration 1 round/level (D)

Saving Throw FORT Negates (harmless, object)

Spell Resistance Yes (harmless, object)

This spell transforms an ordinary musical instrument into a musical weapon as spiraling planes of light rush across the face of the instrument. The musical instrument becomes a Musical Weapon of the most appropriate type (a guitar becomes a Rocker, for instance). If no particular Musical Weapon exists for the transformed instrument, use the statistics for a Rocker instead. If the instrument is magically enhanced for a better performance, is considered a +1 Musical Weapon; if masterwork, the resulting Musical Weapon is also masterwork. Starting at 12th level, the resulting Musical Weapon gains the Superior Musical property instead.

On Tap

School conjuration (creation) **Level** alchemist 1, cleric 0, druid 0, sorc/wiz 0

Casting Time 1 standard action

Components V, S

Range touch

Duration instant

Saving Throw None **Spell Resistance** No

A simple spell that offers simple fuckin' pleasures, On Tap conjures a single mug of ice cold beer of the caster's preferred type. The mug shatters into glass shards, which

transmute to ice and than sublimate after the beer is emptied. The mug can be used to make a single improvised weapon attack (1d4+STR modifier bludgeoning, 20/x2) but it shatters immediately thereafter, whether the attack was successful or not.

Orgasmic Instrument

School transmutation **Level** bard 1

Casting Time one standard action

Components V, S

Range personal

Duration 1 minute/level (D)

Saving Throw no **Spell Resistance** no

You run your fingers along your body, and this spells sensual magic transforms the natural, involuntarily sounds your body makes during pleasure into the sweetest, most perfect music. When you cast this spell, choose a specific instrument. For the duration of the spell, any time you use the Perform skill you can roll a Perform (sexual) and a Perform (chosen instrument) check simultaneously. You use the better of the two check results to determine the checks' results, such as money earned with a public performance, or the effects of a fascinating performance.

Orgasm Mine

School evocation (fire, Pleasure) **Level** alchemist 4, magus 4, sorc/wiz 4, witch 4

Casting Time 1 standard action

Components V, S, M (a fingernail sized vial of flammable liquid)

Range medium (100 ft plus 10 ft/ level)

Duration 1 round / 2 levels

Saving Throw WILL half (Pleasure rules, see text)

Spell Resistance Yes

This spell wraps pulsing pleasure around the mind and body of the victim; this pleasure can kill, but if the target resists, they die in flames instead of rapture. Either way, there's a lot of screaming. On each round of this spell, the target suffers 2d4 points of Pleasure damage; if the target chooses to resist the Pleasure damage, the spell immediately ends. However, the target immediately suffers 3d6 points of Fire damage plus +1d6 fire damage per two caster levels (maximum 10d6 fire). All adjacent targets suffer half this fire damage (REF DC 15 none).

Pacifician Battlefield

School abjuration (good) **Level** cleric 5, sorc/wiz 5, witch 5

Casting Time 1 standard action

Components V, S, M (a prepackaged sterile bandage or gauze) racial (Pacifician)

Range close (25 ft plus 5 ft / level)

Effect 30 ft + 5 ft per level sphere

Duration 1 round / level (D)

Saving Throw WILL negates (see text)

Spell Resistance Yes (see text)

When the caster invokes this spell, a swirling kaleidoscope of rainbow and stars erupts from their fingers and becomes a glowing dome encompassing an entire battlefield. Within the spell's radius, glittering explosions erupt where ever normally lethal damage would be inflicted, changing the damage into something far less lethal.

Creatures damaged within the spell's area of effect do not suffer lethal damage. Instead, lethal damage is converted into a status effect, the severity of which is based upon the HP damage the attack or harmful effect would have normally inflicted. Creatures hindered by a particular status effect may make a new saving throw each round to end the effect. A failed save ends that status effect, but does not end the effect of Pacifican Battlefield as a whole. Spell Resistance applies to individual status effects, not to the spell as a whole.

Unless otherwise noted, all status effects end when the spell ends.

HP The Attack Would Normally Inflict	Status Effect
5 HP or fewer	<i>Panicked</i>
5-10 HP	<i>Shaken</i>
11-20 HP	<i>Nauseated</i> or <i>Blinded</i> , at the attacker's option
21-35 HP	<i>Confused</i>
35-50 HP	<i>Paralyzed</i>
51 HP or above	<i>Petrified</i> , as per Flesh to Stone. Target gets a save against the initial effect. If this save fails, petrification effect is permanent unless dispelled.

Pacifician Consciousness

School abjuration (good) **Level** cleric 2, druid 2, paladin 2

Casting Time 1 standard action

Components V, S, DF, racial (Pacifian)

Range touch

Duration 10 minutes/level (see text)

Saving Throw WILL Negates (harmless)

Spell Resistance Yes (harmless)

Your touch fills the subject with compassion for all living creatures and a lusty wonder at all the glories the cosmos has to offer. In short, you teach the subject to think like a Pacifian.

The subject receives a +3 resistance bonus on all Saving Throws. However, any aggressive action, such as attacking a creature or casting a damaging spell, immediately ends the spell.

Pacifician Consciousness, Mass

School abjuration (good) **Level** cleric 6, druid 6

Range close (25 ft plus 5 ft / 2 levels)

This spell works like *Pacifician Consciousness*, except that it affects one creature per level, no two of which can be more than 30 ft apart.

Planet Hopper

School conjuration (creation) **Level** sorc/wiz 4

Casting Time one standard action

Components V, S, M (data files and assembler blueprints for the desired space ship worth 250 gp/DC 13)

Range close (25 ft + 5 ft/level)

Duration one hour/level (D)

Saving Throw None **Spell Resistance** No

This spell creates a short range, but fairly nimble personal starship. Lines of blue and green force appear, rapidly coalescing into a starship. This spell creates a light starship statistically equal to a Courier (D20 Future- pg 119-120), though the starship's actual appearance reflects the culture and native space program of the spellcaster. The spell's

relatively short duration usually restricts the conjured starship to intra-system travel or sub-orbital jumps.

Planetary Acclimation

School transmutation

Level druid 1

Casting Time one standard action

Components V, S, M (a leaf or flower native to the world)

Range touch

Duration one hour/level

Saving Throw FORT Negates (harmless)

Spell Resistance Yes (harmless)

You press a native flower to the lips or forehead of a willing creature, granting it acclimation to that world's climate and hazards. For the duration of the spell, the recipient gains one Planetary Adaptation of your choice appropriate to the world the flower is from.

Pleasurable Slime

School conjuration (creation, Pleasure)

Level druid 3, sorc/wiz 4

Casting Time one standard action

Components V, S

Range medium (100 ft + 10 ft/level)

Duration 1 round/ two levels

Saving Throw FORT Negates (see text)

Spell Resistance Yes

A basketball-sized orb of gelatinous golden slime streams from the palm of your hand and splashes upon a target like



a cum shot. The slime oozes into every pore and every orifice, even finding its way beneath a sealed space suit!

The target suffers 1d8 points of Pleasure damage per round; during the spell's duration, if the target suffers Pleasure damage from another source, its numerical effects are maximized, as the target's nerves have already been 'primed' by the Pleasurable Slime. The Pleasurable Slime is extremely sticky, reducing the target's base land speed by 10 ft. Each round on its turn, the target can attempt a new FORT Save to end the effect.

Pleasure Trap

School conjuration

(Pleasure) **Level**

alchemist 6, sorc/wiz 6

Casting Time one

standard action

Components V, S

Range close (25 ft + 5

ft/two levels)

Duration 1 round/level

Saving Throw None

Spell Resistance Yes

This spell conjures a hovering torturer's chair of clean white plastic and pinkish crystal. Straps and manacles trap the victim, pulling open their legs and exposing their intimate zones to the attentions of whirring, buzzing torture devices. Each round the Pleasure Trap pins the target, he or she suffers 2d8 points of Pleasure damage.

The Pleasure Trap attacks its target by attempting a Combat Maneuver to grapple and pin the target. If the initial CM check is successful, it can attempt another check to pin the target in the same round. The target can use combat maneuvers or Escape Artists checks of her own to escape the

Pleasure Trap each round. The Pleasure Trap has 50 Hit Points and Hardness 10, but each attack on it has a 50% chance of hitting the trapped victim instead.

Pocket Pills

School conjuration (creation) **Level** alchemist 1

Casting Time 1 standard action

Components V, S, M (an empty pill bottle)

Range touch

Duration instant

Saving Throw None **Spell Resistance** No

Pocket Pills is a popular spell with everybody from field

medics to drug dealers. The spell conjures a single dose of any common OTC drug, from painkillers to diabetes meds to instant-erection potions. The conjured drug must be commonly available, and not widely restricted or controlled.

Purple Haze

School conjuration (creation, mind-affecting) **Level** bard 3

Casting Time one standard action

Components V, S, M (a Glow joint)

Range medium (100 ft + 10 ft/level)

Effect cloud spreads in a 20-ft radius, 20 ft high

Duration 1 round/level

Saving Throw WILL negates (see text)

Spell Resistance no

Blowing a line of swirling, iridescent purple, pink and crimson vapors from the joint that forms the spell's material component, you conjure an enormous cloud of psychedelic smoke.

Purple Haze functions identically to *stinking cloud*, save that the vapors produced are psychedelic, and living creatures in the area of the cloud become *fascinated* for as long as they remain in the cloud and for 1d4+1 rounds after it leaves the area. (Roll separately for each *fascinated* creature). Any creature that remains in the cloud but makes its save, must continue to save each round on your turn. This is a mind-affecting and poison effect.

Unlike typical *fascinate* effects, attacking or drawing a Musical or Superior Musical weapon does not automatically end the effect, but actually damaging a *fascinated* creature with one does.

Purple Haze can be made permanent with a permanency spell. A permanent *purple haze* dispersed by wind reforms in 10 minutes.

Quick Cum

School necromancy (mind-affecting) **Level** alchemist 1, cleric 1, druid 1, magus 1, sorc/wiz 1

Casting Time one standard action

Components V, S

Range close (25 ft plus 5 ft/2levels)

Duration one round

Saving Throw WILL Negates **Spell Resistance** Yes

A single word, and the target is overcome with pleasure, experiencing an intense, grinding orgasm that leaves them breathless. A target that fails its WILL save is *stunned* until the caster's next turn. If this spell is used on an ally it can speed the casting of sex-based spells. If the ally is casting a spell which requires the caster to orgasm and takes longer than a full round to complete, this spell can be used in conjunction to reduce the sex-magic's casting time to a

single full round action.

Recharge Droid Tools

School transmutation **Level** alchemist 1, sorc/wiz 0

Casting Time one standard action

Components V, S

Range touch

Duration instant

Saving Throw None (harmless) **Spell Resistance** No

By touching a Star Droid, you recharge any components of its Droid Tool Kit racial trait that have 3x or fewer uses per day.

Reconfigure Star Droid

School transmutation **Level** alchemist 1, sorc/wiz 1

Casting Time one standard action

Components V, S

Range touch

Duration 10 minutes / level (D)

Saving Throw WILL Negates **Spell Resistance** Yes

A touch on the metal and plastic shell of a Star Droid reconfigures its onboard tool kit, giving the little robot new capabilities. The Star Droid's Droid Tool Kit racial trait is altered for the duration of the spell, removing existing tools and replacing them with new tools of the Star Droid's choice.

Rockin' Blast

School evocation (sonic) **Level** bard 1, magus 1, sorc/wiz 1

Casting Time 1 standard action

Components V, S

Range medium (100 ft plus 10 ft / level)

Duration instant

Saving Throw REF partial **Spell Resistance** Yes

A luminous sphere of solidified rock and roll steaks from the caster's outstretched fingers to slam into her enemies with the force of a wrecking ball.

The Rockin' Blast inflicts 2d4 points of Sonic damage and *deafens* the target for 1 round. If the target makes their REF Save, they take half damage and are not *deafened*.

Rockin' Blast, Hard

School transmutation (sonic)

Level bard 2, magus 2, sorc/wiz 2

Casting Time 1 standard action

Components V, S

Range medium (100 ft plus 10 ft / level)

Duration instant

Saving Throw FORT Partial (see text)

Spell Resistance Yes

A sphere of tangible rock and roll zips from your fingers or lips and hits with the force of a heavy caliber bullet...plus

it gets an unforgettable guitar riff stuck in the victim's head for days.

The target of the Hard Rockin' Blast suffers 2d4 points of sonic damage + 1 point per caster level (maximum 2d4+20 sonic). The Hard Rockin' Blast unerringly strikes any target that has less than total concealment within range. The target is either *Deafened* for 1d6 rounds, or *Dazed* for 1 round at the caster's choice; a FORT Save negates this secondary effect.

Satanic Shield

School abjuration (chaos, force) **Level** witch 4

Casting Time one standard action

Components V,S

Range personal

Duration 1 minute/level (D)

Saving Throw Spell Resistance

Cosmic Satanists scream into battle, glowing inverted pentagrams of flame and force strapped to their forearms like shields. The Satanic Shield provides a +4 deflection bonus to Armor Class and can be used like a physical shield to make a shield bash. This bonus also applies against incorporeal touch attacks, as it is a force effect. Like a *Shield*, a Satanic Shield can be used to block magic missiles.

In addition, when used against servants of the ICG or divine casters who any approved ICG deity as their patron deity, the Satanic Shield is treated as having the bashing property.

Satanic Skull

School conjuration (creation, evil) **Level** cleric 1, witch 1

Casting Time one standard action

Components V, S

Range touch

Duration 1 day/level

Saving Throw WILL Half (see text) **Spell Resistance** No

This spell conjures a fist sized sugar skull pastry, like those they serve in between orgies on Walpurgisnacht. This sugar skull remains edible for the spell's duration, but quickly rots away when the spell expires.

Eating the Satanic Skull provides all the nourishment necessary to sustain a Medium creature for a day. In addition, the Satanic Skull works like *Satanic Glow Joint* for any non-good creature that eats it. A good creature eating the Satanic Skull suffers 2d6 acid damage (WILL half).

Satanic Tongue

School transmutation (chaos, evil, Pleasure)

Level alchemist 1, bard 1, witch 1

Casting Time one standard action

Components V, S, M (the preserved hymen of an underage virgin)

Range personal

Duration 1 minute/level (D)

Saving Throw No **Spell Resistance** No

When this spell is cast, it mutates the caster's tongue into a forked and slimy pinkish tentacle 10 ft long plus 5 ft/two levels. The caster can use this tongue to make ranged touch attacks against targets within that range. Targets suffer 1d4 points of Pleasure damage per caster level (maximum 5d4). The tongue has the reach and trip special qualities; the caster is considered proficient in its use and does not provoke attacks of opportunity by using the tongue.

The tongue has 5 HP + 1 HP per caster level. If it is severed, the spell ends. The caster loses the ability to speak and suffers 1 point of ongoing bleed damage until he receives any amount of magical healing.

Self-Electrocution

School evocation (electricity)

Level druid 2, magus 2, sorc/wiz 2

Casting Time one swift action

Components V, S

Range personal

Duration instant

Saving Throw REF partial (see text) **Spell Resistance** No

This spell is pure desperation- casting it is probably suicidal, though the effects might be worth the price paid. When the caster casts *self electrocution* a massive, multi-gigawatt bolt of lightning slams through their body and explodes outward in a hyper-conductive storm.

The spellcaster suffers 1d6 points of electrical damage per caster level (maximum 15d6), though all creatures and objects within a 1d6x100ft radius suffer half the damage suffered by the spellcaster, with a REF save to halve this damage. Robotic and machine lifeforms (including androids, robots, many constructs, cyborgs and the like) cannot make this REF Save and take full damage. All non-magical machines within this radius are affected as per *hard reboot*, with no saving throw.

Sensual Trembling

School necromancy **Level** alchemist 2, sorc/wiz 2

Casting Time one standard action

Components V, S, M (a tiny vial of sexual fluids)

Range close (25 ft plus 5 ft/2 levels)

Duration one day

Saving Throw WILL Negates **Spell Resistance** Yes

This spell fills the target with unthinking lust- their genitals tingle and burn and itch to be used. Until the target has a sexual encounter with another character of the same race,

they are considered *Shaken*. Masturbation or sex with other creature types have no effect on this spell- the target remains crazed with lust and in the case of males, painfully erect. This secondary aspect has sometimes allowed this spell to be used as a kind of perverse sex aide, when cast on a willing subject.

Sexual Manipulation

School enchantment (charm, mind-affecting) **Level** bard 1, cleric 1, druid 1, sorc/wiz 1, witch 1

Casting Time one standard action*

Components S

Range touch

Duration 1 hour/level

Saving Throw WILL negates **Spell Resistance** Yes

This spell can be cast subtly, with just a few motions of the fingers and tongue, even while the caster is engaged in pleasuring another creature. This spell is made as part of a Perform (sexual) check; if the target fails their saving throw, the caster's sexual performance becomes a brief obsession.

For the spell's duration, any time the caster is called to make a Bluff or Diplomacy check against the target, the check's minimum result is equal to the Perform (sexual) check made as part of the casting of this spell. If the Bluff or Diplomacy check result is higher, use that result instead.

Sexual Reconfiguration

School transmutation **Level** alchemist 2, druid 1

Casting Time one standard action

Components V, S, Racial (Battlechanger)

Range personal

Duration one day (D)

Saving Throw None **Spell Resistance** No

This spell transforms a fully mechanical Battlechanger into a hybrid bio-mechanical creature that can enjoy sex with fully organic lifeform. Primary and secondary sexual characteristics, compatible with most humanoids, appear, subtly modifying the Battlechanger's appearance, making them more human-like and attractive to organic eyes. Often these delightfully fleshly new appendages can be concealed between retractable armor panels or plating, easily removed by the transformed Battlechanger.

In addition to giving the Battlechanger the ability to enjoy humanoid sex, it provides an otherwise genderless robot with a defined gender, and allows the use of sex-related powers and feats. This spell functions as a slightly improved version of *comfortable act* as well. The Battlechanger is capable of fathering or bearing hybrid children while this spell is in effect; if impregnated, the pregnancy continues even beyond the spell's duration.

Sexual Stunt Double

School conjuration (creation) **Level** bard 1

Casting Time one standard action

Components V, S, M (a cheap disposable sex toy worth 5 gp or so)

Range personal

Duration up to 1 hour/level (D)

Saving Throw None **Spell Resistance** No

Send in the stunt cock! Or the stunt vagina, or whatever else you got!

This spell conjures an ectoplasmic duplicate of the caster, nude and ready for sexual encounters. Once conjured, the sexual stunt double remains in the place it was created and cannot range farther than 30 ft or so from its point of origin. For the spell's duration, the sexual stunt double can engage in consensual sexual activity with any creature (s) within this area. The caster can conjure a sexual stunt double for sex with themselves, if desired, but receives no special benefit for doing so. The sexual stunt double has ranks in Perform (sexual) equal to the caster's own, and uses the caster's CHA score to modify this check. The sexual stunt double has any sex-oriented powers or abilities possessed by the caster.

During this time, the caster gains the benefit of any sexual activity performed by the sexual stunt double, regardless of the distance between them, as long as both caster and double are on the same plane. Sex related hazards (such as disease, curses, magical or psionic effects or the like) do not affect the caster through this link unless specifically specified. The sexual stunt double cannot become pregnant nor impregnate another creature.

The sexual stunt double cannot perform any action beside purely sexual ones. It cannot use other skills or feats, nor can it make attacks. It vanishes if it suffers a single HP worth of damage, or if dispelled, banished or dismissed.

Sex Stink

School conjuration (creation)

Level alchemist 1, druid 1, sorc/wiz 1

Casting Time 1 standard action

Components V, S, M (a drop of the caster's sexual fluids)

Range close (25 ft plus 5 ft / 2 levels)

Effect a 30 ft + 5 ft / 2 levels burst

Duration 1 minute / level

Saving Throw FORT Negates (see text)

Spell Resistance No

This spell conjures a pale amber mist that fills a sphere that is 30 ft plus 5 ft/2 levels in diameter. These vapors stink of pheromone risk sweat and sexual musk, and incite an instinctive lust.

Any creature of the caster's creature type entering the area must succeed at a FORT Save or suffer a -2 penalty on INT and WIS based skill checks and saving throws against sex-based illusions and mind-influencing effects. These effects last as long as the character remains in the cloud and for 1 minute afterward. Creatures of the same species as the

caster suffer a -5 penalty on their saving throws.

Shahteyan Puberty

School transmutation **Level** cleric 2

Casting Time 1 standard action

Components V, S, DF

Range touch

Duration 1 minute/level or one sexual encounter

Saving Throw WILL negates (harmless) **Spell Resistance** Yes (harmless)

Shahteyan women (at least women of the mammalian persuasion) style and pamper their pubic patches, but never shave them completely off. A woman's pubic thatch is a symbol of maturity and hardwon sexual wisdom, and this spell celebrates the curly glory of pubic hair.

This spell can only affect female humanoids and monstrous humanoids with reasonably normal anatomies. For the spell's duration, the subject becomes more voluptuous, and grows a full bush and light armpit hair. Non-mammalian subjects temporarily acquire some mammalian traits. This spell provides the woman with a +2 enhancement bonus to both her CHA and WIS scores. These effects function identically to *Owl's Wisdom* and *Eagle's Splendor*.

If this spell is cast to benefit a pre-teen humanoid female, the subject's appearance changes dramatically, and for the spell's duration appears as an older teenager. If the character has a sexual encounter during the spell's duration there is a 50% chance that she will remain in the Young Adult age category at the end of the spell's duration, immediately undergoing the physical changes associated with aging. (Free Spacer worshippers of Shahteyan use this spell as a coming of age rite for their women.)

Shahteyan Puberty, Mass

School transmutation **Level** cleric 5

Range close (25 ft plus 5 ft / 2 levels)

This spell functions identically to *Shahteyan Puberty*, save that it affects one creature per level, no two of which can be more than 30 ft apart.

Silver Future

School abjuration (law) **Level** sorc/wiz 7

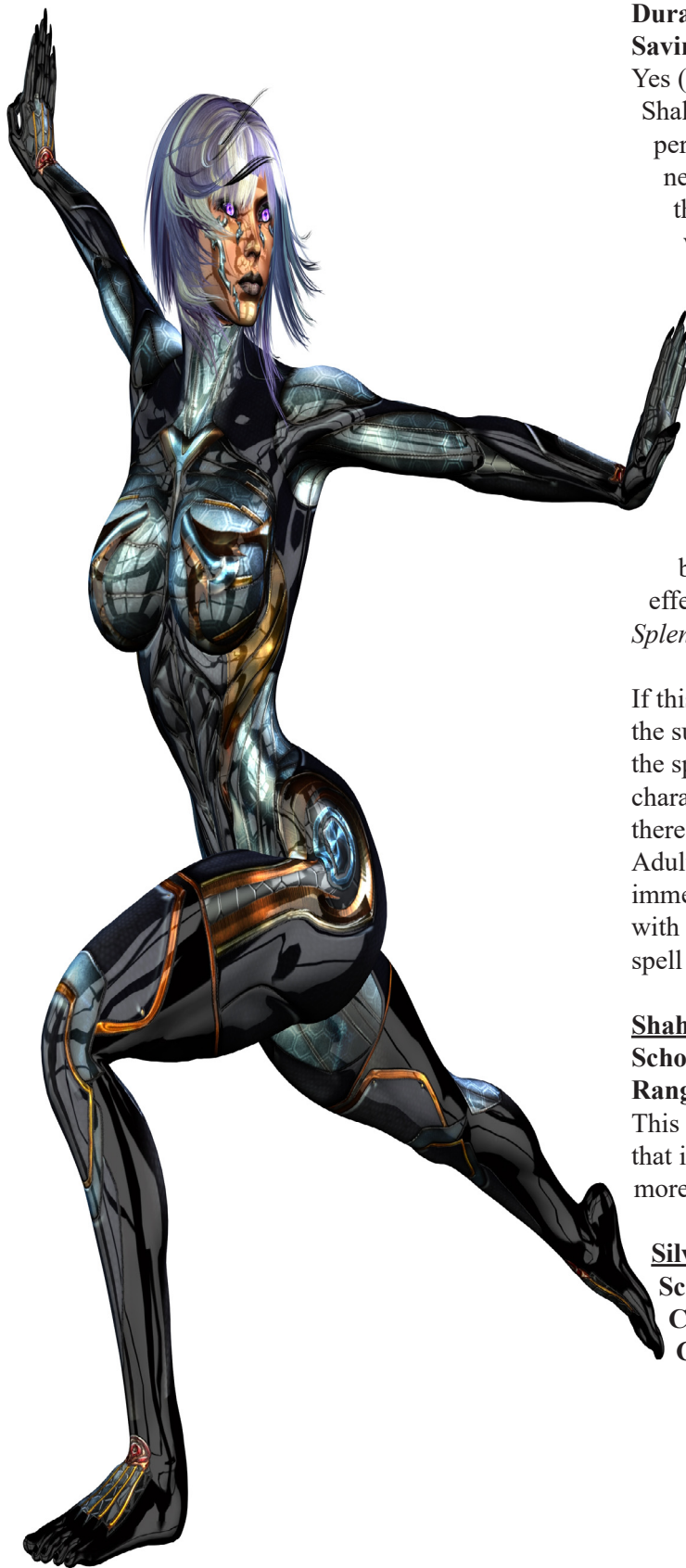
Casting Time 1 standard action

Components V, S, M (a tiny sphere of nanite laced silver, worth 10 gp/DC 3)

Range a 30 ft burst, centered on you

Duration one minute / level (D)

Saving Throw FORT Negates (harmless) **Spell Resistance** No (harmless)



The silver sphere that serves as this spell's trigger floats above your outstretched palm, drifting into the air above you, before it bursts, covering everything in a molecule thin sheen of living, liquid silver. This silver coating transforms the world into an orderly techno-utopia, at least briefly.

All allied creatures within range are sheathed in silvery armor with a definite retro-futuristic look. This silver armor provides a +3 equipment bonus to Armor Class, and has no arcane failure chance or Armor Check penalty. This silver armor is considered to have the Space Suit property.

Allied creatures' weapons (including ranged weapons) and natural attacks are considered both Silver and Axiomatic weapons for the purpose of overcoming damage reduction for the spell's duration.

Skinmark, Lesser

School transmutation

Level alchemist 1, cleric 0, druid 0, witch 0

Casting Time one minute

Components V, S, M (a vial of high quality tattoo ink, worth 10 gp/DC 2)

Range touch

Duration instant

Saving Throw FORT negates **Spell Resistance** Yes

You trace complex design on the recipient's skin with your finger tails, and a tattoo, decorative scarification, brand or other body art of your choosing appears (in the case of piercing or subdermal implants, the caster must provide the raw materials to be implanted).

This skinmark is a non-magical, high quality design of your choice, as if you took 20 on a Craft (visual art) or Profession (tattooist) check. The mark can be as large or small as the spellcaster desires, from piece that covers a limb completely or a full back or chest piece to a simple coin sized tattoo. The spell's recipient suffers 1d3 points of damage from the process.

Skinmark

School transmutation

Level alchemist 3, cleric 3, druid 3, witch 3

Components V, S, M (several vials of high quality tattoo ink, collectively worth at least 100 gp/DC 10)

This spell functions identically to *Skinmark (Lesser)*, save that the spellcaster can make the inscribed tattoo the focus of permanent or temporary magic or psionic items. The item creation process in this case is shortened to one minute, but the caster must provide all necessary raw materials for the process.

Alternatively, if the tattooist and recipient share a common ideology or allegiance, the caster can grant the recipient

the Meaningful Ink feat. In either case, the spell's recipient suffers 2d4 points of damage from the process.

Skull Rocket

School evocation (evil) **Level** cleric 7, sorc/wiz 7, witch 7
Casting Time 1 standard action

Components V, S, F (a tacky silver and onyx skull ring, worth at least 500 gp/DC 15)

Range medium (100 ft plus 10 ft/level)

Duration instant

Saving Throw REF half (see text) **Spell Resistance** Yes

You fire a massive missile of dark ectoplasm filled with screaming, gibbering, giggling skulls that goes off like a really nasty nuke. After the explosion, hordes of undead crawl from the wreckage.

The skull rocket explodes like a missile, inflicting 1d8 negative damage per caster level (maximum 10d6) at a point within range you designate. An early impact against an intervening barrier results in an early detonation; the skull rocket is too bulky to steer around obstacles or through barriers. The explosion has a blast radius of 30 ft + 5 ft/two caster levels.

When the Skull Rocket detonates, it summons one Skeleton per 5 points of damage inflicted by the explosion. These Skeletons serve the caster until destroyed, identically to skeletons created by *Animate Dead*.

Spaceboots

School transmutation (electrical) **Level** cleric 0, sorc/wiz 0

Casting Time one standard action

Components V, S

Range touch

Duration 1 minute/level (D)

Saving Throw WILL negates (harmless, object)

Spell Resistance No

When you touch any non-magical pair of boots or shoes, you briefly give these items the magnetic properties of a set of spacer's mag-boots. The items function identically to a pair of Mag-Boots for the spell's duration.

Steal Advertisement

School conjuration (creation) **Level** sorc/wiz 7

Casting Time one standard action

Components V, S, M (an advertisement of some kind, such as a flier, billboard, hologram display playing a commercial, ect)

Range medium (100 ft + 10 ft/level)

Duration 1 hour/level

Saving Throw FORT negates (object) **Spell Resistance** No

Want something but don't want to pay for it? Then cast this spell and anything being advertised on Corporation Command media is yours for the taking. When you cast

this spell, you conjure a duplicate of any non-magical item being advertised within medium range of yourself, though doing so always spectacularly destroys the advertisement. Paper fliers and newsprint shred or burst into short-lived flames, billboards crack and fade, televisions and holo-bowls playing a commercial shatter and explode. Attended and magical objects receive a saving throw, but un-attended non-magical objects, such as a roadside billboard, do not.

When you cast this spell, you can conjure a single non-unique, non-magical object of up to size Huge that appears in the nearest open space to you, an example of which must be advertised within range. For instance, you could conjure a red Corvette from a billboard, or a small but pricy diamond ring advertised in a newspaper circular, or a Spacer's Blaster advertised on a holo bill board. Items requiring fuel, power or ammunition have a full loadout of each and functions as expected for an item of its type. For example, an advertised smartphone would have service and a random number, though no plan has been established.

This spell ends if the conjured item takes any damage, or runs out of fuel/power/ammunition, though it does not end if the item merely leaves your possession. Items conjured are typical examples of their type with average statistics.

Spark Up

School transmutation (fire) **Level** alchemist 2, druid 3

Casting Time one standard action

Components V,S,M (a lit Glow joint)

Range touch

Duration 1 round/level

Saving Throw FORT Negates (harmless)

Spell Resistance No

The caster blows the glowing purple smoke of a Glow joint into the recipient's lips, and the hot smoke ignites a flame inside them. For the spell's duration, the subject gains the Fire subtype. The subject's body smolders with fiery internal energy, and they shed light like a torch. The subject's melee and weapon attacks gain the *Flaming* special property for the duration of the spell.

Spark Up, Greater

School transmutation (fire) **Level** alchemist 4, druid 5

This spell functions like Spark Up, save the fires generated are even more intense. Anyone touching or grappling the subject suffers 1d6 fire damage. The subject's melee and weapons attack gain the *Flaming Burst* special property for the duration of the spell.

Stellar Stage

School evocation (force, light) **Level** bard 6

Casting Time one standard action

Components V, S, M (a concert poster or holo-flyer)

Range long (400 ft + 40 ft/level)

Duration one minute/level (D)

Saving Throw None (harmless) **Spell Resistance** No

This spell is a favorite of star-traveling bards. The spell conjures a high tech circular stage made from solidified, brightly glowing light that pulses and throbs in time with the caster's heartbeat. The Stellar Stage can only be formed in space.

The Stellar Stage can be created at any point within the spell's range and when formed, occupies an area 100 ft in diameter + 10 ft/level. Within the Stellar Stage's area, all the casters allies gain a Flight speed of 500 ft (perfect) maneuverability, as they are buoyed by small disks of glowing light that appear beneath their feet. The Stellar State is treated as an area of normal gravity, with the glowing "stage floor" being treated as the down direction.

Though the area the Stellar Stage occupies remains vacuum, sound travels, and bardic magic and other effects, can be used as the area were an oxygenated area. The Stellar Stage is encircled by a spherical wall of glowing, shimmering energy: all creatures within the Stellar Stage are considered to have concealment from effects on the outside, and this permeable membrane stops Force effects (including many lasers) from crossing the membrane. In addition, Fire and Electrical damage effects (such as other energy weapons) have their base damage halved against targets within the Stellar Stage.

Stunning Orgasm

School evocation (Pleasure) **Level** alchemist 1, cleric 1, druid 1, magus 1, sorc/wiz 1, witch 1

Casting Time 1 standard action

Components V, S

Range medium (100 ft plus 10 ft/level)

Duration instant

Saving Throw WILL half (standard rules for Pleasure)

Spell Resistance Yes

A pulse of energy slippery red energy bursts from the caster's fingers and streaks toward the target. The target takes 1d6 points of Pleasure damage, and is considered *dazed* for a number of rounds equal to ½ the Pleasure damage inflicted (minimum 1 round).

Stunning Orgasm, Greater

School evocation (Pleasure) **Level** alchemist 3, cleric 3, druid 3, magus 3, sorc/wiz 3, witch 3

This spell functions similarly to *Stunning Orgasm*, save the target suffers 3d6 points of Pleasure damage, plus +1d6 points of additional non-lethal Pleasure damage per two caster levels.



removed from the parts shelf remain at the end of the spell's duration; otherwise the part shelf and any un-removed components return to their original location when the spell ends. This spell will function regardless of the distance between the caster and the parts shelf, so long as both are on the same plane.

Surf the Nebula

School transmutation

Level cleric 8, sorc/wiz 8

Casting Time 1 standard action

Components V, S, M (a rare purple crystal found only in asteroids, worth 500 gp/ DC 15)

Range personal

Duration one hour/ level (D)

Saving Throw None

Spell Resistance No

This spell warps space time around you, covering your body in a silvery hyper-spatial gel that both allows you to survive in deep space and travel with cosmic swiftness.

While Surfing the Nebula, you become immune to Cold, Heat, and radiation and hard vacuum. The silvery gel covering your skin provides a +8 natural armor bonus to AC. This glistening gel deflects cones, lines, rays and magic missile spells, rendering the caster immune to such effects. There is a 30% change a deflected effect reflects back in full force at the caster, otherwise it is simply negated.

At any time while Surfing the Nebula, you can summon your board as a move equivalent action. This elongated ovoid is made of the same silvery gel that covers your body, and while mounted on it, Surf the Nebula allows you to fly at a speed of 300 ft (perfect) in an atmosphere, or at 5,000 ft tactical speed in space. You can travel at FTL speeds, covering 1d6 light years distance per hour of travel in space. You cannot fall or be knocked from this silver board, and if it is dispelled, you can easily summon another.

Surf the Nebula can be made **permanent** by a 20th level caster, and requires at least 50,000 gp/ DC 31 in rare crystals and mystical chemicals.

Stunning Orgasm, Mass

School evocation (Pleasure) **Level** alchemist 3, cleric 3, druid 3, magus 3, sorc/wiz 3, witch 3

This spell functions as *Stunning Orgasm*, save that it affects one target/level, no two of which can be more than 30 ft away from each other.

Summon Erobot's Parts Shelf

School conjuration (summoning) **Level** alchemist 1, sorc/wiz 1, summoner 1

Casting Time 1 standard action

Components V, S, Racial (caster must be an Erobot or other robot)

Range touch

Duration 1 minute / level

Saving Throw None **Spell Resistance** Not applicable

This spell summons an Erobot's particular 'parts shelf'-their collection of modular components and replaceable parts. The parts shelf and associated components appear in the nearest adjacent open square to the Erobot. Parts

Temporary Decapitation**School** transmutation (chaos) **Level** witch 2**Casting Time** one standard action**Components** V, S, M (photos or data prints from a snuff vid wher the victim is decapitated, worth 20 gp/DC 4)**Range** touch**Duration** one minute/level**Saving Throw** None **Spell Resistance** No

When the witch touches a willing subject, their head falls free of their body in a spectacular geyser of blood. However, the decapitation causes no real harm!

For the duration of the spell, the recipient's body is headless. The body can move and act normally, though it is considered *blind*, *deaf* and cannot speak or make vocal noises unless the head is within 5 ft. For the duration of the spell, the body becomes immune to the *vorp* weapons quality, as well as suffocation, drowning or ingested poisons. The body can cast spells with somatic and material components normally, even if the head is not present.

The head can use its senses normally, and can speak normally. The head can cast spells with purely verbal components, but cannot move from its position. Subject to limitations above, body and head can act normally, and are considered one character for purposes of spells, effects and actions per round.

During the spell's duration, the head and body can be separated by any distance, so long as both remain on the same plane. If one component moves to a different plane, the spell ends. Regardless of the distance between them, at the end of the spell's duration, the head disappears and reappears attached to the body.

Through the Never**School** conjuration (teleportation) **Level** sorc/wiz 6**Casting Time** one standard action**Components** V, S**Range** medium (100 ft + 10 ft/level)**Duration** instant**Saving Throw** FORT partial (see text)**Spell Resistance** yes

You send your victim on a twisting, turning tour of the dark places between inhabited worlds where life could never develop, before dropping the victim on some remote spot on your home world. Sometimes they even survive the journey.

When this spell is cast, you designate a single target within range, and teleport the target to a series of random spots in deepest space, en route to your homeworld. Each teleport jaunt takes a round, and covers roughly 10 light years. Each round, the target is exposed to extreme heat and cold, hard

vacuum and radiation as normal for deep space conditions. Eventually, the target arrives on a randomly chosen spot on your homeworld, usually in some remote land far from civilization. The number of rounds spent in deep space is determined by your distance from the homeworld.

If cast on your homeworld, the target is subjected to 1d6 jumps, before being returned to his point of origin. Each round, a teleported target gains a new FORT Save to end the effect. Ending the effect returns the target to their point of origin at the time of the spell's casting.

Tit Show**School** transmutation **Level** bard 0, cleric 0, sorc/wiz 0**Casting Time** 1 swift action**Components** V, S**Range** personal**Duration** one round**Saving Throw** None (harmless, object) **Spell Resistance** No (harmless, object)

The caster slaps her armor, and all clothing, armor and assorted gear becomes completely translucent, like glass with a perfect refractory index. For one round after this spell is cast, the armor or clothing gains the Near Nudity property. No other properties of her clothing or armor change.

Traveling Band**School** transmutation **Level** bard 3**Casting Time** one minute**Components** V, S, M (a glass bottle of cheap booze)**Range** touch**Duration** a single journey**Saving Throw** None **Spell Resistance** No

This spell is a roadie's best fuckin' friend in the galaxy. By smashing a bottle of crappy hooch over the bow of a vehicle in a bastard christening, this spell increases the target vehicle's passenger capacity by 25%, its cargo capacity by 50%. This spell also increases the vehicle's non-tactical travel speed by 25%.

The effects of the spell last for a single journey, which must be unbroken. If the vehicle parks, lands or is powered down, the spell ends, regardless of the distance traveled.

Trip Glow**School** illusion (figment) (mind affecting)**Level** alchemist 2, bard 2, witch 3**Casting Time** 1 standard action**Components** V, S, M (a Glow joint)**Range** close (25 ft plus 5 ft / 2 levels)**Duration** 1 round / level (D)**Saving Throw** WILL negates **Spell Resistance** Yes

You purse your lips and blow out a gust of sweet smoke



and trippy black light that dazzles and disorients your opponents. The spell's target is *blinded* for one round, and suffers one of the following effects, of your choosing on a failed save.

- Suffers a -1d6 penalty to Initiative for the spell's duration
- Suffers a -1d6 circumstance penalty on WILL Saves vs Illusions for the spell's duration
- Cannot spend action points to halve Pleasure damage for the spell's duration
- Suffers a -1d6 penalty on WIS-keyed skill and ability checks for the spell's duration

Uncrowned King's Courage

School enchantment (mind affecting)

Level bard 2, cleric 2, paladin 1

Casting Time one standard action

Components V, S, DF

Range touch

Duration 1 minute/level (D)

Saving Throw WILL Negates (harmless)

Spell Resistance No (harmless)

Priests of Elvis use this spell to imbue their followers and friends with some of the Uncrowned King's legendary style and courage. For the spell's duration, the recipient becomes immune to fear and non-magical disease and gains a +2 bonus on Perform (sing) checks.

Universal Greeting

School divination **Level** bard 0, paladin 1, sorc/wiz 0

Casting Time one standard action

Components V, S

Range 30 ft burst

Duration instant

Saving Throw None **Spell Resistance** No

This spell is invaluable in first contact scenarios, and the words sound something like 'bow-weep-grannak-weep-niddybong'. Simply by varying intonation and pronunciation slightly, the caster can communicate any one of the following ideas, flawlessly, to any creature with an INT score of 3 or greater, that has any capacity for language at all. The listeners must be able to clearly see and

hear the caster for this message to be communicated.

The three possible messages are:

“We/I come in peace.”

“We/I want to trade with you.”

“Surrender immediately or we/I will destroy you!”

Vibrating Bed

School transmutation **Level** alchemist 1, bard 0

Casting Time one standard action

Components V, S

Range touch

Duration one hour

Saving Throw None **Spell Resistance** No

Your touch makes a single bed (or other large, comfy piece of furniture, like a futon or sofa) start to hum faintly and vibrate pleasantly. For the duration of the spell, the vibrations provide a +1d4 bonus on Perform (sexual) checks made on the bed.

War Head Machine

School transmutation (lawful) **Level** magus 2, sorc/wiz 3

Casting Time one standard action

Components V, S, racial (TV Head)

Range personal

Duration 1 round/level (D)

Saving Throw None **Spell Resistance** No

All of a sudden, an entire battalion's worth of guns, missiles and grenade launchers fold out of your television set head and snap into place. Now you're ready to rock!

When you cast this spell, several futuristic weapons grow out of your television head. You gain a new attack form for the spell's duration, a ranged attack that inflicts 2d8+casting modifier points of damage, 20/x3, 50 ft range increment. With each attack made, you can choose to inflict any of the following damage types: Ballistic, Electrical, Fire, Force or Pleasure. This head-mounted weapons array gains a +1 enchantment bonus on attack and damage rolls per each five levels beyond 5th.

You may also discharge this spell as an attack action, which allows you to make a single ranged attack at your highest base attack bonus against a number of targets within 50 ft equal to your casting modifier. You choose the energy type inflicted with each attack. Doing so immediately ends this spell.

World of Origin

School divination **Level** bard 0, cleric 0, druid 0, sorc/wiz 0

Casting Time one standard action

Components V, S

Range touch

Duration instant

Saving Throw WILL negates **Spell Resistance** Yes

Merely by touching a creature, you are instantly aware of that creature's birth planet, as that planet is known in your culture. If the creature was born on a starship or orbiting station, you are aware of the planet of the ship or station's construction or registration. If the touched creature hails from an unknown or uncharted world, you are aware of that world's approximate position, but that is all.

THAT OLD BLACK MAGIC

The following spells come from the *Black Tokyo Campaign Setting*, and despite the dramatic tonal differences between the two campaign worlds, a lot of the XXX, raunchy, scatological and just-plain-nasty spells from *Black Tokyo* have a super-solid place in the *Heavy Future*. The spells listed below are especially good fits, and some of the magic items in this sourcebook are based upon these spells.

Spells From *Enchantments of Black Tokyo*

Ani-Mate
 Animated Tattoos
 Annihilation
 Anthropomorphize the Problem...and Fuck It
 Big Boobs Never Die!
 Bisecting Cleave
 Bladder Spike
 Bowels to Bowels
 Breasts of Thunder and Storm
 Burn the Ink
 Butchery Saw
 Busty Cheer!
 Busty Injection
 Call the Dead
 Call the Dead Legions (epic)
 Comfortable Act
 Disarming Breasts
 Draw Forth Menses
 Fucked to Death
 Fucked to Death, Mass
 Gender Dance
 Impudent Little Tongue
 Kiss of Death
 Lust Glimmer
 Lust Swarm
 Orgasmic Instrument
 Orgasm Mine
 Panty Soak
 Personified Gun
 Piss Potion
 Pretty Orgasm

Purity of Body
Quick Cum
Rending Suspension
Safe Play
Stunning Orgasm
Vacate Bowels

Spells from *Enchantments of Black Tokyo Volume II* (upcoming)

Befriending Orgasm
Big Breast Orgy!
Bliss Purification
Burning Justice!
Cannibal Processing
Carnal Parasitism
Cat's Ansible
Cleavage Bust-Out!
Crisis Upgrade
Cybergasm
Electro-Stim Torture
Flamesoul
Howl of Hell
Marshmallow Hell
Neon Translation
Pleasurable Slime
Pleasure Trap
Sexual Manipulation
Sexual Reconfiguration
Smart Drug
Temporary Decapitation

HEAVY TECHNOLOGY: GLOW

Glow is a potent, natural narcotic made from the dried and pressed leaves of the *Zixa* plant. The russet, parasitic *Zixa* bush can grow virtually anywhere, is damn hard to eradicate once it gets an ecological foothold, and its leaves have one unique chemical property that makes it possibly the most useful plant in the galaxy. *Zixa* leaves, dried and smoked, can get any creature in the galaxy with a functional metabolism high- translate the *Zixa* genome into machine code and it can even get Star Droids, Bulks and other mechanicals high.

Glow is the hand-rolled cigarette form of *Zixa* leaves, the most common way of using *Zixa* is simply 'smoking some glow'. Officially banned in Command Space (most things are), but glow is still widely trafficked. Most of the galaxy's free spacers spend most of their adventuring life with a half finished glow joint dangling from their lips.

THE GLOW'S EFFECTS

Smoking a single glow joint has minimal effects; glow is a mild depressant, relaxing and mellowing the smoker.

Minor Effects

After smoking any glow joint, the smoker gains a +1 morale bonus on Diplomacy checks against members of other species. Superior breeds of glow also provide a morale bonus to another skill check. The effects of the glow last for 1d4 hours once ingested.

Cumulative Effects

If a character smokes another glow joint before the effects of the first wear off, the smoker benefits from the second (or further) joints, and extends the duration of all glow joints smoked by +1d4 hours. Spacers can extend the benefits of glow indefinitely if they smoke enough. Some do.

Device	Description	Hardness	Hit Points	Weight	Cost
Glow (joint)	Individual joints of various Glow strains	-	1	Negligible	1-10 gp depending on strain
Glow (brick)	Small watertight bundles of <i>zixa</i> plant leaves	-	1	½ lb	120-200 gp
Glow (<i>Zixa</i> Plant Colony)	Self contained micro- hydroponic unit containing a self perpetuating <i>zixa</i> plant	2	5	5-6 lbs	375-1,300 gp
Glow Hookah	Waterpipe for smoking glow and concentrating its effects	2	10	10-15 lbs	60 gp
Glow Pipe	Small hand pipe for smoking glow and controlling its effects	-	3	Negligible	25 gp

Glow Strains	Additional Minor Effects	Price (per joint)	Price (per ½ lb brick)	Price (per Zixa Plant Colony)
Ordinary Glow	Standard minor effects	1-2 gp	120 gp	375 gp
Asimov Fleet Glow	+1 morale bonus on Pilot checks	10 gp	200 gp	650 gp
Occult Glow	+1 morale bonus on Knowledge (arcana) checks	10 gp	200 gp	650 gp
Medicoake Glow	Recover 1 HP per hour if wounded	5 gp	150 gp	450 gp
New Kingston Glow	+1 morale bonus on WILL Saves	7 gp	175 gp	510 gp
Pacifican Glow	+1 morale bonus on Perform (sexual and dance) checks	5 gp	150 gp	450 gp
Proximate Glow	+1 morale bonus on Craft (electronic) checks	7 gp	175 gp	510 gp
Scriptural Glow	+1 morale bonus on Knowledge (religion) checks	10 gp	200 gp	650 gp
Spellpop Glow	Modern Spellcaster recovers 1 SP or 1d4+1 SP per hour of a Glow Trip	20 gp	400 gp	1,300 gp
Treant Glow	+1 morale bonus on Bluff checks	3-4 gp	150 gp	500 gp
Walpurgisnacht Glow	+1 morale bonus on Perform (stringed) checks	3 gp	135 gp	400 gp
Otherdimensional Glow Strains	Additional Minor Effects	Price (per joint)	Price (per ½ lb brick)	Price (per Zixa Plant Colony)
Aokigahara Glow	+1 morale bonus on Perform (dance) checks (only affects Undead)	5 gp	150 gp	450 gp
Choicer Glow	+1 morale bonus on Heal checks	2-3 gp	135 gp	400 gp
Cultural Glow	+1 morale bonus on Spellcraft checks	10 gp	200 gp	650 gp
Cyber-Glow	Ignore 1 point of Drain	10 gp	200 gp	650 gp
Hokkaido Glow	Gain Cold Resistance 1	5 gp	150 gp	450 gp
Fey Glow	+1 morale bonus on Disguise checks	5 gp	150 gp	450 gp
First Nation's Glow	+1 morale bonus on Survival checks	5 gp	150 gp	450 gp
Kodiak Glow	+1 morale bonus on Intimidate checks	4-5 gp	150 gp	500 gp
Nicellos Glow	+1 morale bonus on Perform (poetry) checks	3 gp	135 gp	450 gp
NVB Glow	+1 morale bonus on Perform (oratory) checks (only affects Undead)	7 gp	175 gp	510 gp
Tatakama Glow	Improves Darkvision range by +10 ft	3-4 gp	150 gp	500 gp

However, each additional glow joint smoked while under the effects of a previous glow joint has a cumulative 5% chance to send the smoker on a Glow Trip.

Glow Trip Effects

Smoke too much glow, and go on a mind-expanding cosmic trip. Some people take one glow trip and swear off Glow forever, others smoke like chimneys until they blast open their consciousness again and again.

For an hour after beginning the Glow Trip, the character is considered *nauseated* and effectively *helpless*; during this time they can do little more than babble incoherently. Each hour thereafter, the character can attempt a DC 10 WILL Save to reduce this to the *shaken* condition, which fades automatically after one additional hour or it is otherwise removed.

The character who suffered a Glow Trip gains the ability to *see invisibility* and *detect magic* as a sorcerer of their total character level as a spell-like ability. The character retains this ability for 1d3 days after the Glow Trip.

Glow grown on different worlds, for different purposes, have their own unique flavors and effects.

Medicoake Glow is renowned for its healing properties, and is a core component of treatment on the world. *New Kingston Glow* is renowned as some of the best in the galaxy, though aficionados of *Treant Glow* (usually Free Spacers) would debate this. Lovers and porno-stars across civilized space enjoy the effects of *Pacifican Glow*, with its distinctive pink smoke. *Scriptural Glow* is grown by many religions, including clergy of the Uncrowned King and many Afro-Futurist sects, though the ICG doesn't partake (of course).



GLOW (JOINT OR BRICK)

This fat, messily handrolled cigarette contains dried zixa leaves, and provides one dose of glow.

A half pound brick of glow provides enough zixa for about 16 doses of glow.

Price varies by the effects a particular strain of zixa leaves provides to a smoker.

The Cosmic Satanist rockers of *Walpurgisnacht* often smoke the unique native glow named for that world before their head banging concerts. Proximate engineers are usually seen hip deep in a starship's operating system with a fat joint of their race's native Glow hanging their lips, while occultists and spellcasters from every corner of the galaxy swear by *Occult Glow*. Asimov Fleet pilots refuse to let any Glow not grown in their onboard hydroponic tanks

touch their lips as a point of pride, claiming (rightly) it makes them better pilots.

Spellpop Glow works a little bit differently and is distinguished by the bright yellow tips of the leaves. This strain of Glow is popular with Modern Spellcasters and has no additional effect if smoked by others (though it's still a pretty good buzz).

PAN-DIMENSIONAL GLOW STRAINS

Glow can be found all across the multiverse, and some unique strains come from other Otherverses Games campaign worlds. The natives might or might not know what they have, but sometimes these unique flavors of glow find their way into the Heavy Future through a convenient dimensional rift or aboard a cross-time starhauler.

Otherverses America's Glow Strains

The Choicer farm-colony of Delight produces the excellent, mellow *Choicer Glow*. *Nicellos Glow* is only found on the Greek Isles, and is often used sacramentally. The Lifer supersoldiers bunkered at Kodiak Island occasionally partake of bitter but strong *Kodiak Glow*, and Silenced Rat's undead commune in the Minnesota wilderness produces the black-leafed *NVB Glow*, which only affects Undead creatures and has no effect at all when smoked by living beings.

Black Tokyo's Glow Strains

The endless twilight of the Tatakama produces *Tatakama Glow* known for its chilly purple leaves. Found only on the northern island of Japan or across the Kurils, *Hokkaido Glow* is beloved by the Ainu and others who walk in the cold. Tanuki and other shape-changers enjoy *Fey Glow*. *Aokigahara Glow* is only found in the "Black Sea of Trees" in the shadow of Mt. Fuji, grown beneath the hanging bodies of suicides, nourished by the wastes the dying bodies spill. Goryohime relax with this strange, grey-leafed Glow, which only affects Undead.

Psi-Watch's Glow Strains

The star-spanning Culture produces *Cultural Glow*, which the arrogant post-humans claim (with some good cause) is the best in the galaxy. Due to the cross-time paradoxes that shaped the Culture, this glow often finds its way into the Otherverses America reality. *First Nation's Glow* is popular among the genetically enhanced American Indian nations that are rising to prominence at the dawn of the superhuman age. *Cyber-Glow* is a low-grade strain of Glow that grows in polluted, urbanized wastelands, and helps cyborgs cope with their implants, though non-borg's usually can't stand the stuff.

GEAR RELATED TO GLOW

Spacers who like their glow take it seriously and can spend a lot of credits on smoking supplies, high quality *zixa* leaf and the like.

Glow Hookah

This large high-tech water pipe includes multiple mouthpieces connected to the liquid filled main body by long metallic cables. Glow hookahs can be beautifully machined, intricately sculpted works of art.

Special

If a character suffers a Glow Trip while smoking from a glow hookah, the character retains the *see invisibility* and *detect magic* spell-like abilities granted by the Glow Trip for 1d4+1 days.

Glow Pipe

Serious glow smokers prefer to smoke from small, high tech, self igniting pipes rather than glow joints.

Special

When smoking a dose of glow via a glow pipe, the smoker chooses to either increase or decrease the chance of a Glow Trip by +/- 10%. The smoker chooses whether to change this modifier with each additional glow joint smoked via the glow pipe.

Zixa Plant Colonies

A colony of a half dozen zixa plants in a self sustaining botanical pod takes up about 1 square foot of space. The pod's robo-gardener systems will keep the zixa plants alive and healthy, as long as the owner waters the plants at least once every week or so and keeps them somewhere they can get light.

Special

Each week, the plants' owner makes a DC 12 Profession (farmer or hydroponics) check. Success indicates the owner can harvest 1d4 glow joints of the appropriate type from the pod, plus one additional joint for every 2 points he beats the check by. Failure indicates no joints are harvested and failure for two weeks in a row kills the plant colony, as does a failure by 10 or more points.

HEAVY TREASURE

This part of the sourcebook's all about magic items. New magic weapons and armor sure, but also new ways to get high and blow your mind open while traveling the warp-speed highway into the Heavy Future. You'll find everything from enchanted arcade machines to the everpresent Dr. Youp brand crap here, not to mention some heavy-ass artifacts and wonders.

ITEM PRICING

Magic items here have both a GP value and a Purchase DC. The item's Purchase DC was calculated by converting the item's GP cost to modern wealth using a **1 GP: 1 US dollar: 1 galactic credit: approximately 100 yen ratio**.

This conversion has its problems, especially with the cost of mundane items, such as groceries, making them unrealistically expensive compared to fantasy items. However, few campaigns track the characters' grocery budgets closely enough for this to matter. Also, the real world exchange rate between dollars and yen is much higher than 1 dollar:100 yen, usually hovering somewhere around 1:200 yen circa late 2015, but this ratio is designed to simply allow GMs to add two zeroes to the price of anything in yen if it is priced in another source in dollars.

This pricing conversion is used in all Otherverse Games products.

WONDEROUS ITEMS AND MAGICAL JEWELRY

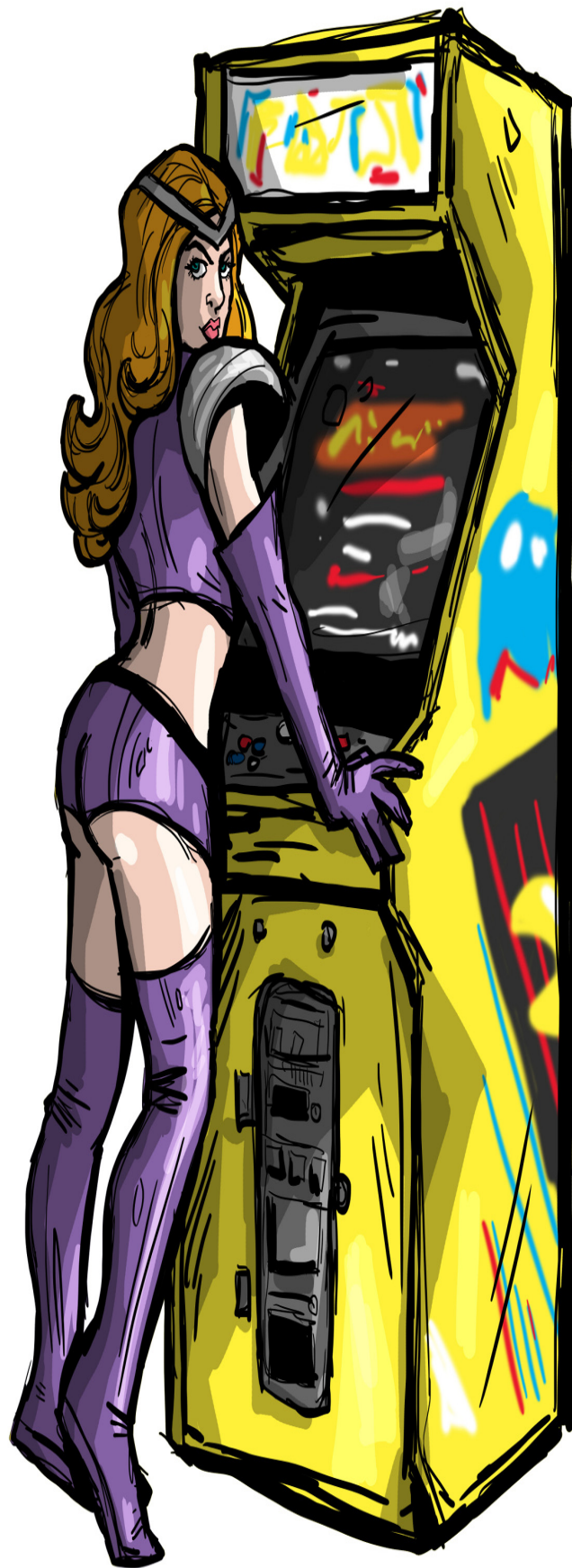
Arcade Magician

Aura strong universal CL 20th

Slot none **Price** 365,000 gp (DC 39) **Weight** 200-250 lbs

This colorful standup arcade cabinet plays one of several holographic arcade games, with simple holo-graphics and cabinet art that almost resembles the painted figures on the casing (if you squint a little).

It requires 2d10 minutes and a 1 gp 'donation' to play the arcade magician, which is accomplished with a Computer Use check. Each Arcade Magician offers a top prize, a minor magic item which varies by game, and several 'lower ranked' prizes which are standard among all Arcade Magicians. A character can only benefit from playing an Arcade Magician once per week, and the Arcade Magician



will only produce a Top Prize once per week.

A failed Computer Use check provides no benefit.

“Prizes” materialize in a replicator tray beneath the holo-display in a series of flashing lights and a flourish of MIDI tunes.

- DC 15: Electronics kit
- DC 18: Electronics kit (masterwork)
- DC 20: Palmtop computer
- DC 25: Space Suit emblazoned with the arcade game’s logo
- DC 30: Advanced Space Suit emblazoned with the arcade game’s logo
- DC 35: Advanced Space Suit emblazoned with the arcade game’s logo plus *Top Prize*, which varies by machine, see below.

Arcade Magician Games and Top Prizes

- **Battle Lord:** 2D fighter game with lots of alien and robot gladiators.

Top Prize: 1d4 potions of *bull’s strength*

- **Luvvv Mistress:** XXX rated puzzle/romance game.

Top Prize: a vial of liquid that provides the Busty Extreme feat for the first female humanoid who drinks it

- **Maser Mania:** fast paced shooter with a little blue space man.

Top Prize: Ring of Improved Energy Resistance (force)

- **Rock Storm 4000:** heavy metal rhythm game.

Top Prize: 2d6 Concert Stickers

- **Rhythm Method:** sexy dance rhythm game popular with Pacificians

Top Prize: 2d4 potions of *musical warrior*

- **Spine Grynder:** gory combat game popular with Cosmic Satanists

Top Prize: Star Ganger’s Cut

- **Warp Factor 11:** starship combat and race game.

Top Prize: either
Star Trucker’s Cap
or Racing Gloves
(player’s choice)

Construction

Requirements Craft Wondrous Items, *wish*
Cost 182,500 gp (DC 36)

Arcade Zookeeper

Aura faint to strong **conjunction** **CL** varies

Slot none **Price** varies **Weight** 200-300 lbs

The most exciting thing about these side scrolling, reflex-intensive holo-arcade games are the colorful animal mascots painted on the side of the cabinet. There’s hundreds of variant games that earn the name Arcane Zookeeper. Some feature barrel throwing xeno-apes, others feature lightning fast blue hedgehogs, but all consume galactic credits by the thousands.

It requires a 1 gp donation and 3d6 minutes to play an Arcade Zookeeper. Beating a Computer Use check at the indicated DC (which increases with the quality of the Zookeeper’s programming) grants the user a single use of a Summon Monster spell. The Summon Monster spell summons a particular creature, from its list, depending on the grade of Zookeeper.

This spell manifests as a small, holographic animal which orbits a successful player’s head for one hour or until the spell is discharged. Once the spell is discharged as a standard action, it summons the appropriate creature with a duration appropriate to the Zookeeper’s caster level. Each individual Arcade Zookeeper summons a single, particular creature from the list, indicated by the cabinet art.

Least Zookeeper Creatures: fiendish giant centipede, celestial giant frog, celestial wolf

Lesser Zookeeper Creatures: fiendish ape, celestial cheetah, fiendish wolverine

Ordinary Zookeeper Creatures: fiendish giant scorpion, celestial lion, fiendish giant wasp

Greater Zookeeper Creatures: celestial brachiosaurus, fiendish roc, fiendish tyrannosaur

Construction

Requirements Craft Wondrous Items, a *Summon Monster* spell indicated on the chart above

Arcane Zookeeper Grade	Computer Use Check DC	Spell Required and CL	Purchase Price	Construction Cost
Least Zookeeper	DC 13	Summon Monster II; CL 3 rd	2,400 gp (DC 20)	1,200 gp (DC 18)
Lesser Zookeeper	DC 17	Summon Monster III; CL 5 th	6,000 gp (DC 24)	3,000 gp (DC 22)
Ordinary Zookeeper	DC 21	Summon Monster V; CL 9 th	22,500 gp (DC 29)	11,250 gp (DC 26)
Greater Zookeeper	DC 23	Summon Monster VII; CL 13 th	36,400 gp (DC 30)	18,200 gp (DC 28)

Aerodyne Disk**Aura** strong transmutation **CL** 9th**Slot** feet **Price** 60,000 gp (DC 32) **Weight** 5 lbs

A powerful occult-tech turbine powers this sleek, teardrop shaped flying wing. Quick release buckles, resembling the snap system on a high-end snowboard allow the rider to strap himself securely to the Aerodyne Disk, or unstrap, as a move-equivalent action.

While strapped into the Aerodyne Disk, the character gains a Flight speed of 120 ft (average), and gains a +10 competence bonus on Fly checks. However, the character loses access to all other movement modes while strapped in.

Construction**Requirements** Craft Wondrous Items, *military flight***Cost** 30,000 gp (DC 30)**Blastoff Button****Aura** faint enchantment **CL** 3rd**Slot** none **Price** 300 gp (DC 13) **Weight** negligible

Blastoff-brand Buttons are cheap, mass-produced occult tech trifles enchanted in lots of ten million per. Every spacer out there's got one or two pinned to their jacket or favorite hat, for luck and that little, vital boost to a skill you use a lot.

Each cute little Blastoff Button provides a +1 luck bonus on a particular skill, chosen when the Button is created. The Blastoff Button's design and sarcastic message or motto provides a hint as to which skill is enhanced.

Special: It takes a maximum of an hour to enchant a Blastoff Button. Occult techno-mancers can enchant dozens of these cheap little buttons each week, with minimal effort.

Construction**Requirements** Craft Wondrous Items, creator must have 3 ranks in the chosen skill**Cost** 150 gp (DC 11)**Bobblehead, Dancin' Jann****Aura** moderate evocation and transmutation **CL** 8th**Slot** none **Price** 48,000 gp (DC 31) **Weight** 1 lb

Just about every Free Spacer out there keeps a cheap, plastic bobble statue of the six-breasted cosmic wonder-slut Jann the Glam glued to their starship's main control console.

If placed at the controls of any starship or aircraft, the vehicle benefits from a constant *bird flight* effect. It requires 24 hours for the Dancin' Jann to attune to a new vehicle, and at least one consensual sexual encounter must take place in the cockpit before the *bird flight* effect activates.

In addition, as a swift action, the pilot can call upon an attuned Dancin' Jann to immediately teleport 1d6x1,000 miles (if in atmosphere), or one light year (if in space) in a random direction. Doing so destroys the Dancin' Jann, and all creatures within the 30 ft of the icon suffer 3d6 Pleasure (WILL DC 18 half) and are stunned for 1d6 rounds from the pleasure eruption.

Construction**Requirements** Craft Wondrous Items, *bird flight*, creator must worship Jann the Glam as a patron deity**Cost** 24,000 gp (DC 29)**Bobblehead, Our Lady of Blessed Firepower****Aura** moderate transmutation **CL** 10th**Slot** none **Price** 20,000 gp (DC 28) **Weight** 1 lb

It's heretical to own one of these blue-shrouded bobbleheads, at least according to the ICG, but then again, most fun things are. This bobblehead depicts a cartoonish Virgin Mary dressed in a sky blue hooded robe worn over a two-piece of the same color. She's got a sawed-off shotty in each hand and a definitely-not-virginal grin on her face. Her halo glows neon.

If placed at the controls of any starship or aircraft, any 1s or 2s rolled for damage by any weapon built into the vehicle and fired from that station are treated as 3s instead. It requires 24 hours for Our Lady of Blessed Firepower to attune to a new vehicle, and incense or Glow must be smoked before the statue prior to the effect's activation.

Construction**Requirements** Craft Wondrous Items, *BFG*, *star ranging***Cost** 10,000 gp (DC 26)**Bobblehead, Sexy Shipper****Aura** moderate transmutation **CL** 12th**Slot** none **Price** 48,000 gp (DC 31) **Weight** 1 lb

Depending on the preferences of the Shipper who made the thing, this bobblehead shows a sexy cat-girl, rat-girl, ram-girl (for the Shippers out Shiner-way) or pit-bull bitch shaking her ass on a glowing stripper pole.

If placed at the main repair locker, damage control station or emergency bridge, if the starship is damaged, it automatically recovers 1 Hit Point per ten minutes (or 6 HP/hour), so long as it has at least 1 HP remaining.

Any crewman can throw the Sexy Shipper Bobblehead against the bulkhead, shattering it, to instantly restore 3d6x10 HP to the starship, up to its maximum HP total, or instantly restore a single chosen ship's system to full function.

Construction

Requirements Craft Wondrous Items, *make whole*, creator must be a Shipper, Anthro or similar animalistic species

Cost 24,000 gp (DC 29)

Boots, Biker's

Aura moderate conjuration **CL** 9th

Slot feet **Price** 40,000 gp (DC 31) **Weight** 6 lbs

These high topped, heavily laced black leather boots have had a pair of thick steel sheathes crudely riveted above the existing steel toe plating, with industrial-sized screws thrusting up from the armor. Perfect for kicking in teeth.

You gain Improved Unarmed Strike while wearing Biker's Boots. While mounted on any motorcycle, *space hawg* or similar vehicle, you may make one unarmed strike at your highest base attack bonus while mounted and moving, as a swift action. You may make this bonus attack at any point during your movement, and cannot make this bonus attack while stationary.

Construction

Requirements Craft Wondrous Items, creator must have BAB +5, *righteous might*

Cost 20,000 gp (DC 28)

Boots, Punk Kix

Aura moderate transmutation **CL** 5th (lesser); 9th (greater)

Slot feet **Price** 6,000 gp (DC 24) lesser; 9,000 gp (DC 25) greater **Weight** 4 lbs

Even into the 46th Century, they're still making red, star-branded high top canvas kicks. Comfortable, easy to move in, and stylish. Fuckin' easy to fight in, too.

Lesser Punk Kix allow you to treat your Unarmed Strikes as Musical weapons, with Perform (dance) as the keyed skill. **Greater Punk Kix** allow you to treat your Unarmed Strikes as Superior Musical weapons, with Perform (dance) as the keyed skill.

While wearing either grade of Punk Kix, you may fight prone at no penalty.

Construction

Requirements Craft Wondrous Items, *musical warrior*

Cost 3,000 gp (DC 22) lesser; 4,500 gp (DC 23) greater

Boots, Starhunter's

Aura moderate abjuration **CL** 9th

Slot feet **Price** 28,000 gp (DC 29) **Weight** 3 lbs

Hunters of the Cosmos dress entirely in silver and white, to symbolize the purity of their mission. Their elaborately carved boots are slick, shell-like white material that is not quite plastic, with a heel that is a tall, silver dagger. They

crawl up the wearer's legs like ivory vines.

While wearing Starhunter's Boots, the character never provokes attacks of opportunity for taking a move action or using a ranged weapon in a threatened square from a creature with the Lifespawn subtype. The wearer can still provoke attacks of opportunity from Lifespawn by taking move-equivalent actions, such as reloading a weapon in a threatened square.

Construction

Requirements Craft Wondrous Items, *lifeward*, creator must have the Shaya Hal the War Mother or the Protector as a patron deity

Cost 14,000 gp (DC 27)

Boots, Star Princess Go-Go

Aura strong enchantment **CL** 9th

Slot feet **Price** 90,000 gp (DC 33) **Weight** 5 lbs

These silvery boots include platform heels nearly 8 inches tall, made from some kind of weird glowing alien green polymer. A set of glowing knee pads of the same odd material and trim on the thigh-high boots complete the look.

While wearing the Space Princess Go-Go Boots, the wearer's CHA score is increased by +6. For the first 24 hours after donning the boots, this is treated as an enhancement bonus. Three times per day, the wearer can issue a *Greater Command* as a 9th level cleric, save that this Greater Command affects only men. All targets obey the command 'worship' which works like the *halt* command, save that targets drop to their knees and become prone.

Construction

Requirements Craft Wondrous Items, *eagle's splendor*, *greater command*

Cost 45,000 gp (DC 31)

Biker's Cross

Aura moderate or strong conjuration **CL** 8th (lesser) 12th (greater)

Slot neck **Price** lesser 12,800 gp (DC 26) greater 19,200 gp (DC 28) **Weight** 1 lb

This heavy, black and silver Iron Cross is worn on a tarnished silver chain. By rubbing the chain and speaking a command word, as a standard action, you can summon a vehicle, which remains in existence for either 8 hours (lesser) or 12 hours (greater).

The Lesser Biker's Cross summons a burly futuristic motorcycle statistically similar to a Harley-Davidson FLSTF Fat Boy (D20 Modern, pg 124-125).



The Greater Biker's Cross summons a *Space Hawg*. Either version of the Biker's Cross can be used once per day.

Construction

Requirements Craft Wondrous Item, *ghost chassis*

Cost lesser 6,400 gp (DC 24) greater 9,600 gp (DC 25)

NEW VEHICLE: SPACE HAWG

Seemingly ludicrous but amazing in a dogfight, the Space Hawg is a unique Sethzinian invention, the iconic vehicle of their race. Hordes of Sethzinian raiders descending on an unprepared world on their Space Hawg ultralights is a fearsome and unforgettable and terrifying sight.

The Space Hawg is a single person, ultra-light starship that resembles an enormous, heavy-bodied Old Terran motorcycle. Handcrafted with obvious love and a depraved creativity, each Space Hawg is unique, and boasts gothic decorations like huge fusion rods resembling exhaust tubes, skull-themed handlebar arrays, and naked spacer girl art on the polished fuel tank. Like everything else about the Sethzinian race, the Space Hawg embraces campy sleaze.

The Space Hawg extends a forcefield containing a livable Earth normal atmosphere to all squares adjacent to the vehicle. In this bubble, the pilot and passengers are protected from the effects of both normal and hyperspace. This allows the Sethzinian pilot to cruise the stars unencumbered by bulky life support gear and still look appropriately badass. Saddlebags capable of holding about 100 lbs of

total cargo are mounted just behind the pilot's seat.

Space Hawg

Large Areospace Vehicle

Squares 4 (aprox- 10 ft x 10 ft)

AC 9 (-1 size) **Hardness** 5

HP 10

Base Save +0

Offense

Maximum Speed Flight 800 ft

Non-Combat Speed around .7 Mach in atmosphere, Starflight

Acceleration 200 ft

Propulsion fusion powered

Driving Check Pilot

Driving Space atop the vehicle's seat

Forward Facing facing the handlebars and prow

Decks 1

Blockboomer Hat

Aura moderate transmutation **CL** 10th

Slot head **Price** 3,200 gp (DC 22)

Weight negligible

This matte black ball-cap has a heavy, stylized silver printed circuit bolted to the front. This circuit glows with power when worn by a character rockin' any kind of Boomer-class weapon.

If a character wears the Blockboomer Hat while wielding any Boomer, that Boomer gains a +1 enhancement bonus to attack and damage rolls and gains the Keen weapon property. This bonus stacks with existing enhancement bonuses, to a maximum of +5.

Similar Items

A special hat that enhances a particular kind of Musical or Superior Musical weapon isn't limited to the Blockboomer Hat. This hip-hop influenced item is just one of many. Among other variants are bandanas that enhance attacks with Twin Thunder Rockers, black fedoras that enhance attacks with Trumpets or the Mouth Harp, cowboy hats that function with Acoustic Rockers, and too many other styles to name. Pick a general type of Musical weapon and a style of haberdashery and mix and match. These variants have

identical costs and construction requirements.

Construction

Requirements Craft Magic Arms and Armor, *dataread*, *keen edge*

Cost 1,600 gp (DC 20)

Crown of Psyren Beauty

Aura moderate enchantment **CL** 10th

Slot head and headband **Price** 8,200 gp (DC 25)

Weight 2 lbs

Resembling a pearly coral growth with glittering, pale blue, gem-like inclusions, the Crown of Psyren Beauty has long been a symbol of wealth and prestige among the arrogant Psyren race. While ancient star-tombs hold vast



numbers of these crowns, the secret of their manufacture has never been lost, even long after the collapse of the vast Psyren empire.

While wearing the Crown of Psyren Beauty, the saving throw DC of any Enchantment effect with the *charm* or *compulsion* descriptors is increased by +3, which stacks with the increase from Spell Focus and Greater Spell Focus.

Construction

Requirements Craft Wondrous Items, creator must be Psyren and have the Spell Focus (enchantment) feat
Cost 4,100 gp (DC 23)

Crown of the Stars

Aura strong divination CL 15th

Slot head and headband **Price** 390,000 gp (DC 39) **Weight** 3.5 lbs

This impressive crown is forged from a single golden alloy inlaid with mithral and platinum. The crown resembles some kind of alien squid, with angular, bladed tendrils reaching backwards from the crown of the skull. The Crown of the Stars was once a symbol of Psyren rulership. Ancient Psyren gravesites often hold a single noble interred with her Crown of the Stars and myriad attendants, sacrificed to serve their queen in the afterlife.

While wearing the Crown of the Stars, the character gains telepathy 100 ft, or her existing telepathy range extends by an additional 100 ft. She can scan the surface thoughts of any member of her species of lower social standing or wealth than her. The character cannot be *flat-footed* and receives a +8 insight bonus to her Initiative score while wearing the Crown of the Stars.

Construction

Requirements Craft Wondrous Items, creator must be Psyren, *telepathic bond*, *moment of prescience*
Cost 195,000 gp (DC 36)

Diplomat's Bracelets

Aura faint transmutation CL 7th

Slot wrists **Price** 2,200 gp (DC 21) **Weight** negligible
These heavy silver rings are thickly etched silver. The blunt, tubular bracelets flare to a roughly diamond shaped profile, before tapering to thinner rings of metal at the wrist. Smaller silver ringlets at the wrist clink and chime as they strike against the largest bracelet.

While wearing Diplomat's Bracelets, you may make one additional request of a creature while making a Diplomacy check without increasing the check's DC as usual per multiple requests. The DC is determined by the severity of

the most important favor requested.

Construction

Requirements Craft Wondrous Items, *glibness*
Cost 1,100 gp (DC 18)

Ganger's Fetish

Aura faint transmutation CL 1st

Slot neck **Price** 1,800 gp (DC 20) **Weight** negligible
Cheap fetishes made from feathers, de-fleshed animal skulls, shell casings, broken spark plugs, discharged energy cells, and the like usually are found hanging from the throat of some gang banger.

While wearing a Ganger's Fetish, a character gains a +2 competence bonus on Intimidate and Knowledge (local) checks.

Special: If worn by a character also wearing a *Star Ganger's Cut*, the Ganger's Fetish increases the bonus on the above skills to +3 each, and also provides a +2 competence bonus on Sleight of Hand checks.

Construction

Requirements Craft Wondrous Items, Intimidate or Knowledge (local) 5 ranks
Cost 900 gp (DC 17)

Goggles, Lover's

Aura faint enchantment CL 1st

Slot eyes **Price** 2,000gp (DC 10) **Weight** negligible
These big, face-concealing pink, heart shaped sunglasses have thin golden frames.

While wearing Lover's Goggles, the character can attempt a DC 10 Sense Motive check to determine a sentient creature's sexual orientation, as well as get a general idea of their sexual desires and romantic preferences. This check can be attempted once per round.

While wearing Lover's Goggles, you can use *Glam Guise* at will, as a first level caster.

Construction

Requirements Craft Wondrous Items, *glam guise*, creator must be bisexual
Cost 1,000 gp (DC 18)

Goggles, Punk**Aura** faint evocation CL 4th**Slot** eyes **Price** 3,000 gp (DC 22) **Weight** negligible

These cheap plastic sunshades have a slim profile, barely covering the entire eye socket. The lenses are neon pink, the frames oil-slick black, the overall quality: fuckin' flea market.

While wearing Punk Goggles, the effectiveness of any Prox used to attack the character is reduced by -3. Thus a Musical weapon with a +8 Prox plugged in, would be treated as if the attacker rolled a 5 on their attack roll with the weapon.

Construction**Requirements** Craft Wondrous Items, *datawipe***Cost** 1,500 gp (DC 19)**Goggles, Throatlitter****Aura** faint transmutation CL 3rd**Slot** eyes **Price** 2,000 gp (DC 20) **Weight** negligible

These cheap sunglasses have opaque plastic lenses with small horizontal slits cut out for vision. The plastic colors are loud and bright, and somehow threatening on a snarling, street-ganger's scarred and sweaty face.

While wearing Throatlitter Goggles, the wearer gains a +1 competence bonus on damage rolls with all light or one handed slashing weapons, including natural slashing weapons.

Special: If the Throatlitter Goggles are also worn with a *Starganger's Cut*, the character may take a full round action to make an Intimidate check against a target (s) of his or her choice during the first regular round of combat. If the wearer does so, he or she automatically confirms critical hits made with any light or one handed slashing weapon, including natural weapons, for the combat's duration.

**Construction****Requirements** Craft Wondrous Items, *keen edge***Cost** 1,000 gp (DC 18)**Goggles, Truesight****Aura** strong divination CL 10th**Slot** eyes**Price** 80,000 gp (DC 33)**Weight** negligible

In these cheap, black sunglasses that look like they cost about 2 credits, you're ready to kick ass and chew bubblegum.

While the Truesight Goggles are worn, your vision terminates completely at 60 ft, but within this range, you have *true sight*. A quirk of the goggles renders your vision through them completely grey-scale. You receive a +1 morale bonus on attack and damage rolls against any adversary whose illusions, invisibility or other supernatural disguise or concealment are penetrated by your *true sight* effect.

Construction**Requirements** Craft Wondrous Items, *true seeing*
Cost 40,000 gp (DC 31)**Groove Lamp****Aura** faint enchantment CL 7th**Slot** none **Price** 16,500 gp (DC 28) **Weight** 4 lbs

In the heavy future, lava lamp technology is so far advanced it involves magnetic forcefields and trapped plasma. This slowly pulsing, ever-changing orange-pink light puts those near by in the mood for love.

All creatures within 60 ft of the Groove Lamp gain a +5 bonus on Perform (sexual) checks. If a creature succeeds at a DC 20 Perform (sexual) check within this area, that character benefits from a *bless* spell whose effects last for 1 hour after the sexual act ends, plus one additional hour

per two points the check DC is beat by. Any particular character can only benefit from this long-term bless effect once per day.

Similar Items

The **Concert Groove** is an enormous trapped plasma stage display, larger than most holoplex movie screens, used by rock bands to give their gigs a particular ambience. This larger item weighs upward of 2 tons, and has a 150 ft cone area of effect. This item provides a bonus on any Perform check (rather than merely sexual) made in the area of effect. The Concert Groove is CL 12th, has a purchase price of 160,500 gp (DC 36) and commiserate construction costs.

Construction

Requirements Craft Wondrous Items, *bless*, *comfortable act*

Cost 8,250 gp (DC 25)

Guitar God's Gloves

Aura faint divination CL 1st

Slot hands **Price** 2,500 gp (DC 21) (lesser); 10,000 gp (DC 25) (greater) **Weight** negligible These fingerless black leather gloves have blunt silver studs arranged in a Satantic pentacle on the back of the palms.

While wearing these gloves, you receive a +5 competence bonus on Perform (stringed) checks (lesser) or a +10 competence bonus on Perform (stringed) checks (greater).

Similar Items

Various items offer similar bonuses to different kinds of Perform checks, and some might occupy different body slots. These variants have identical construction costs and requirements. Some examples include:

- **Punk's Stud** – a golden nose or lip piercing that provides a bonus on Perform (sing) checks and occupies the *head* slot.
- **Drummer's Gloves** – bright, primarily colored fingerless gloves, which provide a bonus on Perform (percussion) checks that occupies the *hands* slot.
- **Bluesman's Hat** – a rather worn black fedora which provides a bonus on either Perform (sing) or Perform (wind) checks and occupies the *head* slot.
- **Breakdancer's Kicks** – retro high-top sneakers that provide a bonus on Perform (dance) checks and occupy the *feet* slot.



Construction

Requirements Craft Wondrous Item, *play instrument*

Cost 1,250 gp (DC 18) (lesser); 5,000 gp (DC 23) (greater)

Gynoid's Faceplate

Aura strong transmutation CL 12th

Slot head **Price** 96,000 gp (DC 34) **Weight** 1 lb

The Gynoid's Faceplate can vary in appearance from immobile chrome and diode wrought masks, to something resembling the living fleshy face of a female (yet with circuitry and wiring on the inside of the "mask"). Created from the actual faceplate of a gynoid or Erobot, this item was made for technosexuals and females who desired the experience of being a machine, without the accompanying prosthesis and costs.

When placed against the face of a living humanoid the faceplate bonds itself to the skin and casts the spell *gynoid form* on the wearer save for the duration is unlimited as

long as the mask is worn. If an Erobot or other form of android instead dons the Gynoid's Faceplate, they receive the benefit of the spell *polymorph*, with the same expanded duration. The polymorph spell can only be used to assume the shape of Humanoids and Monstrous Humanoids of the same size category as the wearer's.

Some versions of the Gynoid's Faceplate are effectively cursed items, and cannot be removed unless a specific condition is met. Unscrupulous slavers and slave owners have been known to use this item to ensure obedience from their slaves by having the item permanently fused to their slaves, as the transformed girl cannot attack any target without her masters designation. Erobots wishing to conceal their true nature use the mask to pass as members of other races and mingle freely among the galactic populace.

Some common removal conditions include:

- Faceplate can only be removed by the Gynoid's designated master.
- Faceplate can only be removed after the wearer performs a specific sexual act or acts.
- Faceplate can only be removed after a specific time period elapses, usually a galactic standard year.

Construction

Requirements Craft Wondrous Item, *gynoid form*, creator must be an Erobot or other android

Cost 48,000 gp (DC 31)

Gynoid's Wig, Lesser

Aura faint enchantment CL 5th

Slot head **Price** 18,000 gp (DC 28) **Weight** negligible

This short, sleek wig is made of soft, silky silvery fibers that shine like polished chrome and is trimmed in a futuristic bobbed style.

Three times per day, the wearer can call upon the Wig's power to cast *robotic logic* upon herself.

Construction

Requirements Craft Wondrous Item, *robotic logic*

Cost 9,000 gp (DC 25)

Gynoid's Wig, Greater

Aura moderate transmutation CL 7th

Slot head **Price** 22,400 gp (DC 29) **Weight** negligible

This short, sleek wig is made of soft silvery fibers that shine like polished chrome. Fiber optic strands are woven into the wig, and shift from a starry blue to a neon red and back while it is worn. Like the lesser Gynoid's wig, this wig is trimmed in a futuristic bob.

When worn, the Greater Gynoid's Wig becomes part of the wearer's body, and when its magic is activated, it becomes a series of articulated chrome plates, in the same basic bobbed shape as the wig.

Twice per day, a female character wearing the Greater Gynoid's Wig can call upon the Wig's power and cast *gynoid form* upon herself.

Construction

Requirements Craft Wondrous Item, *gynoid form*

Cost 11,200 gp (DC 26)

Hookah, Everliving

Aura moderate transmutation CL 5th

Slot none **Price** 30,000 gp (DC 30) **Weight** 20 lbs

This large, onion-shaped Glow Hookah has a smoking bulb made of multi-colored glass, which is green at the base and then fades into gold and finally red. These hookahs are only assembled on New Kingston, under the watchful eye of master crafters who've practiced the trade for generations.

The Everliving Hookah functions as an ordinary Glow Hookah. In addition, if the owner succeeds at a DC 12 Knowledge (religion) check at the beginning of each day, the otherwise empty Hookah fills with 2d6 doses of *New Kingston Glow*, plus an additional dose per three points the check result exceeds DC 12 to a maximum of 18 doses. Doses cannot be removed from the Hookah to be sold individually, and vanish if not used before the next sunrise.

Construction

Requirements Craft Wondrous Items, creator must follow either Druidic traditions or Neo-Rastafari, *plant growth*

Cost 15,000 gp (DC 27)

Hookah, Sexbong

Aura moderate conjuration CL 5th

Slot none **Price** 22,000 gp (DC 29) **Weight** 20 lbs

The smoky pink wood of this Glow Hookah smells of incense and sex. The iridescent golden glass of the bowl itself is carved into an elaborate, multi-species orgy, and the brass smoking pipes are little, anatomically correct penises.

The Sexbong Hookah functions as an ordinary Glow Hookah. In addition, if the user smokes *Pacifican Glow* in the Hookah, pinkish-gold smoke fills a 60 ft radius around the Hookah for 1d4 hours. If a creature has sex within this smoky radius, they benefit from a +5 circumstance bonus on Perform (sexual) checks, as well as the effects of *comfortable act* and *fertility control*. Characters cannot contract sexually transmitted diseases within this smoke.

Construction

Requirements Craft Wondrous Items, creator must be a Pacifican, *comfortable act*, *fertility control*, *remove disease*

Cost 11,000 gp (DC 26)

Hookah, Starwarper

Aura strong conjuration **CL** 9th

Slot none **Price** 22,000 gp (DC 23) **Weight** 20 lbs

Extremely popular among Free Spacers, this futuristic bong incorporates precision-machined warp core components, lit by pulsing rings of flickering neon plasma. Some of the best Starwarper Hookahs are actually built from recycled starship engine components.

The Starwarper Hookah functions as an ordinary Glow Hookah. Once per day, if the user smokes a dose of *Asimov Glow* or *Treant Glow* in the Starwarper Hookah, he can blow the mind-expanding smoke into the engine of any starship. Doing so has no effects on the smoker other than to activate the Starwarper Hookah's power. For the duration of a single hyperspace journey, which must be initiated within one minute of the smoke being blown, the vessel's non-tactical speed and range is increased by at least half.

Construction

Requirements Craft Wondrous Items, *warp envelope*, creator must be a Free Spacer

Cost 11,000 gp (DC 20)

Hyperspatial Hypercubes

Aura moderate conjuration **CL** 9th

Slot none **Price** 90,000 gp (DC 33) **Weight** 1 lb

Hyperspatial Hypercubes are the futuristic equivalent of fuzzy dice- a pair of large, plastic cubes, each facet flashing a different rainbow color and emitting a low hum, like an idling warp engine. Hang these gaudy decorations above the control console of a starship to activate their magic.

When hung in the cockpit of any starship, the Hyperspatial Hypercubes increase the starship's non-tactical travel speed by at least 25% and increase its tactical speed by +1,500 ft (3 space scale squares).

Construction

Requirements Craft Wondrous Item, *warp envelope*

Cost 45,000 gp (DC 31)

Muscle Academy Cap

Aura faint transmutation **CL** 3rd

Slot head **Price** 1,200 gp (DC 18) **Weight** 1 lb

This glossy black leather and polished steel police cap has a fascistic vibe and is usually pulled down low over the eyes

of some burly, sweaty Leather Clone.

When the Muscle Academy Cap is worn by a Leather Clone with the *Muscle Up* racial trait, he is considered as being two levels higher than his actual level for determining the duration of STR and CON enhancing effects.

Construction

Requirements Craft Wondrous Items, creator must be a Leather Clone, *bull's strength* or *bear's endurance*

Cost 600 gp (DC 16)

Onelove Necklace

Aura faint telepathy **ML** 3rd

Slot neck **Price** 6,000 gp (DC 24) **Weight** negligible

A slender band of soft brown leather is strung with red, gold and green beads.

While wearing the Onelove Necklace, an Afro-Futurist wearer gains an additional two Power Points in his or her Power Point reserve, which are lost first. If the character undergoes a Glow Trip while wearing the necklace, he or she regains 1d4-1 power points, which cannot take their PP reserve above its normal maximum. The Onelove Necklace must be worn continually for 24 hours before its power activates.

Special: Only Afro-Futurists can benefit from this necklace.

Construction

Requirements Craft Wondrous Items, *mind link*, creator must be an Afro-Futurist

Cost 3,000 gp (DC 22)

Onerace Necklace

Aura faint enchantment **CL** 3rd

Slot neck **Price** 2,000 gp (DC 28) **Weight** negligible

A thick thong of coffee-black leather is strong with heavy red and green beads.

While wearing the Onerace Necklace, an Afro-Futurist wearer's *Raised Fist* racial quality improves. While the Raised Fist is active, all Afro-Futurist allies within 30 ft gain a +1 morale bonus on attack and damage rolls.

Special: Only Afro-Futurists can benefit from this necklace.

Construction

Requirements Craft Wondrous Item, *bleed*, creator must be an Afro-Futurist

Cost 1,000 gp (DC 18)

Pacifician Pacifisto**Aura** strong evocation CL 15th**Slot** wrist **Price** 90,000 gp (DC 33) **Weight** 1 lb

This ornate, filigreed silver bracer extends to cover the back of the hand and ties with a thin silver chain around the wearer's middle finger. A thin silver housing, strong but seemingly delicate plugs directly into the Pacifician Warning Crystal on the back of the wearer's palm. When attached properly, the Pacifisto glows softly and hums like a tired vibrator.

Three times per day, the wearer can use *Resilient Sphere* as a standard action.

Once per day, the wearer can use *Telekinetic Sphere* as a standard action.

Special: Only characters with the Pacifician Warning Crystal starting talent can benefit from this magic item.

Construction

Requirements Craft Wondrous Item, *resilient sphere*, *telekinetic sphere*, creator must be a Pacifician

Cost 45,000 gp (DC 31)

Pacifician Shag Spread**Aura** faint conjuration CL 1st**Slot** none **Price** 2,500 gp (DC 21) **Weight** 5 lbs

This heavy, supersoft and dangerously cuddly bedspread is woven from native Pacifician fibers, and slowly changes color from a milky white to a soft pink to various earth tones and back. Any Pacifician who can afford this bed spread owns at least one and probably more- one for home, one for office, one for space pod, ect.....

While atop the bed spread, creatures can enjoy a comfortable sex act (somehow) regardless of size or anatomical differences or oddities, a real boon when dealing with aliens. At the end of any sex atop the bed spread, you recover Hit Points equal to 3 + your lover's CHA modifier if wounded.

Construction

Requirements Craft Wondrous Item, *comfortable act*, *cure light wounds*, creator must be a Pacifician

Cost 1,250 gp (DC 18)

Pendant, Enigma**Aura** faint divination CL 3rd**Slot** neck **Price** 2,800 gp (DC 21) **Weight** negligible

This charm is a simple lapis lazuli diamond, roughly coin-sized, worn on a plain black leather cord. When the pendant detects a mystery, it rises up on the cord, to point toward whatever enigma is on today's adventuring menu.

While wearing the Enigma Pendant, the character may make a perception check to detect traps or secret doors within 30 ft, even if not actively searching. The character gains a +5 competence bonus on Perception and Disable Device checks made in structures and vehicles created by species other than the wearer's own race. While wearing the Enigma Pendant, the wearer can always determine both planetary north, and the direction of their homeworld.

Construction

Requirements Craft Wondrous Items, *detect snares and pits*, *detect secret doors*

Cost 1,400 gp (DC 19)

Pendant, Ironhard**Aura** strong transmutation CL 18th**Slot** neck **Price** 57,600 gp (DC 32) **Weight** negligible

This steel necklace, on its steel chain, depicts a muscular male idol from the abs up, arms crossed over his powerful chest, eyes hidden beneath the brim of a leather-daddy's cap. You touch the idol and body becomes gleaming, polished iron, hyper-muscular and openly sexual, and your clothing transforms into taut, glossy black studded leathers. You become what a Leather Clone envisions when he imagines God.

Once per day, you can touch the Ironhard Pendant to benefit from *god form*. The God invoked is considered to be CG. Non-Leather Clones using this pendant (with the exception of worshippers of the Protector) always suffer at least 3d6 points of non-lethal damage when attempting to invoke the Ironhard God.

Construction

Requirements Craft Wondrous Items, *god form*, creator must be a Leather Clone

Cost 28,800 gp (DC 30)

Performance Headphones, Gamer's**Aura** faint divination CL 3rd**Slot** head **Price** 2,400 gp (DC 21) **Weight** negligible

These bulky blue and purple plastic noise-canceling headphones include lots of glowing LEDs that serve no purpose but look cool. The wireless antenna on either side almost look like sleek, polygonal rabbit ears.

Gamer's Performance Headphones function +3 Performance Headphones, which provide a +4 competence bonus on Computer Use and Knowledge (technology) checks.

Construction

Requirements Craft Wondrous Items, *hacker spark*

Cost 1,200 gp (DC 18)



Performance Headphones, Outlaw Journo

Aura strong divination CL 13th

Slot head Price 165,000 gp (DC 36) Weight 2 lbs

These bulky, hot-pink headphones are emblazoned with Outlaw Sex Station 09's glowing star logo, and have a retractable antenna built into the left 'can'. A folding boom microphone is built into the opposite ear piece.

Outlaw Journo Headphones function as +2 Performance Headphones, and include an integrated palm top computer (controlled by holo-displays and voice commands) and a

secure, multi-channel ansible communicator with a multi-light year range.

The Outlaw Journo Headphones allow the user to use several Bard spells, the better to seek out information, tell a story the ICG doesn't want the galaxy to hear or just spread the love. These powers can be used a number of times per day as shown below.

- **Detect Magic** (at will)
- **Expository Geomorph*** (3x per day: 1x four sided geomorph, 2x twenty sided geomorphs)

- **Joyful Rapture** (1x per day)
- **Persistent Image** (3x per day)
- **Share Memory** (at will)
- **Undetectable Alignment** (at will)

Construction

Requirements Craft Magic Arms and Armor, *detect magic*, *expository geomorph**, *joyful rapture*, *persistent image*, *share memory*, *undetectable alignment*

Cost 82,500 gp (DC 33)

Pinball Wizard: "The All Seeing Eye"

Aura strong divination CL 10th

Slot none **Price** 150,000 gp (DC 35) **Weight** 200-250 lbs

The All Seeing Eye is a futuristic pinball machine with a fantasy motif. A neon hologram of a bearded wizard with a conical hat taunts and berates the players as flashing lights and buzzers distract them. Victory means access to useful divination magic.

Playing a game of "All Seeing Eye" requires 2d6 minutes and a 1 gp 'donation' into the credit slot. Make a DEX check; the result of which determines the divination effect provided to the player. Failure wastes the money and time but provides no benefit.

A specific creature can only benefit from the pinball machine once per day.

- DC 10: Anticipate Peril
- DC 12: Identify (an object placed atop the pinball machine)
- DC 14: Locate Object
- DC 16: Clairaudience/Clairvoyance
- DC 18: Locate Creature
- DC 20: Scrying

Construction

Requirements Craft Wondrous Items, *Anticipate Peril*, *Clairaudience/Clairvoyance*, *Identify*, *Locate Creature*, *Locate Object*, *Scrying*

Cost 75,000gp (DC 33)

Pinball Wizard: "Mistress of the Crypt!"

Aura strong necromancy CL 10th

Slot non **Price** 150,000 gp (DC 35) **Weight** 200-250 lbs

Mistress of the Crypt is a futuristic pinball machine with a gothic motif. A blood red hologram of a barely clothed vampire seductress taunts and wiggles for the player's entertainment. The playing field resembles a Satanic torture dungeon, filled with sultry monsters and cute virgins in diaphanous gowns chained to the bumpers. Victory means access to deadly necromantic magic.

Playing a game of "Mistress of the Crypt!" requires 2d6

minutes and a 1 gp 'donation' into the credit slot. Make a DEX check; the result of which determines the abjuration effect provided to the player. Failure wastes the money and time but provides no benefit. A specific creature can only benefit from the pinball machine once per day.

- DC 10: False Life
- DC 12: Decompose Corpse (corpse placed atop the pinball machine)
- DC 14: Command Undead (spell is inert for up to 4 hours or until you need an undead creature if none are present nearby)
- DC 16: Gentle Repose (corpse placed atop the pinball machine)
- DC 18: Animate Dead (corpses must be on or near machine)
- DC 20: Magic Jar

Construction

Requirements Craft Wondrous Items, *animate dead*, *command undead*, *decompose corpse*, *false life*, *gentle repose*, *magic jar*

Cost 75,000 gp (DC 33)

Pinball Wizard: "Operation: Forcefield"

Aura strong abjuration CL 5th

Slot none **Price** 60,000 gp (DC 32) **Weight** 200-250 lbs

Operation: Forcefield is a futuristic pinball machine with a space-battle motif. A holographic starfighter floats above a starry playfield, making intense laser sounds and thruster noises. The playfield is decorated with flashing nebula and octopus like space monsters in neon-colors. Victory means access to protective abjuration magic.

Playing a game of "Operation: Forcefield " requires 2d6 minutes and a 1 gp 'donation' into the credit slot. Make a DEX check; the result of which determines the abjuration effect provided to the player. Failure wastes the money and time but provides no benefit.

A specific creature can only benefit from the pinball machine once per day.

- DC 10: Endure Elements
- DC 12: Shield
- DC 14: Obscure Object (single object placed atop the pinball machine)
- DC 16: Resist Energy
- DC 18: Nondetection
- DC 20: Dispel Magic

Construction

Requirements Craft Wondrous Items, *dispel magic*, *endure elements*, *obscure object*, *nondetection*, *resist energy*, *shield*

Cost 30,000 gp (DC 30)

Pinball Wizard “Mighty Mutator!”**Aura** strong transmutation CL 5th**Slot** none **Price** 60,000 gp (DC 32) **Weight** 200-250 lbs

The Mighty Mutator! is a futuristic pinball machine with an post-apoc motif. A neon hologram of a burly, green skinned muscle man with a massive battleaxe fights holographic mutants and shouts brutal encouragement at the player, while the silver multi-balls bounce around a play field decorated with ruined cities and giant bugs.

Playing a game of “Mighty Mutator!” requires 2d6 minutes and a 1 gp ‘donation’ into the credit slot. Make a DEX check; the result of which determines the transmutation effect provided to the player. Failure wastes the money and time but provides no benefit. A specific creature can only benefit from the pinball machine once per day.

- DC 10: Polypurpose Panacea
- DC 12: Ant Haul
- DC 14: Make Whole (an object placed atop the pinball machine)
- DC 16: Alter Self
- DC 18: Bull’s Strength or Bear’s Endurance (player’s choice)
- DC 20: Keen Edge (melee weapon placed atop pinball machine)

Construction

Requirements Craft Wondrous Items, *ant haul, alter self, bear’s endurance, bull’s strength, keen edge, make whole, polypurpose panacea*

Cost 30,000 gp (DC 30)**Rifting Quiver****Aura** strong conjuration CL 12th**Slot** none/weapon **Price** 12,000 gp (DC 26) **Weight** 5 lbs

This bulky black quiver is sewn from glossy black leather which always gleams with pinkish-purple reflections, regardless of prevailing light conditions, like it is always bathed in strange neon.

The Rifting Quiver can produce an infinite number of +1 **javelins**. Only one +1 *javelin* is created at a time, and when thrown, it vanishes as soon as the attack roll is resolved, whether it hits or misses. In addition, each dawn, 1d3 Rifting Javelins appear within the Rifting Quiver. If not used before the following dawn, these glowing javelins vanish without a trace.

Construction

Requirements Craft Wondrous Items, *plane shift*, creator must be an Outsider

Cost 6,000 gp (DC 24)**Ring, Dr. Youp’s Gunslingin’****Aura** faint conjuration CL 3rd**Slot** ring **Price** 6,000 gp (DC 24) **Weight** negligible

This simple ring could easily pass for a wedding ring of the approved ICG type- only the Dr. Youp’s branding inscribed on the inner surface hints at the device’s true nature. Though hotly illegal, this ring is very popular among spacers and criminals- it’s the ultimate hold out weapon.

As a swift action, the wearer can conjure a single, fully charged Spacer’s Blaster into his empty hand. The Spacer’s Blaster remains for either one minute or until all its charges are used up, whichever is shorter before vanishing. The Gunslingin’ Ring can be used up to 5 times per day.

Construction

Requirements Forge Ring, *summon firearm*

Cost 3,000 gp (DC 22)**Ring, Omnisexualist’s****Aura** faint transmutation CL**Slot** ring **Price** 1,250 gp (DC 18) **Weight** negligible

This bulky and elaborate silver ring is decorated with multicolored gem shards arranged in spiraling, haphazard patterns.

While wearing the ring, may comfortably engage in sexual acts with any creature, regardless of size differences or anatomical oddities. While wearing this ring, you receive a +2 competence bonus on Diplomacy checks made against previously unknown or undiscovered species (in first-contact type situations). This bonus remains in place for 1d4+1 days after first contact is made.

Construction

Requirements Forge Ring, *comfortable act*

Cost 625 gp (DC 16)**Ring, Pacifician Loveroom****Aura** faint evocation CL 5th**Slot** ring **Price** 6,000 gp (DC 24) **Weight** negligible

This pink gold ring is studded with silvery chips of Pacifician *ero-pearl*.

By twisting the ring in a certain way, the wearer can cast Tiny Hut once per day. The Tiny Hut created remains in place for up to 10 hours. It is decorated as a typical Pacifician love room- a white shag carpet six inches deep, soft pillows made of transparent latex and filled with air, and dim pinkish light perfect for lovemaking.

Similar Items

Other races produce their own unique versions of this ring. Some examples:

The Peepshow Ring is silver and obsidian, forged to resemble an archaic, Old Earth film strip. Twist the ring, and you conjure a tiny, theater-like space with red velvet chairs with fold down arm rest, tacky purple carpet with golden stars and a comfortable darkness all around. A holographic projector plays a continual loop of raunchy, full-bush, XXX porno which lights the tiny theater.

The Reasoning Ring is an Afro-Futurist item, a solid gold band flecked with chips of red, black, and green semi-precious stones. It conjures a comfortable lounge filled with soft cushions and wicker furniture. A Glow Hookah sits in the center of the space, ready for use. This version of the ring requires the creator to be an Afro-Futurist.

Construction

Requirements Forge Ring, *tiny hut*

Cost 3,000 gp (DC 22)

Royal Beads

Aura faint evocation (sonic) CL 3rd

Slot neck **Price** 2,000 gp (DC 20) **Weight** 1 lb

These heavy monks' beads are heavy leather wrapped in blue suede, beloved by monks who worship the Uncrowned King as a kung-fu avatar of justice (which is a lot of 'em).

While wearing these monk's beads, a character who has chosen Elvis Presley the Uncrowned King as a patron deity adds +1d6 points of sonic damage with a successful unarmed strike, as snatches of old Elvis tunes blare forth at ear-splitting volume on a good hit. Characters with no connection to Elvis Presley the Uncrowned King only add +1 sonic damage on a successful unarmed strike, and the sound of the magic is much weaker.

Construction

Requirements Craft Magic Arms and Armor, *sound burst*

Cost 1,000 gp (DC 18)

Royal Shoes

Aura faint enchantment CL 3rd

Slot feet **Price** 12,000 gp (DC 26) **Weight** 2 lbs

These blue suede shoes (decorated with a lopsided silver crown on each heel) are as at home beneath a finely tailored business suit as they are an armored space suit or silver and rhinestone performing robes.

While wearing Royal Shoes, the character becomes immune to fear and non-magical disease and receives a +2 competence bonus on Perform (sing) checks. Royal Shoes can be worn with any armor with the *space suit* property without compromising this quality.

Construction

Requirements Craft Wondrous Item, *Uncrowned King's courage*

Cost 6,000 gp (DC 24)

Seat Cover, Beaded

Aura faint transmutation CL 5th

Slot none **Price** 8,000 gp (DC 25) **Weight** 2 lbs

Some of the best star pilots in the *heavy future* swear by their specially enchanted seat covers. This seat cover is an array of polished wooden beads on leather straps, guaranteed to take the back-pain out of a long hyperspace jaunt.

If the Beaded Seat Cover is installed into the pilot's chair of any starship or aircraft, the pilot gains a +2 morale bonus on REF and WILL saves made while piloting the vehicle or on the vehicle's behalf. If the vehicle is forced to make an object saving throw while attended, the vehicle also gains this benefit. This magic item offers no benefit if not installed in a vehicle.

Similar Items

The *Tiger-Striped Seat Cover* is an even flashier, more pimped-out enchanted seat cover. This enchanted seat cover provides the pilot with a +2 morale bonus on REF Saves and a +4 morale bonus on Pilot checks but otherwise functions like the *Beaded Seat Cover*. Cost and construction requirements are identical.

Somewhat more subdued, *Zebra-Striped Seat Covers* are popular among Afro-Futurist space aces. This enchanted seat cover provides the pilot with a +2 morale bonus on WILL Saves as well as a +1 dodge bonus to AC for any starship it is installed in, but otherwise function identically to the *Beaded Seat Cover*. Cost and construction requirements are identical.

Construction

Requirements Craft Wondrous Items, *cat's grace*, *owl's wisdom*

Cost 4,000 gp (DC 23)

Seat Cover, Pacifician Pink

Aura strong abjuration CL 10th

Slot none **Price** 28,000 gp (DC 29) **Weight** 2 lbs

This fuzzy, plush faux-fur seat cover is a shocking pink so bright it burns the retinas, so pink it's like the nipples of the Goddess herself.

The Pacifician Pink Seat Cover must be installed in the pilot's chair of a starship or aircraft to function, and provides no benefit if not installed in a vehicle. Once per day, a vehicle equipped with this seat cover can wrap

itself in a brilliant pink force-bubble for up to 10 rounds (one minute). During this time, all damage from successful attacks as well as environmental hazards that successfully damage the vehicle is halved. Halves this damage before applying hardness, damage reduction or energy resistances or immunities. However, while the pink bubble is active, all weapons fired from the vehicle have their damage type changed to non-lethal damage.

Construction

Requirements Craft Wondrous Items, *Pacifician battlefield*

Cost 14,000 gp (DC 27)

Sniffer's Box

Aura strong transmutation **CL** 10th

Slot none **Price** 16,500 gp (DC 28) **Weight** 1 lb

This fine golden puzzle box is designed for holding a spacer's supply of various Sniffs and other accoutrements of the trade: little razors for making fine lines of powder, a tiny nose tube, a spoon, a miniscule measuring scale, all in the finest star-metals.

By adding a single dose of any Sniff to the Sniffer's Box and succeeding at a DC 22 Craft (alchemy), which requires a minute of effort, a second dose of identical Sniff appears in the box. The extra dose of Sniff can be removed from the box and stored, but both this second dose and the original dose used to start the process degrade into uselessness within 12 hours, if not snorted before that time elapses. A dose of Sniff can only be used with the Sniffer's Box once. A failure on the Craft (alchemy) ruins the original dose of Sniff.

The Sniffer's Box can be used a maximum of three times per day.

Construction

Requirements Craft Wondrous Items, Craft (alchemy) 10 ranks, *universal formula*

Cost 8,250 gp (DC 25)

Sniffer's Spoon

Aura faint transmutation **CL** 5th

Slot neck **Price** 1,200 gp (DC 18) **Weight** negligible

This miniature golden spoon hangs from a long length of thin gold chain, dropping to mid-abdomen on an ordinary sized hominid. The spoon's bowl is just big enough to accept a generous dose of Sniff.

When any Sniff is poured into the Sniffer's Spoon and then snorted, as a full round action, that Sniff's normal duration

is doubled.

Construction

Requirements Craft Wondrous Items, Craft (alchemy) 5 ranks

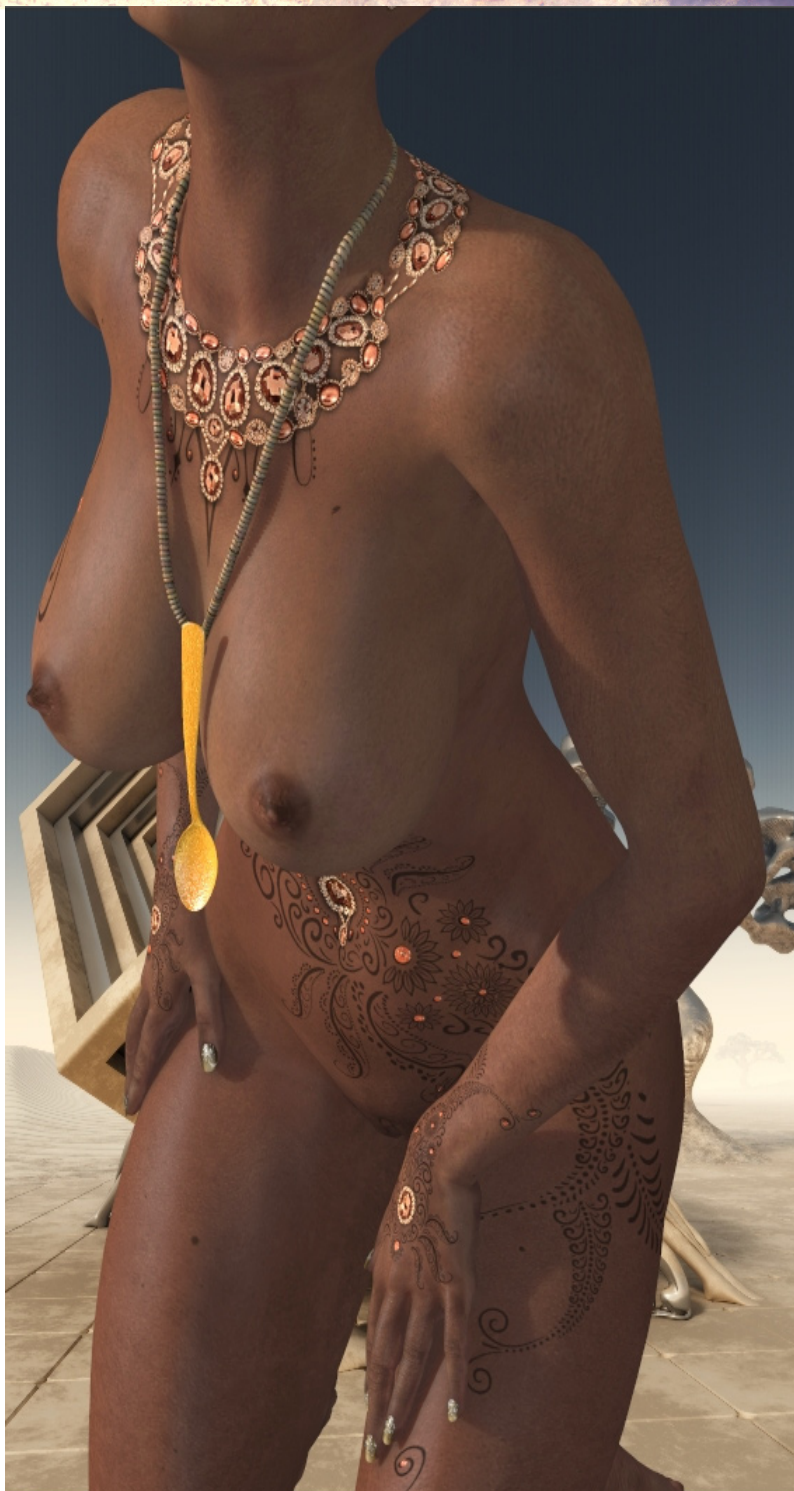
Cost 600 gp (DC 16)

Star Rider's Patch

Aura faint abjuration **CL** 3rd

Slot none **Price** 5,000 gp (DC 23) **Weight** negligible

This hardcore, blood-bright nylon and dyed Kevlar biker patch is designed to be sewn onto the back of a Star



Ganger's Cut. It's the patch of a Sethzinian *space hawg* gang- you better earn the colors, and defend 'em with your life.

While wearing the Star Rider's Patch, the character gains a +6 competence bonus on Pilot checks made to control a *space hawg*, and a +2 competence bonus on all other Pilot checks. In addition, each Star Rider's Patch is keyed to a specific gang and its territory: you gain a +2 competence bonus on Knowledge (local) checks made to gather information about the gang, and a +2 competence bonus on Intimidate checks made against known enemies of the gang while wearing the Patch.

This item must be attached to a Star Ganger's Cut to function, and has no benefit if worn separately.

Construction

Requirements Craft Wondrous Items, Pilot 5 ranks, creator must be a Sethzinian

Cost 2,500 gp (DC 21)

Televangelist's Rug

Aura faint transmutation CL 5th

Slot head and headband **Price** 2,500 gp (DC 21)

Weight 2 lbs

This high-grade hairpiece is steely grey, with enough mousse, sealant and holding gel worked into the pelt to make it pretty much indestructible. The hair's high enough to reach halfway to Heaven even if the moron wearing it isn't.

If worn by a character with any ICG-approved patron deity, the character can substitute a Bluff check for the required check any time he is required to make a Knowledge (religion), Knowledge (the planes) or Spellcraft check to cast, identify or learn a divine spell or effect.

Construction

Requirements Craft Wondrous Items, creator must worship an ICG-approved patron deity, *owl's wisdom*

Cost 1,250 gp (DC 19)

Twisted Chains of Might

Aura moderate transmutation CL 6th

Slot neck **Price** 28,000 gp (DC 29) **Weight** 8 lbs

An interlaced and twisted set of gold chains are so tightly interwoven, they form a mane of metal and wire around the wearer's throat.

Twisted Chains of Might provide the wearer with a +4 enhancement bonus to his STR score.

While wearing the Twisted Chains of Might, the character is treated as being one size category larger whenever doing

so would benefit him, as if the character possessed the *Powerful Build* racial trait.

Construction

Requirements Craft Wondrous Items, *bull's strength*, *enlarge person*

Cost 14,000 gp (DC 27)

Vitality Ring, Androcentric

Aura faint transmutation CL 1st

Slot belt **Price** 500 gp (DC 15) **Weight** negligible

This red leather cockring squeezes the shaft tightly.

Once per day, when attacking with any revolver or either any smuggler's blaster or spacer's blaster, the wearer may substitute a Perform (sexual) check for a ranged attack roll, effectively granting the revolver or blaster the Musical quality for one attack. Wearers with 10+ ranks in Perform (sexual) may use this ability twice per day.

Special: Only male characters can benefit from this magic item.

Construction

Requirements Craft Wondrous Items, Perform (sexual) 5 ranks, creator must be male

Cost 250 gp (DC 13)

Vitality Ring, Afro-Futurist

Aura faint divination CL 1st

Slot belt **Price** 500 gp (DC 15) **Weight** negligible

The white faces of the Corporation Command spread all sorts of rumors about what kind of 'equipment' the average Afro-Futurist spacer's packing. This cock ring is made from bands of red, black and green leather, and answers just about every question the Command's asking...and a little more.

The wearer gains a cumulative +1 competence bonus on Perform (sexual) checks for every five ranks they place in Knowledge (local), to a maximum +5 bonus.

Special: Only male characters can benefit from this magic item.

Construction

Requirements Craft Wondrous Items, Knowledge (local) 5 ranks, creator must be a male Afro-Futurist

Cost 250 gp (DC 13)

Vitality Ring, Rainbow Leather

Aura faint transmutation CL 1st

Slot belt **Price** 800 gp (DC 17) **Weight** negligible

This tightly knotted cockring is formed from several individual strands of colorful leather, and is popular among

Leather Clones. Most shops and bars in Starburn Sector keep this magical trinket, or others like it, on permanent display near the counter, sold to anybody with the creds to spend.

While wearing a Rainbow Leather Vitality Ring, the character becomes immune to sexually transmitted diseases.

Special: Only male characters can benefit from this magic item.

Construction

Requirements Craft Wondrous Items, *condom when you need one*, creator must be a Leather Clone male

Cost 400 gp (DC 15)

Vitality Ring, Rainbow Polymer

Aura faint transmutation CL 1st

Slot belt **Price** 800 gp (DC 17) **Weight** negligible

This plastic cockring is molded from multi-colored, ultra-hard plastic. Most of the bouncers working the leather bars in Starburn Sector have one of these colorful rings encircling their gene-enhanced cocks.

While wearing a Rainbow Polymer Vitality Ring, the character is treated as possessing the Improved Unarmed Strike feat. If the character already possesses this feat, they inflict an additional point of damage with a successful unarmed strike.

Special: Only male characters can benefit from this magic item.

Construction

Requirements Craft Wondrous Items, Improved Unarmed Strike, creator must be a Leather Clone male

Cost 400 gp (DC 15)

Walpurgisnacht Belt

Aura strong evocation and evil CL 10th

Slot belt **Price** 85,000 gp (DC 33) **Weight** 2 lbs

This wide black leather belt is hung with fishhooks and rusty nails. The buckle is a silver goat's skull, with horns stretched wide to encircle the crotch. Inverted pentacle charms and links of chrome chains hang from the belt.

While wearing the Walpurgisnacht Belt, any damage delivered by a Musical or Superior Musical weapon activated via a Perform check, excluding typed bonus damage from weapon properties such as *corrosive* or *flaming*, is treated as profane damage rather than damage of its normal type. Profane damage is not subject to energy resistance or immunity.

Similar Items

The *Chorus of Angels* Belt is a similarly tacky and eye-catching belt. White leather is accented by chrome wings framing the crotch. This belt transforms Musical or Superior Musical weapon damage into *holy* damage, requires the creator to have an ICG patron deity, and requires *hallow* to be used in its construction. This variant belt has a good aura, but aside from these modifications is virtually identical to the Walpurgisnacht Belt.

Construction

Requirements Craft Wondrous Items, creator must have a Cosmic Satanist patron deity, *unhallow*

Cost 42,500 gp (DC 31)

Wonder Maker's Cap

Aura moderate enchantment CL 10th

Slot head and headband **Price** 28,000 gp (DC 29)

Weight 1 lb

Overly elaborate, intricately decorated and brocaded with colorful circuit-threads, these high peaked, short brimmed hats are a symbol of the wearer's mastery of the arts. A Wonder Maker's Cap includes a pair of snap-down ear flaps with integrated communications gear. Colors vary wildly, usually representing the planetary colors of whomever commissioned this strange and fabulous headwear.

While wearing a Wonder Maker's Cap, the character treats all Craft and Perform skills as class skills. In addition, any time the wearer makes a Craft or Perform skill check he or she has 5+ ranks in, roll 1d10 and add the die roll to the skill check result as a competence bonus.

Construction

Requirements Craft Wondrous Items, *borrow skill*, *musical warrior*

Cost 14,000 gp (DC 27)

CONSUMABLE ITEMS

(Cn) indicates a Consumable item

Afro-Futurist Beads (Cn)

Aura moderate conjuration **CL** 5th

Slot neck **Price** 8,250 gp (DC 25) **Weight** 1 lb

This long string of irregular wooden beads is whittled down from fine hardwoods grown on a dozen Afro-Futurist planets and out-colonies. The string of beads stretches down past the wearer's belly, and is worn wrapped around the throat multiple times.

A string of Afro-Futurist Beads contains three types of beads: small round beads, small oval beads, and large round beads, each made from a different type of wood.

Each string of Afro-Futurist Beads contains 4d6 *small round beads* (average 14) when newly created. As a standard action, the wearer can remove any one of the small round beads to receive a +1d6 bonus on any skill check made immediately after drawing the bead.

The Afro-Futurist Beads also contain 2d6 *small oval beads* (average 7) when newly created. As a standard action, the wearer can remove one of these beads to cast *cure moderate wounds*, either to benefit themselves or another creature. If the recipient of the spell is an Afro-Futurist, the effects of the spell are maximized.

Finally, each string of Afro-Futurist Beads also contains 1d6 *large round beads* (average 3) when newly created. Removing one of these allows the wearer to cast *emergency space suit*, either to benefit themselves or another creature. If the recipient of the spell is an Afro-Futurist, the spell functions as *call powered armor* instead, with a 5 hour duration.

Construction

Requirements Craft Wondrous Items, *borrow skill*, *cure moderate wounds*, *emergency space suit*, creator must be an Afro-Futurist

Cost 4,125 gp (DC 23)

Anthro-Gen Mutagen (Cn)

Aura moderate transmutation **CL** 7th

Slot none **Price** 1,100 gp (DC 18) **Weight** 1 lb

This powerful mutagen glows a pale blue, like a clear summer sky. The mutagen's injector is kept in a relatively heavy, refrigerated metal tube until the chemical is needed. A QR code stamped into one end of the cylinder provides full data on the mutagen, safety precautions and prescriptions for use when scanned.

After injecting the Anthro-Gen Mutagen, a character

becomes unconscious for 2d6 hours, during which time they are transformed into an Anthro as per the *trans-furmutation* spell.

This mutagen can be injected into a willing target as a full round action. If the target is not bound or otherwise helpless, it requires a melee attack (with the needle acting as an improvised weapon) to inject the chemical. In either case, an unwilling target gains a FORT Save to resist the mutagen's effect.

Similar Items

The *Elixir of the Zodiac* is a tiny iron and leaded glass jug sealed with a removable iron stopper. Glowing blue fluid fills the small amphora. A sign of the animal Zodiac is stamped into the metal stopper, indicating what kind of Anthro drinking this luminous fluid will create. This elixir is common on lower tech worlds, and functions identically to *Anthro-Gen Mutagen*.

The *Transformative Pelt* functions identically, and is a thick blanket tanned from the hide of exotic animal species with intricate knot-work and stitching on the back. The Pelt is wrapped tightly around the body of the creature to be transformed while ritual oils and incense are poured over the creature's bound form. The Transformative Pelt is common on lower tech worlds, and functions identically to *Anthro-Gen Mutagen*, though it is created with Craft Wondrous Items instead of Brew Potion.

Construction

Requirements Brew Potion, *trans-furmutation*

Cost 550 gp (DC 15)

Brew, Rocker's (Cn)

Aura faint enchantment **CL** 1st

Slot none **Price** 125 gp (DC 10) **Weight** 1 lb

This piss-yellow, cheap-ass light beer is sold in stark black and white cans lettered with a blood red brand name.

For one hour after draining a can of Rocker's Brew, the drinker gains a +2 bonus on all music-related Perform checks. The drinker can discharge this effect as a swift action. Doing so allows the drinker to make a single attack with any Musical weapon as if it were a Superior Musical weapon.

Construction

Requirements Brew Potion, creator must have 3 ranks in any musical Perform skill, *play instrument*

Cost 63 gp (DC 8)



Brew, Shiner (Cn)

Aura faint transmutation CL 3rd

Slot none **Price** 600 gp (DC 16) **Weight** 1 lb

The ram, goat and sheep-like Shippers that call Shiner Station home run one of the best watering holes in known space. They bottle their dark pilsner in tough glass bottles, emblazoned with the paper label of their space station. The brew's a favorite of dock-yard brawlers of all species.

For one hour after draining a bottle of Shiner Brew, the character gains a +1 enhancement bonus to their STR score. The drinker can discharge this effect as a swift action.

Doing so physically transforms the drinker into a ram-like hominid, granting the drinker a +2 natural armor bonus to AC and a +6 enhancement bonus to STR for one round.

Construction

Requirements Brew Potion, *bull's strength*, creator must be a Shipper or Anthro

Cost 300 gp (DC 14)

Brew, Spacer's (Cn)

Aura faint conjuration CL 5th

Slot none **Price** 750 gp (DC 17) **Weight** 1 lb

This cheap beer is sold in a green and silver, self-

refrigerating can and tastes like mildly alcoholic piss, which is pretty much what it is, as it was produced from water recycled from a starship's sewage systems. Most times, the can bears the name of some space-related mega-corp.

For one hour after draining a can of Spacer's Brew, the drinker gains a +2 competence bonus on Pilot checks made to control an aircraft or starship. The drinker can discharge this effect as a swift action. Doing so allows the drinker to instantly teleport himself and any vehicle he is piloting up to 1d6x10 miles in any direction of his choosing, provided the destination is visible from the pilot's current position. The teleported vehicle suffers electrical damage equal to 1/10th its full maximum HP as a result of the short-ranged jaunt.

Construction

Requirements Brew Potion, creator must be a Free Spacer, Shipper, Proximate or other space-born race, Pilot 5 ranks

Cost 375 gp (DC 15)

Brew, Witch's (Cn)

Aura faint enchantment CL 5th

Slot none **Price** 500 gp (DC 15) **Weight** 1 lb

This strong, bitter black beer is sold in a black glass bottle with a blood red label emblazoned with inverted crosses and the number 666. Walpurgisnacht turns out millions of gallons of this potent, enchanted beer each year.

For one hour after draining a bottle of Witch's Brew, the drinker inflicts an additional point of fire damage with any damage-dealing spell or spell-like ability they use. The drinker can discharge this effect as a swift action. Doing so allows the drinker to summon a Burning Skeleton (medium human), which serves the drinker loyally for 1 round, before exploding.

Similar Items

Satanic Pale Ale is a bitter, pale amber ale sold in green glass bottles emblazoned with devils and succubi. The wearer inflicts acid rather than fire damage thanks to this brew, and can discharge the effect to summon a Fast Zombie (medium human). Otherwise this beer works exactly the same as Witch's Brew.

Construction

Requirements Brew Potion, Spellcraft 5 ranks, creator must have Witch levels and a Cosmic Satanist patron deity

Cost 250 gp (DC 13)

Canned Mog-Food (Cn)

Aura faint transmutation CL 1st

Slot none **Price** 250 gp (DC 13) **Weight** 1 lb (per can)

Feed your half-man, half-dog best friend something special when he's toiling away overhauling your starship's warp engines. Canned Mog-Food is sold in small tins packed with high-protein meat chunks. Shippers and Anthros swear by the stuff, but nobody else can keep the crap down.

For 24 hours after eating a can, time spent working any Craft check counts as sleep as well as complete bed rest.

Special: All races except Shippers, Anthros and other animalistic humanoids must succeed at a DC 12 FORT Save to keep Canned Mog-Food down. Failure indicates they vomit the stuff back up messily and waste the dose.

Construction

Requirements Brew Potion, *re-energize* or *yuppie workout*, creator must be a Shipper or Anthro

Cost 125 gp (DC 11)

Conception Wine (Cn)

Aura faint conjuration CL 1st

Slot none **Price** 25 gp (DC 5) **Weight** negligible

This traditional and exceedingly bitter Shahteyan vintage is sold in slender, smoked glass bottles. Conception Wine can be found in market places across the galaxy, sometimes in individual vials, other times in full-sized bottles containing 10-12 doses of the potion.

For 24 hours after drinking Conception Wine, female Humanoids and Monstrous Humanoids of childbearing age automatically conceive after a sexual encounter.

Construction

Requirements Brew Potion, *fertility control*

Cost 13 gp (DC 3)

Concert Stickers (Cn)

Aura faint divination CL 1st

Slot none **Price** 50 gp (DC 7) **Weight** negligible

Every band in the galaxy sells crappy stickers after a gig, and some of the stickers, from the best, hardest rocking bands have a little magic. These hyper-colorful stickers usually display the band's slick, aggressive logo or its gruesome mascot.

Slap a concert sticker on any musical instrument (or a Musical or Superior Musical weapon) and receive a +3 insight bonus on Perform checks with that instrument or Musical/Superior Musical weapon for the next ten minutes. The sticker fades and peels once its magic is expended.

Construction**Requirements** Scribe Scroll, *play instrument***Cost** 25 gp (DC 5)**Dead Dog Ale (Cn)****Aura** moderate conjuration CL 9th**Slot** none **Price** 3,375 gp (DC 22) **Weight** negligible

The all-canine and very appropriately named Dead Dog Brewing Company produces this fine dark beer. Dead Dog Ale is only sold in glass bottles, with a faux-Victorian lithograph of a canine Anthro centered on the label.

An Anthro who drinks a Dead Dog Ale (or an unconscious or slain one who has it poured down their throat) benefits from *breath of life*. Non-Anthros receive no real benefit from drinking Dead Dog Ale. Note that *breath of life* is normally too high-level a spell to be made into a potion, but the Dead Dogs have used a few Anthro-specific brewing secrets to find a way around that limitation.

Construction**Requirements** Brew Potion, creator must be an Anthro, *breath of life***Cost** 1,688 gp (DC 20)

HES THE ONE THEY CALL DR. FEELGOOD...

Every bathroom dispensary in Free Space sells Dr. Youp's various wonders, from the magic items described here to cherry flavored space condoms (available in Small, Medium, Large...and for the over-optimistic, Wookie) and hangover cures. The image on their package is of a small, frog-like sentient in a white lab coat and doctor's data-goggles, but nobody's sure if there ever really was a Dr. Youp or not. Whether the good doctor really exists, or is just a marketing gimmick, billions of spacers (especially those living on the grimy side of the galaxy) swear by the old bastard's many, many products. There's plenty to choose from- at last count, the Galactic Patent Office counted more than 12.5 billion different Youp-brand products, from single-use underwear to galactic death rays.

Deathkiss Lipstick (Cn)**Aura** faint evocation CL 1st**Slot** none **Price** 50 gp (DC 7) **Weight** neg.

This rich and decadent lipstick is such a dark red it looks almost black, and tastes faintly of delicious but toxic alien fruit. Each tiny silver tube of Deathkiss Lipstick contains enough magical makeup for a single application.

When the Deathkiss Lipstick is applied, it remains potent for up to an hour. During this time, the wearer can cast

Stunning Orgasm once as a first level sorcerer.

Construction**Requirements** Brew Potion, *stunning orgasm*^{El}**Cost** 25 gp (DC 5)**Dr. Youp's Bathroom Dreds (Cn)****Aura** faint transmutation CL 1st**Slot** none **Price** 50 gp (DC 7) **Weight** negligible

This gold and green bottle has a bright red cap and depicts the frog-like Dr. Youp wearing an impressive fan of dreadlocks beneath a red reggae cap and smoking a spliff.

For one hour after drinking this potion, the character is treated as being both an Afro-Futurist and a member of their original race. The character's hair becomes elaborate, lengthy dreadlocks (or the nearest equivalent for non-mammalian users).

Construction**Requirements** Brew Potion, *alter self***Cost** 25 gp (DC 5)**Dr. Youp's Funk Soul Brand Potion (Cn)****Aura** faint transmutation CL 5th**Slot** none **Price** 750 gp (DC 17) **Weight** Neg.

This thin reddish liquid has a coppery taste and comes in a slender red, black and green vial. One drop makes anybody a little funkier, a little darker, and a little less socially acceptable in Command Space.

Drinking the Funk Soul Brand Potion puts the imbiber under the effects of *Cat's Grace*; during the period they are enhanced, their appearance changes. Their skin darkens a few shades, their hair billows out into an impressive afro (for mammalian species) and there is an almost subliminal sound of disco funk permeating the air around them.

During the potion's duration, the drinker suffers a -2d4 penalty on CHA-based skill checks (except Intimidate) against Command military and law enforcement or ICG religious, but receives an equal bonus on CHA-based skill checks against Afro Futurists, Free Spacers and Pacificians.

Construction**Requirements** Brew Potion, *alter self*, *cat's grace***Cost** 375 gp (DC 14)**Dr. Youp's Insta-Girl (Cn)****Aura** faint necromancy or conjuration (if *sexual stunt double* is used) CL 3rd**Slot** none **Price** 300 gp (DC 14) **Weight** 5 lbs

Dr. Youp's Insta-Girl is a cheap, rubber love doll tightly rolled up in pink plastic egg container. Once removed from



the tiny egg, the love doll expands into a cheap blow up doll with a big O mouth, that looks vaguely like a sexy humanoid space-girl...especially in dim light. The wrinkles in the rubber smooth out...eventually.

A character who 'uses' the Insta-Girl can benefit from feats and powers that require sexual contact to activate after a few messy minutes with the doll. The Insta-Girl rips and deflates after a single use.

Construction

Requirements Craft Wondrous Item, *false life* or *sexual stunt double*

Cost 150 gp (DC 11)

Dr. Youp's Instant Shower (Cn)

Aura faint abjuration CL 3rd

Slot none **Price** 150 gp (DC 11) **Weight** negligible

This tiny, lime green tube of spray on deodorant smells like a brand-new bathroom urinal cake. The wrapper depicts the galaxy-famous Dr. Youp soaping up in a tiled shower, his froggy bits covered up by bubbles.

A character who uses Dr. Youp's Instant Shower gains a new FORT Save to end any ongoing effect with either the *acid* or *skatto* descriptors with a +2 equipment bonus on the saving throw.

Construction

Requirements Brew Potion, *purity of body* ^E

Cost 75 gp (DC 8)

Dr. Youp's Jailbait Recipe (Cn)

Aura faint transmutation CL 1st

Slot potion **Price** 50 gp (DC 7) **Weight** negligible

There's a lot of Free Spacers who like their lovers a little on the young side (especially those pervs in Anthony Fleet). For those who prefer a mature mind in a pre-teen body, there's Dr. Youp's Jailbait Recipe. The fruity potion is a popular 'party potion' aboard a whole lotta Free Space starships.

Drinking the potion gives the wearer a pre-teen appearance for an hour, as the spell, *youthful appearance*.

Construction

Requirements Brew Potion, *youthful*

appearance, brewer must be a Free Spacer

Cost 25 gp (DC 5)

Dr. Youp's Liquid Dream Oil (Cn)

Aura faint divination CL 1st

Slot none **Price** 50 gp (DC 7) **Weight** negligible

This bubbly blue oil is kept in a slim white plastic tube with a rounded applicator. Rubbing the oil over the body of a sleeping creature manifests a faintly blue-tinged, real time hologram of their dreams, which appears over the sleeper's body.

Construction

Requirements Brew Potion, *neurogram*

Cost 25 gp (DC 4)

Dr. Youp's Liquid Sex (Cn)**Aura** moderate transmutation **CL** 10th**Slot** none **Price** 2,500 gp (DC 21) **Weight** 0.5 lb

Dr. Youp's Liquid Sex is an iridescent fluid in a colorful plastic can; spacers swear by the stuff, and keep a good reserve of the stuff by their cockpit control seat, for use in dog fighting.

Splashing the controls or engine of any starship with Liquid Sex activates the item, and is a standard action, similar to drinking a potion. Liquid Sex permeates the vehicle's structures, increasing its tactical speed by +500 ft/round (one space scale square) for one minute, and providing the pilot with a +5 circumstance bonus on Pilot checks with the craft during this time.

Construction**Requirements** Brew Potion, *haste*, creator must possess Pilot 5 ranks**Cost** 1,250 gp (DC 18)**Dr. Youp's Thought Juice (Cn)****Aura** faint psychometabolism **ML** 3rd**Slot** none **Price** 150 gp (DC 11) **Weight**

This self-refrigerating can of pungent, bitter red juice depicts a wild-eyed Dr. Youp with blood-stained lips on the label, beams of jagged thought surrounding the good doctor's skull.

If a character with a psionic power point reserve drinks Dr. Youp's Thought Juice, they suffer either 1, 2 or 3 points of ability damage to each of their physical ability scores (STR, DEX, CON) and regain a number of Power Points equal to twice the ability score damage suffered.

If a non-psion drinks Thought Juice they must succeed at a DC 13 FORT Save or suffer 2 points of ability score damage to each ability, or only one point to each on a successful save. They do not gain power points.

Construction**Requirements** Brew Potion, Body Fuel**Cost** 75 gp (DC 8)**Dr. Youp's Travelin' Spice (Cn)****Aura** faint conjuration **CL** 5th**Slot** none **Price** 750 gp (DC 17) **Weight** negligible

There's a picture of the Good Doctor Youp wolfing down a big bowl of bright red worms on the wrapper of this tiny, single serving plastic spice packet. The glistening red crystal spices inside are hot, pungent and surprisingly savory. Most spacers carry big bunches of these packets in their pockets, especially if they're making a stop over on a world with an incompatible biosphere.

If sprinkled over or mixed into any food or drink, Travelin' Spice removes any poison within. In addition, it molecularly transforms the food or drink (if necessary), so that the Spice's user can derive nutrition from it.

Construction**Requirements** Brew Potion, *neutralize poison***Cost** 325 gp (DC 14)**Dr. Youp's Prosti-token (Cn)****Aura** faint conjuration **CL** 3rd**Slot** none **Price** 150 gp (DC 11) **Weight** negligible

There's a somewhat faded, soft-focus holo-photo of a low-rent spacer prostitute floating in the center of this coin-sized plastic disk. The other side of the holo-photo depicts the Good Doctor Youp kickin' back in a big silk bed, a satisfied look on his froggy face and a cig hanging from his big lips.

By snapping the Prosti-token, the user summons a prostitute of the user's preferred species and gender. The prostitute is a Commoner 1 of the chosen species, with a total 1d6+1 modifier on his/her Perform (sexual) check. The prostitute can be used for any sexual request imaginable, and remains for the duration of the act. However, if asked to perform any task not immediately and obviously sexual, the prostitute immediately disappears. The prostitute has been known to disappear in mid-kink when asked to perform some esoteric fetish act that the spell doesn't recognize as sexual, so it's best to keep things pretty simple.

Construction**Requirements** Craft Wondrous Items, *quick cum*, *summon monster I* or *sexual stunt double***Cost** 75 gp (DC 8)**Engine Grease (Cn)****Aura** faint divination **CL** 3rd**Slot** none **Price** 200 gp (DC 12) **Weight** negligible

Thick, coal-black engine grease that stinks of hot metal and petroleum- rub some on your face with a sweaty hand and feel the engine roar.

Applying a dollop of Engine Grease to the face (a standard action) provides the user with either a +4 competence bonus on Craft (mechanical) or Drive checks for one hour. The user makes the choice when applying the Engine Grease.

Construction**Requirements** Brew Potion, Craft (mechanical) or Drive 3 ranks**Cost** 100 gp (DC 10)

Glow, Ambassador's (Cn)**Aura** faint divination CL 1st**Slot** none **Price** 50 gp (DC 7) **Weight** negligible

This high quality Glow joint is laced with other herbs that give it a minty flavor and a billowing, almost glowing purple smoke. The galaxy's elite- politicians, ambassadors, and celebrities usually smoke Ambassador's Glow in fancy ivory holders.

For 15 minutes after smoking an Ambassador's Glow joint, the character is affected as by *comprehend languages*.

Construction**Requirements** Brew Potion, *comprehend languages***Cost** 25 gp (DC 4)**Glow, Dino Alley (Cn)****Aura** faint divination CL 1st**Slot** none **Price** 50 gp (DC 7) **Weight** negligible

This Glow joint is laced with red and yellow berries that only grow on the untamed, primordial frontier world, Pernis Delta (better known as *Dinosaur Alley*), and though the smoke smells somewhat like bear-piss, it's a savory high.

In addition to the normal effects of smoking a Glow joint, the smoker receives a +2 morale bonus on Ride and Handle Animal checks for an hour afterward. If the smoker undergoes a Trip, for the duration of the Trip, she undergoes a physical transformation. Though remaining mostly humanoid, she acquires minor animal characteristics and one extraordinary ability granted by *Beast Shape I*. The transformation and ability granted are random, but should reflect an animal recently encountered. This transformation remains for the duration of the Trip.

Construction**Requirements** Brew Potion, *speak with animals***Cost** 25 gp (DC 4)**Glow, Medicinal (Cn)****Aura** faint conjuration CL 1st**Slot** none **Price** 50 gp (DC 7) **Weight** negligible

This Glow joint is laced with medicinal herbs that give it a sweetly pungent aroma. These chem-impregnated joints are considered good medicine on the Afro-Futurist world, Medicoake.

In addition to the normal effects of smoking a Glow joint, the smoker recovers 1d8+1 HP if wounded. If the smoker undergoes a Trip, for the duration of the Trip, she can use *stabilize* as a first level sorcerer, as a spell-like ability.

Construction**Requirements** Brew Potion, *cure light wounds***Cost** 25 gp (DC 4)**Glow, New Kingston (Cn)****Aura** faint transmutation CL 1st**Slot** none **Price** 50 gp (DC 7) **Weight** negligible

The Rastafari planet of New Kingston produces more Glow than any other world, up to and including Treant's famous Glow farms. On New Kingston, Glow is a sacrament more than it is a trade. Sharing a joint of New Kingston Glow is common among friends. As a point of pride, most Free Spacers avoid New Kingston Glow in favor of Primal Glow, grown by one of their own.... They don't know what they're missing out on.

For one hour after smoking a New Kingston Glow joint, the character receives a +1 morale bonus on Diplomacy and Perform checks; when making combat-related Perform checks against a known agent of the Command or ICG, the character's bonus increases to +2. These include Perform checks made to activate bardic spells or abilities, or to wield a Musical or Superior Musical weapon.

Construction**Requirements** Brew Potion, *adoration***Cost** 25 gp (DC 4)**Glow, Primal (Cn)****Aura** faint CL 5th**Slot** **Price** 750 gp (DC 17) **Weight** negligible

The best Glow in the whole fuckin' universe. The primo stuff, found only on garden worlds. There's patches on Treant and a few other fortunate worlds, and sharecroppers can make a fortune selling Primal Glow.

In addition to the normal effects of smoking a Glow joint, the smoker gains a +1 morale bonus on attack rolls, saves and skill checks for one hour. If the smoker undergoes a Trip, for the duration of the Trip, she receives a +4 morale bonus to her STR score.

Construction**Requirements** Brew Potion, *heroism***Cost** 375 gp (DC 14)**Glow, Satanic (Cn)****Aura** faint CL 1st**Slot** none **Price** 50 gp (DC 7) **Weight** negligible

This Glow joint is laced with something that stinks of church incense and sex, and puffs out blood red smoke.

In addition to the normal effects of smoking a Glow joint, the smoker's voice deepens to a low growl that provides

a +6 bonus on Intimidate checks for 66 minutes. If the smoker undergoes a Trip, for the duration of the Trip, she grows thick, gnarled red skin that provides a +1 profane bonus to AC/Defense.

Construction

Requirements Brew Potion, *cause fear*

Cost 25 gp (DC 4)

Jannz (Cn)

Aura faint transmutation **CL** 3rd

Slot none **Price** 300 gp (DC 14) **Weight** negligible

Jannz is a sticky pulp usually kept in a tiny ceramic snuff box or polymer 'tin', and placed under the tongue for absorption (though there are those who swear it's got a better kick when absorbed through the vaginal membranes). The priestesses of Shahteyah brew this narcotic mostly for ceremonial usage.

For three minutes (or the length of one sexual encounter), a female user is affected by *Shahteyan Puberty*. A male user gains the benefit of *Eagle's Splendor* instead.

Construction

Requirements Brew Potion, *shahteyan puberty**

Cost 125 gp (DC 11)

One-Way Ticket to Midnight (Cn)

Aura moderate conjuration **CL** 13th

Slot none **Price** 4,666 gp (DC 23) **Weight** negligible

This jet black flash-paper starliner ticket is printed with blood red, metallic ink. Write your destination on a blank line provided, in your own blood before you tear the ticket. And then, in a flourish of black lightning, you're gone.

Using the One-Way Ticket to Midnight requires you to suffer 1d4 points of damage to provide the necessary blood. The Ticket allows instantaneous travel to any point in the galaxy, with one caveat. The destination planet must be under Cosmic Satanist control or have a major Cosmic Satanist presence on world (whether publicly known or not).

Construction

Requirements Craft Wondrous Items, *greater teleport*, creator must have a Cosmic Satanist patron deity

Cost 2,333 gp (DC 21)

Perq (Cn)

Aura faint evocation **CL** 2nd

Slot none **Price** 100 gp (DC 10) **Weight** negligible

Perq (pronounced perk) is a warm orange oil used as a combat aphrodisiac on a hundred worlds. EroWrestlers die screaming their ecstasy covered in tingly orange Perq oil.

When rubbed on the skin, the wielder inflicts +1d6 points of Pleasure damage on a successful unarmed strike or natural weapon attack. However, the wielder suffers an additional point of Pleasure damage from any successful attack. Perq's effects last for 2 minutes.

Construction

Requirements Brew Potion, *stunning orgasm*

Cost 50 gp (DC 7)

Pornoback (Cn)

Aura faint enchantment **CL** 3rd

Slot none **Price** 900 gp (DC 17) **Weight** negligible

These cheaply produced, luridly written porno novels are good for a few afternoons of jerkin' it, not much else. There's tits on the cover, low-rez holo-photos of assorted porno starlets in lingerie before the start of every chapter and prose so purple it's almost ultraviolet.

Anyone who spends at least one hour a day studying a Pornoback for seven consecutive days gains +1 rank in Perform (sexual) and one Knowledge skill of the author's choice, reflecting whatever paper-thin and mostly plagiarized plot was wrapped around the descriptions of 3-somes and anal. A character can gain a maximum of 5 ranks in Perform (sexual) in this manner, from all Pornobacks out there.

Missing a day's study destroys the item.

Similar Items

TJ Bibles are obscene little comic books with just as much freaky-deaky sex as a Pornoback. Some of 'em are actually decently drawn. They usually feature hand-drawn cartoon porno of celebrities, adventurers, sports heroes, ICG senior clergy and Outlaw Sex Station 09 mega-sluts (among others) getting fucked by a dizzying assortment of other celebs. TJ Bibles provide a permanent rank in Perform (sexual) and either Knowledge (pop culture) or Craft (visual arts) at the creator's choice. Add Craft (visual arts) 3 ranks as a substitute creation requirement.

Construction

Requirements Craft Wondrous Items, craft (writing) 3 ranks

Cost 450 gp (DC 15)

Roadie's Donuts (Cn)

Aura faint transmutation **CL** 7th

Slot none **Price** 6,300 gp (DC 24) **Weight** 1 lb (per 6 pack)

Sold in cheap wax-paper boxes of six, these delicious and unhealthy donuts are iced in every color of the rainbow and have sprinkles, too. Perfect for that burst of energy you need when hauling rock equipment halfway across the

galaxy.

For seven rounds after eating a Roadie's Donut, you benefit from a +4 enhancement bonus to your STR score. During this time, you can use your STR score as the key ability for Perform checks made with any Musical or Superior Musical weapon rather than your CHA score.

Roadie's Donuts are sold in packages of six donuts.

Construction

Requirements Brew Potion, *bull's strength*, *musical warrior*

Cost 3,150 gp (DC 22)

Rifting Lance (Cn)

Aura strong conjuration **CL** 9th

Slot weapon **Price** 2,500 gp (DC 21) **Weight** 1 lb

Rifting Lances are slivers of non-reality resembling bolts of purplish-pink lightning roughly a meter long. They can be thrown like a javelin, either to open short lived planar portals, or to disrupt the molecular structures of anything unfortunate enough to be within range.

A Rifting Lance can be thrown to create a dimensional portal at any point within 30 ft, which roughly 10 ft in diameter, which remains for one round once created. It requires the thrower to succeed at a DC 15 ranged attack roll to open a portal to a relatively 'adjacent' dimension; it requires a DC 18 ranged attack roll to open a portal to more distant or exotic dimensions or outer planes. If the ranged attack roll fails, the dimensional portal opens on a random dimension.

Alternatively, a Rifting Lance can be thrown as a +1 weapon with a 10 ft range increment. On a successful hit, it inflicts 6d6 force damage (19-20/x2).

Construction

Requirements Craft Wondrous Items, *plane shift*, creator must be an Outsider

Cost 1,250 gp (DC 19)

Sapiens Gel (Cn)

Aura faint divination **CL** 1st

Slot none **Price** 25 gp (DC 5) **Weight** negligible

Made from the processed neuro-chemicals of pre-teen humans, suspended in a gelatin carrier matrix, this outlawed drug gives an amazing, short lived high and temporarily imbues the user with the legendary human excellence.

For one minute after using Sapiens Gel, the user receives a +1 competence bonus on all INT and DEX keyed skill checks. If the creature using Sapiens Gel possesses the

Human subtype, they instead receive a +2 competence bonus on these skill checks.

Construction

Requirements Brew Potion, *guidance*

Cost 13 gp (DC 3)

Satanic Panic Button (Cn)

Aura strong conjuration **CL** 17th

Slot none **Price** 5,250 gp (DC 23) **Weight** negligible

Take a cheap concert button from some second-tier Cosmic Satanist rock band and enchant the hell out of it. Now, you've got a slappable button that'll save your ass in a jam. Most Cosmic Satanists have a few of these buttons pinned to their jacket, ready to go if shit gets serious.

You can slap the Satanic Panic Button to cast *quicken summon monster V*, summoning either a single Babau demon or 1d3 Hellhounds, which serve the caster for 17 rounds or until slain. Doing so destroys the Satanic Panic Button.

Similar Items

Lesser Satanic Panic Buttons, with art borrowed from even lower-tier album covers use a lower iteration of *quicken summon monster*. These always summon some kind of demon, devil, or fiendish creature, and have costs commiserate with their spell level.

Construction

Requirements Craft Wondrous Items, *Quicken Spell*, *summon monster V*

Cost 2,625 gp (DC 21)

Satisfier Pill (Cn)

Aura faint abjuration **CL** 1st

Slot none **Price** 50 gp (DC 7) **Weight** negligible

This striped, yellow and blue, faintly glowing gel-cap contains a powerful alien aphrodisiac that's so potent it is often lethal to the unprepared. Some worlds offer Satisfier Pills as euthanasia drugs.

When the user takes a Satisfier Pill, she immediately suffers 2d6 Pleasure damage with no Saving Throw allowed. However, assuming she survives, she then gains Pleasure Resistance 10 for the next 12 hours.

Construction

Requirements Brew Potion, *resist energy*

Cost 25 gp (DC 5)

Sniff, Bush-haze (Cn)

Aura faint transmutation **CL** 3rd

Slot none **Price** 500 gp (DC 15) **Weight** negligible

Bush-haze is a back-alley distillation of *Jannz*, sold as a street drug rather than the exalted ceremonial use priestesses of Shahteya put the real stuff to. The resulting powder is the color of nude flesh, and is omnipresent at orgies, swing clubs and bordellos from one end of the galaxy to the other.

When a dose of Bush-haze is snorted, the user becomes hyper-competent in sexual matters for one hour or the duration of one sexual encounter. Treat a Perform (sexual) result of 1-9 on a d20 roll as a 10 instead, and resolve results of 10+ normally.

If the dose of Bush-haze is snorted off the nude body of a willing sexual partner of the user's species, treat a Perform (sexual) result of 1-13 as a 13 instead, and resolve results of 13+ normally. Using Bush-haze in this way is at least a full round action.

Construction

Requirements Brew Potion, *shahteyan puberty*

Cost 250 gp (DC 13)

Sniff, Iv-ryx (Cn)

Aura moderate transmutation **CL** 5th

Slot none **Price** 750 gp (DC 17) **Weight** negligible

Iv-ryx is a glistening greenish powder, usually kept in finely carved bone snuff boxes.

When a dose of Iv-ryx is snorted, the user's muscles bulge and their eye flare a lurid green. For one minute, the character rolls 2d20 when making a melee attack and takes the best result.

Construction

Requirements Brew Potion, *rage*

Cost 375 gp (DC 14)

Sniff, Leather (Cn)

Aura moderate transmutation **CL** 5th

Slot none **Price** 500 gp (DC 15) **Weight** negligible

Leather Sniff is a sparkling white powder that shines rainbows when the light hits it, and smells like a strong man's sweat. It's a popular party-potion among Leather Clones, sold in every spacer's bar in Starburn.

For 5 rounds after taking a dose of Leather Sniff, any time the character makes a STR or DEX based skill check, the user may add the total of their STR, DEX and CON modifiers to the check.

Leather Clones may extend the benefit of this effect with their *muscle up* racial trait, to a maximum duration of 5 minutes per dose of Leather Sniff.

Construction

Requirements Brew Potion, *bull's strength*, creator must be a Leather Clone

Cost 250 gp (DC 13)

Sniff, Starsnow (Cn)

Aura faint transmutation **CL** 3rd

Slot none **Price** 200 gp (DC 12) **Weight** negligible

Starsnow is a golden dust that's warm to the touch and burns the nasal passages deliciously as it's snorted.

Starsnow's raw components can only be harvested from *Live Space* – the nearest orbit of an immature Living Star.

When a dose of Starsnow is snorted, the user feels a surge of confidence and almost infectious joy. For 3d6 minutes, the user gains a +3 competence bonus on Bluff, Diplomacy and Perform checks, as well as gaining a +1 morale bonus on saving throws against fear. However, during this time, the character suffers a -4 penalty on all WIS based skill checks.

Construction

Requirements Brew Potion, *eagle's splendor*

Cost 100 gp (DC 10)

Spacer's Comb (Cn)

Aura faint transmutation **CL** 5th

Slot none **Price** 500 gp (DC 15) **Weight** negligible

This tiny, palmsized polymer comb begins to pulse with amber luminescence when run through hair, and it styles touched hair into fabulous fans and buns that radiate trust and warmth.

After grooming with the Spacer's Comb (a standard action), the character benefits from a +4 enhancement bonus to CHA for 5 minutes, as well as a purely mundane hairstyle cleaning and upgrade.

Construction

Requirements Craft Wondrous Items, *eagle's splendor*, *prestidigitation*

Cost 250 gp (DC 130)

Supercharger Plug (Cn)

Aura strong transmutation **CL** 12th

Slot none **Price** 3,600 gp (DC 23) **Weight** negligible

Before you plug it in, the Supercharger Plug looks like a futuristic distributor cap with some glowing components here and there. Press the device to the hull of a suit of powered armor, a flashy red and orange flame paint job appears on the armor, and a turbocharged V-8 engine rumbles to fiery life from a perch atop the armor's breast plate, shoulder plating or spinal armor.

For 12 hours after inserting the Supercharger Plug, the affected powered armor is under the effects of a *crisis upgrade* spell.

Construction

Requirements Craft Wondrous Items, *crisis upgrade*

Cost 1,800 gp (DC 20)

Syn-Silicon Injection (Cn)

Aura faint transmutation **CL** 1st

Slot none **Price** 50 gp (DC 7) **Weight** negligible

Glowing yellow gel within a self-injecting needle can allow transform even the humblest cleavage into enormous, gravity defying tits worthy of galactic porno.

For one minute after an injection of Syn-Silicon, the user is treated as having the Busty Extreme trait. If the user already has this trait, she treated as having the Mega-Busty feat instead. If an additional injection is applied before the first injection's duration has ended, the effects are cumulative, and the duration of both doses is increased to 30 minutes. Further injections during this time have no additional effect.

Each injection inflicts 1 HP worth of damage on the user; if this damage is prevented, the injection has no effect.

Special: Only female characters can benefit from this injection

Construction

Requirements Brew Potions, *alter self*

Cost 25 gp (DC 5)

Trick-Cred (Cn)

Aura faint divination **CL** 1st

Slot none **Price** 50 gp (DC 7) **Weight** negligible

The Arcadians sometimes manufacture this enchanted tech-coin in large numbers, especially during arcade tournament season. Honor has its place, but victory sometimes matters more. These coins resemble ordinary 1 galactic credit coins, hexagonal, golden and roughly quarter-sized.

Placing a Trick-Cred in any arcade cabinet, including any magic item with Arcade in the name, or any Pinball Wizard, provides a +1d4 luck bonus on the next Computer Use or DEX check made with the device. The Trick-Cred's design provides a +2 circumstance bonus on Sleight of Hand checks made to do so unnoticed.

Construction

Requirements Craft Wondrous Items, *hacker spark*

Cost 25 gp (DC 5)

MAGICAL ARMOR, CLOTHING AND ACCESSORIES

NEW ARMOR QUALITIES

Several of the new magic armors in this section boast at least one of these new special qualities.

Anthro-Adaptive

Anthros come in a wide variety of forms and morphologies, and Anthro-Adaptive armor reshapes itself to accommodate wearers of radically different shapes without compromising protection.

An Anthro character can physically manipulate and modify armor with this property, requiring one minute of physical contact with the armor. The Anthro-Adaptive enchantment reshapes the armor to accommodate the Anthro's new form, such as developing armor plating to cover wings, additional openings for limbs, the helmet reshaping to accommodate a muzzle or antlers, and so forth.

The armor can resize itself by one size category in either direction, so Anthro-Adaptive armor originally sized for a Medium Anthro can also be comfortably worn by a Large or Small Anthro. Other armor properties, including the *Space Suit* property, if present, do not change.

- Faint Conjunction (*instant armor*) or Transmutation (*make whole*); CL 3rd; Craft Magic Arms and Armor, *instant armor* or *make whole*, creator must be an Anthro; Price +1 bonus

Rivaling

No true rocker is going to let somebody blast them with a Musical weapon without answering back with a power riff of their own!

When the wearer of Rivaling armor is targeted by a Musical or Superior Musical weapon played with a Perform check, the wearer may make an attack of opportunity against the attacking musician. The attack of opportunity must be made with a readied Musical or Superior Musical weapon. This property does not allow the wearer to make more attacks of opportunity than they would normally be entitled to.

- Faint Transmutation; CL 7th; Craft Magic Arms and Armor, *musical warrior*; Price: +1,800 gp

SPECIFIC NEW ARMORS

Androcentric Sling

Aura faint conjuration CL 6th

Slot armor **Price** 6,650 gp (DC 24) **Weight** 2 lbs

This fire-engine red vinyl sling bikini covers the wearer's testicles by a margin measured in millimeters. It is accessorized with a pair of crossed ammo bandoliers of the same color and material. Merely pulling on the sling makes a man's chest hair erupt in a riot of untamed, hyper-masculinity. Men sworn to the Protector often wear this revealing, yet rugged, armor.

The Androcentric Sling is +2 **battle lingerie**.

While wearing the Androcentric Sling, any firearm wielded by the wearer is under a constant *infinite ammunition* effect.

Special: Only male characters can benefit from this armor. It provides no benefit to female wearers.

Construction

Requirements Craft Magic Arms and Armor, *infinite ammunition*, creator must be male

Cost 3,325 gp (DC 22)

Androcentric Leggings

Aura faint transmutation CL 5th

Slot armor (special) **Price** 6,500 gp (DC 24)

Weight 2 lbs

These red vinyl boots flare open at mid thigh, and are designed to be worn with an *Androcentric Sling*.

Androcentric Leggings function as +1 **brawling, armored leggings**. If worn by a character also wearing the *Androcentric Sling*, the wearer's base land speed is increased by +10 ft while the combination is worn.

Special: Only male characters can benefit from this armor. It provides no benefit to female wearers.

Construction

Requirements Craft Magic Arms and Armor, *bull's strength*, creator must be male

Cost 3,250 gp (DC 22)



Bad Fuckin' Idea Cap**Aura** faint enchantment **CL** 3rd**Slot** head **Price** 1,200 gp (DC 18) **Weight** negligible

There's a lot of Free Spacers out there wearing backwards Old Earth NASCAR ball caps, which they credit with both inspiring and somehow allowing them to survive the dumbest fucking ideas imaginable.

Once per day, when taking any action that could potentially result in death or permanent incapacitation, including combat, the wearer can receive a +1d6 luck bonus on a single attack roll, skill check or saving throw. If the action taken is completely unnecessary, and more reasonable or safer options are available, this bonus increases to a +1d10 luck bonus on the action's roll. Activating this ability is an immediate action.

Special: Only Free Spacers can benefit from this magic item.

Construction

Requirements Craft Wondrous Items, *gallant inspiration*, creator must be a Free Spacer

Cost 600 gp (DC 16)

Battleslut Corset**Aura** strong abjuration **CL** 12th**Slot** armor **Price** 11,300 gp (DC 26) **Weight** 2 lbs

This tightly laced obsidian leather corset exposes the breasts, which are capped by little brass nipple clamps fixed to the glossy leather by short bronze chains. The corset has a brass-fitted leather choker strap that closes tightly at the throat.

The Battleslut Corset is +2 **warding battle lingerie**. When the wearer uses the armor's *warding* property to end a smite, judgment or challenge affecting her, she gains a +2 morale bonus on attack and damage rolls, as well a +2 morale bonus on Bluff and Diplomacy checks against all creatures who placed these effects on her, for one minute.

Construction

Requirements Craft Magic Arms and Armor, *atonement*
Cost 5,650 gp (DC 24)

Betamax Spacewear**Aura** moderate transmutation **CL** 7th**Slot** armor and neck **Price** 14,800 gp (DC 27)**Weight** 50 lbs

TV Heads require specially modified armor to fit over their television-shaped cranium, and Betamax Spacewear is some of the best. This bulky, grey and white spacesuit includes a squared-off control module built into the chest's life support harness. Multiple external controls and an

opening allowing the insertion of Prox allow a TV Head to fine tune their performance to the situation at hand. A small tangle of multicolored wires and component cables run from the Betamax Spacewear, to the TV Head wearing it, to the wearer's weapons.

Betamax Spacewear is a +2 **rivaling advanced space suit**. While wearing Betamax Spacewear, the TV Head can plug Prox directly into the armor. This allows Prox to be used with any Musical or Superior Musical weapon, regardless of whether that weapon can normally accept Prox.

Integrated Systems

Betamax Spacewear includes an integrated EVA Pack and built-in Mag Boots. In addition, it acts as a set of +2 Performance Headphones.

Special: If any race other than a TV Head wears Betamax Spacewear, they treat it as a simple masterwork advanced spacesuit instead. The spacesuit's integrated systems function normally, as they are standard technological devices rather than products of enchantment.

Construction

Requirements Craft Magic Arms and Armor, *musical warrior*, creator must be a TV Head, Proximate or have the robot/android subtype

Cost 7,400 gp (DC 25)

Beefcake Denim**Aura** faint transmutation **CL** 3rd**Slot** belt **Price** 800 gp (DC 17) **Weight** negligible

A low level tailor-AI built into the fabric on a molecular level tightens these faded, worn-in and tattered denim blue jeans to such tightness you can tell exactly what the wearer's packin' no matter his waist-line.

While wearing Beefcake Denim, the character may add their CON modifier as a circumstance bonus on sexually oriented Bluff and Diplomacy checks, as well as Perform (sexual) checks made against male humanoids and monstrous humanoids. Female wearers look just as good in these tight jean cut-offs and get the same benefit, but they're designed specifically for Leather Clones.

Construction

Requirements Craft Wondrous Items, creator must be a Leather Clone, *comfortable act*
Cost 400 gp (DC 15)

Bounty Hunter's Armor**Aura** moderate illusion **CL** 7th**Slot** armor **Price** 60,000 gp (DC 32) **Weight** 12 lbs

This fully concealing set of military scout armor includes

a fully enclosed helmet, and has been repaired multiple times. Replacement parts, patching and armor plating don't quite match the style or color of the original body armor, giving the suit a rough, battle-hardened look. A voice modulator in the helmet disguises the wearer's voice as completely as the rest of the suit conceals everything else.

Bounty Hunter's Armor is a set of **+3 creeping scout armor**. While wearing this armor, the wearer is treated as being under the effects of a constant *undetectable alignment* spell. In addition, three times per day, the wearer can use *bounty head* to find more information on a specific bounty.

Construction

Requirements Craft Magic Arms and Armor, *bounty head*, *cat's grace*, *invisibility*, *undetectable alignment*

Cost 30,000 gp (DC 30)

Bracer, Dong-Slider

Aura moderate transmutation **CL** 8th

Slot wrists **Price** 36,000 gp (DC 31) **Weight** 2 lbs (pair)
Testorites usually go nude, but that doesn't mean they don't care about their appearance, especially how their dong looks when it's hangin' low. Give a Testorite (or a randy young Leather Clone) a magic bracer that enhances their dong, they're sure to use it. The Dong-Slider Bracer is a heavy black leather bracer fitted with small, zipper-like golden sliders. Merely by manipulating these sliders, you can change the proportions of your most intimate anatomy.

The Dong-Slider is a **+1 bracer**.

The Dong-Slider Bracer allows the wielder to gain a total +4 enhancement bonus to either their STR or their CON score, similar to magic items such as *belts of giant strength*. This total enhancement bonus is divided between the two scores in any proportion the wielder chooses (such as +4 STR, +0 CON, +2 to each, +1 STR, +3 CON, or any other combination.) Changing the proportion is a standard action which can be performed as often as once per hour. Once changed, the bracer must be worn for an uninterrupted hour to provide any benefit.

In addition, the wielder can choose the size, girth and length of their penis, as well as the organ's general appearance. The wearer is under a constant *comfortable act* effect, and gains a +6 competence bonus on Perform (sexual) checks while the bracer is worn.

Special: Only male Leather Clones or Testorites (both of which are all-male races by default) can use this magic item.

Construction

Requirements Craft Magic Arms and Armor, *bear's endurance*, *bull's strength*, *comfortable act*, creator must be a Leather Clone or Testorite

Cost 18,000 gp (DC 28)

Bracer, Hellwarrior's

Aura strong transmutation **CL** 10th

Slot wrists **Price** 40,500 gp (DC 31) **Weight** 2 lbs

Forged from multiple layers of red and brown leather riveted with rusting iron spikes and rivets locking the layers together, the Hellwarrior's Bracer is as rough and unruly as a Cosmic Satanist mosh pit.

The Hellwarrior's Bracer is a **+2 bashing, unrighteous bracer**. While wearing the Hellwarrior's Bracer, the wearer may use their STR modifier as the key ability for Perform checks with any Musical or Superior Musical weapon, rather than their CHA modifier. If the wearer suffers a negative level from wearing the unrighteous bracer, this secondary power does not apply.

Construction

Requirements Craft Magic Arms and Armor, creator must be have a Cosmic Satanist patron deity, *bull's strength*, *righteous might*

Cost 20,250 gp (DC 28)

Bracer, Hyper-Flex

Aura moderate transmutation **CL** 8th

Slot wrists **Price** 3,400 gp (DC 22) **Weight** 2 lbs

This reinforced black leather bracer is studded with inch long chrome spikes, and gives off a rough and ready S&M vibe. However, hidden beneath the leather, an injector system pumps strangely glowing greenish occult-tech mutagens the wearer's veins when the violence gets real.

The Hyper-Flex Bracer is a **+1 bashing bracer**.

If used to make a shield bash, the damage inflicted is piercing due to the spikes, rather than bludgeoning. On any critical hit scored with the Hyper-Flex bracer, the wearer is affected by *bull's strength* for one round.

Construction

Requirements Craft Magic Arms and Armor, *bull's strength*

Cost 1,700 gp (DC 19)

Bracer, Starlight

Aura strong evocation and conjuration **CL** 12th

Slot wrists **Price** 190,000 gp (DC 36) **Weight** 2 lbs (pair)

Starlight Bracers are thick, jangling brass bracelets with inset crimson gems that contain roiling stellar plasma.

In zero-gravity an aura of electrically charged plasma surrounds the wearer's entire form, protecting them from the dangers of space.

While wearing Starlight Bracers, the character becomes immune to radiation and environmental heat and cold and gains the No Breath quality. The wearer gains a flight speed of 500 ft (perfect) in zero gravity and gains the Greater Starflight quality. The wearer can enter or hyperspace by flying through space at maximum speed for at least an hour.

The wearer gains a new attack form. They can fire a bolt of lightning with a 1,000 ft range increment, that inflicts 5d6 electrical damage (19-20/x2) on a successful hit. This attack form is only usable in zero gravity.

Construction

Requirements Craft Wondrous Items, *emergency space suit*, *lightning bolt*, *warp envelope*

Cost 95,000 gp (DC 33)

Chanteuse's Furs

Aura faint transmutation **CL** 4th

Slot armor **Price** 9,250 gp (DC 25)

Weight 8 lbs

This long and elegant coat boasts fine, silky gold and auburn fur for most of its length, with a bushy collar of striped orange and gold striped fur that encircles the wearer's head like spectacular, fashionable flames.

Chanteuse's Furs are a set of +1 **slick decadent furs**. While wearing Chanteuse's Furs, the character receives a +5 competence bonus on Perform (sing) checks.

Construction

Requirements Craft Magic Arms and Armor, *grease*, *play instrument*

Cost 4,625 gp (DC 23)

Daredevil's Jumpsuit

Aura strong abjuration **CL** 13th

Slot armor, head and hands **Price**

22,125 gp (DC 29) **Weight** 5 lbs

This extensively modified Spacer's Jumpsuit is made of fire and impact resistant fibers, and dyed in an eye catching red, white and blue motif. Patriotic stars, recalling the Old Earth American nation decorate the breast and

shoulders; a light pilot's helmet and heavy leather gloves, all decorated in a similar style, completes the outfit.

The Daredevil's Jumpsuit is a +1 **light fortification spacer's jumpsuit of fire resistance**. While wearing the Daredevil's Jumpsuit, you receive a +4 luck bonus on Acrobatics and Drive checks.

Dashiki, Medicoake

Aura strong transmutation **CL** 11th

Slot body **Price** 36,400 gp (DC 30) **Weight** 1-2 lbs

This elegant brown dashiki is woven with zig-zagging white and golden vertical lines. Though the dashiki looks like supple linen, it is truly an advanced, polymer-based wearable computer that's sterile to surgical clean-room standards.



The surgeons and med-priestesses of the Afro-Futurist Medicoake colony wear this long dashiki in their daily work.

While wearing the Medicoake Dashiki, the character can perceive any diseases, poisons or afflictions affecting a target as an aura visible only to them, granting a +10 insight bonus on all Heal checks made to assist that creature. The wearer is under the effects of a constant *deathwatch* spell.

Once per day, the wearer can touch a living creature with cybernetic implants and use *reinvent humanity* to transform any or all of those implants into new heritable, biological traits.

Construction

Requirements Craft Wondrous Items, *death watch*, *reinvent humanity*, *remove disease*

Cost 18,200 gp (DC 28)

Dashiki, New Kingston

Aura faint good CL 5th

Slot body **Price** 9,500 gp (DC 25) **Weight** 1-2 lbs

The Rastafarian spellslingers of the New Kingston colony often adopt this eye-catchingly colorful red, gold and green dashiki as their working uniform. The New Kingston Dashiki is comfortable to wear and enhances the type of magic most celebrated by the citizens of New Kingston—positive magic of plants, lions and courage.

While wearing the New Kingston Dashiki, any Summoning spell or spell-like ability that summons either a creature of the *Plant* type, or *Animals* or *Magical Beasts* with feline or lion-like characteristics has its duration increased to one hour/level. Spells with Cure in their name have their numerical effects maximized when cast by the wearer.

Special: Evil spellcasters wearing the New Kingston Dashiki gain a permanent negative level that cannot be removed while the item is worn.

Construction

Requirements Craft Wondrous Items, creator must be any good alignment, and most possess the Extend Spell and Maximize Spell feats

Cost 4,750 gp (DC 23)

Dashiki, Soldier's

Aura moderate transmutation CL 10th

Slot body **Price** 12,000 gp (DC 26) **Weight** 1-2 lbs

This dashiki is mostly black with slender red and green striping at the edges. The dark cloak is a symbol of membership in an elite Afro-Futurist military unit or mercenary squad.

While wearing the Soldier's Dashiki, the wearer can train or meditate with a chosen weapon for at least 4 hours in order to gain *Weapon Focus* and *Weapon Specialization* with that weapon type. The feats granted remain the same each time the Soldier's Dashiki is donned, until the wearer takes at least four hours to attune with another weapon type again.

Construction

Requirements Craft Wondrous Items, creator must have a BAB 5+ and be proficient with martial weapons

Cost 6,000 gp (DC 24)

Dead Astronaut's Suit

Aura strong necromancy CL 17th

Slot armor **Price** 290,000 gp (DC 38) **Weight** 50 lbs

When this first generation orange, and grey space suit is worn, it ages noticeably, vast rips and tears appearing on its surface, though its protective and life support qualities are unchanged. When on the rack, this suit looks like any other space suit. When the wearer lowers and seals the golden visor, they become a ghoulish living corpse, desiccated by vacuum. Their appearance changes horribly, becoming necrotic and rotted, as if they'd been dead and rotting for months inside the sealed suit.

The Dead Astronaut's Suit is a +2 **ghosttouch space suit**. As a standard action, the wearer can seal or unseal the visor. When the visor is sealed, the wearer is treated as being under the effects of *undead anatomy III*.

In the undead state, the wearer gains Darkvision 500 ft and receives a +4 enhancement bonus to STR. The wearer gains the ability to inflict 1d4 points of temporary CON drain with a successful melee touch attack. Each point of CON drained heals the Dead Astronaut Suit's wearer for 5 HP.

Construction

Requirements Craft Magic Arms and Armor, *Etherealness*, *Undead Anatomy IV*

Cost 145,000 gp (DC 35)

Disco Jack

Aura faint abjuration CL 8th

Slot armor **Price** 19,750 gp (DC 28) **Weight** 2 lbs

This thin jacket is assembled from fine, warm golden steel-fabric with a satiny finish. It is usually worn open on the chest, with nothing but a gold chain or two beneath.

The Disco Jack is a +2 **rallying leather jacket**.

Special: If the wearer of the Disco Jack is wielding any weapon with *Disco* in the name, all allies within 30 ft gain

a +2 competence bonus on all Perform checks made with Musical or Superior Musical weapons.

Construction

Requirements Craft Magic Arms and Armor, *musical warrior*, *remove fear*, creator must have 10 ranks in Knowledge (local) and Perform (either sing or dance)
Cost 9,875 gp (DC 26)

Disco Lightning

Aura strong abjuration
CL 14th

Slot armor **Price** 109,500 gp (DC 34) **Weight** 3 lbs

This stylish and fashionable men's leisure suit has lapels nearly as wide as its flaring bell bottoms, and is sewn from a star-age fabric woven with nano-metals that give the suit a mirror-like gleam. Disco Lightning can be worn without an undershirt, proudly displaying either excellent cleavage or equally impressive chest hair, or with a poofy, silk pirate's shirt in some bright shade. Your call.

Disco Lightning is +3 mirrored, reflective action wear.

Special: If the wearer of this glittering silver armor is wielding any weapon with *Disco* in its name, the wielder may activate the armor's *reflective* quality twice per day, rather than once.

Construction

Requirements Craft Magic Arms and Armor, spell turning, creator must have Knowledge (local) 10 ranks, and Perform (either sing or dance) 10 ranks
Cost 54,750 gp (DC 32)

Funk Soul Wear

Aura faint enchantment **CL** 1st

Slot varies **Price** 1,600 gp (DC 19) **Weight** negligible to 1-2 lbs

D6	Hats (head)	Shirts & Blouses (body)	Pants & Leggings (belt)	Prints, Texture or Styles of Item
1	Cowboy Hat	Wide lapel, puffy silk shirt/blouse	Wide legged sailor trousers	White leather
2	Kangol hat	Double breasted, wide collar blazer	Crotch hugging denim jeans or cut-off jean shorts	Glossy black leather with spikes
3	Pimp Hat complete with feathers	Turtle neck sweater	Regular circles cut out of the sides of a pair of jeans or bell bottoms	Tangerine orange or sea foam green
4	Reggae knit cap	Heavy fur coat	Shiny metallic parachute pants	Plaid with brown leather accents
5	Construction helmet	Rumpled trench coat	Cowboy chaps (assless)	Monochromatic earth tones
6	Military/police cap	Colored tee with sunfaded iron-on decal	Futuristic space pants with lots of pockets	Rainbow tie dye

	Bling (neck)	Bling (ring)	Head-Stuff (headband)
1	A golden ICG crucifix on a thin gold chain	A bulky faux-gold Zodiac sign ring	A thin gold or silver diadem with an inset semi-precious stone
2	A baroque silver inverted cross, pentacle or other Cosmic Satanist symbol	A 3-finger gold and diamond ring spelling out an Afro-Futurist slogan	A tie dye hippy headband
3	A heavy platinum torque inscribed with alien glyphs	Tacky ring in the shape of a 5 pointed Glow leaf	An African coif in New Kingston colors
4	A faux-Native American beaded necklace	Golden 'mood' ring with a Pacifican emaph-mineral stone	A black plastic afro-pick with a raised fist end
5	A heavy pseudo-Egyptian pectoral of gold and jewels	A silver ring that looks like a crawling snake, spider or scorpion	A gold afro-pick with a walking lion end
6	An enormous analogue clock hanging from a gold rope	A big, spiky silver Cosmic Satanist ring	A colorful bandanna

There's a lot of magical fashion houses out there in the heavy galaxy, producing pimped out, stylish threads for adventurers and fashion-victims alike. They've all got genuine 70s (as in the 4,670s) flavor and all provide a +4 competence bonus on a specific skill, chosen by the creator.

Roll on the following chart to find out what kind of funky threads you've scored, what body slot they occupy, and what kind of hideous retro-fashion disaster you're sporting. The first roll is item style, the second roll is textures and colors. Pick the item type desired.

Construction

Requirements Craft Wondrous Items, creator must have 5+ ranks in the chosen skill
Cost 800 gp (DC 17)

Hendrix Jack**Aura** moderate conjuration **CL** 9th**Slot armor Price** 46,650 gp (DC 31) **Weight** 5 lbs

This long, military jacket has been dyed, painted, stitched and buttoned up into a psychedelic rainbow of hard rockin' colors and beautiful patterns. A thick rill of milky white fur decorates the collar, and the intricately decorated and elegantly brocaded jacket glows with a faint violet light.

The Hendrix Jack is a **+3 benevolent buff coat**. While wearing the Hendrix Jack, the wearer can reach into any of the jacket's many pockets and pull out a random Glow joint as a full round action, and is under a constant *glow kiss* effect. Once per day, the wearer can envelop all creatures within 10 ft within the folds of the colorful jacket, which acts identically to the carpet that is the focus of a *magic carpet ride* spell.

The wearer of the Hendrix Jack gains a new attack form, a sonic shriek that functions as a **+1 superior musical weapon**, keyed to Perform (sing). This attack inflicts 2d6 sonic (19-20/x2) on a successful hit, and has a 50 ft range increment.

- +1 Superior Musical Sonic Shout (2d6 sonic, 19-20/x2, 50 ft range increment)

Construction**Requirements** Craft Magic Arms and Armor, *aid*, *glow kiss*, *glow seedling*, *magic carpet ride*, *rockin' blast***Cost** 23,325 gp (DC 29)**Helmet, Afro-Futurist****Aura** moderate evocation **CL** 8th**Slot head Price** 68,000 gp (DC 32) **Weight** 5 lbs

Afro-Futurist space helmets are works of art inspired by traditional African masks and statuary. The best of these masks resemble carved wood, painted bright white, but have full environmental and communications capability. The helm is carved to resemble a simplified African face, with vision slits shaped like narrowed eyes, glowing with golden fire.

These helmets can attach to any armor with the Space Suit property, sealing perfectly with the suit, and have no effect if worn without armor with this property.

While wearing the Afro-Futurist Helmet, the wearer gains the ability to speak and read all Earth languages derived from African and Middle-Eastern dialects. The wearer gains Weapon Focus and Weapon Specialization (long spear) and Weapon Focus and Specialization (short sword) while the Afro-Futurist Helmet is worn. If the character wields an enchanted weapon of either of these types, it gains the *flaming* quality as long as it is in hand.

Construction**Requirements** Craft Wondrous Items, *divine power*, *fireball*, *tongues*, creator must be an Afro-Futurist**Cost** 34,000 gp (DC 30)**Helmet, Hell-Skull****Aura** strong transmutation **CL** 11th**Slot head Price** 93,800 gp (DC 33) **Weight** 5 lbs

These heavy metallic space helmets are forged to resemble robotic skulls which have nearly indestructible plexiglass eye sockets. Some Hell-Skull helmets are as black as an eclipse while others are blood red or the white of bleached bone.

These helmets can attach to any armor with the Space Suit property, sealing perfectly with the suit, and have no effect if worn without armor with this property. While the Hell-Skull Helmet is worn, the wearer becomes partially undead.

The wearer is harmed by positive energy and healed by negative energy, and is considered to be under the effects of *undead anatomy III*. The wearer gains Darkvision 90 ft, and lowlight vision. The wearer becomes immune to critical hits, stunning, ability score damage and drain while the Hell-Skull Helmet is worn.

Construction**Requirements** Craft Magic Arms and Armor, *undead anatomy III***Cost** 46,900 gp (DC 31)**Helmet, Satanic****Aura** strong evocation **CL** 13th**Slot head Price** 90,666 gp (DC 33) **Weight** 10-15 lbs

This impressive environmental battle helmet is sculpted black chrome resembling a goat's skull. Long horns spiral from the helm, and a glowing, inverted pentacle smolders at the brow.

While wearing the Satanic Helmet, the character may use *fear fires* three times per day and *mass fear fires* once per day. A Satanic Helmet can replace the base helmet of any armor with the *space suit* property without compromising it's environmental protection.

Construction Craft Magic Arms and Armor, *mass fear fires*, creator must have a Cosmic Satanist patron deity**Requirements****Cost** 45,333 gp (DC 31)**Helmet, Stellar Valkyrie****Aura** strong transmutation **CL** 15th**Slot head Price** 183,000 gp (DC 36) **Weight** 4 lbs

This heavy, open faced helm is forged from silvery star-

steel and includes impressive, swept back wings. Crafted only by priestesses of the Halla Kal the War Mother, worn by female warriors across the cosmos as a symbol of strength and prowess.

While worn, the Stellar Valkyrie Helm moves the wearer into the next larger size category, imposing a +4 enhancement bonus to her STR and CON scores and a -2 size penalty to DEX. The wearer gains Damage Reduction 10/evil and gains Exotic Weapon Proficiency (particle katana) while the Helm is worn.

Special: The Stellar Valkyrie Helm provides no benefit to a non-female wearer.

Construction

Requirements Craft Magic Arms and Armor, *righteous might*, creator must be a female worshipper of *The Protector* in her aspect of the *War Mother*
Cost 91,500 gp (DC 33)

Imperial Vestments

Aura strong abjuration and evocation **CL** 18th
Slot armor **Price** 285,000 gp (DC 38) **Weight** 250-275 lbs
Imperial Vestments are ostentatious, elaborate and about as subtle as a gilded monstrosity across the forehead. Imperial Vestments are a multi-part armor. The underlayer is gleaming chrome plate built around a hydraulic-assist chassis to help the bearer more easily carry the armor's mammoth weight. A golden icon of Jesus II wielding a flaming sword dominates the chest- the armor's shins and forearms are decorated with carved testimonials from the cleric's patrons. These aren't religious sentiments- they are customer testimonials, from those who have happily bought salvation from the ICG.

A high collar made of hammered bronze in the style of a gothic cathedral surrounds the armor's helm and substantially inhibits the wearer's peripheral vision. A cloak of golden chains hangs from this impressive collar and drags, sparking and clanking on the ground. Depending on the wearer's rank, he might replace the standard helm with a series of increasingly flamboyant miters.

Only ICG Evangelists are legally allowed to wear Imperial Vestments; the ICG is legally empowered to execute unauthorized wearers, but only after extensive torture to reveal where they obtained the impressive armor.

Imperial Vestments are +4 **mirrored grade III powered armor of invulnerability**. While wearing this impressive powered armor, the wearer becomes immune to Cold and Fire, and gains Pleasure Resistance 20.

Construction

Requirements Craft Magic Arms and Armor, *miracle*, *resist energy*, *spell turning*

Cost 142,500 gp (DC 35)

King Karate Jumpsuit

Aura strong transmutation **CL** 10th

Slot armor and belt **Price** 90,500 gp (DC 33) **Weight** 5 lbs

The King Karate Jumpsuit is a sacred artifact to worshippers of Elvis Presley, the Uncrowned King. This fine silk jumpsuit includes is blinding white, with an opened chest and short red, blue or green cape decorated with a finely silk-screened print of a stalking tiger, curling Eastern dragon, or soaring phoenix. A black belt, denoting martial arts mastery, completes the outfit. Despite the jumpsuit's finery, it is remarkably easy to move (and fight) in.

The King Karate Jumpsuit functions as +1 **action wear**.

While wearing the King Karate Jumpsuit, if the wearer has Monk levels, she gains the special abilities and *ki pool* of a Monk two levels higher than normal. If the character is not a Monk, she gains the special abilities of a 2nd level monk.

The King Karate Jumpsuit has a special property, which is denoted by which animal print is silkscreened into the fabric. Each jumpsuit can have only one such special property. The King Karate Jumpsuit's special power is usable once per day.

- **Dragon:** As a swift action, the wearer receives a +10 morale bonus on Combat Maneuver Bonus and CMD for one minute.
- **Tiger:** As a swift action, become invisible as per *greater invisibility* for 1 minute.
- **Phoenix:** As a swift action, the wearer gains a Flight speed of 60 ft (good) and Fire Resistance 10 for one minute.

Construction

Requirements Craft Magic Arms and Armor, *righteous might* plus any one of the following, *beast shape II* (dragon), *greater invisibility* (tiger), *overland flight* (phoenix), creator must be a Monk

Cost 45,250 gp (DC 31)

King Vegas Jumpsuit

Aura strong abjuration **CL** 15th

Slot armor and shoulders **Price** 228,000 gp (DC 37)

Weight 5 lbs

This ostentatious, flashy jumpsuit is modeled after the holy relics of Elvis Presley, Uncrowned King of Earth. The silk jumpsuit is probably a silvery white, but with all the sequins, rhinestones, gemstones ranging from precious

to glass and silica trash, not to mention the huge golden belt buckle, it's hard to tell. The outfit is completed with a flowing cape with dramatically upswept collar.

The King Vegas Jumpsuit functions as **+3 action wear**.

The King Vegas Jumpsuit's dazzling decorations deflect cones, lines, rays and *magic missile* spells, rendering the wearer immune to such effect. There is a 30% chance that a deflected effect reflects back in full force at the caster, otherwise it is simply negated.

Construction

Requirements Craft Magic Arms and Armor, *spell turning*

Cost 114,000 gp (DC 34)

Lunar Dress

Aura faint transmutation **CL** 5th

Slot armor **Price** 20,000 gp (DC 28)

Weight negligible

Spun from bulletproof and laser resistant white silk, and cut in the latest, bodyhugging Lunar Colony style, this fine designer dress is extremely popular among diplomats, celebrities and high-class Shahteyan courtesans alike. The Lunar Dress clings to the wearer's nude body like a dream, revealing more than it conceals, and is accented with fine gold.

The Lunar Dress is treated as being **+1 battle lingerie**.

While wearing the Lunar Dress the character is treated as possessing the Super Kawaii feat, and adds their CHA modifier as a luck bonus to Armor Class. In any *low gravity* or *zero gravity* environment, the wearer gains Fire and Force Resistance 5.

Construction

Requirements Craft Magic Arms and Armor, *eagle's splendor*, *resist energy*

Cost 10,000 gp (DC 26)

Mercury Jack

Aura moderate abjuration **CL** 7th

Slot armor **Price** 16,750 gp (DC 25)

Weight 2 lbs

This tightly fitted yellow leather jacket has multiple snap closures on the front, reminiscent of the straps of a straight jacket. The Mercury Jack is a **+2 rivaling leather**

jacket. All Leather Clone allies adjacent to the wearer gain a +2 deflection bonus to AC. This bonus increases to +4 for one round after the jack's wearer damages a creature after an attack of opportunity allowed by the jack's *rivaling* property.

Construction

Requirements Craft Magic Arms and Armor, *hellbent for leather*, *rivaling*, creator must be a Leather Clone

Cost 8,375 gp (DC 23)



Metal Tee**Aura** strong transmutation and evil **CL** 16th**Slot** body **Price** 56,666 gp (DC 32) **Weight** negligible

All of these tees are blacker than black, with some lurid heavy-metal badassery silk screened on, in a blaze of skulls, swords and burning pentagrams. The band names change, but the cheap and over-designed Gothic lettering make the names all look the same.

Once per day, the wearer can cast *infernal rock and roll* via the Metal Tee, centered on themselves. This effect has a duration of six rounds; after the sixth round and all further rounds elapses, roll D6. On a 5-6, the spell continues for an additional round. On a result of 1-4, the spell's duration ends.

If three 6s on D6 are rolled in a row, the wearer is affected as if by *rage* for 6 rounds, and all melee and natural attacks gain the flaming property. During this time, the wearer becomes immune to Fire and gains Damage Reduction 5/ good.

Construction**Requirements** Craft Wondrous Items, *infernal rock and roll***Cost** 28,333 gp (DC 29)**Muscle Tee****Aura** faint transmutation **CL** 3rd**Slot** body **Price** 6,000 gp (DC 24) **Weight** negligible

Nipples always erect under this tight-fitted, neon-patterned muscle shirts. Shirts like these are popular among the buffest, beefiest, healthiest Leather Clones.

While wearing a Muscle Tee, the character gains a number of temporary Hit Points equal to his STR score. These temporary HP are lost first, and are regained when the Muscle Tee is donned anew each morning.

Special: Only Leather Clones can benefit from this magic item.

Construction**Requirements** Craft Wondrous Items, creator must be a Leather Clone, *bull's strength*, *false life***Cost** 3,000 gp (DC 22)**Moonwalker Jacket****Aura** faint abjuration and enchantment **CL** 3rd**Slot** armor **Price** 35,650 gp (DC 30) **Weight** 2 lbs

The Moonwalker Jacket is an expensive looking, faux-leather jacket with a high collar and broad, padded shoulders.

The armored pseudo-leather is cherry red broken with jet black tiger stripes on the sides and at the base of each sleeve.

The Moonwalker Jacket is a +2 **rallying leather jacket of sonic resistance**. While wearing the Moonwalker Jacket, the wearer gains a +5 competence bonus on Perform (sing), Perform (dance) and Perform (stringed) checks.

Construction**Requirements** Craft Magic Arms and Armor, *remove fear*, *resist energy***Cost** 17,825 gp (DC 28)**Pacifican Armor Dust****Aura** faint illusion **CL** 1st

Slot armor **Price** 2,900 gp (DC 22) **Weight** negligible
Artisans from the legendary Pacifican resort-city of *Bathis* produce some of the finest armor paint in the galaxy. The mystically infused mud there can be enchanted to produce beautiful and highly protective armored pigments. The armor takes the form of glistening, multicolored diamonds dried against the skin when applied.

Pacifican Armor Dust functions as +1 **armor paint**.

If applied to the body of a Pacifican, you receive a +4 competence bonus on Craft (visual arts) check to apply the paint.

Construction**Requirements** Craft Magic Arms and Armor, creator must be a Pacifican, *silent image***Cost** 1,450gp (DC 19)**Pacifican Star-kini****Aura** faint conjuration **CL** 3rd**Slot** armor **Price** 3,100 gp (DC 22) **Weight** negligible

This glossy blue-black one piece has a fully transparent cup over one entire breast, and a large cut out revealing the abs. Thanks to the Pacifican sense of style combined with some groovy nanotech, it protects as well as any old fashioned space suit, but looks a lot cuter.

The Pacifican Star-Kini functions as +1 **battle lingerie**. While wearing the Pacifican Star-kini the character is treated as wearing armor with the *space suit* property. This property is not compromised even during sex, and this benefit extends to the wearer's partner (s) as long as they don't actually remove the helmet(s) of their own space suits.

Construction

Requirements Craft Magic Arms and Armor, creator must be a Pacifican, *emergency space suit*

Cost 1,550 gp (DC 19)

Pleasuran Toga

Aura faint abjuration CL 6th

Slot armor **Price** 29,000 gp (DC 29) **Weight** negligible
Skimpy and nearly translucent, this ultra-short toga bears a deep V of cleavage. The Pleasuran Toga is woven from a fabric that has a sheen somewhere between steel and white silk.

The Pleasuran Toga is +2 **battle lingerie of pleasure resistance**. While wearing the Pleasuran Toga, the wearer

is treated as possessing the *Super Kawaii* feat.

Special: If the Pleasuran Toga is worn by a Pacifican, it gains the **benevolent** property. If worn by a Psyren, the Pleasuran Toga gains the **warding** property. Finally, if worn by an Erobot, the Pleasuran Toga gains the **light fortification** property.

Construction

Requirements Craft Magic Arms and Armor, *eagle's splendor, energy resistance*

Cost 14,500 gp (DC 27)

Punk's Jack

Aura moderate transmutation CL 10th

Slot armor **Price** 75,000 gp (DC 33) **Weight** 5 lbs

This heavy, specially reinforced and hand-modified black leather biker's jacket is accented with layer upon layer of silvery, steel spikes with a Gothic edge and a clacking, clattering rainbow of cheap concert buttons. The back and shoulders are covered in crudely stitched-on band patches.

The Punk's Jack is a +3 **unbound leather jacket**. The Punk's Jack has integrated masterwork alchemical silver armor spikes.

Twice per day, the wearer can reach into one of the jacket's many pocket and pull out a Prox of randomly determined potency. Roll 1D20 to determine granted by this Prox. This Prox only remains in existence for 1d4+3 rounds, after this time it breaks and jams any weapon it is inserted into.

Construction

Requirements Craft Magic Arms and Armor, *musical warrior, righteous might*, creator must be chaotic

Cost 37,500 gp (DC 31)

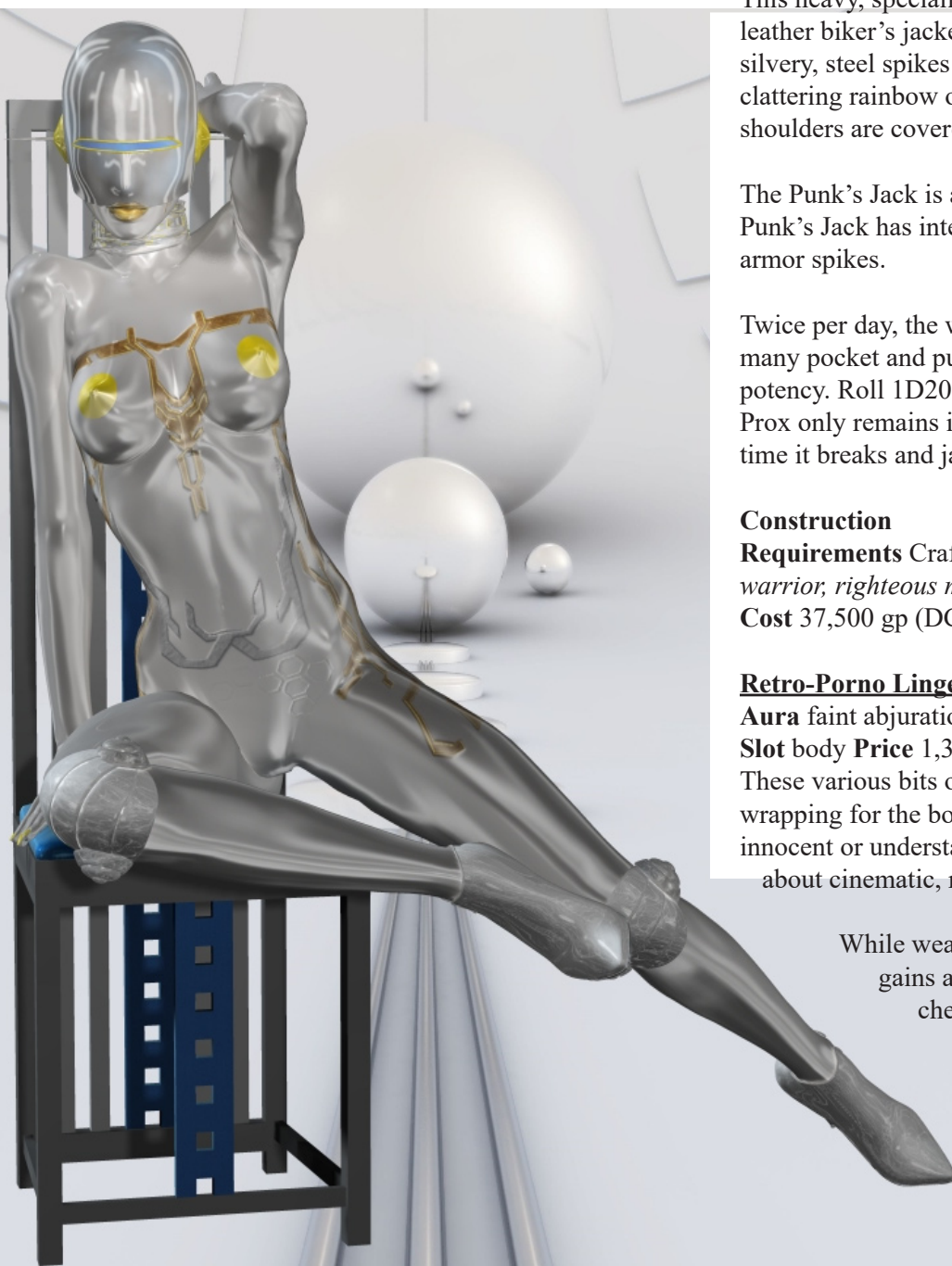
Retro-Porno Lingerie

Aura faint abjuration CL 2nd

Slot body **Price** 1,300 gp (DC 18) **Weight** negligible

These various bits of seductive silk and satin are gift wrapping for the body. Pure, retro-porn sleeze. Nothing innocent or understated here- this occult-tech clothing is all about cinematic, raunchy sexual set dressing.

While wearing Retro-Porno Lingerie, the character gains a +1d6 luck bonus on Perform (sexual) checks, which increases to a +1d12 luck bonus on Perform (sexual) checks to earn a living. In addition, the wearer gains a +1d4 luck bonus on FORT Saves made to resist contracting an STI.



Roll separately for each sexual act.

Construction

Requirements Craft Wondrous Items, creator must possess the Gifts of Ecstasy feat

Cost 650 gp (DC 16)

Robophile Lingerie

Aura moderate transmutation **CL** 9th

Slot armor **Price** 54,000 gp (DC 32) **Weight** negligible

This silver-mesh teddy features chromed breast cups with turbine-like cutouts that frame the wearer's nipples. Flared chrome pads at the shoulders and on the hips give a woman wearing this retro-tech lingerie an art-deco robo-fetish allure.

Robophile Lingerie is a set of **+3 battle lingerie**. While wearing the Robotic Lingerie, the character receives a +5 competence bonus on Perform (sexual) checks made against Constructs, or creatures with any of the following subtypes: *Android*, *Battlechanger*, *Cyborg*, *Mecha*, *POETICA*, or *Robot*. During a sexual encounter with any of these creatures the character can substitute a Craft (electronic) check instead, still receiving this bonus.

During a sexual encounter with a creature of any of the above subtypes, the character can transform her partner to have a humanoid-compatible gender and sexual organs, choosing the creature's transformed gender. (The mechanical creature can resist this effect with a DC 12 FORT save if the transformation is unwanted.)

Special: If Robophile Lingerie is worn with any magic item with *Gynoid* in the name, the wearer gains a +2 enhancement bonus to her CHA score, which stacks with any bonus provided by the *Gynoid* item.

Construction

Requirements Craft Magic Arms and Armor, *sexual reconfiguration*

Cost 27,000 gp (DC 29)

Robostalker's Jack

Aura faint abjuration **CL** 3rd

Slot armor **Price** 28,500 gp (DC 30) **Weight** 5 lbs

This heavy, waterproofed auburn trenchcoat is made entirely of synthetic fibers, and has a wide, flared collar that rises nearly to the wearer's ears.

The Robostalker's Jack is a **+2 high-tech-defiant buff coat of force resistance**. The armor's defiant property activates against creatures with the following subtypes: *Android*, *Battlechanger*, *Cyborg*, *Mecha*, *POETICA*, *Robot*.

Construction

Requirements Craft Magic Arms and Armor, *resist energy*, *summon monster I*

Cost 14,250 gp (DC 27)

Rocker Armor

Aura moderate abjuration **CL** 7th

Slot armor **Price** 27,930 gp (DC 29) **Weight** 20 lbs

This neon orange and blinding yellow set of armor is issued to mercs serving as Outlaw Sex Station 09 bodyguards and/or roadies. Massive, throbbing stereo speakers are placed in the armor's shoulder pads, between the shoulder blades and on the breast. Rocker Suits for female mercs tend to be a bit more revealing.

Rocker Armor is a set of **+2 star leathers of improved sonic resistance**.

Rocker Armor absorbs the first 20 points of Sonic damage the wearer would suffer from any given attack. While wearing Rocker Armor, the character inflicts an additional dice worth of damage with any Musical or Superior Musical weapon that inflicts Sonic damage.

Construction

Requirements Craft Magic Arms and Armor, *musical warrior*, *resist energy*

Cost 13,965 gp (DC 27)

Rocker Bikini

Aura faint abjuration and transmutation **CL** 5th

Slot armor **Price** 22,750 gp (DC 29) **Weight** negligible

The Rocker Bikini is a less durable and less-restrictive version of the standard issue *Rocker Armor*, only ever fitted to female mercs and Outlaw Sex Station DJs. This skimpy yellow and orange two piece includes stereo-speakers on each breast and a smaller, bass speaker over the crotch, right where the bass vibrations are going to do the most good. Low-grade forcefield projectors built into the speakers provide a little better protection than a bikini normally would.

The Rocker Bikini is a set of **+1 battle lingerie of sonic resistance**.

The Rocker Bikini absorbs the first 10 points of Sonic damage the wearer would suffer from any given attack. While wearing the Rocker Bikini, the character inflicts an additional dice worth of damage with any Musical or Superior Musical weapon that inflicts Sonic damage.

Construction

Requirements Craft Magic Arms and Armor, *musical warrior*, *resist energy*

Cost 11,375 gp (DC 26)

Rocker's Jack

Aura faint transmutation CL 5th

Slot armor **Price** 12,850 gp (DC 26) **Weight** 3 lbs

This heavy, gleaming black leather jacket has wide, flared sleeves and a generous cut. The shoulders, upper back and wide lapels are reinforced with a second layer of matte black leather, studded with hundreds of faintly glowing blue-steel rivets.

The Rocker's Jack is a +2 **brawling leather jacket**. While wearing the Rocker Jack, the character inflicts an additional dice worth of damage with any Musical or Superior Musical Weapon that inflicts Electrical, Fire or Force damage.

Construction

Requirements Craft Magic Arms and Armor, *bull's strength*, *musical warrior*

Cost 6,425 gp (DC 24)

Royal Starsuit

Aura moderate illusion CL 7th

Slot armor **Price** 9,200 gp (DC 25) **Weight** 38 lbs

The outer weave of this futuristic spacesuit is baby blue suede, accented with bright gold trim. The mirrored outer sun-visor is a similar golden hue. The suit's back mounted lifesupport pack is airbrushed with a holy icon of the Uncrowned King: a lopsided crown studded with jewels, resting atop the scales of justice. In one scale, a guitar, in the other scale, lifted up by the guitar's weight, a pistol.

The Royal Starsuit is a +2 **rivaling advanced space suit**. While wearing the Royal Starsuit, effects based on sound function normally even in hard vacuum within a 60 ft radius.

Construction

Requirements Craft Magic Arms and Armor, *major image* or bardic performance, *musical warrior*, creator must have chosen the Uncrowned King as a patron deity

Cost 4,600 gp (DC 23)

Shield, Afro-Futurist

Aura faint transmutation CL 5th

Slot shield **Price** 3,500 gp (DC 22) **Weight** 5 lbs

Modeled on traditional Zulu and Masai shields, but made of space-age materials, these oval shields terminate in sharp points. The white polymer shield's border is a geometric pattern of interlaced black and gold triangles, and the

shield's crest is a golden lion rampant against a flag of red, black and green.

An Afro-Futurist is effectively a +1 **light steel shield**, though composed entirely of non-metallic materials. While wielding the Afro-Futurist shield, the wearer gains a +1 competence bonus on attack rolls with short swords, all spears, hand axes and javelin.

Construction

Requirements Craft Magic Arms and Armor, creator must have a BAB 5+

Cost 1,750 gp (DC 20)

Slutcoat

Aura faint conjuration CL 5th

Slot body **Price** 35,000 gp (DC 30) **Weight** 1 lb

The Slutcoat is a completely transparent plastic raincoat, often worn over bare (or nearly bare) flesh. It's as close to a working uniform as prostitutes have on most worlds. It keeps wearers alive against all the expected hazards of sex work...or galactic adventuring.

The Slutcoat provides the wearer with a +2 deflection bonus to Armor Class.

While wearing the coat, the character is under the effects of *fertility control*, and becomes immune to contact and ingestion based diseases, though not diseases of the injury type.

Construction

Requirements Craft Magic Arms and Armor, *fertility control*, *remove disease*, *shield*

Cost 17,500 gp (DC 28)

Smuggler's Vest

Aura faint enchantment and transmutation CL 3rd

Slot body **Price** 2,800 gp (DC 21) **Weight** 1 lb

This simple, oil-black vest has a lot of pockets, most of them well concealed, and looks like it's seen a few hundred lightyears of hard service.

While the Smuggler's Vest is worn, the character gains a +5 competence bonus on Sleight of Hand checks. Additionally, any *Spacer's Blaster* wielded by the character functions as a *Smuggler's Blaster* instead. The altered weapon returns to its default configuration if it leaves the character's hand, and retains any magical or mundane upgrades possessed.

Construction

Requirements Craft Wondrous Items, *borrow skill*, *BFG*

Cost 1,400 gp (DC 19)

Space Brim**Aura** faint abjuration CL 1st**Slot** head **Price** 2,800 gp (DC 21) **Weight** negligible

This stylish nylon pimp's cap comes in a variety of styles and colors, but always has an exotic xeno-avian feather sticking up jauntily.

While wearing a Space Brim, the character gains the No Breath property and becomes immune to environmental heat and cold, as well as radiation, as if wearing armor with the Space Suit property. The wearer gains a +2 competence bonus on Knowledge (local) and Pilot checks.

Construction**Requirements** Craft Wondrous Items, *emergency space suit***Cost** 1,400 gp (DC 19)**Starburn Jack****Aura** faint abjuration CL 9th**Slot** armor **Price** 21,000 gp (DC 28) **Weight** 8 lbs

The Starburn Jack is a military cut black leather jacket with a short link of decorative golden chain wound through the right shoulder epaulet. A tiny grid of LED lights sewn into the right collar displays an ever changing, hypnotically flashing rainbow.

The Starburn Jack is a +3 **benevolent, champion leather jacket**.

Construction**Requirements** Craft Magic Arms and Armor, *aid, protection from evil***Cost** 10,500 gp (DC 26)**Starburn Leathers****Aura** faint abjuration CL 3rd**Slot** armor **Price** 31,200 gp (DC 30)**Weight** 25 lbs

Every Leather Clone that can afford the exorbitant price-tag is sporting a set of tightly fitted Starburn Leathers, a black and silver vision of genetically sculpted hyper-masculinity. The wrists, belt and collar of this oily ebony leather body suit are studded with dozens of silver spikes or studs. To Leather Clones, the choice between the two is a declaration of preference: bottoms prefer studs, tops favor spikes and switches combine the two styles.

Starburn Leathers are a set of +1 **star leathers of fire resistance**. While wearing Starburn Leathers, the wearer

becomes immune to radiation.

Special: If the wearer is male, he receives a +2 circumstance bonus on sexually oriented Bluff and Diplomacy checks made against Leather Clones. If the wearer is a Leather Clone himself, this bonus increases to +4.



Construction**Requirements** Craft Magic Arms and Armor, *resist energy***Cost** 15,600 gp (DC 27)**Starfighter's Jack****Aura** faint enchantment CL 3rd**Slot** armor **Price** 2,800 gp (DC 21) **Weight** 2 lbs

The best star pilots and cosmic dogfighters wear stylish, retro-cut bomber jackets with colorful fighter squadron patches on the breast, sleeve or the back.

The Starfighter's Jack is a **+1 leather jacket**. The Starfighter's Jack provides the wearer with a +1 competence bonus on ranged attack roll with any vehicle-mounted aircraft or starship weapon.

Similar Items

Some versions of this enchanted leather bomber jacket apply a +1 competence bonus to the armor class of any aircraft or starship piloted by the wearer instead of enhancing onboard weapons attacks. These jackets are dun, pale brown leather rather than the darker brown or black that's normally standard.

Construction**Requirements** Craft Magic Arms and Armor, creator must have 5 ranks in Pilot**Cost** 1,400 gp (DC 19)**Starhunter's Leathers****Aura** faint enchantment CL 9th**Slot** armor **Price** 21,000 gp (DC 29) **Weight** negligible

The Hunters of the Cosmos are found throughout the infinite Multiverse, protecting spacers and other mortals from predation by Lifespawn monstrosities. Their unique uniform is carnal and explicitly sexual, seductive alien bondage gear as black as space itself accented with blood-red pauldrons, bracers and greaves.

Starhunter's Leathers are **+3 bolstering battle lingerie**. While wearing this enchanted armor, the wearer is treated as if wearing armor with the *space suit* mundane property.

Construction**Requirements** Craft Magic Arms and Armor, *emergency space suit*, *heroism***Cost** 10,500 gp (DC 26)**Star Ganger's Cut****Aura** faint illusion CL 5th**Slot** armor **Price** 11,750 gp (DC 26) **Weight** 3 lbs

These heavy leather jackets are cut down, their sleeves ripped off to show the wearer's muscular arms. Symbols of strength and honor, Star Ganger's Cuts are decorated

in the instantly recognizable colors of one of Free Space's many street gangs or fighter-cults. Most wearers decorate their Cut with intricate patches, feathers or beads, or accent it with silvery spikes. Be careful though, wear a Cut you haven't earned and lose your balls at the hand of some wild eyed psycho with a vibro-blade.

The Star Ganger's Cut is a **+2 shadowed leather jacket**.

Unlike other enchanted armor, the Star Ganger's Cut's enchantment bonus is considered a natural armor bonus. The Star Ganger's Cut toughens the wearer's skin beneath the leather.

Construction**Requirements** Craft Magic Arms and Armor, *invisibility*, *silence***Cost** 5,875 gp (DC 24)**Starkiller Armor****Aura** moderate divination CL 6th**Slot** armor **Price** 20,000 gp (DC 28) **Weight** 5 lbs

This dark-purple and jet-black uniform is fitted with dark chrome armor plating on the chest and lighter, more flexible plating on the abdomen. The integrated space-boots have buccaneer flaps, more for style than practicality.

Starkiller Armor is a **+2 spacer's jumpsuit**. While wearing Starkiller's Armor, the character rolls a number of additional damage dice equal to her DEX modifier with any starship mounted weapons under her direct control.

Construction**Requirements** Craft Magic Arms and Armor, *true strike***Cost** 10,000 gp (DC 26)**Star Student's Uniform****Aura** faint divination CL 3rd**Slot** armor **Price** 3,800 gp (DC 22) **Weight** 5 lbs

This pale sand-colored overall includes large cargo pockets on each thigh as well as multiple smaller pockets on the breast and sleeve. Often, a removable Velcro patch on the shoulder bears the insignia of a galactic military academy, mercenary league, university or Free Spacer clanhold.

The Star Student's Uniform is a **+1 spacer's jumpsuit**.

Wearing this uniform provides a +1 competence bonus on Computer Use and Pilot checks. The wearer is considered proficient with any ranged weapon with *blaster* in the name, such as *spacer's blasters*.

Construction**Requirements** Craft Magic Arms and Armor, *true strike***Cost** 1,900 gp (DC 20)

Star Trucker's Cap**Aura** faint divination **CL** 1st**Slot** head **Price** 900 gp (DC 17) **Weight** negligible

This (often sweat stained) grey cloth ball cap bears the colorful logo of one of the galaxy's major transport and shipping companies above its sloping brim.

Wearing the Star Trucker's Cap provides the wearer with a +3 competence bonus on Pilot checks, as well as checks to navigate hyperspace or plot a course in space.

Construction**Requirements** Craft Wondrous Item, *guidance***Cost** 450 gp (DC 15)**Streetwalker's Lingerie****Aura** faint illusion **CL** 5th**Slot** armor **Price** 9,150 gp (DC 25) **Weight** negligible

This smoky grey mesh teddy conceals very little of the body beneath. The lingerie's high collar ringed with bronze tracery and similar wires encircle the underside of each breast, surrounding each nipple.

Streetwalker's Lingerie functions as +1 **battle lingerie of shadow**. While wearing Streetwalker's Lingerie, the character gains a +5 competence bonus on Knowledge (local) checks.

Construction**Requirements** Craft Magic Arms and Armor, *invisibility*, *shadow***Cost** 4,575 gp (DC 23)**Suave Motherfucker****Cloak****Aura** moderate enchantment **CL** 7th**Slot** shoulders **Price** 12,500 gp (DC 26) **Weight** 1 lb

This powder blue cloak hangs dramatically off the shoulder, and somehow lets the wearer get away with things that should get him or her dumped out the nearest airlock.

While wearing this cloak, you receive a +2 competence bonus on Bluff checks. In addition, you suffer no penalty on your

Bluff check for 'unlikely' or 'far-fetched' lies, and the penalty for telling an impossible lie is only -12.

Special: Only a genuinely suave motherfucker (somebody with CHA 17+ and any non-lawful alignment) receives any benefit from this magic item.

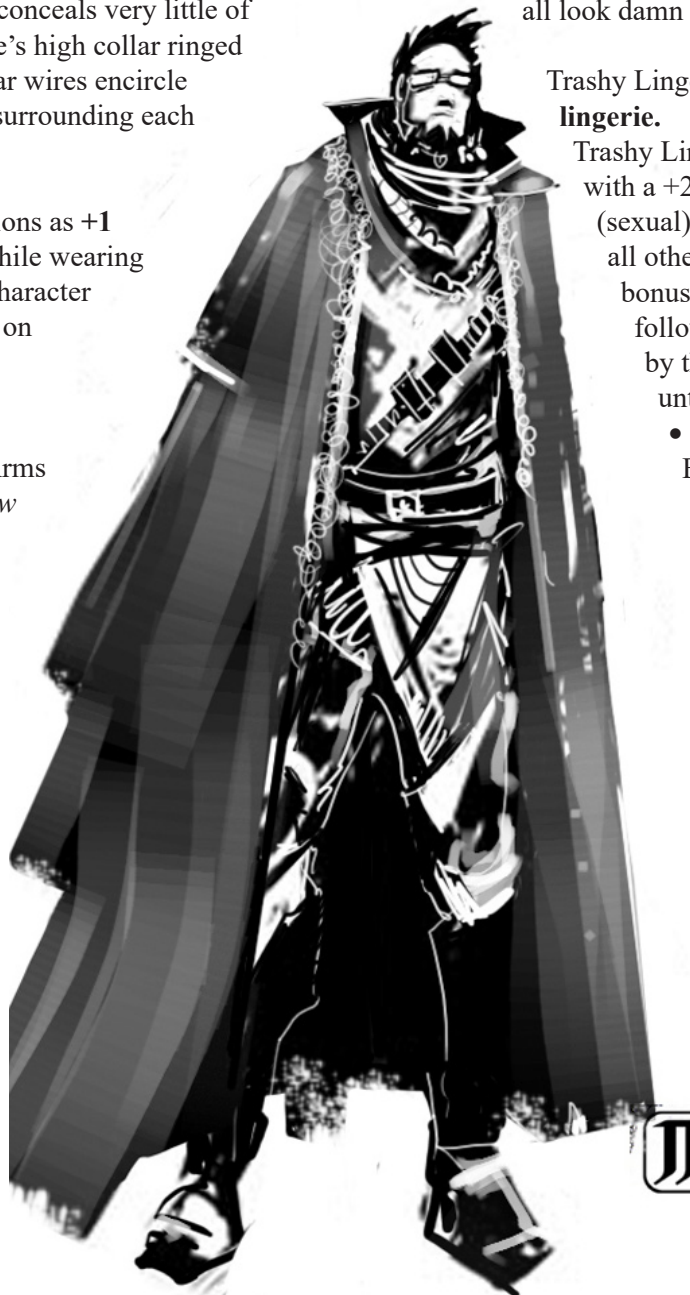
Construction**Requirements** Craft Wondrous Item, *glibness***Cost** 6,250 gp (DC 24)**Trashy Lingerie****Aura** faint enchantment **CL** 3rd**Slot** armor **Price** 7,600 gp (DC 25) **Weight** negligible

Fishnet mesh thigh-highs, garter belts, crotch-less silk panties and a matching bra with nipple cut outs...this lingerie is more naked than naked. There are a lot of different styles and colors of Trashy Lingerie out there, from basic black to slutty animal prints, and they all look damn fine.

Trashy Lingerie functions as +1 **battle lingerie**.

Trashy Lingerie provides the wearer with a +2 untyped bonus on Perform (sexual) checks, which stacks with all other bonuses to this skill. This bonus increases by +1 per each of the following traits or feats possessed by the wearer, to a maximum +5 untyped bonus.

- Wearer has the Busty Extreme trait
- Wearer has the Mega-Busty feat
- Wearer has the Gifts of Ecstasy feat
- Wearer has any sexually oriented cybernetic implant or gene-mod
- Wearer has a chaotic alignment
- Wearer is a Psyren, Pacifician, or Erobot
- Wearer has 5+ ranks in Profession (sex worker, or similar occupations)

Construction**Requirements** Craft Magic Arms and Armor, *sexual manipulation***Cost** 3,800 gp (DC 23)

Universal Space Suit

Aura faint conjuration or transmutation (if *make whole* is used) **CL** 3rd

Slot armor **Price** 5,200 gp (DC 23) **Weight** 60 lbs

Megacorps and governments that do business with Anthro or Shipper populations make it a point to have plenty of Universal Space Suits available to accommodate the many anatomical quirks possessed by Anthro spacers. These space suits come in a variety of colors and styles, but all are modular and designed for easy modification and field-repair.

The Universal Space Suit is a simple +1 **Anthro-adaptive space suit**.

Similar Items

More expensive and only slightly-less-common variants of this armor use an *Advanced Space Suit*, *Armored Space Suit* or *Heavy-Grav Space Suit* as the armor's base, increasing the purchase price and construction cost appropriately.

Universal Powered Armor is prohibitively expensive for most spacers, but well worth the price for the relatively few Anthro soldiers with access.

Construction

Requirements Craft Magic Arms and Armor, *instant armor* or *make whole*, creator must be an Anthro

Cost 2,600 gp (DC 21)

Weapon-Master's Leathers

Aura faint transmutation **CL** 5th

Slot none **Price** 54,200 gp (DC 32) **Weight** 20 lbs

Gaudy and visually arrogant, Weapon-Master's Leathers are a tightly fitted, high gloss black leather catsuit, worn open at the collar to mid-sternum. The theatrical collar is blood red and comes to a high point behind the crown of the wearer's head.

The Weapon-Master's Leathers are a set of +2 **star leathers**. While wearing this armor, the character gains a +5 competence bonus on Craft (cybernetics) and Craft (firearms) checks. Up to five times per day, the wearer can touch any weapon he is wielding and increase its damage output by one dice for one minute, or until the touched weapon leaves his hand.

Construction

Requirements Craft Magic Arms and Armor, *BFG*, *engineer's touch*

Cost 27,100 gp (DC 29)

MAGICAL WEAPONS

NEW ARMOR QUALITIES

Several of the new magic weapons in this section boast at least one of these new special qualities.

Beauty Killing

A successful attack from a weapon with the Beauty Killing enchantment inflicts bonus damage equal to the target's CHA modifier. Targets with a negative CHA modifier do not suffer less damage than normal from a weapon with this property. The damage from a Beauty Killing weapon supersedes, and does not stack with the weapon's enchantment bonus.

- Strong Transmutation; CL 12th; Craft Magic Arms and Armor, and *baleful polymorph*; Price: +2 bonus

Hell's Own

Hell's Own weapons burn, blast and stroke their opponents into screaming bits and pieces, manufactured by Cosmic Satanist armorers for maximum destruction.

The Hell's Own quality can be added to any magical weapon with the *Flaming/Flaming Burst*, *Pleasuring/Pleasuring Burst* or *Thundering* properties. The Hell's Own weapon inflicts a additional dice of damage of the special energy type on a successful hit.

- Strong Evocation; CL 12th; Craft Magic Arms and Armor, creator must have a Cosmic Satanist patron deity/philosophy plus initial creation requirements; Price +2 bonus

Pleasuring

Upon command, a pleasuring weapon is sheathed in pink radiance that deals an extra 1d6 points of Pleasure damage on a successful hit. The radiance does not harm the wielder. The effect remains until another command is given.

- Moderate Evocation; CL 10th; Craft Magic Arms and Armor and *Breath of Ecstasy*; Price: +1 bonus

Pleasuring Burst

A pleasuring burst weapon functions as a pleasuring weapon that also explodes with Pleasure radiation upon striking a successful critical hit. The radiance does not harm the wielder. In addition to the extra Pleasure damage from the pleasuring ability (see above), a Pleasuring Burst weapon deals an extra 1d10 points of Pleasure damage on a successful critical hit. If the weapon's critical multiplier is $\times 3$, add an extra 2d10 points of Pleasure damage instead, and if the multiplier is $\times 4$, add an extra 3d10 points of

Pleasure damage.

- Strong Evocation; CL 12th; Craft Magic Arms and Armor and *Deadly Pleasures* or *Orgasm Mine*; Price +2 bonus

SPECIFIC NEW WEAPONS

Angelwish Rocker

Aura strong conjuration and good CL 11th

Slot weapon **Price** 73,200 gp (DC 33)

Weight 7 lbs

Both necks of this ostentatious, chrome and ivory guitar are gleaming steel. The fittings are platinum and the strings are golden; the body of the rocker is carved in the shape of an angel's outstretched white wing.

The Angelwish Rocker is a +2 **courageous, holy twin thunder rocker**. The Angelwish Rocker has the *courageous* property, normally reserved for melee weapons... because sometimes angels don't play fair.

Anytime the wielder of the Angelwish Rocker rolls a natural 20 on a Perform (stringed) check with the Angelwish Rocker, the Angelwish Rocker summons a Choral Angel (*Bestiary* 5), which serves the wielder loyally for one minute or until slain or banished. If multiple natural 20s are rolled, up to two Choral Angels may serve simultaneously, in which case they may use their *harmony* ability.

A summoned Choral Angel may maintain concentration on any bardic spell or effect on behalf of its summoner for the duration of it's existence.

Construction

Requirements Craft Magic Arms and Armor, *heroism*, *holy smite*, *planar binding*, *remove fear*; creator must be good aligned
Cost 36,600 gp (DC 30)

Black Album

Aura strong evocation CL 12th

Slot weapon **Price** 26,666 gp (DC 29) **Weight** 1 lb

Utterly black and darker than obsidian, this razor-edged disk reflects absolutely all light. It is so dark it seems like an utter void in space, occasionally ringed with roiling crimson flames.



The Black Album functions as a +2 **Hell's own, flaming burst chakram of distance**.

Construction

Requirements Craft Magic Arms and Armor, creator must have a Cosmic Satanist patron deity, *clairvoyance*/*clairaudience*, *fireball* or *flame strike*
Cost 13,333 gp (DC 27)

Black Blade**Aura** moderate abjuration CL 9th**Slot** none **Price** 69,600 gp (DC 33) **Weight** 6 lbs

This jet-black rocker has the sleek geometry of a stealth starfighter, lit with cold indigo neon running the length of the neck. When the neon-lit strings are strummed a holographic grim reaper forms in the air near the guitarist's fingers, wildly swinging a holographic scythe in time with the notes of the music. While wielding this rocker, there's no reason to fear any reaper.

The Black Blade is a **+3 undead-bane lazer rocker**. While wielding the Black Blade, the character is under a constant *deathward* effect. If the wielder has Bard levels, he or she may expend a bardic spell of 3rd level or greater in order to cast *deathward*, as a 9th level cleric, upon a single creature the caster touches with the tip of the Black Blade.

Construction**Requirements** Craft Magic Arms and Armor, *deathward*, *summon monster I*, creator must have Bard levels**Cost** 34,800 gp (DC 30)**Burning Spear****Aura** strong evocation CL 12th**Slot** weapon **Price** 11,000 gp (DC 26) **Weight** 7 lbs

Burning Spears are iconic Afro-Futurist weapons popular among New Kingston-born duelists and adventurers. The weapon has little physical mass, with the majority of the adaptable weapon composed of stellar plasma held in magnetic containment. The only 'physical' components are matte-grey plastic hilt and emitter system. The weapon glows like a red dwarf star in either configuration.

The Burning Spear has two configurations, and changing between configurations is a full round action. When powered down, the weapon gains a +4 circumstance bonus on Sleight of Hand checks to conceal it. Activating the weapon is considered part of the action of drawing it, and when activated it assumes its last-used configuration.

Configuration Alpha

The Burning Spear functions as a **+2 flaming burst longspear**.

Configuration Beta

The Burning Spear functions as a **+2 flaming burst acoustic rocker**.

Construction**Requirements** Craft Magic Arms and Armor, *fireball*, *musical warrior***Cost** 5,500 gp (DC 24)**Chthonic Rocker****Aura** moderate conjuration CL 9th**Slot** weapon **Price** 20,900 gp (DC 28) **Weight** 7 lbs

The polished, oiled mahogany of this all-wooden *rocker* has been carved into batwing like flourishes, each facet beveled and sharpened. The strings are lurid ruby plasma, contained in thread-thin magnetic bottles. Its sound is as dark and sharp as the wood itself, a favorite of Cosmic Satanist rockers talented enough to master the instrument.

The Chthonic Rocker is a **+2 planar, unholy acoustic rocker**.

Construction**Requirements** Craft Magic Arms and Armor, *plane shift*, *unholy blight*, creator must be evil**Cost** 10,450 gp (DC 26)**Codpiece, Chaincock****Aura** moderate transmutation CL 7th**Slot** belt and weapon **Price** 14,000 gp (DC 27)**Weight** 2 lbs

This studded black leather belt includes an impressive spiked codpiece with a pullcord attachment, like something you'd find on 20th Century lawnmower. As a standard action, the wearer can pull the ripcord and transform his genitals into a diamond toothed industrial saw.

When the Chaincock is activated, the wearer gains a natural gore attack as a primary natural attack. The gore attack inflicts 2d4 + CON modifier points of Slashing damage (crit 20/x4). The wearer can modify the attack roll with either his STR or CON modifier, whichever is greater. If the wielder has CON 15+, the Chaincock is treated as having 10 ft reach. The Chaincock has the distracting and deadly weapon properties.

The Chaincock can be activated for up to 10 minutes per day.

The duration need not be consecutive but must be in 30 second (5 round) increments.

Special: Only males can benefit from this magic item.

Construction**Requirements** Craft Magic Arms and Armor, *chainsaw hands***Cost** 7,000 gp (DC 25)

Codpiece, Pussygrinder**Aura** moderate transmutation **CL** 7th**Slot** belt and weapon **Price** 14,000 gp (DC 27)**Weight** 2 lbs

This hot pink leather belt is studded with golden hooks and features a bulging codpiece flanked by golden wings. As with the Chaincock there's a pull cord that powers up this industrial-fetish magic item. When pulled, the wearer's pussy and inner thighs become a pair of opposed belt sanders with diamond-grit belts.

When the Pussygrinder is activated, the wearer gains a natural gore attack as a primary natural attack. The gore attack inflicts 1d6 + CON modifier points of Slashing damage (crit 20/x3) and has the *grab* special quality. The Pussygrinder grants the wearer the Constrict special quality while active. If the wielder has CON 15+, the Pussygrinder provides her with a +4 bonus on CMB checks. The Pussygrinder has the distracting and deadly weapon properties.

The Pussygrinder can be activated for up to 10 minutes per day. The duration need not be consecutive but must be in 30 second (5 round) increments.

Special: Only females can benefit from this magic item.

Construction

Requirements Craft Magic Arms and Armor, *chainsaw hands*

Cost 7,000 gp (DC 25)

Cod Piece, Wrecker Balls**Aura** strong necromancy **CL** 9th**Slot** belt and weapon **Price** 7,500 gp (DC 25) **Weight** 2 lbs

This heavy codpiece is sculpted in the shape of two enormous testicles, hanging from the crotch, made of brass. As with the Chaincock, there is a ripcord built into the belt; pull it hard, and the big brass balls drop to the ground with a clang, attached to the belt by a oily steel chain.

When activated, the Wrecker Balls become a **+1 viscous, thundering heavy flail**.

The Wrecking Ball have 5 ft reach per point of the wearer's CON modifier. Thus a character with CON 16 (+3 modifier) would have 15 ft reach with this weapon. The wearer can still threaten adjacent squares, merely by shortening his swings.

Wrecker Balls can be activated for up to 10 minutes per day. The duration need not be consecutive but must be in 30 second (5 round) increments.

Special: Only males can benefit from this magic item.

Construction

Requirements Craft Magic Arms and Armor, *animate objects, blindness/deafness, enervation*

Cost 3,750 gp (DC 22)

Confederate Rocker**Aura** moderate conjuration and evocation **CL** 8th**Slot** weapon **Price** 20,750 gp (DC 28) **Weight** 6 lbs

This showy, bright *rocker* has its angular casing painted in the red, blue and silver of the Old Earth Stars and Bars. The stars themselves pulse with energy when the rocker is active.

The Confederate Rocker is a **+2 anarchic, Afro-Futurist Bane, lazer rocker**. While wielding or carrying the Confederate Rocker, the character suffers a -4 penalty on all CHA-based skill checks made against Afro-Futurist characters, with the exception of Intimidate and Perform (stringed) checks made to use this Rocker as a weapon.

While the Confederate Rocker is wielded in hand, the wielder's Armor Class is treated as being +2 better than normal when targeted by any Musical or Superior Musical weapon wielded by an Afro-Futurist character.

Construction

Requirements Craft Magic Arms and Armor, *chaos hammer, summon monster I*

Cost 10,375 gp (DC 26)

Crowd Pleaser**Aura** strong evocation **CL** 12th**Slot** weapon **Price** 32,500 gp (DC 30) **Weight** 5 lbs

With a neck outlined in pink neon and glowing strings of the same hue, the Crowd Pleaser isn't subtle or stealthy. This weapon always hums faintly, even when powered down, like a vibrator or a perfectly tuned FTL drive.

The Crowd Pleaser is a **+3 pleasuring burst love gun rocker**. On a confirmed critical hit with this weapon, all creatures within 30 ft of the target suffer half the Pleasure damage inflicted on the target.

Construction

Requirements Craft Magic Arms and Armor, *orgasm mine*

Cost 16,250 gp (DC 28)

Dead Man's Rocker**Aura** faint conjuration **CL** 7th**Slot** weapon **Price** 29,300 gp (DC 30) **Weight** 6 lbs

This heavy metal rocker has been customized with skull and bones styling, featuring a chrome vertebral column

as the rocker's neck. Actual human bones and dried ribbons of leathery flesh from famous and long dead rockers are incorporated into the décor.

The Dead Man's Rocker is a **+1 undead-bane rocker**. Three times per day, the wielder can cast *dead celebrity* to summon one of the dead rockers whose bones and skin decorate the instrument.

Construction

Requirements Craft Magic Arms and Armor, *dead celebrity*, *summon monster I*

Cost 14,650 gp (DC 28)

Disco Lixx

Aura strong divination **CL** 12th
Slot weapon **Price** 17,450gp
(DC 28) **Weight** 1 lb

This Lixx is even more elaborate than the norm for these overtly sexual weapons/instruments of pleasure. Imagine a mirrored, polished steel vulva surrounded by stylized art deco wings, with a clitoral hood that becomes a penis thrust forward like a rocket's prow.

The Disco Lixx is a **+2 seeking chrome lixx**. While Disco Thunder is wielded in hand, all allies within 30 ft who are using *Prox* change the damage type inflicted by the Prox-linked weapons to an equal amount of pleasure damage.

Construction

Requirements Craft Magic Arms and Armor, *musical warrior*, *true seeing*
Cost 8,725 gp (DC 25)

Disco Thunder

Aura moderate evocation **CL** 8th
Slot weapon **Price** 22,750 gp (DC 29) **Weight** 8 lbs
Normally, this weapon is a glittering, mirror-faceted disco ball resting atop a tope shaft accented by a thick, blue and orange rubber grip. A flick of the wrist and some hostile



intent felt by the empath-sensors built into the weapon, and the disco-ball breaks apart and becomes a flanged Maltese-cross shaped mace, just as shining and glittery.

Disco Thunder is a **+2 shock, thundering heavy mace**. While Disco Thunder is wielded in hand, all allies within 30 ft who are using *Prox* treat those Prox as being +2 better than normal. (So a +2 Prox functions as a +4 Prox within this radius.)

Similar Items

Disco Inferno is priced pretty much identically, but the two weapons are very different. *Disco Inferno* is a large, heavy and angular long sword with a gleaming chrome blade with a mirror finish. Circles of crimson fire, each roughly quarter sized, run the length of the blade and emit nearly stellar temperature heat.

Disco Inferno is a **+2 flaming, shock long sword**. It enhances nearby Prox in the same manner as Disco Thunder. Substitute *fireball* for *blindness/deafness* during the weapon's construction.

Disco Nunchaku are gleaming, pimped out nunchaku with faceted chrome striking surfaces and a hot orange chain linking the two clubs. They are about as expensive, and just as common as Disco Thunder.

Disco Nunchaku are **+2 ki focus, thundering nunchaku**. *Disco Nunchaku* enhance Prox in the same manner as Disco Thunder. Substitute the requirement the creator must be a monk for *call lightning*.

Construction

Requirements Craft Magic Arms and Armor, *blindness/deafness*, *call lightning*, *play instrument*
Cost 11,375 gp (DC 26)

Disco Whip**Aura** strong necromancy and transmutation **CL** 18th**Slot weapon Price** 86,750 gp (DC 33) **Weight** 2 lbs

In its inactive state, the Disco Whip is a chromed-out, miniature disco ball resembling a yo-yo. Just flick the weapon the right way and get ready to rock, and the Disco Whip explodes out into a five meter long polymer combat whip edged with glistening razors.

The Disco Whip is a **+3 vorpal scorpion whip**. As a standard action, the Disco Whip's wielder can flourish the whip, wrapping it around himself like a ribbon before snapping it with a supersonic crack. For one minute after doing so, any *Prox* used to make a Musical or Superior Musical attack roll against the Disco Whip's wielder is treated as an attack roll of 1. This effect ends if the wielder drops or loses contact with the Disco Whip.

Construction**Requirements** Craft Magic Arms and Armor, *circle of death, keen edge, musical warrior***Cost** 43,375 gp (DC 31)**Hawleg Chain****Aura** moderate evocation **CL** 12th**Slot head Price** 40,825 gp (DC 31) **Weight** negligible

This rusting, oil-stained tow chain stretches three or four metals of dirty metal. The thick metal links end in a rather nasty hook fitted with internal heating elements that glow red-hot just beneath the scarred and pitted surface of the steel.

The Hawleg Chain is a **+3 flaming burst, furious spiked chain**.

Special: If the Hawleg Chain is wielded by a Sethzinian, its maximum reach extends to 1,000 ft in zero gravity conditions, making it an ideal weapon to wield from the saddle of a *Space Hawg*. The wielder can still threaten adjacent squares, merely by shortening his swings.

Construction**Requirements** Craft Magic Arms and Armor, creator must be a Sethzinian, *fireball, star ranging***Cost** 20,413 gp (DC 28)

Weapon	Damage	Critical	Range Increment	ROF	Special	Magazine	Size and Weight	Cost
Two Handed Ranged Weapons								
Thompson Machine Gun	2d6 ballistic	20/x2	20 ft	Semi-Auto	-	50 drum	11 lbs	350 gp

Gangster of Love**Aura** strong evocation **CL** 12th**Slot weapon Price** 42,900 gp (DC 31) **Weight** 11 lbs

Somebody took the time to find, rebuild or fresh-forge a Tommy Gun and enchanted the absolute fuck out of it. There's a big glowing pink heart on the ammunition drum, a hint at what this weapon can do if the shooter's got a mind.

The Gangster of Love is a **+2 pleasuring burst Thompson machine gun**. (See the weapon stat-block on this page for a description of this base weapon.) In hard vacuum or zero gravity, the Gangster of Love gains a 2,000 ft range increment. This weapon can fire normally in vacuum, as well as underwater or under other unusual atmospheric conditions.

Construction**Requirements** Craft Magic Arms and Armor, *deadly pleasures, star ranging***Cost** 21,450 gp (DC 29)**Hellfire Chain****Aura** strong evocation **CL** 12th**Slot weapon Price** 36,666 gp (DC 30) **Weight** 10 lbs

This barb-wired wrapped motorcycle chain terminates in a rusting iron hook at one end, and a counterweight shaped like a screaming skull at the other. When the weapon's power is called upon, black flames dance in the skull's eye sockets and down the length of the chain.

The Hellfire Chain is a **+3 flaming burst, unholy spiked chain**.

While wielding or carrying the Hellfire Chain, the character gains a +5 profane bonus on Drive/Pilot checks made to control motorcycles and similar, futuristic vehicles.

Construction**Requirements** Craft Magic Arms and Armor, creator must be evil, *fireball, unholy blight***Cost** 18,333 gp (DC 28)

Hippy Stick**Aura** faint conjuration CL 8th**Slot weapon Price** 6,500 gp (DC 24)**Weight** 2 lbs

This police-issue sick-stick is perfect for crackin' hippy skulls and sniffing out stashes of contraband Glow. There's a phrase painted on the baton in uneven Wite-Out letters: "Just say NO to GLOW!"

The Hippy Stick is a **+1 bane sick-stick**. The weapon's bane property activates against any creature who has used Glow within the previous hour. Additional damage from the weapon's bane property is applied to the FORT Save against the sick-stick's *nausea* property. While wielding the Hippy Stick, the character can use *detect plants and animals* at will, but only to detect Glow, weed, or other plant-based narcotics, including wild-growing narcotics, such as coca leaves or similar.

Construction**Requirements** Craft Magic Arms and Armor, *detect plants and animals*, *summon monster I***Cost** 3,250 gp (DC 22)**Hunter's Stifflock****Aura** moderate divination CL 7th**Slot weapon Price** 8,810 gp (DC 25) **Weight** 2 lbs

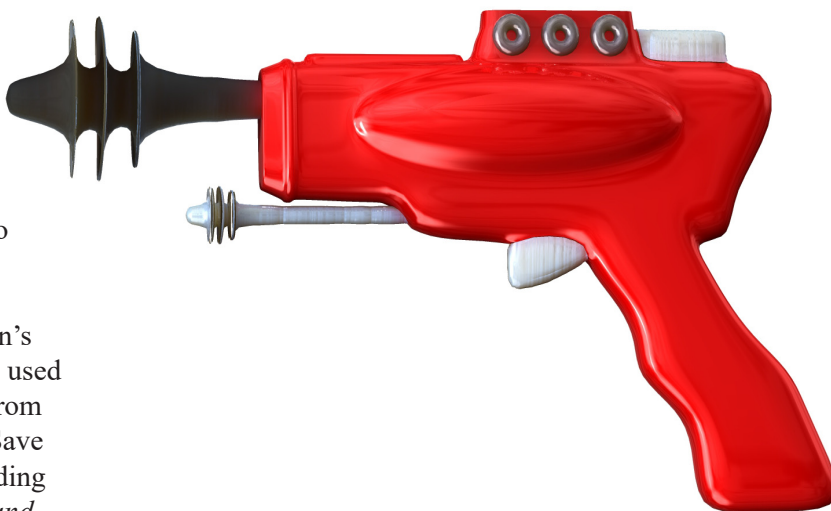
This wrist-rocket launcher holds two fast-deployment mini-missiles with checked black and gold casings, side by side in the rack.

The Hunter's Stifflock is a **+1 huntsman wrist rocket of distance**. If the wielder damages a target with the Hunter's Stifflock and the huntsman property would apply to that attack, there is a 50% chance the magical weapon generates one additional wrist rocket missile for the weapon.

Construction**Requirements** Craft Magic Arms and Armor, *detect animals and plants*, *clairaudience/clairvoyance***Cost** 4,405gp (DC 23)**Love Gun****Aura** faint conjuration CL 5th**Slot weapon Price** 21,500 gp (DC 29) **Weight** 2.5 lbs

The Love Gun is a small but mighty weapon- a delicate, long barreled weapon that seems to have been carved from glittering glass. The bulb-shaped main body of the weapon is filled with flashing rainbow lights and odd wires.

The Love Gun is a **+2 merciful XCSS pistol**. Like all XCSS pistols, the Love Gun rerolls any 1s that come up on its damage dice, including the extra 1d6 non-lethal damage



die provided by the Merciful property.

The Love Gun provides the wielder with a +1 insight bonus on ranged attack rolls with the weapon if the wielder has had a sexual encounter with a member of the target's species in the previous 24 hours.

Construction**Requirements** Craft Magic Arms and Armor, *cure light wounds*, *true sight***Cost** 10,750 gp (DC 26)**Murder Maxxer****Aura** strong divination CL 12th**Slot weapon Price** 29,200 gp (DC 30) **Weight** 5 lbs

The Murder Maxxer is an ornate blaster with a heavy bronze casing and a somewhat steampunk appearance. The grips are sanded bone from some exotic and now extinct xeno-critter, and the long, hungry barrel is inlaid with platinum and star-steel.

The Murder Maxxer is a **+3 seeking smuggler's blaster**.

A special energy cell slung beneath the barrel and a secondary trigger allows the wielder to enhance ten shots per day with *Laser Max*, meaning that successful hits inflict maximum fire damage for one round. Activating the Laser Max trigger is a move-equivalent action.

Construction**Requirements** Craft Magic Arms and Armor, *laser max*, *true seeing***Cost** 14,600 gp (DC 27)

New Kingston Rocker**Aura** faint divination **CL** 3rd**Slot** none **Price** 5,100 gp
(DC 24)**Weight** 4 lbs

To an untrained eye, this rocker looks store-bought and cheap, but those in the know recognize it as a superior instrument, handmade by techno-mages working in New Kingston workshops. The only sign of its provenance is the red, gold and green glyph on the fine grained xeno-wood body. The sound speaks for itself.

A New Kingston Rocker is a **+1 basic rocker**.

The New Kingston Rocker is enchanted to provide a +3 competence bonus on Perform (stringed) checks, including Perform checks made with the weapon in combat. If the wielder is under the effects of any Glow joint, the bonus increases to +5.

Construction

Requirements Craft Magic Arms and Armor, *play instrument* or creator must have 5+ ranks in Perform (stringed)

Cost 2,550 gp (DC 21)**New Kingston Toothpick****Aura** moderate evocation **CL** 10th**Slot** none **Price** 10,000 gp (DC 26) **Weight**

Sometimes Glow farmers clearing land for their sacramental dope crops swing this multihued, gold, green and red machete, other times, street gangsters with a less relaxed disposition use the "Toothpick" to sever limbs and slice open throats. The Toothpick has a microphone-like circular device built into the grip-textured hilt: blow some Glow smoke onto this sensor, and the blade starts to glow and hum faintly.

The New Kingston Toothpick is a **+1 short sword**.

If the wielder is undergoing under the effects of any Glow joint, the New Kingston Toothpick acts as a **+2 corrosive, defending short sword** instead.



Special: If wielded by a character that has never smoked Glow, the New Kingston Toothpick merely acts as a masterwork short sword instead.

Construction

Requirements Craft Magic Arms and Armor, *acid arrow, shield of faith*, creator must be an Afro-Futurist

Cost 5,000 gp (DC 23)**Old Earth Vinyl****Aura** moderate transmutation **CL** 10th**Slot** weapon **Price** 6,750 gp (DC 24) **Weight** 1 lb

Take some of the most highly collectible rock records in the known galaxy, and alchemically reinforce the vinyl, and affix a nearly monomolecular golden edge. (This edge can be removed easily, meaning your collectible platters remain playable on any modern turntable.) Hard rock and metal enthusiasts trade Old Earth Vinyl, valuing the chakram-like weapon not only for the pedigree and rarity of the original artists, but the modern weapon's performance in battle.

Old Earth Vinyl is a **+1 keen chakram of distance**.

Construction

Requirements Craft Magic Arms and Armor, *clairvoyance/clairaudience, keen edge*

Cost 3,375 gp (DC 22)

Particle Katana, Lumana**Aura** moderate evocation **CL** 9th**Slot** weapon **Price** 58,500 gp (DC 32) **Weight** 2 lbs

The Lumana Particle Katana is an advanced particle katana known for its silver hilt, studded with amber command buttons. The blade's energy matrix is focused through a flawless white crystal, and the glowing blade is an intense, blinding white.

The Lumana Particle Katana is a **+2 holy particle katana**.

On a successful hit with the Lumana Particle Katana, the target must succeed at a DC 20 FORT Save or be *blinded* for one round. Creatures with the Nocturnal quality or similar qualities are *blinded* permanently on a failed save. When the blade is active, the Lumana Particle Katana creates bright illumination in a 30 ft radius.

Construction**Requirements** Craft Magic Arms and Armor, *blindness/deafness, holy smite***Cost** 29,250 gp (DC 30)**Particle Katana, Precision****Aura** faint evocation **CL** 5th**Slot** none **Price** 35,000 gp (DC 30) **Weight** 2 lbs

This elegantly machined energy blade has a silvery, hexagonal hilt and projects a particle stream as white as ivory flame.

The Precision Particle Katana is a **+2 keen particle katana**. On a confirmed critical hit with the Precision Particle Katana, the attacker may choose to sever the limb indicated by the D20 roll, or choose the result one line above or below the rolled result.

Construction**Requirements** Craft Magic Arms and Armor, *keen edge, spiritual weapon***Cost** 17,500 gp (DC 28)**Particle Tanto, Adept's****Aura** faint divination **CL** 3rd**Slot** none **Price** 5,900 gp (DC 24) **Weight** 2 lbs

Before a warrior is ready to wield a true particle katana, she is often presented with one of these simpler weapons instead. An Adept's Particle Tanto has a simple, brownish-grey tubular hilt fitted with a few squared flarings and a thumb-width pressure switch which activates the deadly energy blade.

An Adept's Particle Tanto is a **+1 particle tanto**.

As part of a melee attack with this weapon, the wielder can choose to gain a +20 insight bonus on the attack roll.

However, immediately after doing so, the weapon gains the *broken* condition; this ability cannot be used again until the Adept's Particle Tanto is fully repaired.

Construction**Requirements** Craft Magic Arms and Armor, *true strike***Cost** 2,950 gp (DC 22)**Pavlov's Bell****Aura** moderate enchantment **CL** 7th**Slot** weapon **Price** 15,100 gp (DC 27) **Weight** 4 lbs

The futuristic silvery-grey rocker has speakers capped with crimson mesh, accented by a matching nylon shoulder strap. The guitar-like weapon's interfaces are designed for the clawed fingers of Anthros, and many of the tones the Bell produces are beyond human hearing, but not the ears of an Anthro.

Pavlov's Bell is a **+2 basic rocker**, which has been enchanted to provide a +4 bonus on Perform (stringed) checks if played by a performer with the Anthro subtype. While carrying or wielding Pavlov's Bell, a character with bard levels and the Anthro subtype increases the WILL Save DC of her *distract* and *fascinate* bardic class abilities by +2.

Construction**Requirements** Craft Magic Arms and Armor, creator must be an Anthro, *smug narcissism***Cost** 7,550 gp (DC 25)**Pleasant Thought-Caster****Aura** moderate enchantment **CL** 8th**Slot** headband **Price** 5,200gp (DC 24) **Weight** negligible

The Pleasant Thought-Caster is a rectangular ribbon of thin, silvery metal roughly one inch wide, decorated with fine golden meanders that occasionally glint like metal in bright sunlight. Donning this ultra-tech headband is strangely pleasurable and removing it, almost painful.

The Pleasant Thought-Caster functions as a **+2 tasp pistol of unlimited ammunition**, even though it occupies the headband slot rather than being a hand-held weapon.

Special: If wielded by a Psyren, the weapon gains the **seeking** property. Conversely, if wielded by a Pacifician, the weapon gains the **merciful** property. If wielded by an Erobot, the weapon gains the **shock** property instead.

Construction**Requirements** Craft Magic Arms and Armor, Perform (sexual) 5 ranks**Cost** 2,600 gp (DC 21)

Punk's Synthboard

Aura moderate evocation **CL** 7th

Slot weapon Price 11,750 gp (DC 28) **Weight** 4 lbs

With the expected black and white keys replaced by neon pink and teal, the slim, hot violet casing covered in band stickers, and the frayed animal print shoulder strap hung with band buttons, you can't mistake the Punk's Synthboard for anything else.

The Punk's Synthboard is a **+1 anarchic synth board**. The punk vibe of the synth board rubs off on Prox used with this weapon. For 1d6 rounds after a Prox is removed from the Punk's Synthboard, any other Prox-compatible weapon that installs that particular Prox gains the **anarchic** property.

Construction

Requirements Craft Magic Arms and Armor, *chaos hammer*, creator must be chaotic

Cost 5,875 gp (DC 25)

Rainbow Ribbon

Aura moderate illusion **CL** 10th

Slot weapon Price 12,950 gp (DC 26) **Weight** negligible

Flashy Leather Clone duelists prefer this subtle, sneaky weapon. In its inactive state, the Rainbow Ribbon is just a colorful handkerchief, of any style and color the wielder wants, perfect for shoving into a rear pocket as a sub-cultural sexual advertisement. Whip the cloth the right way, though, and it transforms into a deadly ribbon of rainbow-hued living metal.

The Rainbow Ribbon functions as a **+2 glammered ribbon blade**. The weapon can assume a handkerchief form, of a color and pattern of the wielder's choice. While the Rainbow Ribbon is worn in its non-weapon handkerchief form, the wielder may use Knowledge (streetwise) in place of sexually oriented Bluff or Diplomacy checks made against Leather Clones.

Construction

Requirements Craft Wondrous Items, *bathroom wall wisdom*, *disguise self*, *magic aura*

Cost 6,475 gp (DC 24)

Rainbow Steel

Aura faint abjuration **CL** 8th

Slot weapon Price 20,500 gp (DC 28) **Weight** 4 lbs

Using steel recycled from the structural support beams of a pre-starflight gay club, this longsword is forged at a variety of temperatures and tempered in different oils to give the blade a gleaming, rainbow sheen. The Rainbow Steel is an ultra-modern single-edged longsword with etched cutouts running the length of the blood-groove to reduce the blade's weight.

Rainbow Steel is a **+2 valiant longsword**. Once per day, the wielder can raise the sword high to cast *hellbent for leather*.

Construction

Requirements Craft Magic Arms and Armor, *hellbent for leather*, *true strike*, creator must be a Leather Clone

Cost 10,250 gp (DC 26)

Razor Light Ray Gun

Aura strong necromancy and transmutation **CL** 18th

Slot none Price 69,000 gp (DC 33) **Weight** 2 lbs

The Razor Light Ray Gun is a slim-line black energy pistol, easily concealed in hand decorated with a delicate golden sun burst and solar flare design on the grip. This tiny pistol is one of the deadliest energy weapons of the 46th Century.

The Razor Light Ray Gun is a **+3 vorpal smuggler's blaster**.

High technology has bestowed the *vorpal property*, usually reserved for combat blades, to an energy pistol. A critical hit with this *vorpal* laser weapon can sear through flesh and skull, vaporize the brain and leave a perfectly cauterized, steaming hole behind.

Construction

Requirements Craft Magic Arms and Armor, *circle of death*, *keen edge*, *laser max*

Cost 34,500 gp (DC 30)

Rip-Flayer

Aura moderate illusion **CL** 10th

Slot weapon Price 22,500 gp (DC 28) **Weight** 1 lb

The Rip-Flayer is a deadly, electrically charged blade whose energized cutting surface is a thing of baroque, fractal curves splaying wildly in all directions. When you see the brightly glowing weapon in action, the reason for the name becomes all too obvious.

The Rip-Flayer is a **+3 menacing, keen arc dagger**.

The weapon has the *keen* property even though it deals electrical damage due to its basically dagger-like configuration.

Construction

Requirements Craft Magic Arms and Armor, *keen edge*, *phantasmal killer*

Cost 11,250 gp (DC 26)

Salivator

Aura strong transmutation **CL** 12th

Slot weapon Price 27,200 gp (DC 29) **Weight** 12 lbs

Though it's a lot bulkier and heavier than normal, this rather nasty slug-thrower packs enough of a punch to compensate. The heavy front cowling is squared off and looks like riveted WWII-era salvage. The cowling is painted with a lurid spray-paint mouth complete with snarling teeth and a lolling tongue, dripping neon-green froth. The weapon's magazine feeds from the top.

The Salivator is a **+3 beauty killing, corrosive burst military SMG**

Construction

Requirements Craft Magic Arms and Armor, *acid arrow, baleful polymorph*

Cost 13,600 gp (DC 27)

Satanic Blaster

Aura strong evocation and evil, **CL** 12th

Slot weapon **Price** 50,666 gp (DC 31) **Weight** 3 lbs

This glossy blaster pistol has a gleaming obsidian case, and red circuits burn within, visible as blood red circuitry lines within the glass. The buttstock includes a digital readout in three micro-screens that work like slot reels. If they ever spell out 6 6 6, something hellish is gonna happen.

The Satanic Blaster is a **+3 Hell's own, flaming smuggler's blaster**. If the wielder ever rolls at least 3 sixes on the damage die for this weapon, the Satanic Blaster summons one *babau demon* (Bestiary I) which serves the wielder loyally for 6 rounds or until slain or banished.

Construction

Requirements Craft Magic Arms and Armor, *fireball, lesser planar ally* creator must have a Cosmic Satanist patron deity

Cost 25,333 gp (DC 29)

Screamcandy Microphone

Aura faint necromancy **CL** 5th

Slot weapon **Price** 5,700 gp (DC 24) **Weight** 1 lb

Capped with a metallic golden mic cover, this wireless microphone is decorated with by a layer of living hot pink and jet black ink. The ink continually swirls and churns, always changing but never mixing.

The Screamcandy Microphone is a **+1 golden microphone**. When making a Perform (sing) check to attack with the weapon's Superior Musical property, the attack's target is also affected by *cause fear* (W-DC 12).

Construction

Requirements Craft Magic Arms and Armor, Perform (sing) 8 ranks, *cause fear*

Cost 2,850 gp (DC 22)

Skyth Dagger

Aura moderate abjuration **CL** 8th

Slot weapon **Price** 10,800 gp (DC 26) **Weight** 2 lbs

Skyth Daggers are polished, sharpened and alchemically hardened ivory blades. Both the cutting edge and the hilt are curved in swooping, dramatic curves. Such blades are prestige weapons for nobility and champion duelists.

A Skyth Dagger is a **+2 defending dagger**. Due to the sharpness of the Skyth, it gains an additional +1 circumstance bonus on attack rolls against targets wearing non-metallic armor.

Similar Items

Some duelists prefer the longer and more elegant *Skyth Rapier*, which has the same statistics and costs, but uses a rapier rather than a dagger as the base weapon. The Skyth Rapier's blade is a slender spindle of ivory, holed at multiple points like the eye of a needle. The rapier whistles piercingly as it thrusts and parries.

Construction

Requirements Craft Magic Arms and Armor, *shield or shield of faith*

Cost 5,400 gp (DC 23)

Silver Wheel

Aura faint conjuration **CL** 8th

Slot weapon **Price** 13,500 gp (DC 27) **Weight** 3 lbs

This weighty, half-alive revolver is forged from an alien xeno-silver that gleams like polished chrome. Though primitive compared to blasters, the Silver Wheel is the standard sidearm for the comparatively few Hunters of the Cosmos who favor a ranged weapon rather than a cosmic blade. Reliability, ease of repair and sheer style count for something, after all.

The Silver Wheel is a **+2 Lifespawn-bane, alchemical silver Colt Python**. The Silver Wheel can be fired normally in vacuum, underwater or in other unusual atmospheric conditions; the weapon cannot jam and is immune to magical effects that would cause it to fail or misfire. The Silver Wheel has a range increment of 1,500 ft in zero gravity or hard vacuum conditions. The Silver Wheel bestows its alchemical silver property on any non-magical ammunition used with the weapon.

Construction

Requirements Craft Magic Arms and Armor, *clear jam, star ranging, summon monster I*, creator must be a worshipper of Shaya-Hal the Warmother

Cost 6,750 gp (DC 25)

Some Giver

Aura strong enchantment CL 12th

Slot weapon Price 35,500 gp (DC 30) **Weight** 25 lbs

This heavyduty squad support machine gun has the Galactic Common phrase "GET SOME!" spray painted on the matte black casing and kill-marks scratched into each of the barrels. A fucking LOT of kill-marks...

Some Giver is a **+3 invigorating, furyborn M-60 machine gun of infinite ammunition**. The wielder of the Some Giver may apply her STR modifier to damage with the weapon, even though firearms do not normally function this way. Some Giver has the *invigorating* and *furyborn* properties, normally reserved for melee weapons.

Special: While wielding Some Giver, the character's lack of concern for her own well being and lack of caution imposes a -2 penalty to AC. This effect stacks with barbarian rage and similar effects.

Construction

Requirements Craft Magic Arms and Armor, *bull's strength, good hope, infinite ammunition, rage*

Cost 17,750 gp (DC 28)

Starhunter's Blade

Aura moderate evocation CL 10th

Slot weapon Price 9,050 gp (DC 25) **Weight** 2 lbs

The Hunters of the Cosmos are found throughout the infinite Multiverse, protecting spacers and other mortals from predation by Lifespawn monstrosities. The dimension-spanning order forges uniquely potent blades to combat such creatures. A Starhunter's Blade is a simple yet effective short sword design forged from a single ingot of silvery-violet xeno-alloy.

A Starhunter's Blade is a **+1 Lifespawn-bane, pleasuring short sword**. The strange alloy the weapon is forged from functions both as alchemical silver and cold iron.

Construction

Requirements Craft Magic Arms and Armor, *breath of ecstasy, summon monster I*

Cost 4,525 gp (DC 23)

Starhunter's Fork

Aura moderate conjuration CL 8th

Slot weapon Price 31,000 gp (DC 30) **Weight** 5 lbs

Hunters of the Cosmos bequeath this two-tined chrome trident only to their most trusted and honored war-sisters. Each such blade is returned to the order at the wielder's death and passed to a new hero. The weapon's long silver shaft is wrapped in thick and gnarled orange-brown

leathers, tanned from the hides of cosmic horrors.

Despite having only two tines, the Starhunter's Fork is a **+3 Lifespawn-bane, huntsman, lifesurge trident**. The strange alloy the weapon is forged from functions both as alchemical silver and cold iron.

Construction

Requirements Craft Magic Arms and Armor, *Channeled Smite, cure serious wounds, death ward, detect animals and plants, disrupt undead, summon monster I*

Cost 15,500 gp (DC 27)

Starlight Spear

Aura strong conjuration and evocation CL 9th

Slot weapon Price 79,500 gp (DC 33) **Weight** 8 lbs

Heroic defenders of Afro-Futurist colonies are allowed to wield these occult-tech, fusion-powered spears, which return to the tribe upon the hero's death. Starlight Spears conceal a 'pocket fusion' reactor within a shaft of gently twisting ebony, hiding weaponized ultra-tech beneath a primitive façade. When the weapon is fully powered-up, the angular iron spear-head becomes a blade of pure golden light.

The Starlight Spear is a **+2 glorious longspear**. When wielded by an Afro-Futurist, the weapon generates a brilliant environmental aura around the wielder. The wielder gains the *No Breath* and *Starflight* racial qualities, and gains a tactical flight speed of 1,500 ft (perfect) in a zero gravity environment. These qualities vanish one minute after physical contact with the Starlight Spear is lost (allowing the spear to be thrown and then immediately recovered.)

Construction

Requirements Craft Magic Arms and Armor, creator must be an Afro-Futurist, *blindness/deafness, daylight, emergency space suit, flare, warp envelope*

Cost 39,750 gp (DC 31)

Striker, Warrior's

Aura moderate enchantment CL 8th

Slot weapon Price 5,700 gp (DC 24) **Weight**

Come out and play with this street-scuffed and battered aluminum baseball bat. The grip is wrapped in dark red leather, hung with feathers and beads as a warrior's fetish.

The Warrior's Striker is a **+1 countering club**.

Special: If the Warrior's Striker is wielded by a character also wearing a *Starganger's Cut*, the Warrior's Striker acts as a **+1 countering, furious club**, instead.

Construction

Requirements Craft Magic Arms and Armor, *cat's grace*, *rage*

Cost 2,850 gp (DC 21)

Tour Bus Blues

Aura moderate conjuration **CL** 9th

Slot weapon **Price** 37,600 gp (DC 31)

Weight 5 lbs

Old, battered and travel-scarred, this heavy-duty rocker looks like nothing special. Hell, it looks like it shouldn't even work half the times you plug it in, but somehow it always rocks on. The back of the case is pasted up with tourist bumperstickers from ports of call all across this heavy galaxy.

Tour Bus Blues is a **+3 lucky lazer rocker**. Once per day, by slamming the rocker against the hull of any starship, the wielder can use *travelling band* to boost that vessel's speed and efficiency.

Construction

Requirements Craft Magic Arms and Armor, heroism, *travelling band*, creator must be a grit user

Cost 18,800 gp (DC 28)

Ultra-Gore Chainsaw

Aura overwhelming necromancy **CL** 18th

Slot weapon **Price** 104,750 gp (DC 34)

Weight 10 lbs

This industrial chainsaw has a dingy red casing splattered with crusted blood so old it's black. The chain blade itself is exaggerated and lethal, studded with twisted hooked shards of steel.

The Ultra-Gore Chainsaw is a **+3 keen chainsaw**. On a confirmed critical hit with the Ultra-Gore Chainsaw, the target is chewed apart, rending them to bloody chunks in a manner similar to a weapon with the *vorpal* property....but a lot nastier. Few beings can survive such dramatic over-kill.

Construction

Requirements Craft Magic Arms and Armor, *keen edge*, *bisecting cleave*^{E1}

Cost 52,375 gp (DC 32)



MINOR & MAJOR

ARTIFACTS

This section details all the various artifact level items that could conceivably be discovered by star-crossing, Multiverse-exploring adventurers. The exact locations and capabilities of these items are shrouded in myth and oft-inaccurate legend or buried in forgotten relics aboard ruined stations.

These artifacts are grouped in the same categories as other magical items: magical costuming, magical weapons, consumable items and other wondrous items.

Rather than two sections describing major and minor artifacts, this chapter instead lists the artifact's type and relative rarity directly below the artifact's name. Of course, what it means for an artifact level item to be 'common' is purely in the game master's hands, but such an item is infinitely easier to find than a 'rare' artifact, which in turn is far more common than truly unique artifacts, which are often historic treasures beyond price. It can be a quest spanning an entire campaign to even catch a glimpse of one of the Multiverse's most unique artifacts....

ARTIFACT MAGICAL ARMORS

Testorite Loincloth

Common Minor Artifact

Aura strong abjuration CL 15th

Slot Weight negligible

A lucky handful of Testorites awaken in the rocky mesas of Ganaden near a neatly folded loincloth near to hand. These loincloths are always long, rectangular strips of metallic golden fibers with a wide black leather belt capped by an ornate black-steel buckle.

A Testorite Loincloth functions as +3 **battle lingerie**. While wearing the Loincloth, a Testorite gains a number of bonus languages equal to his STR modifier. Once a language is chosen, a Testorite always 'learns' that language when any Loincloth is donned. The Testorite can choose languages when first donning the Loincloth, or leave these bonus slots blank until encountering an unfamiliar language.

Special: Only a Testorite can benefit from this magic item.



Destruction

If worn by a Testorite who ever commits an act of abject cowardice or epic, selfish evil, the Testorite Loincloth rips and snarls, the leather belt cracks and tears, and the buckle crumbles to pieces.

ARTIFACT MAGICAL WEAPONS

Emissary of Evil

Uncommon Minor Artifact

Aura strong necromancy and evil **CL** 20th

Slot weapon **Weight** 1 lb

There are rumors, dating back to pre-starflight Earth, that if you're at a crossroads at midnight, playing a tune, a "jet black man" will appear and tune your instrument for you. Fame's yours, fortune's yours, and all it costs is your soul, lost while you jam with this enigmatic shadow. In the 46th Century, the rumor's changed- be playing a tune by yourself in the cockpit of a star hauler, way out past the traveled hyperspace routes, with the stars shining down. If you're really lucky (or if you're not, depending on how you look at things), your vessel might be boarded by an onyx-skinned enigma who presents you with an Emissary of Evil.

Emissaries of Evil are darkling, enchanted musical weapon made from coldest obsidian. There are several varieties of Emissary of Evil. Depending on which Emissary is discovered, the enchanted musical weapon is either a:

- +3 unholy acoustic rocker
- +3 unholy golden trumpet
- +3 unholy mouth harp

Whatever the form the Emissary of Evil takes, the Emissary is enchanted to provide a +6 competence bonus on Perform checks of the type used in conjunction with that Emissary. Any time the wielder succeeds on a Perform check for an audience of mostly evil creatures by 10 points or more with the Emissary, the wielder gains a +6 competence bonus on Bluff and Diplomacy checks against creatures of an evil alignment for six hours or until he next sleeps or rests.

The Emissary of Evil is a cursed item, however. Any creature wielding the Emissary as a Musical weapon must succeed at a DC 22 WILL Save each time the Emissary is wielded or become cursed. The victim suffers a permanent -6 penalty on all CHA-based skill checks against good aligned creatures, except for Intimidate. In addition, the wielder suffers a -6 penalty on all Profession checks made to earn a living by anything other than the life of a small time, roving musician.

Destruction

The Emissary of Evil shatters explosively inflicting 10d6 points of damage (half slashing, half sonic, REF DC 25 half) to all creatures and objects within a 30 ft radius if its current or most recent wielder chooses any ICG patron deity and is baptized into that faith. Immersion in several gallons of holy water for at least 72 hours will also melt the Emissary away to tarry, black sludge.

The Polestar

Unique Minor Artifact

Aura overwhelming (all schools) **CL** 20th

Slot weapon **Price** gp (DC) **Weight** 21 lbs

A powerful Shahteyan artifact, possibly a relic of an ancient galactic empire predating the Psyren, the Polestar is a massive golden staff more than four meters long. A complex crown uses cunningly geared and jointed golden crescents to hold a baseball sized, perfectly spherical *turra-ruby* immobile and level no matter at what angle the staff is held. The alien gem blazes with intense internal light, and the entire staff is warm to the touch and leaks trace amounts of radiation.

At its most basic, the Polestar functions like an **immovable rod**, and *Shahteyan Particle Katana* are made in imitation of this legendary artifact. The Polestar provides a +10 holy bonus on Acrobatics and Perform (dance) checks made in conjunction with it. Despite its bulk and weight, it does not impede an acrobat if carried, and can be used as a vaulting pole as well as a stripper's pole.

The Polestar can also be used as a +4 **dancing glorious quarterstaff**.

The wielder can use these spells at will, while wielding the Polestar.

- Stunning Orgasm*
- Quick Cum

The wielder can use any of the following spells, once each, per day, while wielding the Polestar.

- Cure Critical Wounds, Mass
- Daylight
- Shahteyan Puberty, Mass*
- Pleasure Trap

Finally, while wielding the Polestar, a worshipper of Shahteya adds either her DEX or CHA modifiers (whichever is greater) as an insight bonus on Knowledge (religion) and Knowledge (history) checks.

Destruction

Supposedly, anyone who's a big enough son of a bitch to use the Polestar to murder and sexually violate the daughter of a Shahteyan priestess can melt the Polestar down to its component alloys after that. Of course, anybody who does that is going to have every Shahteyan (and every decent critter) in the galaxy after his ass....

Red Right Hand*Unique Major Artifact***Aura** overwhelming conjuration CL 28th**Slot** weapon **Weight** 15 lbs

This massive stone gauntlet is crudely articulated. The stone screams in overstressed pain each time a fist is formed. The stone is as red as the bricks of Hell itself, hot to the touch, and chiseled with occult sigils and threateningly Satanic runes, including an eternally burning inverted pentacle on the inner contour of the bulky palm.

Bonding to the Red Right Hand requires a character to sever their own right hand and forearm and press the Red Right Hand to the bloody stump. The character suffers 16d6 damage during the bonding process, half of which is fire and half of which is profane damage not subject to energy resistance or immunity. If the wielder survives, the Red Right Hand binds to their body and its power activates.

The Red Right Hand functions as both a **+4 flaming, ominous, unholy power cestus** as well as a **+2 grinding, ramming buckler**. It cannot be used as a shield or provide a shield bonus to AC on any round it is used to attack as a power cestus.

Once per day, if the wearer slays any good aligned outsider with at least 10 HD, the wearer can cast *summon monster VII* to summon any fiendish creature as an immediate action.

The Red Right Hand is not without its risk, if brought aboard any vessel traveling through hyperspace, or via the ITF corridor, there is a percentage chance equal to the number of lightyears traveled that at some point during the journey, a *gate* opens aboard the vessel. Random demons of incredible power step through the *gate* and slaughter, rape and mutilate every one aboard, except the bearer of the Red Right Hand. (Though if he or she is traveling alone, these demons spend some time torturing and mutilating the bearer, but not killing them, before departing.)

Destruction

Dropping the Red Right Hand into a singularity might destroy it, but likely just sends it somewhere else in the multiverse. (Even worse, you might just end up with a demon possessed-singularity!) Truly powerful good outsiders might be able to shatter it outright, if the weapon is first severed from the wrist of its current bearer.

Stag Rifle*Common Minor Artifact***Aura** overwhelming transmutation CL 20th**Slot** armor **Weight** 2 lbs

Stag Rifles are nastily misogynistic energy rifles, with a rigid, openly phallic barrel of riveted black steel and a walnut stock. The image of a rampant stag is branded into the wooden stock, its eyes glowing with the same crackling purple light trapped and in the rifle's mag-bottle fusion chamber.

A Stag Rifle is a **+2 woman-bane tarp rifle of infinite ammunition**. The weapon's bane property activates when hunting intelligent, female creatures. The additional damage from the weapon's bane property is pleasure damage and the Stag Rifle overcomes Pleasure Resistance or Immunity of intelligent, female targets.

Once per day, when a female target would be reduced to fewer than 0 HP or fewer, but not slain outright, the wielder of the Stag Rifle can reduce the woman to 0 HP and stable. She is affected as if by *dominate monster* without an initial saving throw. A collar of purple energy, bearing the rampant stag logo, appears around the woman's throat, vanishing if the effect ends, is broken, or is overcome.

Destruction

Stag Rifles can only be melted down on the funeral pyre of a rapist, misogynist or sexist bastard. Watch out though—the weapons explode inflicting 5d6 pleasure damage on everything within 30 ft (REF DC 18 half).

CONSUMABLE ARTIFACTS

(Cn) indicates a Consumable item

Holy PBJ&B Sandwich (Cn)*Common Minor Artifact***Aura** strong conjuration CL 20th**Slot** none **Weight** negligible

Sacred food of the gods sometimes appears to faithful worshippers in times of great trouble. For worshippers of the Uncrowned King, this sacred mana takes the form of deep fried peanut-butter, jelly and banana sandwiches, kept fresh in a transparent, pinkish zip-seal baggie.

If consumed by a worshipper of the Uncrowned King, the Holy PBJ&B Sandwich restores that character to half of their maximum HP total and benefits from a *remove disease* effect.

However, if the worshipper takes a full-round action to feed the Sandwich to another creature, that creature is restored to full HP, is considered to have undergone a full night's bedrest including recovering spells and power

points, and benefits from a *heal* effect. The creature fed the Holy PBJ&B Sandwich need not be a worshipper of the Uncrowned King. The worshipper who feeds another creature the Sandwich is affected, as if by *bless*, for 1 hour after doing so.

Destruction

The Holy PBJ&B Sandwich can easily be destroyed.

Multiverser Comix (Cn)

Common Minor Artifact

Aura faint divination and enchantment **CL** 12th

Slot none **Weight** negligible

It's a big multiverse out there, and everybody's a fictional construct in some reality or another. Find the right reality-stream, find the right issue, and your worst enemy's secrets are on display on cheap-ass newsprint. These issues (which always have a faint para-dimensional radiation signature) sometimes turn up on spinner racks near the blaster-proofed counters of convenience stores throughout the *heavy future*.

Each Multiverer Comix is keyed to a particular named figure in the campaign, depicted on the Comix' cover. Once you read the Comix, if you encounter that character before you next sleep or rest (and before 12 hours elapse), you can use the secrets in the issue to your advantage. For any ten rounds during this first encounter, you can choose to either receive a *bless* effect, or you can choose to afflict the character spotlighted with *doom* without a saving throw. You make this choice each round as a swift action upon your initiative count. You take the chosen effect in one round increments, which need not be used continuously.

In addition, you learn one secret about the named character, unknown to you, as a result of the Comix' plot. This can be the character's true identity, location of bases or safehouses, the location or access code to specific vaults, or clues to future plans.

Finding a Multiverser Comix isn't difficult, and one out of every 100 issues on a spinner rack somewhere might be one, but finding one keyed to a specific enemy or target of yours is the real difficulty. Finding the right issue, at the right time....that takes luck, connections and a lot of credits.

Destruction

You can rip it or burn it, but it's not gonna be mint any more.

ARTIFACT WONDROUS ITEMS

Aladdin's Lamp

Rare Minor Artifact

Aura overwhelming transmutation **CL** 18th

Slot none **Weight** 20-25 lbs

Aladdin's Lamp is the name most spacers call this piece of strange bio-tech by. Aladdin's Lamp is a bio-organic Glow Hookah that incorporates living plant materials into itself. The heating chamber is temperature-resistant, waxy cellulose, the translucent smoking chamber itself is something rather like an onion's skin. The pipes are rubbery greenish veins with a texture like flexible bamboo.

Once per day, an Aladdin's Lamp can be used as the focus of a *Magic Carpet Ride* spell, the duration of which can be extended by +2d6 hours for each smoker who undergoes a *Glow Trip* after smoking the hookah. The hookah remains accessible while the *Magic Carpet Ride* spell is in effect, sitting at the center of the mystical 'space ship' created.

Once per year, usually sometime in the winter, Aladdin's Lamp produces a single *Starship Seed* artifact, provided the Lamp has been the focus of at least a dozen *Glow Trips* during the prior year. The Starship Seed always produces a light, fairly fast and nimble little cruiser/runabout, capable of sustaining a crew of around a half dozen Medium hominids; these vessels are always unarmed.

Destruction

Diminish Plants, cast by a caster of at least 15th level will destroy an Aladdin's Lamp, as will the passage of at least a year without any Glow being smoked in the hookah.

Arcade Gate

Common Minor Artifact

Aura overwhelming conjuration **CL** 25th

Slot none **Weight** 200-300 lbs

You never know which holo-arcade cabinet can serve as a portal to the digital dimension of R-Kayed. Arcadians trade rumors about various cabinets on the entertainment decks of out-of-the-way space stations or tucked into a back corner of some starship hanger somewhere. The paintings on the side of the cabinet rarely match up to the crude wire-frame holographics, and the paint's probably peeling or covered with scratched-up concert stickers, but to an Arcadian, the sight of a true Arcade Gate is always welcome.

It requires a 2 gp donation and 3d6 minutes to play an Arcade Gate. If the user succeeds at a DC 20 Computer Use check, a dimensional portal, functioning identically to the *gate* spell, opens in a square adjacent to the Arcade Gate. This portal leads to a random spot somewhere in R-Kayed.

If the player is an Arcadian, the portal opens to a spot near the Arcadian's birthplace in the dimension.

If the player exceeds DC 30 on the Computer Use check, the Arcade Gate can be redirected to open to a plane of the user's choice, opening onto a random spot in the chosen dimension. In either case, the gate closes after 1d6 rounds.

An Arcade Gate can only be used 1d4-1 times per day (possibly being non-functional that day). Uses in excess of this result in the machine letting out a loud, MIDI squak, flashing garbage data across the screen and displaying the word "TILT" in flashing red letters.

Destruction

If an Arcadian of at least 12 HD is murdered against an Arcade Gate, the machine sparks, surges and opens a random dimensional portal to the nastiest dimensional plane the game master can think up. This portal remains open for at least 6d6 minutes, and during this time, virtually anything can (and will) step through to cause havoc. After this, the dimensional portal destabilizes and the Arcade Gate collapses in on itself.

Arcade Magician, "The Omega Starfighter"

Rare Major Artifact

Aura overwhelming universal CL 25th

Slot none **Weight** 200-300 lbs

This *arcade magician* is legendary and merely the rumor of one of these fabulous, high-tech arcade cabinets can send game-players on a quest to the most remote parts of the galaxy for a chance to play. Nobody knows who built the Omega Starfighter cabinet, or why, or why it seems to be training its players for actual, front-line combat service.... and providing them with the starships necessary to form their own armada.

Omega Starfighter is a sleek, grey, red and white upright cabinet with controls and readouts almost as complex as a real starfighter's. The game projects a holographic starfield and simulates a space dog-fight against impossible odds. The game's logo is plastered on the sides, and superimposed against the cockpit readouts- a red triangle encircling a white star burst.

It requires 2d10 minutes and a 1 gp 'donation' to play the arcade magician, which is accomplished with a Computer Use check. Each Arcade Magician offers a top prize, a minor magic item which varies by game, and several 'lower ranked' prizes which are standard among all Arcade Magicians. A character can only benefit from playing an Arcade Magician once per week. A failed Computer Use check provides no benefit. The Omega Starfighter Arcade Magician will only grant a Top Prize no more often than

once per month.

"Prizes" materialize in a replicator tray beneath the holo-display in a series of flashing lights and a flourish of MIDI tunes. All prizes are branded with the Omega Starfighter logo and are primarily red and white.

- DC 15: Space Suit
- DC 18: Advanced Space Suit
- DC 20: Space Breather and Action Wear
- DC 25: Racing Gloves and Advanced Space Suit
- DC 30: Hyperspatial Hypercubes and Racing Gloves
- DC 35: Eligible for Top Prize. See below

A character who beats DC 35 becomes eligible to win the Omega Starfighter's top prize. Record the amount by which the player beats the DC 35 Computer Use check, and allow the player to place a 3 letter tag on the game's leader board. The first character to beat check DC 35 on a 'fresh' machine wins the top prize. There ever, future players must beat the preceding winner's check result in order to claim the prize.

The top prize is a PL 7 Assault Fighter (D20 Modern, pg 122) painted in the eye-catching red and white colors of the Omega Starfighter franchise, and bearing the game's iconic triangle and starburst logo. The control surfaces and performance characteristics are identical to the 'fictional' starship in the game itself.

Destruction

The Omega Starfighter Arcade Magician can be destroyed as easily as any mundane arcade cabinet.

Arcade Oracle

Uncommon Minor Artifact

Aura overwhelming divination CL 21st

Slot armor **Weight** 200-300 lbs

Every arcade cabinet with built-in divinatory circuit boards can be identified by the hot pink trim and the eye within a pyramid image hidden somewhere in the cabinet art. Players scour the universe looking for one of these enchanted devices- according to rumor, Arcade Oracles use the brain tissue of talented teenaged psions as components for their motherboard.

It requires a 5 gp donation and 3d6 minutes to play an Arcade Oracle. If the player succeeds at a DC 25 Computer Use check, they are taken to a secret screen displaying the eye and pyramid logo.

On the screen are four options, which the player can access:

- *contact other plane* (represented by an 8 bit angel)
- *discern location* (represented by an 8 bit adventurer in



leather jacket and fedora)

- *legend lore* (represented by an 8 bit scholar in cap and gown)
- *scrying* (represented by an 8 bit wizard and crystal ball)

Once an option has been chosen by the player, the Arcade Oracle casts the spell, and returns to playing its attract animation for 3d6 days. A countdown timer on the screen counts the hours, minutes and seconds until the Arcade Oracle is ready to be played again.

Destruction

An Arcade Oracle can be destroyed through pure physical force, but only by Fire or Electrical damage inflicted while it is rebooting between uses.

Crown of Smoke and Speed

Rare Major Artifact

Aura overwhelming transmutation **CL** 30th

Slot head and headband **Weight** 18 lbs

This elaborate, cosmic miter is hewn from a gleaming alloy that is a shade between indigo and violet. Two enormous, vaguely crescent-shaped forks rise from either side of the crown. When donned, the Crown of Smoke and Speed merges with the wearer's body, sheathing them in a molecule-thin carapace of the same dark metal as the helmet. This carapace moves as smoothly and supple as liquid, and makes the wearer a creature ideally suited to soaring the spaceways.

While wearing the Crown of Smoke and Speed, the wearer is under a constant *surf the nebula* effect. As a standard action, the wearer can lift both hands and allow glittering purple smoke to drift from their fingers. This smoke can either act as *purple haze*, or as *Asimov Glow*, and fills a 30 ft radius around the Crown's wearer. Characters who end their turn in the *Asimov Glow* smoke are automatically affected as if they had smoked a joint.

Destruction

The Crown of Smoke and Speed cracks and explodes spectacularly, stranding the wearer alone in the depths of trans-galactic space, if used to soar beyond the farthest edge of the galaxy. It begins shuddering and whining, like an overstressed engine, within a 100 light year distance of the galactic rim.

Elvis Relic

Common Minor Artifact

Aura strong abjuration or enchantment **CL** 20th

Slot neck **Weight** negligible

Priests of the Uncrowned King collect the scraps and fragments of Elvis Aaron Presley's mortal life, and fashion these leavings into tiny reliquary charms worn on a heavy silver chain. A scrap of silk or satin from a stage costume, a button from a pair of blue jeans, a patch of blue suede from dancin' shoes, a torn length of guitar string, an ancient and sunfaded guitar pick or a bullet from one of the Uncrowned King's favorite revolvers might all become part of a sacred Elvis Relic.

While wearing any Elvis Relic, a follower of the Uncrowned King gains a +1d4 holy bonus on Perform (sing or stringed) checks, a +1d6 holy bonus on one other skill check of choice, and a +1 holy bonus on one Saving Throw

of choice. In addition, the Elvis Relic functions as a holy symbol for the worshipper. Finally, the wearer can cast a randomly chosen first level spell from either the Bard or Cleric list once per day as a caster of their total character level.

Only worshippers of the Uncrowned King can benefit from an Elvis Relic. Skills most commonly enhanced include Acrobatics, Bluff, Knowledge (history or religion), Perform (dance) or Sense Motive. Most common spells include *charm person*, *lesser confusion*, and *sleep* among Bardic spells and *bless*, *cure light wounds*, *doom* and *protection from evil* among Clerical spells. Each Elvis Relic has different spells and skills within, as well as providing differing bonuses.

Destruction

Simple physical force can destroy an Elvis Relic; it has Hardness 2 and 8 HP. However, any creature who destroys one suffers a -1 penalty on all attack rolls, skill checks and saving throws against a worshipper of the Uncrowned King; this penalty can be removed by an *atonement* cast by a cleric of that faith.

Perform (stringed) Check DC	Scale of the Granted Wish
DC 22	Purely personal wishes that duplicate a 7 th level spell or less, with no great historic importance
DC 26	Wishes that duplicate up to a 9 th level spell, or affect a handful of creatures beyond the caster in minor ways
DC 30	Wishes that affect huge populations- countries, space stations or other discrete populations. Wishes of minor historic importance.
DC 40	Wishes that affect the populations of entire worlds. Wishes of great historic importance.
DC 55	Wishes that can potentially affect the history of the entire galaxy or several systems. Wishes of great historic importance.

Golden Graceland Amp

Unique Major Artifact

Aura overwhelming universal CL 30th

Slot none **Weight** 300 lbs

This ancient, wish-granting device predates the worship of the Uncrowned King by aeons, but adherents believe that this artifact prefigures Elvis' coming. Whoever built this enigmatic golden device built it for Elvis, or else the ancient Uncrowned King somehow knew about the device, even before humanity mastered spaceflight. The Golden Graceland Amp is rumored to exist somewhere on the fringes of the galaxy: supposedly, there's clues to its whereabouts on Ganaden somewhere, or in rotting in some destination log/telemetry file in a Starburn System flight

control database.

According to the rumors, the Golden Graceland Amp is a massive, rather abstract sculpture of ostentatious golden chrome and silvery-white starwood that resembles a concert amplifier taller and bulkier than an adult man. Lashing cables of pulsing rainbow light erupt when a potential player comes within playing range of the artifact, plugging their electric guitars and rockers into the ancient, cosmic amplifier.

The Golden Graceland Amp can cast *wish* to benefit a player, who must succeed at a successful Perform (stringed) check to activate the device. The check DC is based upon the grandiosity of the *wish* to be granted. Failure prevents the Amp from being played again for 2d6 weeks, and the player permanently loses 1d8 ranks in Perform (stringed). A successful DC 28 WILL Save reduces this loss to 1 rank in Perform (stringed).

If successfully played, the Golden Graceland Amp teleports to a random starsystem somewhere within 15-20 light years of its current position. If the wish chosen directly benefits

the cult of the Uncrowned King or any worshipper other than the person who played the amp, this teleportation is instead to another planet somewhere within the same system, instead.

Destruction

If it is used to *wish* for selfish, truly evil things that

would harm the cult of the Uncrowned King, the Golden Graceland Amp implodes spectacularly, inflicting 30d6 untyped energy damage which completely disintegrates reduced to 0 hp by the discharge. This explosion has a 60 ft radius.

The Lar-Norch

Unique Major Artifact

Aura strong enchantment, evocation, and evil CL 20th

Slot none **Weight** 2 lbs

The Lar-Norch is an ancient harbinger of woe and evil. Despite its seemingly innocuous shape, the Lar-Norch has figured in the darkest legends of hundreds of civilizations and may have directly caused the extinctions of hundreds of somewhat less fortunate species. The Lar-Norch is

a cerulean blue sphere the size of a fist; dark eddies of greenish-black energy swirl within. The sphere floats about a foot above any surface it is set upon.

Personality and Attributes

The Lar-Norch is an intelligent magic item with a CE alignment, and a driving hatred of woman kind. Women must be brought to heel as disposable servants, and any structures created by women kind: religions, nations, ideals, or technology, must be wiped from the cosmos. The Lar-Norch takes great pleasure in destroying, demoralizing or corrupting young women who have the potential for greatness but haven't had the chance to realize it yet.

The Lar-Norch has 15 INT, 18 WIS and 23 CHA. It has an Ego of 35, and only a male character can safely command the Lar-Norch. Commands by female characters always trigger a struggle for dominance.

Senses

The Lar-Norch perceives the world through Darkvision 90 ft, lowlight vision and *true sight* within this radius. The Lar-Norch can communicate vocally, and telepathically with a 500 ft range. The Lar-Norch is familiar with the following languages: Abyssal, Celestial, Draconic, Galactic Common, Infernal, Psyren.

Powers

The Lar-Norch can be commanded to fire a beam of navy light as a ranged touch attack at any visible target within 100 ft as a standard action. This beam of light inflicts 10d6 points of damage (REF DC 21 half) on a successful hit. Half the damage is Force and half is unspecified energy damage, not subject to energy resistance or immunity. A target killed by this damage is disintegrated completely, along with their gear. A female creature struck by this damage suffers 20d6 points of energy damage (REF DC 25 half instead).

Three times per day, the wielder can cast *Dominant Person* as a 20th level sorcerer while within arm's length of the Lar-Norch. Female characters suffer a -5 profane penalty on their WILL Save against this effect.

Once per day, the wielder can cast *Gynoid Transformation* on any female creature affected by *Dominant Person* as a swift action. This spell creates a unique breed of gynoid slave, with a steely blue chassis and accents of translucent azure glass and onyx.

Destruction

The Lar-Norch is seemingly indestructible, and devotees of both Shahteya and Halla Kal the War Mother search tirelessly for a way to destroy the ancient, misogynist artifact.

Silver Eye of Cosmic Consciousness

Uncommon Minor Artifact

Aura overwhelming divination CL 23rd

Slot neck **Weight** 2 lbs

When worn around the neck, this heavy triangular pendant with inset eye floats just above the wearer's breast. Upon command, the Silver Eye pendant drifts upward to hang above the wearer's forehead. When it does, the metallic eye opens, glowing with pale amber luminescence, connecting the wearer's mind to the mysteries of the cosmos.

While wearing the Silver Eye of Cosmic Consciousness, the wearer benefits from a +5 enhancement bonus to both their WIS and CHA scores; this is treated as a temporary bonus for the first 24 hours the Silver Eye is worn. While wearing the Silver Eye, the character benefits from a constant *arcane sight* and *see invisibility* effect.

Once per day, the wearer can command the Silver Eye to move to their forehead. When doing so, the wearer benefits from *true seeing* for up to one hour. The wearer can also expend this effect as a standard action to cast any of the following spells: *symbol of death*, *symbol of insanity* or *imprisonment*.

Alternatively, rather than benefiting from *true sight*, the character can benefit from the effects of a *vision* spell, but doing so renders the wearer *exhausted* after the *vision* effect ends.

Destruction

If worn by a creature trapped alone in absolute darkness for at least a galactic standard year, the Silver Eye of Cosmic Consciousness tarnishes, pits and cracks, becoming a shabby non-magical piece of jewelry.

Spacelord's Chakra Gem

Uncommon Major Artifact

Aura overwhelming transmutation CL 30th

Slot headband **Weight** negligible

Thousands of these diamond cut blood red, cat's eye or onyx gems once decorated the crowns of galactic emperors and space-kings. Now, the ancient empires that once worshipped these hot-to-the-touch gems are long forgotten but the gems themselves remain. Powerful, awaiting a new master (or mistress) to unlock their long-dormant power.

By pressing a Spacelord's gem to the crown chakra (the



center of the forehead), a character unlocks its power. The gem burrows into the flesh, becoming one. It cannot be removed while the wearer lives. The wearer's appearance changes dramatically, their skin taking on a lurid blue hue. Blood red veins stand out on their chest and biceps when they are angry or aroused. Their eyes become jet black pits.

Implanting a Spacelord's Chakra Gem provides the character with a permanent +3 enhancement bonus to their STR, DEX and CHA scores. The character gains the Wild Talent feat as a racial bonus feat (or Psionic Talent instead if they already possess a power point reserve.)

The character gains Telepathy with a 100 ft radius and gains Darkvision with a 60 ft radius (or improves existing Darkvision by +60 ft).

Once per day, the gem's wearer can expend their psionic focus to generate a powerful forcefield around their body. This forcefield provides the wearer with 100 temporary HP, which are lost first. The forcefield remains in place for 1 minute or until destroyed.

Destruction

The Spacelord's Chakra Gem can only be destroyed if it is removed from the skull of a slain host first. The gem is

especially fragile for about an hour after its host destruction and can simply be crushed to powder. In this state, the gem has Hardness 5 and 25 HP. Otherwise, the gemstone is nearly invulnerable.

Starheart Shard

Uncommon (possibly Unique) Major Artifact

Aura overwhelming transmutation **CL** 21st

Slot none **Weight** negligible

This jagged, irregular gemstone seems composed as much from the solidified light of sunset as from solid mineral. The tiny, but painfully sharp gemstone doesn't behave according to the physical laws of this universe, and defies analysis, leading to speculation that it hails from a prior Universal Iteration.

An inert Starheart Shard can be placed beneath the flesh of a host's heart, just above the breast bone. It requires a DC 20 Heal check to implant the Starheart Shard in a living Dragon, Fey, Outsider, Humanoid or Monstrous Humanoid host, who must have an INT score of 3 or greater. Once implanted, the Starheart Shard bonds to its host and requires a DC 40 Heal check to be removed while the host lives. If the Seed is removed from a slain host, it becomes inert once again.

A creature implanted with the Starheart Shard gains the No Breath and Greater Starflight abilities; the host gains a Flight speed of 500 ft in atmosphere and 2,000 ft in hard vacuum. The creature can enter hyperspace under its own power after traveling in normal space for at least one minute. The host becomes immune to Cold, Fire and Radiation, and gains Electricity Resistance 20.

The host can summon a set of *+3 grade III power armor of moderate fortification* around themselves as a swift action. The armor can remain manifested for up to one hour per day, which need not be consecutive, but must be taken in one minute increments.

After 90 days of being bonded with the Starheart Shard, the host gains the Awakened Heritage (either Choir or Senators, 50% chance of either) feat. At this point the Starheart Shard becomes an intelligent item.

Personality and Attributes

The Starheart Shard is an animalistic, CN creature dedicated to the freedom of space flight, and a deep claustrophobic streak. The Starheart Shard will struggle for dominance any time the host is confined or spends more than 24 hours in a planetary atmosphere. If it wins dominance, it soars randomly through space and hyperspace, attracted by unusual stellar phenomena.

The Starheart Shard has a 3 INT, 13 WIS and 8 CHA and an initial Ego score of 11. The Starheart Shard's Ego score increases by +1 each month it remains bonded to a particular host, until it finally absolutely dominates the host, after months or years.

Senses

The Starheart Shard shares the host's senses. It communicates with the host via empathy, and cannot comprehend language.

Destruction

The Starheart Shard has Hardness 10 and 60 HP when in a *high gravity* environment, or if sundered by a gravity hammer or similar weapon. It is effectively indestructible in other gravity conditions.

Splinter of the Violent Mind

Common Minor Artifact

Aura overwhelming telepathy **ML** 30th

Slot face **Weight** 2 lbs

This small sunflower-yellow diamond is burning hot to the touch, and glows with incredible incandescence. When pressed against the flesh of a host's cheek, the skin chars away and the gem fuses to the host's flesh, muscle and blood. The process is strangely painless.

The Splinter of the Violent Mind is a powerful psionic artifact. When bonded to a host, who must have an INT score of at least 3, the host gains Wild Talent as a bonus feat, or Psionic Talent if they already have a power point reserve. The host also gains Body Fuel as a bonus feat.

The host can manifest any of the following psi-like abilities, once each per day.

- Precognition, Offensive
- Precognition, Tactical
- Prescience, Offensive

Unlike traditional psi-like abilities, these talents can be augmented, and the host is not limited to their manifester level when augmenting these abilities. The host can augment these three psi-like abilities to any level they desire, assuming they have the power point reserve to pay for the augmentation.

Destruction

The Splinter will leave its host, falling away from the burn scar on their cheek, if the host goes at least 28 days without using a psionic or psi-like ability in actual combat. (Sparring or simulated battles do not count). In which case, the Splinter can later be bound to a new host. Once a host severs the bond with the Splinter, they cannot ever again bond with any Splinter of the Violent Mind.

If the host dies as a result of ability damage caused by use of the Body Fuel feat, the Splinter of the Violent Mind is destroyed with them.

White Star Monolith

Common Major Artifact

Aura overwhelming transmutation **CL** 30th

Slot none **Weight** nearly immeasurable

These Worldseeder artifacts have been unearthed on hundreds of worlds. If one White Star Monolith is found upon a world, there are usually more, at least one upon every other major continent upon the planet. Most such Monoliths are buried under tons of topsoil and rubble, buried beneath the weight of centuries, just waiting to be discovered and unleashed. Many species of Anthro owe their creation to these monoliths.

The White Star Monolith is a three meter tall rectangle of smooth, absolutely flawless and brilliantly white stone, which resembles fine marble. A sixty-sided geomorph of the same ivory substance floats exactly 36 centimeters above the top of the pylon, slowly rotating. Once the White Star Monolith is activated the blunt facets of the floating star become flame-like points stretching in all directions, symbolizing infinite genetic possibilities.



It requires a DC 30 Use Magic Device check and one hour of effort to activate a White Star Monolith; creatures with the Anthro subtype gain a +5 competence bonus on this check. If the check is failed, the White Star Monolith cannot be activated again for a lunar month.

Once activated, all humanoid or monstrous humanoid creatures of a single species within a geographically isolated area (usually the continent upon which the Monolith is located) are affected by *speciate*, gaining the Anthro subtype and gaining two Gifts of Nature.

The transformations created by the White Star Monolith follow a system of internal logic, and have a certain consistency. Transformations usually follow a pattern based upon the transformed creature's original race, faith, profession or other traits. For example, all soldiers and police officers transformed become Doberman Pinscher Anthros, all characters with a Christian patron deity become lamb or sheep Anthros, an Anthro's pelt color is reflective of her original skin tone, and so forth.

Destruction

White Star Monoliths cannot be destroyed by any known force, and even moving the Monolith presents major logistical challenges. A species that wishes to preserve its genome has only one alternative if a White Star Monolith is discovered- lift the indestructible pylon off world somehow. The Monolith is immune to effects from the *conjunction (teleportation)* subschool and the *psychoportation* discipline, and despite its relatively small size, the Monolith has an apparent mass of more than a hundred million tons.

It is heavy enough that it warps gravity around it in minor ways: poured-out beer flows uphill towards the Monolith, coins tossed gravitate towards the Monolith, and so on. Ordinary humans can feel a palpable heaviness around the Monolith.

Ejecting a White Star Monolith directly into the core of a sun *might* destroy the Monolith, but it would likely just wait, inert, within the star's heart for aeons.

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