

# RELIC FILES

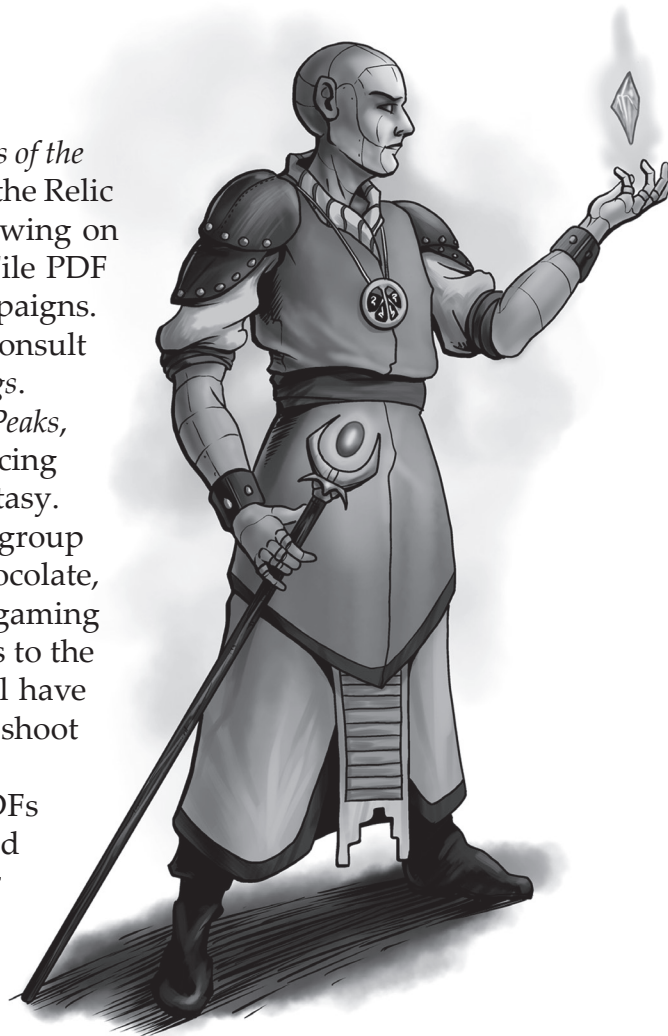
## FROM BEYOND THE STARS I

### QUICKSILVER MAIL

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

In 1980 with the release of *The Expedition to the Barrier Peaks*, Gary Gygax crossed role-playing genres by introducing science fiction elements to sword and sorcery fantasy. It wasn't until a few years later that our gaming group discovered the module. From the first it was a "your chocolate, my peanut butter" moment: A few members of our gaming group complained bitterly but as we opened our minds to the possibilities *Expedition* quickly became a favorite. I still have fond memories of my fighter trying to figure out how to shoot a ray gun without melting off his face.

*Relic Files: From Beyond the Stars* is a series of short PDFs that once again blends elements of science fiction and fantasy to create exciting relics. First up is *quicksilver mail* a suit of armor made from a malleable alloy that, at first glance, resembles an orb of mercury but can have the hardness of steel once it assumes the appearance of armor.



## ANDREW MARLOWE



**PATHFINDER**  
ROLEPLAYING GAME COMPATIBLE

## QUICKSILVER MAIL

Brinda inspected the strange orb. It shimmered like polished steel so brightly it almost appeared to be silver except steel and silver weren't putty soft. She drew her finger across the surface and watched as it rippled. She squeezed the sphere in her fist. It emitted a high-pitched mechanical chirp almost like a complaint.

Surprised, Brinda released the orb but instead of falling, it bobbed and drifted away from her slowly. The young rogue's eyes widened as a faint red light pulsed from inside the thing. She grabbed it again and realized it wasn't a single point of light, but three. She pressed each of the points. Nothing happened. She traced a triangle connecting the lights, starting with the highest illuminated point. As she closed the triangle, the entire orb pulsed with light then suddenly lost cohesion becoming a puddle suspended in the space above her palm.

Brinda cautiously raised her palm to touch the quivering mass. As her skin touched the liquid metal it flowed over her hand and up her arm. Brinda fought down a rising panic imagining what it would be like to choke to death as this quicksilver blocked her airways. Or would it flow into her mouth and lungs drowning her? She forced herself to be calm.

The material crept across Brinda's chest and down her legs, sheathing her body in metal, and still the mass in her palm seemed hardly diminished. As it slid up her neck her heart raced again, here it goes, she thought, but the rising liquid merely framed her face as the stuff closed over the top of her head. She could breath. And see!

What were these glowing runes in the periphery of her vision though? The symbols cycled through in a sequence. One of them, a rotating three-dimensional sphere with occasional markings, and a series of uniform hatch marks between each symbol. Each new rune or symbol was accompanied by a host of new questions, but Brinda pushed those questions aside for the moment as she composed her thoughts.

She looked down at her hands. At some point the mass had exhausted itself. Her now silvery-gloved hand was empty. Her whole body gleamed metallic in the flickering torch-light. What kind of armor was this? It was armor...wasn't it?

Sometime, somewhere, in your campaign world, a spacecraft crashed, or a dimensional rift opened, and the treasures of super-science, or strange alien technology emerged. Though quicksilver mail is powered by advanced technological forces, it manipulates the same eldritch energies as magic does, so it is treated as a magic item.

## QUICKSILVER MAIL

**Aura:** strong transmutation; **CL:** as wielder's level  
**Slot:** Armor; **Weight:** 30 lbs.

### DESCRIPTION

Before initial activation, this technological armor appears to be a levitating sphere of semi-liquid metal. Contact with the sphere causes ripples on the surface. However, until it is activated, the sphere itself cannot be breached. *Quicksilver mail* is activated by tracing a sequence of simple symbols across the surface of the sphere. Once the correct combination has been entered, the whole mass loses cohesion and forms a floating puddle. A wearer may then insert her hand allowing the armor to flow over her skin and sheath her body in *quicksilver mail*.

When worn, the armor appears much like a seamless full-body suit of dull metallic armor complete with a tight fitting helmet that covers most of the face except the nose mouth and eyes. Able to conform to the exact size and shape of its bearer, *quicksilver mail* can be worn by any creature size Large or smaller.

Although the armor doesn't cover the wearer's eyes, an array of translucent images and readings hover in the periphery of the wearer's field of vision. These images are readings of the local environment. Understanding the patterns allows the wearer to identify changes in weather, detect hazards, and even track a creature's path through wilderness regions.

Unlike with many technological items, the bearer need not worry about supplying the armor with additional power, *quicksilver mail* is capable of recharging itself by storing power from a combination of complex sources including the wearer's body heat, kinetic energy, solar power and even local magical energies. This has a serendipitous side effect: it reduces things such as kinetic forces and magical attacks, such that the wearer finds it easier to shrug off debilitating effects.

**Level 1:** The armor detects as magic, but functions as masterwork scale mail.

**Level 2:** Cryptic runes and symbols in the periphery of the bearer's vision allow the armor to grant a +1 circumstance bonus to Survival.

**Level 3:** The armor is now the equivalent of +1 *scale mail*.

**Level 4:** The circumstance bonus to Survival increases to +3.

**Level 5:** The armor gives a +1 circumstance bonus to all Will saves.

**Level 6:** The armor is now the equivalent of +2 *scale mail*.

**Level 7:** The armor further attunes to the bearer reducing the chance of spell failure to 15%, maximum Dexterity bonus is increased to +5, armor check penalties are decreased to a -1 and the armor is treated as light armor.

**Level 8:** The armor now gives +1 circumstance bonus to all saving throws.

**Level 9:** The circumstance bonus to Survival increases to +5.

**Level 10:** The armor now shifts its mass and weight to help the bearer keep her balance. The armor is now the equivalent of +2 *balanced scale mail*.

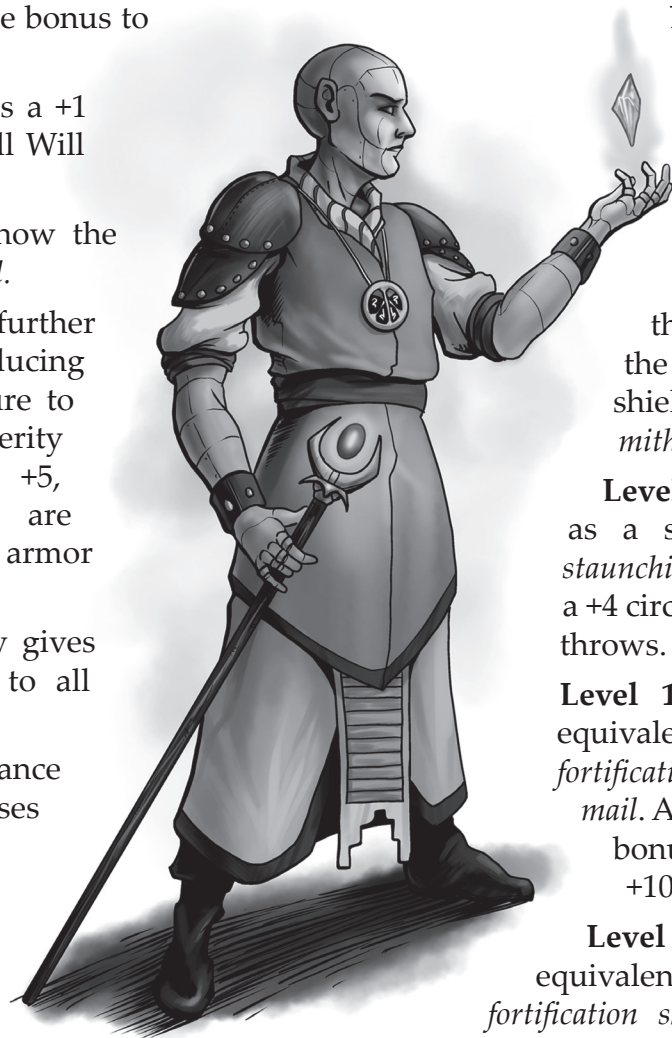
**Level 11:** The armor now gives a +2 circumstance bonus to all saving throws.

**Level 12:** The armor can contract and act as a tourniquet, if needed, becoming the equivalent of +2 *balanced staunching scale mail*.

**Level 13:** The circumstance bonus to Survival increases to +7.

**Level 14:** The armor is now the equivalent of +3 *balanced staunching scale mail*.

**Level 15:** The armor now gives a +3 circumstance bonus to all saving throws. Additionally, the circumstance bonus to Survival increases to +9.



**Level 16:** The armor now also gains the properties of living steel and is the equivalent of +4 *balanced shadow staunching scale mail*. Additionally the wearer of the armor can now form a buckler sized shield from the same material as the rest of the armor as a move action. This shield is effectively a +2 *blinding mithral buckler*.

**Level 17:** The armor now functions as a suit of +5 *balanced shadow staunching scale mail* and now grants a +4 circumstance bonus to all saving throws.

**Level 18:** The armor now is the equivalent of +5 *balanced light fortification staunching shadow scale mail*. Additionally, the circumstance bonus to Survival increases to +10.

**Level 19:** The armor is now the equivalent of +4 *balanced moderate fortification shadow staunching scale mail*. The armor also now grants a +5 circumstance bonus to all saving throws.

**Level 20:** The armor now is the equivalent of +5 *balanced moderate fortification shadow staunching scale mail* and when the shield is activated it is now effectively a +2 *animated arrow catching blinding mithral buckler*.

# GO ROGUE!!

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