

RELIC FILES

FROM BEYOND THE STARS II

BREATH OF THE HEAVENS

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

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

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

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



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PATHFINDER
ROLEPLAYING GAME COMPATIBLE

BREATH OF THE HEAVENS

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

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

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

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

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

Damn, he thought, this is gonna be useful!

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

USING THE BREATH OF THE HEAVENS IN YOUR GAME

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

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

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

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

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

BREATH OF THE HEAVENS

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

DESCRIPTION

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

GO ROGUE!!

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