

# STEELFORGE



## ◆ BOOK 2 ◆

By Jacob Karpel and Patrick Miller

**PATHFINDER**  
ROLEPLAYING GAME COMPATIBLE



DREAMSCARRED  
PRESS



# STEELFORGE

## BOOK 2

**Authors:** Jacob Karpel  
**Additional Material:** Patrick Miller  
**Interior Design:** Forrest Heck  
**Editing:** Forrest Heck  
**Interior Layout:** Jeremy Smith  
**Artwork:** Joe Shawcross, Rick Hershey, Jacob Blackmon, Tonis Pan  
**Publisher:** Jeremy Smith

Special thanks to the legions of fans who helped playtest the material in this book and offered new and innovative ideas to include.

Based on the original roleplaying game rules designed by Gary Gygax and Dave Arneson and inspired by the third edition of the game designed by Monte Cook, Jonathan Tweet, Skip Williams, Richard Baker, and Peter Adkison.

**Product Identity:** The following items are hereby identified as Product Identity, as defined in the Open Game License version 1.0a, Section 1(e), and are not Open Content: All trademarks, registered trademarks, proper names (characters, deities, etc.), dialogue, plots, storylines, locations, characters, artwork, and trade dress. (Elements that have previously been designated as Open Game Content or are in the public domain are not included in this declaration.)

**Open Content:** Except for material designated as Product Identity (see above), the game mechanics of this game product are Open Game Content, as defined in the Open Gaming License version 1.0a Section 1(d). No portion of this work other than the material designated as Open Game Content may be reproduced in any form without written permission.

Compatibility with the Pathfinder Roleplaying Game requires the Pathfinder Roleplaying Game from Paizo Publishing, LLC. See <http://paizo.com/pathfinderRPG> for more information on the Pathfinder Roleplaying Game. Paizo Publishing, LLC does not guarantee compatibility, and does not endorse this product.

Pathfinder is a registered trademark of Paizo Publishing, LLC, and the Pathfinder Roleplaying Game and the Pathfinder Roleplaying Game Compatibility Logo are trademarks of Paizo Publishing, LLC, and are used under the Pathfinder Roleplaying Game Compatibility License. See <http://paizo.com/pathfinderRPG/compatibility> for more information on the compatibility license.

*Steelforge: Book II* is published by Dreamscarred Press under the Open Game License version 1.0a Copyright 2000 Wizards of the Coast, Inc.

© 2017 Dreamscarred Press



---

## FOREWORD

---

Welcome to the second Steelforge release! This time around, we are going to focus on the big stuff. Artifacts are things so dramatic that you just can't put a price on them. The way to make them is long forgotten, but the items themselves remain. The quest for the mythical relics of times long gone is a staple trope in fantasy (and other genres, too), and I hope this volume provides some of the excitement and drive of these great tales.

In addition, we have built on Dreamscarred Press's Legendary Items, pieces of equipment whose stories drive their power, and which grow with their chosen wielder. No fewer than fifteen are presented here, and we now have eased their use in games by including estimated gold values so that the GM doesn't have to.

Jacob "PsyBomb" Karpel  
Author

I wrote the original version of the *Twisted Gambit* for a home game where one of the players wanted to throw cards at people. I looked over existing ways to do it, and found them kind of disappointing. So we wrote up a special glove for him that would allow him to do cool things with playing cards. When I saw *Razor*, I got the idea to turn that piece of homebrew into a full legendary item with a heavy theme around gambling. But then I realized how much fun terminology I could use, which was probably one of the most enjoyable parts of writing this. Enjoy!

Patrick Miller  
Author

## INTRODUCTION

In this book, you will find new legendary items, artifacts, a new prestige class, as well as a variety of legendary items that originally appeared in *Ultimate Psionics*, as well as weapon special abilities in the appendix for ease of reference.

In the first section, the rules for legendary items and several new legendary items are presented. These include the *City in a Bottle* and the *Ring of the Grand Vizier*. Legendary items grow as the character gains levels, allowing a character to gain a powerful item at lower levels without unbalancing a game and to keep that same item over the course of the character's career.

In the second section, three new artifacts are presented, including the *Chessboard of the Astral Army*.

Next is the forgelord prestige class, who gains special abilities using magical items, while progressing the character's original class features like manifesting, spellcasting, or maneuvers.

Finally, in the GM's Tools section, you will find a host of legendary items that originally appeared in *Ultimate Psionics*. This provides you with a variety of legendary items to fully explore the concept in your game. Weapon special abilities are presented in the appendix at the end of the book for ease of reference.



## LEGENDARY ITEMS

Not every item is great because of what it is. For some, they become great according to the weight of history behind them, the stories which have been told only feeding their might. These grow with their wielders, becoming greater as the character does.

These represent what some hold to be the ideal of a magic item. That is, one that remains with the character, not one that is disposed of. They cannot be intentionally crafted, the values given are just for reference, see Chapter 6 for more details.

As a reminder, a given character can only have one legendary item attuned to them, and a given legendary item will only show its true capabilities for one person at a time.

### CITY IN A BOTTLE

**Slot:** None

This bottle is sized about right for a half-gallon of whatever drink you happen to like, with an open mouth an inch across. Clearly visible through the glass sides, though, is a city. When viewed extremely closely, such as under a magnifying glass, what appears to be tiny people walk through the streets, conducting their daily lives. No matter how the bottle is moved or tilted, those within don't seem disturbed.

### REQUIREMENTS

**Skills:** At least 7 ranks total in Craft skills, Profession skills, and/or Spellcraft.

**Special:** Must have personally sold goods you either bought or made totalling over 500 gold pieces.

Item Level	Wielder Minimum Level	Abilities
1	-	<i>bag of holding type I</i>
2	5	Leadership, Bottled Village
3	10	Bottled Town, <i>bag of holding type II</i>
4	15	Bottled City
5	20	Bottled Metropolis, City Seed, <i>bag of holding type III</i>

\* *The City in a Bottle does not have a Value column, unlike others here and below. This is because its worth varies to an extreme degree depending on the party and the nature of the campaign, and is thus meant more as a*

*tool for GMs to allow their players to adventure without being anchored to a city or town for their resources. After all, they're carrying it with them.*

**Bag of Holding:** When found, the *City in a Bottle* acts as a *bag of holding type I*. Although the opening only appears about an inch wide, anything which could fit into a *bag of holding* will fit into it. At third item level, it upgrades to a *bag of holding type II*, and at fifth it upgrades to a *bag of holding type III*. Unlike a normal *bag of holding*, it has a hardness of 15 and 50 hit points, and will not rupture from a sharp object placed inside. It is still an extradimensional space, and will react as any other *bag of holding* to being placed inside of a *portable hole*.

**Leadership:** Once bonded, the *City in a Bottle* grants its owner the benefits of the Leadership feat, with the following modifications. The cohort and all followers are confined to the city within the bottle. While within the city, any of them can communicate telepathically with the owner. The cohort in particular acts as the owner's representative within the city, able to interact with the residents to perform crafting, research, and even buy or sell equipment and supplies as appropriate to the size of the city. Although he cannot leave the city, the cohort can exchange items through the *bag of holding effect* (which opens into a small storage shed in the City).

**Bottled Village:** Upon revealing its abilities, the *City in*





# STEELFORGE

*a Bottle* is revealed to be a village of about 100 people. It contains basic facilities for just about any craft, as well as a small research library and a small market. Where the goods there come from before being bought, or where they go after being sold there, is unknown. The village is an autocracy, consisting primarily of the owner's own race (though there are significant numbers of other races) and aligned to the owner's alignment. The residents speak any one language the owner does, typically Common. The owner of the *City in a Bottle* cannot enter the village yet.

**Bottled Town:** The city has grown to about 2,500 people and is a large town. The facilities have improved and are now well-equipped, granting +2 to any Craft skill checks or research attempts made by the cohort. In addition, the owner of the city can call forth one follower from the city to assist him in the real world. The follower appears next to the bottle, and serves to the best of his ability. Only one such can be out of the city at a time. Should the follower die, or should the owner want to switch which is out, he can be returned by touching the bottle to him.

**Bottled City:** The city has grown to about 12,500 people and is a large city. At this point, the owner gains the ability to enter the city as a standard action by merely willing it so while in contact with the bottle. All of their equipment goes with them, as well as any willing creature touching them. Those not native to the city can leave by walking or riding out the front gate. The bottle remains where it was, though, and characters leaving the city could find themselves in trouble if enemies have found it, or if it has ended up in a dangerous location.

**Bottled Metropolis:** The city has grown to about 30,000 people and is a metropolis. The cohort is now available as an option to call forth from the City.

**City Seed:** The *City in a Bottle* can now be planted like a seed, anywhere there exists at least twenty square miles not already within the boundaries of another city or town. Over the course of a week, buildings spring up and their residents with them, surrounded by farms and pastures as appropriate to the region. The owner of the *City in a Bottle* is its rightful ruler, with a small castle in the center of the city, fully staffed. The residents are loyal, and include the cohort and all of the followers gained from Leadership. They are no longer limited to the city's borders and can come and go as desired. Typically, the city will grow rapidly up from its current population when this happens unless surrounding circumstances prevent it.

## RAZOR, THE WARRIOR'S WEAPON

**Slot:** none

This glass-like blade is formed of magical force, appearing as a near-transparent sheet of impossibly thin material. When lifted, the wielder can feel a slight mental presence from the sword, urging them to fight, to kill, to *win*. To most, this is the only manifestation of Razor's true power, but in the hands of a suitable wielder, the cursed blade will give itself utterly to the warrior, asking only one thing in return—that they never become a coward.

Razor is a masterwork machete that cannot be broken, damaged, or destroyed by anything less than a *disintegrate* spell, a rod of cancellation, or similarly powerful magic. Although it does not have an enhancement bonus, Razor is treated as a magic weapon for the purposes of overcoming damage reduction, and attacks made with it ignore hardness of objects less than 20. Razor cannot be improved with item creation feats or otherwise enchanted as a magic weapon outside of its own abilities (although effects such as a *greater magic weapon* spell affect it as normal). A *detect magic* spell or similar effect shows an aura of strong transmutation magic.

If Razor is grasped outside of a combat by a character with a base attack bonus of +3 or higher, it attempts to communicate with them, drawing them into an extradimensional space within the blade and appearing as a mirror image of the wielder. Its terms are simple; if the wielder and the sword are to work together, Razor desires to fight those it calls "warriors," defined as any sentient creature (including those not traditionally-defined as "warriors," such as mages) willing to fight and put its life on the line in battle, and refuses to be used to face "cowards," those who have lost the will to fight, are broken by the traumas of combat, or are uninterested in fighting at all. If the wielder agrees to these terms, Razor promises to be the perfect tool, transforming into a masterwork melee sword of the wielder's choice (see the sidebar) immediately following the contract being sealed. Once the contract is made, Razor is willing to remain under the wielder's command until they die; if they become a coward in Razor's eyes, the sword will attempt to return them to what it considers the proper path, but it will not abandon one with which it has made an agreement. If its contracted wielder dies and is later returned to life (or unlife) and Razor has made a new contract, the sword will only return to them if they kill its current owner. If they do so, Razor will form a new contract with them, automatically regaining the total bonus and weapon special abilities it had for claimed for that wielder before they died. If the wielder so wishes, Razor can also become a different weapon than before when it makes this new contract.

## REQUIREMENTS

To successfully wield Razor to its fullest potential, a character must fulfill the following requirements.

**Base Attack Bonus:** +3

**Special:** The character must be proficient with at least one sword and have sealed a contract with Razor (see above).



# STEELFORGE

Item Level	Minimum Wielder Level	Abilities	Value (Unfed)	Value (Fed)
1	–	Unique masterwork machete (see above), personal space, unlocked intelligence, victor's spoils (+3 maximum)	1,290gp	2,960gp
2	4	Victor's spoils (+4 maximum)	1,575gp	8,240gp
3	6	Never unarmed, victor's spoils (+5 maximum)	5,560gp	20,560gp
4	8	Victor's spoils (+6 maximum)	5,575gp	32,240gp
5	10	Never deserted, victor's spoils (+7 maximum)	5,700gp	47,280gp
6	12	Victor's spoils (+8 maximum)	6,000gp	65,600gp
7	14	Never outwitted, victor's spoils (+9 maximum)	10,015gp	91,680gp
8	16	Victor's spoils (+10 maximum)	10,950gp	117,600gp
9	18	Never defeated	121,800gp	256,800gp
10	20	Warlord's arsenal	125,000gp	287,200gp

\*The Value (Fed) column above assumes that Razor is kept fed with with ever-stronger weapons, GMs should not count the value of those weapons, instead using the value of Razor as the total. The Value (Unfed) column is what the weapon is worth if it has no enhancements, such as when it is first found or if no suitable weapons are coming around.

**Unlocked Intelligence:** Unless it has a wielder, Razor's intelligence lies dormant beyond the ability to offer its terms. Once the contract becomes sealed, Razor regains its full will, becoming an intelligent item with the statistics listed below. Although it does not necessarily have a full enhancement bonus, its ego score is always treated as if the weapon was at its maximum power. Unlike normal intelligent items, Razor's contracted wielder does not gain negative levels if their alignment does not match the sword's. Razor has the special purpose of defeating and slaying powerful warriors in battle, and can automatically tell whether or not an opponent of its wielder within 60 feet is a coward or a warrior by the sword's personal definitions. There are only two situations where Razor might come into a conflict of interest with its wielder and prompt a Will save against its Ego score—the first is if the wielder attempts to use Razor to deal nonlethal damage to or otherwise spare an opponent it deems an

enemy warrior, and the second is if the wielder attempts to deal lethal damage to or otherwise kill an opponent (with any weapon) it deems a coward or other innocent. Razor is unwilling to be used to fight such creatures, considering them beneath it. Razor does not retain dominance after negating the action that would have broken the terms of its contract. The sword's wielder can choose to not fight enemies or flee without penalty, although it will judge their actions and hold it against them in the future. Although this ability is gained the 1st item level, it does not come into effect unless Razor's wielder has sealed a contract with it.

## STATISTICS

**Alignment** CN (see text); **Ego** 30; **Senses** 60 ft., darkvision 60ft.

**Int** 10 + item level, **Wis** 10 + item level, **Cha** 10

**Communication** empathy

**Personal Space:** Razor can, if it is touching its wielder, draw them into a pocket dimension within its blade as a free action. While the wielder is within this dimension, the sword stands balanced on its tip. Razor can be moved and

### WHAT'S A SWORD?

For Razor's purposes, a sword is any weapon with a long metal blade and a hilt. Generally (but not always), this includes any weapon with the word "sword" in its name, and many weapons from the light blades and heavy blades weapon groups. Razor is proud of its form, and will refuse to take the shape of non-sword bladed weapons such as kamas, sickles, and axes. It could be convinced to transform into a knife or similar weapon (such as a dagger or kukri) if the wielder phrased their contract correctly, but there are some weapons, such as hafted weapons, projectile weapons, and bayonets, that Razor will *never* willingly transform into. Razor is willing to take the form of double weapons if and only if both parts of the weapon are swords. If it does, then its victor's spoils ability improves each head of the double weapon separately (and counts each head towards its own individual maximum total bonus) when a head is used to destroy a weapon.

### BLADEBOUND MAGI AND RAZOR

When a bladebound magus seals a contract with Razor, they can feed their black blade to it as they do so. If they do, then Razor takes the physical form of their black blade (albeit made of magical force), and counts as the their black blade thereafter for all purposes, gaining the black blade arcane pool, Alertness, black blade strike, energy attunement, teleport blade, transfer arcana, and life drinker abilities at the appropriate level. The sword does not gain the telepathy or unbreakable abilities, nor does it gain an enhancement bonus from its wielder's levels. Razor uses its own mental ability scores, ego, languages, skills, and senses, and its behavior is unaffected by the black blade's original personality.



# STEELFORGE

attended by other creatures as normal, although when its wielder reappears, the sword returns to their hand. Inside the sword's personal space is an empty grey void, containing what is generally some sort of seat or couch, a rack of weapons (initially empty, but later housing each weapon that Razor has devoured in its wielder's service), and Razor itself, taking the form of a mirror image of the wielder. While the wielder is within this space, Razor can converse with it freely, speaking all languages the wielder knows. Time passes at a normal rate within this pocket dimension, and Razor will often bring the wielder into the space when it wishes, doing so to judge them, congratulate them on a victory, or even sometimes just to speak. Razor does not allow the wielder to use this space as a tool or hiding place; its realm is its own, and once the sword finishes with its business, it ejects the wielder.

**Victor's Spoils:** If it has sealed a contract with a wielder, Razor gains the ability to claim ownership of the weapons of defeated foes. Whenever Razor reduces a magic weapon to 0 hit points (either through a sunder attempt or merely attacking the weapon as an unattended object), the blade devours that weapon utterly, potentially increasing its power. When it does so, it can improve itself in one or more of the following ways:

- Razor may increase its total bonus to match the devoured weapon's if that weapon has a higher total bonus. For the purposes of this ability, only the permanent enhancement bonus of the weapons are considered; a *greater magic weapon* spell or similar effect is ignored. Razor's total bonus cannot increase to higher than its item level + 2 (up to a maximum of +10, at the 8th item level).
- Razor may increase its enhancement bonus to up to the devoured weapon's, provided that this does not increase its total bonus past that weapon's.
- Razor may gain one of the devoured weapon's special abilities, provided that Razor does not already have it. It can reduce its enhancement bonus and/or lose any number of its current abilities to make room for the desired ability, if necessary. Razor cannot gain a weapon special ability that would be incompatible with it (such as the *reliable* property, which is normally reserved for firearms).

If, after devouring the weapon, Razor's total bonus cannot match or exceed that weapon's, then any excess from the devoured weapon is lost. Razor does not gain any benefits or improvements from devouring magic ammunition or temporary weapons (such as mind blades or weapons from the *call weaponry* power); an actual weapon must be consumed. At the GM's option, Razor can devour weapon special abilities with a static price using this power; the GM should assign the special ability an effective bonus for the purposes of Razor's maximum. Razor refuses to take on the *glamered* special ability, as well as any other abilities that magically conceal its form.

For example, if Razor is currently a +1 *keen greatsword* and devours a +2 *flaming warhammer*, Razor's total bonus increases to +3, and Razor could gain the *flaming* special ability, increase its enhancement bonus to +2, or even lose the *keen* special ability and become a +2 *flaming greatsword*.

**Never Unarmed:** At the 3rd item level, Razor's wielder often finds themselves with the blade in their hand the moment they reach for it. Razor's wielder gains the benefit of the Quick Draw feat for the purposes of drawing the sword.

**Never Deserted:** At the 5th item level, Razor's bond with its wielder tightens, allowing the sword to return to them if disarmed or stolen. As a free action that can be taken even if it is not the wielder's turn, Razor's wielder can call the sword to their open hand as if drawing it. This is a teleportation effect that functions over any distance (although it does not allow Razor to cross planar boundaries), and is treated as drawing the weapon for the purposes of relevant effects and abilities. If it wishes, Razor can also activate this ability, bringing itself to its wielder's hand.

**Never Outwitted:** At the 7th item level, Razor shares its instincts with its wielder, allowing them to react before danger manifests. The wielder gains the benefits of the uncanny dodge ability (as the rogue class feature). If the wielder already has the uncanny dodge ability, they automatically gain the improved uncanny dodge ability instead, treating Razor's item level as class levels in a class that granted the uncanny dodge ability for the purposes of stacking with their existing class levels.

**Never Defeated:** At the 9th item level, Razor's respect for its wielder has grown enough that it is willing to break some of the terms of its contract with them, recalling them from death rather than passing to a new wielder. Once per month, Razor can cast a *true resurrection* spell on its wielder. This does not require any material components. If later asked about this power, Razor will refuse to acknowledge that it did so and in fact asserts that it has no such ability at all.

**Warlord's Arsenal:** At the 10th item level, Razor allows its wielder to access its full power, revealing the forms of every weapon it has devoured since its creation. Once per day as a full-round action, the wielder can change Razor's weapon special abilities to any combination of abilities with a value equal to its total enhancement bonus. This change lasts until the wielder changes Razor's special abilities again, either through this ability or by having Razor devour a weapon.

## RING OF THE GRAND VIZIER

**Slot:** Ring

Long ago, this simple gold band studded with blue diamonds marked the highest advisor to a great rajah. Unfortunately, the advisor went mad with power, and nearly enslaved the kingdom before he was taken down. The ring exists in order to help its owner serve as an advisor, and its powers reflect that to this day, rejecting its original wearer's descent into power-hungry madness.

## REQUIREMENTS

**Feats:** At least one Akashic feat.

**Skills:** At least 8 ranks in Knowledge skills, including 4 ranks in any one

# STEELFORGE

**Special:** Able to shape at least one Veil, and an Essence pool of at least 4

Item Level	Wielder Minimum Level	Abilities	Value
1	-	Ring of Protection +1	2,000gp
2	5	Grand Vizier's Experiments	5,000gp
3	10	Ring of Protection +2, Grand Vizier's Advice	10,800gp
4	15	Grand Vizier's Insight	20,800gp
5	20	Ring of Protection +3, Grand Vizier's Power	64,800gp

**Ring of Protection +1:** When first found, the *Ring of the Grand Vizier* functions as a *ring of protection +1*. As its user grows in power, so too does this effect at level 10 and 20.

**Grand Vizier's Experiments:** When the user shapes their Veils in the morning, they may choose to have the Ring of the Grand Vizier be treated as a Veil for all purposes (including Essence capacity, counting against total veils shaped, etc.). It occupies the Ring chakra, regardless of whether the character could normally shape a Veil there. At this level, the wearer gains a +1 insight bonus to all Spellcraft and Use Magic Device rolls, plus one point per point of Essence invested in the Ring of the Grand Vizier. The wearer may also make such skill checks untrained. If the character can bind Veils to their Ring chakra and chooses to bind this veil to it, they gain the following effect: Whenever you successfully activate an item by using Use Magic Device, you need not make another roll to activate it for the next twelve hours.

**Grand Vizier's Advice:** While shaped as a Veil, the Ring of the Grand Vizier also grants the following benefits: You gain a bonus to all rolls made to Aid Another equal to the Essence invested, and the bonus granted increases by one per two Essence invested. While bound, you may use the Aid Another action as an Immediate action once per minute, and may use it to assist any ally within 30 feet who can see or hear you.

**Grand Vizier's Insight:** While shaped as a Veil, the Ring of the Grand Vizier also increases all other Insight bonuses you receive by one per three essence invested into it.

**Grand Vizier's Power:** The Ring of the Grand Vizier also has the effects of a *least akashic catalyst*, except that it affects all chakras. This does not stack with the effects of a *lesser or greater akashic catalyst*

## TWISTED GAMBIT

Said to be the legacy of the greatest gambler in history, the Twisted Gambit is a highly illegal item in countries that believe it exists. Legends have grown across many cultures and centuries of the strange glove worn by numerous master gamblers and thieves, but no one has ever been able to find and study it.

The truth of the Twisted Gambit is lost to history, and only a few things are known. First is that the Twisted Gambit does not suffer fools. It seems inclined to abandon a reckless owner, simply vanishing and reappearing elsewhere as part of some great prize. It always appears as a single, rather plain glove, though a successful owner may find it growing increasingly ornate over the course of a career. Finally, there are consistent rumors that the Twisted Gambit is somehow linked to some great vault where all the treasures it has claimed reside. Among these treasures are a startling number of important articles, including the deed to the Material Plane.

## REQUIREMENTS

To use the Twisted Gambit, a character must fulfill the following requirements.

**Skills:** 4 ranks in at least 2 of the following skills: Bluff, Perception, Profession (Gambler), Sleight of Hand.

**Special:** The Twisted Gambit must be won in a wager. If the glove is acquired through other means, its other abilities can not be activated until it has been wagered and won.

Item Level	Minimum Wielder Level	Abilities	Value
1	-	Card sharp	302gp
2	4	House advantage	2,802gp
3	6	Fate's gambit, up your sleeve	12,802gp
4	8	Blackjack, pick a card	22,802gp
5	10	Stacked deck	40,302gp
6	12	Loaded dice	48,302gp
7	14	Jackpot	69,302gp
8	16	All in the cards	110,702gp
9	18	Ace up your sleeve	141,702gp
10	20	Heart in the cards	291,702gp

**Card Sharp:** The Twisted Gambit appears to be a rather ordinary glove, but while worn, it turns seemingly ordinary items into deadly weapons. The wearer may wield cards



# STEELFORGE

from any deck as daggers, with no penalty for using them as improvised weapons.

**House Advantage:** At the 2nd item level, the Twisted Gambit's wearer gains a bonus equal to the Gambit's item level on Sleight of Hand and Profession (gambler) checks, as well as on other checks or d20 rolls made while gambling (such as an attack roll to throw a dart in a game of darts or a Perception check to win a shell game).

**Fate's Gambit:** As the bond with the Twisted Gambit grows, so does the potential of the item. Starting at the 3rd item level, the Gambit's wearer may make Sleight of Hand checks in place of Stealth checks.

**Up Your Sleeve:** The Twisted Gambit is a tricky item, and things tend to vanish around it. Starting at the 3rd item level, the Gambit also functions as a *glove of storing* (see the Magic Items in the *Pathfinder Roleplaying Game Core Rulebook/Gamemastery Guide*). This is in addition to its normal powers.

**Pick a Card:** At the 4th item level, whenever the Twisted Gambit's wearer wins money while gambling, he may choose to grant the money to the Gambit (if the winnings are in the form of an item, the item is rendered worthless beyond repair). This money forms a pool of gold pieces that may be spent to enhance the Twisted Gambit as if it were a masterwork weapon. The Gambit's wearer may assign or reassign these abilities by spending four hours practicing different ways to cheat, using overall market value of the bonuses and abilities gained to determine its cost. Alternatively, the Gambit's wearer can reassign these abilities as a full-round action. Doing so angers the phantom intelligence of the Twisted Gambit, however, and causes the Gambit to lose half of its accumulated gold piece pool (before choosing any new abilities).

The Twisted Gambit cannot itself be used as a weapon, but it confers its enhancement bonus and weapon special abilities to any cards wielded using its card sharp ability.

**Blackjack:** At the 4th item, whenever Twisted Gambit's wearer rolls a natural 20 on a d20 roll, they gain a +1 bonus on that roll.

**Stacked Deck:** At the 5th item level, the Twisted Gambit allows its wearer to manipulate fortune to their own advantage. The wearer gains a pool of luck points equal to 1/2 the Gambit's item level. As a free action that can be taken even when it isn't their turn, the wearer can spend one luck point to reroll a die they just rolled with a bonus equal to the number of luck points remaining in the pool. They must take the result of the second roll, even if it's worse. This ability can only be used once on a given roll.

The wearer can spend luck points from this pool even if the pool is empty or at a negative number. If they do, they reduce the pool further. If the luck pool currently has a negative total, then the bonus that would normally be applied on rerolls when using this ability becomes a penalty equal to the negative total. This penalty is considered to affect the base die roll, rather than the overall result. For example, if the wielder makes a reroll with a luck pool of -2 and rolls a natural 20 on a d20, they are considered to have rolled an 18 instead.

---

## TWISTED SECRETS

A character who encounters or hears about the *Twisted Gambit* can make a Knowledge (local) check to determine whether or not they have heard of the item before.

DC 15: There exists a legend about a glove that can make anyone into a master gambler, and a capable warrior while wielding the tools of that trade. Legends name the glove the Twisted Gambit, and it seems to possess a certain intelligence of its own, able to determine worthy owners.

DC 25: It is said that some master gamblers who were arrested and imprisoned were able to escape as if by magic. Suddenly empty cells, guards who changed places with the prisoner but had no memory of doing so, and even one who hung himself and was later found half the world away.

DC 35: A single, elusive rumor says that the Twisted Gambit is not a single glove, but a legacy created by millennia of master gamblers. Even when unowned, it must be won in a wager, proving each owner worthy of carrying on the legacy.

---

At the start of each day, the wearer regains one luck point, up to a maximum of 1/2 the Twisted Gambit's item level. In addition, the wearer regains one luck point whenever they win a game or gamble with a pot value of 10% of the owner's wealth by level or more without using the Gambit's benefits or abilities (see the Gamemastering chapter in the *Pathfinder Roleplaying Game Core Rulebook/Gamemastery Guide*). The wearer may only regain one luck point in this manner per day.

**Loaded Dice:** At the 6th item level, the Twisted Gambit's wearer gains the ability to hedge their bets as an immediate action as part of rolling a d20. When they do so, they call high (11-20) or low (1-10). The d20 roll gains either a bonus (if the call was correct) or a penalty (if it was incorrect) equal to 1/2 the Gambit's item level. In addition, if the call was incorrect, the wielder takes a -2 luck penalty on all d20 rolls for one round.

**Jackpot:** At the 7th item level, the Twisted Gambit's wearer can create a single consumable item (such as alchemical items, power stones, wands, and scrolls, as well as wondrous items with only a single use) worth no more than 777gp once per day as a standard action. This item remains for up to one hour before vanishing.

**All in the Cards:** At the 8th item level, the Twisted Gambit's wearer gains the ability to teleport up to 200 feet to an unoccupied space they can see as a swift action. When they do so, they may make a Sleight of Hand check to imitate a spell, power, or maneuver of their choice that normally allows the use to teleport (DC 20 + twice the spell, power, or maneuver's level). If the wielder is successful, then they appear to all eyes as having used that ability for the purposes of Spellcraft or Knowledge (martial) checks. If a viewer's Spellcraft or Knowledge (martial) check result is higher than the wearer's Sleight of Hand check, then they see through the ruse. In addition, whenever the Gambit's wearer teleports, they can make a Stealth check as a free

action. This Stealth check may be made even while observed, but may be irrelevant if the Gambit's wearer does not have the hide in plain sight ability or did not teleport to a place of cover or concealment.

**Ace Up Your Sleeve:** At the 9th item level, the Twisted Gambit's wearer can create a single consumable item (such as alchemical items, power stones, wands, and scrolls, as well as wondrous items with only a single use) worth no more than 1,111gp three times per day as a standard action. Items created with this ability remain for up to one hour before vanishing.

**Heart in the Cards:** At the 10th item level, when a master of the Twisted Gambit dies, their body and soul are absorbed into the nearest deck of cards, along with the Gambit itself. They remain there until that deck is used in a game or gamble of some sort. Any card game played with the deck has a 50% chance of drawing the soul card. When the card is drawn, the master of the Gambit is immediately returned to life (or unlife, if they were an undead creature) at no penalty, and appropriate ante or bid is withdrawn from the Gambit's pool of gold pieces from the pick a card ability. The Gambit's master is then dealt into the game.

While they remain trapped in a deck of cards, no act short of direct divine intervention may return the master to life, not even a *wish* spell.

---

## ARTIFACTS

---

The idea of attaining something that you have no way of making yourself is a powerful thing, just as what you acquire might be. The following items are ones whose methods of creation are long lost to the mists of time. Fortunate or canny adventurers may track down or come across one or more of them, and none are unique. These do not have values assigned, for the most part they do not easily map to gold values. They should be considered bonuses for a party, plot devices, or goals for a quest.

### CHESSBOARD OF THE ASTRAL ARMY

**Aura** Strong Metacreativity

**Slot** none; **Weight** 2lbs

A Chessboard of the Astral Army is typically nondescript, but always appears both well-used and very clean. It can store up to 32 *Chesspieces of the Astral Army* (16 Pawns, 4 Rooks, 4 Knights, 4 Bishops, 2 Queens, and 2 Kings, see below) in an extradimensional space merely by touching them to the playing surface and willing it so as a move action. These pieces can be retrieved one by one as free actions, appearing in hand and ready for use. If used within one round of being retrieved this way, the duration of the astral construct is doubled (as *Extend Power*) and it adds *Improved Buff*, *Blindsight*, and *Greater Might* to its chosen menu options.

If the board is ever destroyed, its lingering power infuses the one who destroyed it, granting them the ability to summon a Pawn three times per day and a Knight once per day as standard actions (as if using the items). These are treated as if just retrieved from the chessboard.

#### DESTRUCTION

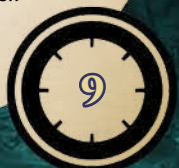
In order to destroy a *Chessboard of the Astral Army*, one must gather a full set of *Chess Pieces of the Astral Army* (costing 67,500 gp or more if bought) and challenge the board to a game of speed chess. When you do, all of the pieces animate and enact your moves on a grander scale as you play. Resolve this as opposed Knowledge (Martial) checks, each taking one round (the board has a +20 total modifier on this check). The winner of each check captures one piece per three points they win by, working their way from Pawns first to the King last. You have 26 rounds until the game pieces fade, and must capture the Board's King before then. Regardless of the result, all of the pieces used become nonmagical afterwards.

### INCINERATOR CANNON

**Aura** strong evocation

**Slot** none; **Weight** 100 lbs or 1 lb (see text)

Many powerful arcane spellcasters greatly value the privacy of their towers. This item is the result of a team of evokers becoming much more serious than usual in their





# STEELFORGE

## CHESS PIECES OF THE ASTRAL ARMY

**Aura** strong metacreativity; **ML** 13th

**Price** 650 gp (Pawn), 2,600 gp (Rook), 3,250 gp (Knight), 3,900 gp (Bishop), 4,550 (King or Queen); **Slot** none; **Weight** -

These ornate chess pieces stand about an inch tall and can be carved out of nearly any material (though wood and marble are popular). They are enchanted to create servants for the user, after their own kind. Some help with life, some with travel, and some with war. The user can throw a piece anywhere within 50 feet as a standard action. Where it lands, its corresponding *astral construct* springs to life, as the power (ML 13). It acts on the user's initiative starting the next turn, and can be mentally directed as a free action. The characteristics of the constructs are as follows:

**Pawn:** 1st-Level Astral Construct with the Utility and Fly menu options.

**Rook:** 4th-Level Astral Construct with the Reach and Heavy Deflection menu options.

**Knight:** 5th-Level Astral Construct with the Smite, Power Attack, and Celerity menu options.

**Bishop:** 6th-Level Astral Construct with the Improved Fly and Stunning Fist menu options.

**Queen:** 7th-Level Astral Construct with the Pounce, Muscle, Improved Fly, Power Attack, and Celerity menu options

**King:** 7th-Level Astral Construct with the Concussion and Dimension Slide menu options

Once used, the magic of the piece is expended (although the physical chess piece remains). Complete sets are very rare and extremely expensive, but unlike the *chessboard of the astral army*, the knowledge of their creation remains. Individual pieces are therefore much more likely to be found.

### CONSTRUCTION

**Requirements** Craft Wondrous Item, Advanced Constructs, Boost Construct, *astral construct*; **Cost** 325 gp (Pawn), 1,300 gp (Rook), 1,625 gp (Knight), 1,950 gp (Bishop), 2,275 gp (King or Queen)

other than daily programming, it acts automatically any time a defined enemy is within range regardless of its user's will. If two or more defined foes are at the same range, it fires at a random one.

### DESTRUCTION

The *incinerator cannon* can be destroyed only by defining itself as its own foe, which causes it to explode one round later. This explosion deals 25d6 damage of the same destructive impulse as a *disintegrate* to everything within 50 feet. There is no save, and anything destroyed by this damage is reduced to fine dust.

## LIAR'S QUILL

**Aura** Strong Divination

**Slot** none; **Weight** -

This peacock-feather quill always writes smoothly and never needs to be filled with ink. It carries with it a powerful enchantment that affects all text that it is used to write. Specifically, it is unable to write anything which is currently true. Attempts to do so always result in the writer accidentally changing words to make the statement untrue (for example, attempting to write "The sky is blue" may end up as "The sky is yellow"). The writer must roll Perception (DC 20) to realize that this alteration took place. This is not predictive in nature, the pen knows nothing about the future, so any statement about the future comes out unaltered. Finally, the pen gives a +10 competence bonus to Bluff and Linguistics checks made to lie through its writing.

### DESTRUCTION

In order to destroy the *liar's quill*, its user must spend a year and a day without speaking. In addition, all of their written communication must be made with the *liar's quill*. After this time, it withers away to nothing and is destroyed

desire to not hear a knock on their door. In its fully expanded and entrenched form, the *incinerator cannon* is an immobile orange dome ten feet across. Every morning, its owner may define what it considers an enemy. This definition must be a single sentence of no more than 20 words, or else the cannon does nothing for that day. Once per round, while a defined foe is within 200 feet, it fires an *empowered disintegrate* at the nearest one with a +20 attack bonus and a caster level of 20 (DC 25). Optionally during the morning programming, it can fold itself down into a tiny floating orange orb that follows its owner around, easily mistaken for an *ioun stone*. In this form, it attacks the nearest defined foe within 50 feet for 6d6 damage each round (of the same destructive impulse as the *disintegrate* spell). It can be expanded back in the same way. The owner has no control over its actions

## FORGELORD

It is one thing to use magical items. A very great number of greedy adventurers seek them out to the ends of the earth. Some make their own, toiling in their towers and forges to create the tools they change the world with. There is, however, a third breed entirely.

The forgelords use their considerable expertise in the creation of magical equipment to find the resonance of power within them, attuning themselves to it. By doing so, they bring a much greater degree of the potential out of their equipment, and can better bring it to bear against their foes.

**Hit Die:** d8

### REQUIREMENTS

In order to become a forgelord, a character must meet these requirements.

**Skills:** Craft (any one) (5 ranks), Spellcraft (5 ranks).

**Feats:** Any Item Creation feat.

**Special:** Must have used an item that they crafted themselves in order to defeat a challenging foe.

### CLASS SKILLS

The forgelord's class skills (and the key ability for each skill) are Craft (Int), Knowledge (Arcana, Psionics), Spellcraft, Use Magic Device

**Skill Ranks at Each Level:** 4 + Int modifier.

### CLASS FEATURES

All of the following are class features of the forgelord prestige class.

**Weapon and Armor Proficiencies:** The forgelord gains no new armor or weapon proficiencies (but see below).

**Craft Bonus (Ex):** The forgelord gains a bonus to all skill rolls related to the crafting process equal to her class level. If the forgelord possesses the Master Craftsman feat, they can now use it to qualify for any item creation feat, using appropriate skills.

**Class Features:** At second, third, and fourth level, the forgelord advances class features just as if she had gained a level in a class she belonged to previously. She does not, however, gain any other benefit that a member of that class might have gained (such as Hit Dice, base attack bonus increases, or skill points). This essentially means that she adds those levels of forgelord to her levels of the previous class and determines her class features (such as power points, initiator level, and bonus feats) accordingly. If the forgelord had more than one class before she became a forgelord, she must choose one of them to augment with this benefit; once made, this choice cannot be changed.

**Item Attunement (Su):** What sets a forgelord apart from other adventurers is their ability to find the magical resonance within an item, and in doing so attune themselves to it to bring out more of its potential. At first level, the forgelord can spend an hour in meditation with a magic item in order to attune themselves to it, gaining the Least bonus as appropriate from the list below. They may only have one item attuned at a time, attuning to a second one causes them to lose the attunement to the first. At third level, the forgelord gains the ability to attune to a second item at a time, and one of the two may gain both the Least and Lesser bonuses from its appropriate list. At fifth level, the forgelord may attune to three items





# STEELFORGE

at a time. The forgelord may choose one attuned item to gain the Least, Lesser and Greater benefits, and a second attuned item to gain the Least and Lesser benefits. The third attuned item gains only the Least benefit. The forgelord may change which attuned item gains which bonuses with a minute of concentration. All bonuses only apply when the forgelord is the one using the item. If an item would fall into more than one category (such as the *Ring of the Grand Vizier*, which could be Armor or Wondrous), then the forgelord must choose which set of bonuses that item will be granted.

**Weapons:** This category includes swords, bows, *amulet of mighty fists*, and the like. You may not attune to ammunition in this way.

**Least-** Gain Weapon Proficiency and Weapon Focus with that weapon as bonus feats for as long as you stay attuned.

**Lesser-** Increase the weapon's critical multiplier by 1. This stacks with similar effects.

**Greater-** Increase the weapon's Enhancement bonus by 2. This specifically can bring it over +5, or the total over +10, and does not affect the price of further enhancing it.

**Armor:** This category includes worn armor, shields, and items which provide a continuous, numeric bonus to AC (such as +1 *Breastplate* or a *Carapace of Natural Armor*).

**Least-** Gain proficiency with the item, increase its bonus to AC by one, reduce its armor check penalty by one, and increase its maximum dexterity bonus by one.

**Lesser-** Increase its bonus to AC by another one (total of 2), and it now grants DR X/- where X is equal to your class level. This stacks with any other source of DR/-.

**Greater-** Increase its bonus to AC by another one (total of 3), and the forgelord is treated as not wearing the item whenever it would be advantageous to her. For example, a monk attuned to a magical suit of full plate would retain her class features while wearing it, and it would not reduce her movement speed. Characters with vows forbidding the use of the item still violate those vows if they choose to do so.

**Spell:** This category includes wands, dorjes, staves, and other items which either repeatedly or constantly replicate the effects of spells, powers, veils, or other such.

**Least-** The caster level of the item is increased by 1. You gain a Competence bonus to UMD equal to your class level when activating the item.

**Lesser-** If the attuned item is charged, or has limited uses per day, there is a 10% chance per class level when activated that it does not consume a charge or use.

**Greater-** The forgelord may apply the effects of one appropriate Metamagic or Metapsionic feat they know to the spell used whenever it is activated. Modifying it this way increases its casting action to one full round, or doubles the time it takes if it was already longer than this.

**Disposable:** This category includes scrolls, potions, *psionic tattoos*, magical ammunition, *feather tokens*, and other one-time-use items. Attuning to an item in this category only takes one minute, instead of an hour.

**Least-** There is a 10% chance per class level that the item is not expended when used. Scrolls don't lose their power, potions spontaneously refill, ammunition is not destroyed, other items reappear in hand immediately, etc. You gain a Competence bonus to UMD equal to your class level when activating the item.

**Lesser-** The caster level for the effect is increased to your character level, if higher.

**Greater-** If the attuned item allows a save, that save DC increases to 10 + 1/2 your character level + your highest ability score modifier as long as this would be higher than the item's own save DC.

**Wondrous:** This category is a catch-all for anything that doesn't fall into any of the above.

**Least-** If the item is activated as a full-round action or less, reduce the time required to activate it by one step (full round to standard to move to swift to immediate).

**Lesser-** If the item is worn, it no longer takes up the slot it was worn in, allowing the forgelord to wear another item in the same location and gain the benefits of both.

**Greater-** The item retains its power for a short time even when it should have been rendered nonfunctional. Whenever it would stop working for any reason (being Sundered, entering an Antimagic Field, etc), it instead can make a Fortitude save to stay functional immediately and again at the end of each round. The DC for this starts at 15, and increases by 2 for each successive save.

**Recharge (Su):** Once per day as a standard action, the forgelord can bestow one temporary charge to a charged item he is attuned to. This charge lasts for one hour per class level before disappearing. They gain a second use of this ability per day at 4th level.

**Extend Effect (Su):** Once per class level per day, the

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Class Features
1st	+0	+1	+0	+1	Item Attunement, Least; Craft Bonus	
2nd	+1	+1	+1	+1	Recharge (1/day), Extend Effect	+1 level of existing class
3rd	+2	+2	+1	+2	Item Attunement, Lesser	+1 level of existing class
4th	+3	+2	+1	+2	Recharge (2/day) Persist Effect	+1 level of existing class
5th	+3	+3	+2	+3	Lesser Artifact; Item Attunement, Greater	

forgeord can cause any magic item that does not have an instantaneous duration or continuous effect to function at twice its normal duration. This item must replicate a spell or power effect of no higher than 3rd level, and he must be attuned to the item.

**Persist Effect (Su):** Once per day, when the forgeord uses Extend Effect, she may instead cause the duration of the effect to become 24 hours. Using this ability again before a previous instance expires causes the old effect to immediately fade.

**Lesser Artifact (Ex):** Upon reaching fifth level, the forgeord is inspired to create a masterpiece in the form of a Lesser Artifact. They gain the knowledge of how to craft one lesser artifact of their choice, and may craft one such item. Should the item ever be destroyed (not expended), the forgeord may make another to replace it. Crafting the Lesser Artifact or its replacement takes 100 days and costs 50,000gp in materials. No rolls are necessary for this process. The forgeord may Attune to this artifact as appropriate once it is completed.

---

## GM TOOLS

---

The hard part of using artifacts and legendary items in a game is rather easy to pin down. If the GM intends for the PCs to possess and use it long-term, it needs to be accounted for in the treasure so that one character doesn't get too far ahead of everyone else in capability. The issue with this is that, since they cannot be made, values haven't been given to them. What we're doing here is fixing that issue. Their backstories and descriptions have been significantly cut down in the interest of space, the full descriptions can be found in *Ultimate Psionics*.

Pricing a legendary item takes more time, but follows the same process as a regular magic item. The only difference is that you need to do so for every item level in order for the value to keep up. You still calculate each effect the same way, and still multiply stacked effects. On all of the items in this book, as well as for everything we could get our hands on, we've done the work for you. Also included are the full Legendary Item rules for ease of reference.

### LEGENDARY ITEMS

Although most adventurers eventually have powerful weapons, armor, and items that grant them special abilities and the might to vanquish the toughest of foes, it is normal in the *Pathfinder Roleplaying Game* that characters will replace their gear as stronger or better-suited options are found in the treasure hordes of slain foes or crafted by the party artificer. This sort of behavior, however, does not allow for the sort of stuff of legends where a hero of old carries a trusty sword their entire career.

Instead, characters who keep family heirlooms are often weaker than their counterparts who do not hold to sentimentality. Legendary items are meant to bridge this gap, growing in power as the wielder gains in levels, unlocking new abilities as the campaign progresses. In this fashion, the item can be given to a character early in their career without giving them a powerful artifact that makes encounters trivial.

Presented in this section are ten legendary items, presented in a standard format, with the background and description of the item first, then requirements to attune to the item, and finally the abilities the item grants as the character gains in levels.

### Legendary Item Rules

Legendary items follow a standard format and set of rules, as detailed below.

Legendary items follow a standard format and set of rules, as detailed below.

- Legendary armor, shields, or weapons have a base legendary value which is usually a +1 enhancement bonus, such as a +1 *shield*, available even if the wearer is



# STEELFORGE

not attuned.

- For all other legendary items, the legendary item has a base item ability that the wearer can use even if he does not meet the requirements
- Each legendary item has requirements necessary to attune it to the wearer.
- If by 4th level for armor, shields, and weapons, or 5th level for all other legendary items, the wearer of the legendary item has met the requirements needed to attune the item, it increases in power to its second item level.
- Increasing a legendary item's power level occurs automatically once the wielder has gained the required wielder minimum level and is attuned to the item. For armor, shields, and weapons, this is every two character levels, and for all other legendary items, for every five character levels.
- Any psi-like abilities gained through the use of the legendary item are based on the wearer's highest mental characteristic (Int, Wis, or Cha).
- The manifester level for any effects of the item are based on the wearer's total Hit Dice.
- Only one owner can be attuned to a legendary item at any one time. If the owner dies or loses the item for more than a year and one day or intentionally parts with it, the item is free to become attuned to another.
- A character can only be attuned to one legendary item at a time.

## Bonus Feats

Many of the legendary items presented grant bonus feats. Unless otherwise noted, these bonus feats remain in effect as long as the owner is physically wearing the item. The wearer does not need to meet the prerequisites for these bonus feats.

## CROWN OF CHAOS

On her twenty-first birthday, the beautiful Princess Magdylne appeared at court wearing a delicate crystal crown that twisted and writhed atop her head. She lashed out with bolts of psionic fury, reducing the old regime's most prominent members to ashen husks. No retaliatory attacks could touch her; as she walked through the room, any attacks made against her would twist away at the last moment or be intercepted by seemingly random events. In a few minutes of utter chaos, Magdylne had taken the throne and bent a kingdom to its knee.

Her reign was not to last, however. The surviving nobility banded together and formulated a plan with layers of contingencies and redundancies. It took six months and nearly a score of attempted assassinations before one finally succeeded, ending the reign of the self-proclaimed queen of chaos. It took nearly a century before the instability she created had normalized, and her crown was never recovered.

## Requirements

To successfully wield the *Crown of Chaos* to its fullest potential, a character must fulfill the following requirements.

**Alignment:** Any non-lawful

**Feats:** Overchannel

**Skills:** Bluff 5 ranks

**Special:** A character with the wild surge class feature does not need Overchannel

Wielder			
Item Level	Minimum Level	Abilities	Value
1	-	<i>Lesser psicrown of force and fire</i>	22,000gp
2	5	Power surge	82,000gp
3	10	Good fortune	88,000gp
4	15	<i>True psicrown of force and fire</i>	127,740gp
5	20	Shroud of chaos	192,540gp

**Lesser Psicrown of Force and Fire:** The *Crown of Chaos* is always treated as a *lesser psicrown of force and fire* (see above). However, unlike a standard psicrown, the wearer of the *Crown of Chaos* treats all powers in the psicrown as if they were on their class power list. If the power is on multiple class power lists, use the lowest level.

**Power Surge (Su):** At item level 2, whenever the wearer manifests a power, she can use the power of the crown to augment her powers instead of paying from her reserve. She must expend the power points to manifest the power normally, but any augmentations can be drawn from the crown. The wearer still cannot exceed her normal manifester level limit on power points spent on the manifestation. This power comes at a price: the wearer suffers 1d6 points of nonlethal damage for each power point spent by the crown.

**Good Fortune (Ex):** Upon reaching item level 3, the wearer of the *Crown of Chaos* gains fortuitous luck. Once per day, on a skill check, attack roll, ability check or saving throw, she can roll twice and choose the better result. She must decide before making the roll to use this ability.

**True Psicrown of Force and Fire:** At item level 4, the *Crown of Chaos* is treated as a *true psicrown of force and fire* (see above). In addition, the wearer can as a free action command the *Crown of Chaos* to recharge itself once per day, recharging 14 power points. This recharging ability cannot be used if the wearer has already recharged another





# STEELFORGE

psicrown that day and he cannot later that day recharge a different psicrown.

**Shroud of Chaos (Su):** Upon reaching item level 5, the wearer gains the ability to wrap herself in a shroud of chaotic energy as a swift action. While the shroud is active, ranged attacks made against the wearer suffer a 20% miss chance. Additionally, any creature except the wearer making a skill check or saving throw within 30 feet of the wearer must roll 2 dice and choose the worse result. This effect lasts for one minute and can be used once per day.

## DANCING ROBES OF SHARATWAN

The stories tell that Sharatwan the Peace Bringer was a whirling dervish in combat, her unusual dancing gown cutting the air in a blur of faintly-glowing cloth as she moved about the field faster than the eye could follow. Legends claim her hands became lances of light that struck down all the enemies around her and even devastated leaders from afar. When she raised her hands, aglow with her inner power, high into the air, it was her sign to all enemies to negotiate a peace or face the deadly consequences of battle against her and her allies.

### Requirements

To successfully wield the *Dancing Robes of Sharatwan* to its fullest potential, a character must fulfill the following requirements.

**Mind Blade:** Ability to form two mind blades

**Feats:** Two-Weapon Fighting, Weapon Finesse

**Skills:** Diplomacy 4 ranks, Intimidate 4 ranks

Item Level	Wielder		Abilities	Value
	Minimum Level			
1	-		+1 <i>Dancing robes</i>	4,005gp
2	4		Speed of Thought	9,005gp
3	6		Hands alight	12,005gp
4	8		+2 <i>Dancing robes</i>	15,005gp
5	10		Twin strike	31,505gp
6	12		<i>Physical acceleration</i> (3/day)	48,380gp
7	14		+3 <i>determination dancing robes</i>	83,380gp
8	16		The Price of Peace	101,380gp
9	18		Energized blades	111,380gp
10	20		+4 <i>determination dancing robes</i>	125,380gp

**Dancing Robes:** The *Dancing Robes of Sharatwan* may look like a gown for a party, but are specially toughened fabric and are treated as masterwork padded armor to determine the armor bonus to AC, maximum dexterity

bonus, and arcane spell failure chance.

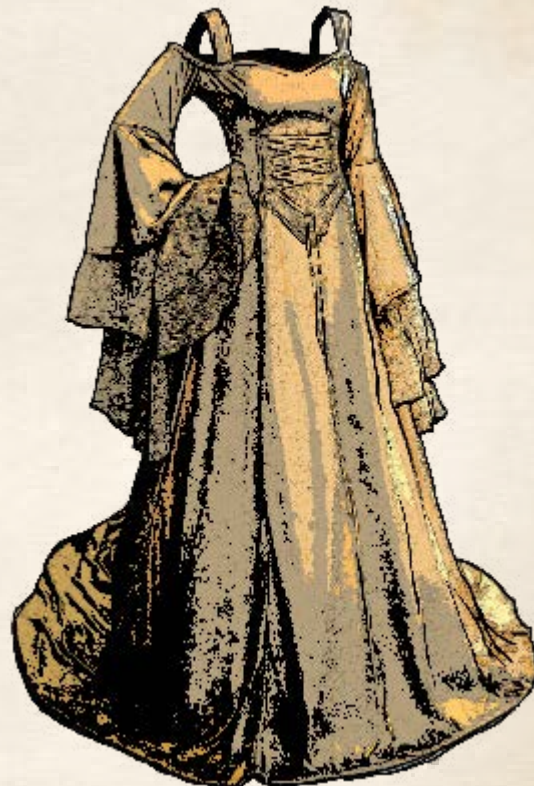
**Speed of Thought:** Once the *Dancing Robes of Sharatwan* has had the 2nd armor level reached, the wearer gains Speed of Thought as a bonus feat.

**Hands Alight (Su):** Starting at the 3rd item level, the wearer of the *Dancing Robes of Sharatwan* can wreath her hands in light as a free action, which grants a +2 circumstance bonus on Intimidate checks, but the wearer fails any Stealth check against a creature with vision. This light does not otherwise alter her attacks or any other abilities, but does give off light as a torch, shedding normal light in a 20-foot radius, and increasing the light level for an additional 20 feet by one step, up to normal light (darkness becomes dim light, and dim light becomes normal light). In an area of normal or bright light, this has no effect. The color of the light is chosen by the wearer. The effect lasts until it is dismissed; dismissing the effect is a free action.

**Twin Strike:** Upon reaching the 5th item level, the wearer of the *Dancing Robes of Sharatwan* gains the Twin Strike blade skill as a bonus blade skill. This blade skill is only available while wearing the *Dancing Robes of Sharatwan*.

**Physical Acceleration (Ps):** At the 6th item level, the wearer of the *Dancing Robes of Sharatwan* gains the ability to use *physical acceleration* as a psi-like ability three times per day.

**The Price of Peace (Su):** If the wearer of the *Dancing Robes of Sharatwan* attempts to use Diplomacy on a creature that then attacks her (either during the course of negotiations





# STEELFORGE

or for the next hour afterwards), that creature must make a Will save (DC 10 + 1/2 character level + Charisma modifier) or be shaken for a number of rounds equal to the wearer's Charisma modifier.

**Energized Blades (Su):** Upon achieving armor level 9, the wearer of the *Dancing Robes of Sharatwan* can charge her mind blades with electricity. Activating or deactivating this ability is a free action. While this ability is active, the wearer's mind blades deal electricity damage instead of physical damage and as such are not subject to damage reduction, but are subject to electricity resistance, immunity, or vulnerability.

## DISRUPTOR

Thiroc was born psionically gifted into a family who viewed psionic energy and wielders of it as abominations who were cursed and must be destroyed. Rather than kill their child, Thiroc's parents viewed this as an opportunity to strike at the cursed psionic creatures that seemed to be everywhere. So it was that Thiroc was trained from an early age in the use of his mind blade, wielding the sword and learning how to sense those who had psionic talent. Thiroc was taught that his abilities were magical, a gift from the gods to strike down these aberrations of nature who wielded psionic power.

And that was exactly what Thiroc did, hunting down and killing those individuals who studied and wielded psionic power. As his skills grew, Thiroc faced stronger and more skilled manifesters, and found that his opponents were more unpredictable and powerful. To protect himself, Thiroc had a special shield crafted that channeled the energy of his mind blade and could block the psionic attacks that he faced from his enemies. He named this shield *Disruptor*. It was said that he could not be struck by psionic energy

as long as he was wielding *Disruptor* and Thiroc became a feared predator among the manifesters of his time.

### Requirements

To successfully wield *Disruptor* to its fullest potential, a character must fulfill the following requirements.

**Soulknife Blade Skill:** Mind Shield

**Feats:** Shield Focus

**Skills:** Knowledge (psionics) 4 ranks

Item Level	Wielder		Value
	Minimum Level	Abilities	
1	-	+1 <i>crystalline shield</i>	5,600gp
2	4	<i>Detect psionics</i>	8,600gp
3	6	Evasion	21,100gp
4	8	Block ray	26,100gp
5	10	+2 <i>crystalline shield</i>	42,900gp
6	12	Power resistance	162,900gp
7	14	Improved evasion	179,900gp
8	16	Absorb energy	199,900gp
9	18	+3 <i>crystalline shield</i>	229,900gp
10	20	Nullify power	351,900gp

**Crystalline Shield:** *Disruptor* is a *crystal grip* that is fashioned to resemble a shield made of crystal. It functions as a standard *crystal grip*.

**Detect Psionics (Ps):** The wielder of *Disruptor* can use *detect psionics* as a psi-like ability at will as long as he is holding *Disruptor*.

**Evasion (Ex):** The wielder of *Disruptor* gains Evasion as a rogue equal to his character level.

**Block Ray (Ex):** Starting at item level 6, the wielder of *Disruptor* adds the shield bonus to his AC against any ray effects that target him.

**Power Resistance (Su):** Once *Disruptor* has reached item level 6, the wielder gains power resistance equal to 12 + character level while wielding *Disruptor*.

**Improved Evasion (Ex):** The wielder of *Disruptor* gains Improved Evasion as a rogue equal to his character level.

**Absorb Energy (Su):** Starting at item level 8, the wielder of *Disruptor* can use the crystal shield to absorb energy from powers manifested against him and convert that energy into harmless light. The wielder can choose to use this ability at the time the effect occurs. *Disruptor* can absorb up to 5 power points of effects per class level the wielder possesses per day. If the effect to be absorbed cost more power points than are remaining to be absorbed, this ability cannot be used on that effect. For example, if *Disruptor* is wielded by a 17th level soulknife, it can absorb up to 85 power points worth of effects per day. If it has already absorbed 80 power points and the wielder was targeted by an effect that cost 6 power points, the effect could not be absorbed. Effects that do not cost power points, such as spells, are not absorbed. Psi-like abilities are treated as if they cost the



# STEELFORGE

creature's effective manifester level in power points, even if the creature did not spend any power points. Effects that target an area, such as *energy ball* are only absorbed for the portion that would target the wielder of *Disruptor*; the remaining area is still affected normally.

**Nullify Power (Su):** At item level 10, *Disruptor* allows its wielder to negate psionic effects entirely. As an immediate action, *Disruptor's* wielder can make a *dispel psionics* attempt against any harmful power or effect that would affect him, including targeting psionic weapons used to attack him. The manifester level of the *dispel psionics* check is equal to the wielder's character level. After being used, this ability cannot be used again for two rounds.

## DISSONANCE, WIND OF THE MIND

This heavy chain has two heavy, violet crystalline heads - each riddled with oddly acoustic dimples that whistle as they spin. This sound is irritating enough to normal opponents, but cuts like a knife into the brains of those attuned to the psionic arts. When the heads spin fast enough, it causes gales of psionic wind to rend the air, throwing objects into the air.

### Requirements

To successfully wield *Dissonance* to its fullest potential, a character must fulfill the following requirements.

**Feats:** Exotic Weapon Proficiency (meteor hammer), Weapon Focus (meteor hammer)

**Skills:** Perform (wind instruments) 4 ranks

Item Level	Wielder Minimum Level	Abilities	Value
1	-	+1/+1 meteor hammer	4,310gp
2	4	Psychic static	11,310gp
3	6	+1 whistling/+1 meteor hammer	27,310gp
4	8	Psychic cacophony	34,310gp
5	10	+1 whistling/+2 meteor hammer	40,310gp
6	12	Deafening static	45,310gp
7	14	+2 whistling/+3 meteor hammer	69,310gp
8	16	Psychic whirlwind	74,310gp
9	18	+3 whistling/+3 whistling meteor hammer	124,310gp
10	20	Psychic maelstrom	129,310gp

**+1/+1 Meteor Hammer:** When found, *Dissonance* is a meteor hammer with a +1 enhancement bonus on each head.

**Psychic Static (Su):** When the 2nd weapon level is reached, the whirling heads of *Dissonance* create a

distracting crackling in the minds of nearby psionic creatures. As a standard action that does not provoke an attack of opportunity, the wielder can begin spinning the chain. This causes a penalty on concentration checks equal to the bonus of the meteor hammer (i.e., a +1 weapon causes a -1 penalty to concentration) to all psionic creatures within 15 feet. The wielder can maintain this effect as a free action as long as he is wielding the meteor hammer.

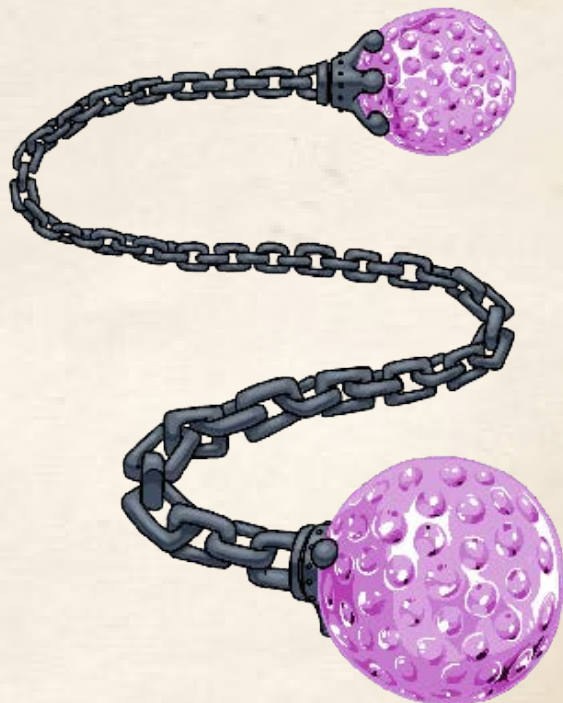
**Whistling (Su):** When the 3rd weapon level is reached, *Dissonance* gains the whistling weapon property on one head. At weapon level 9th, both heads have this power.

**Psychic Cacophony (Su):** When the 4th weapon level is reached, the wielder's skill with the weapon can cause its static to reach a deafening crescendo. For each hit with a melee attack with *Dissonance* in a round, the penalty from psychic static is applied an additional time to that creature. This additional penalty lasts for one round.

**Deafening Static (Su):** When the 6th weapon level is reached, the screeching of the spheres transcends the psychic realm and enters the minds of normal spellcasters. All spellcasters within 15 feet suffer the same penalty as psionic characters from *Dissonance*. In addition, the range against psionic characters is increased to 30 feet.

**Psychic Whirlwind (Su):** When the 8th weapon level is reached, the wielder gains access to a more potent version of psychic static. The wielder can impose the psychic static penalties on all psionic creatures within 60 feet and spellcasters within 30 feet. In addition, he may make disarm attempt as a free action (even if it isn't his turn) against any creature that fails a concentration check within 15 feet to make them drop one held object of the wielder's choice.

**Psychic Maelstrom (Su):** When the 10th and final weapon level is reached, *Dissonance* can create an





# STEELFORGE

impossible barrage of psychic noise. As an immediate action once per day, the wielder of *Dissonance* can whirl the chain to create a swirling maelstrom that rends the very air. Any psionic creature within 60 feet attempting to cast a spell or manifest a power must make a DC 20 concentration check. Additionally, the wielder may make a disarm attempt as a standard action against all creatures within 30 feet to cause them to drop one held object. Roll CMB once and compare it to the CMD of all affected creatures.

## GROUNDSCORN BOOTS OF THE TWICE-LOVED

The adventurous Ykatrime, an elan, was a beautiful and graceful woman. She adventured across the world with her partner, Boriz, slowly falling in love. Ykatrime was psionically gifted and grew in power as an elocater, free of the bounds of gravity and the earth. Her somewhat alien personality was both intriguing and frustrating for Boriz, but in the end they found their love overcame any differences... even the death of her human prior incarnation, since Boriz had known her before as Katrina, unbeknownst to her.

However, this separation, both physical and metaphysical in nature, soon began to wear on the twice-fallen lovers. Seeing that they could overcome at least one limitation, Ykatrime poured a part of herself into a pair of boots that mimicked some of her powers over the forces of gravity. Now her lover could overcome some of the same physical limitations as she, allowing them to at least be physically together.

### Requirements

To successfully wield the *Groundscorn Boots* to their fullest potential, a character must fulfill the following requirements.

**Feats:** Lightning Reflexes, Step Up

**Skills:** Acrobatics 5 ranks



Item Level	Wielder		Value
	Minimum Level	Abilities	
1	-	<i>Boots of skating</i>	7,000gp
2	5	Up the Walls	12,000gp
3	10	Teleportation dance	17,000gp
4	15	Air strider	23,000gp
5	20	Unshakable	50,000gp

**Boots of Skating:** The *Groundscorn Boots* function as *boots of skating*.

**Up the Walls:** At item level 2, the wearer gains *Up the Walls* as a bonus feat.

**Teleportation Dance (Su):** Upon reaching item level 3, the wearer gains the ability to tap into nearby teleportation effects. Once per day when the wearer is within 30 ft. of a teleportation effect (such as *fold space* or *psychoport*), he can choose to have the same effect apply to him. He appears in a random location within 30 ft. of the teleported creature's destination, or the nearest space available if there is no open space within 30 ft.

**Air Strider (Su):** Upon reaching item level 4, as long as the wearer is maintaining psionic focus, he can walk on the air, rising as if under the effects of *defy gravity*. If this effect is dispelled, it will reactivate on the wearer's next turn as a free action.

**Unshakable (Su):** At item level 5, the wearer of the boots gains the ability to mimic the movement modes of nearby creatures. Activating this ability is a free action and grants the wearer all of the movement modes of a creature within 10 ft., including benefits to movement such as those from *fly* or the elocater's *scorn earth*, feats like *Speed of Thought* or *Fleet*, or the like. The wearer can use this ability for up to 10 rounds per day and can use them in single-round increments or can continue the effect from the previous round, but the creature from which the movement mode is mimicked must have been within 10 ft. of the wearer within the past round.

## THE HEARTSTAFF

One bright summer day, when the weather was beautiful, the hermit Negrath decided to do something about his loneliness. He wanted to share the world with someone who could appreciate his viewpoints, had the intelligence to understand what he meant, and perhaps even challenge him so that he could grow mentally. He channeled all of his psionic abilities into his staff, the vessel that would bridge his mind and that of his psicrystal, and through mysteries now lost to the world, he set his psicrystal free into a unique, sentient creature.

### Requirements

To successfully wield *Heartstaff* to its fullest potential, a character must fulfill the following requirements.

# STEELFORGE

**Feats:** Psicrystal Affinity, Psicrystal Containment

**Skills:** Spellcraft 5 ranks

Item Level	Wielder		Abilities	Value
	Level	Minimum Level		
1	-		<i>Psicrystal staff</i>	2,000gp
2	4		Improved mobility, willful psicrystal	7,000gp
3	6		Enhanced psicrystal	9,600gp
4	8		Blindsense	14,600gp
5	10		<i>Greater psicrystal staff</i>	21,000gp
6	12		Safe dock	27,000gp
7	14		Alertness	32,000gp
8	16		Blindsight	47,000gp
9	18		Augment psicrystal	54,200gp
10	20		<i>Cloud mind</i>	103,000gp

**Psicrystal Staff:** *Heartstaff* functions as a standard *psicrystal staff*.

**Improved Mobility:** Upon reaching the 2nd item level, a psicrystal that gains the benefits of *Heartstaff* can activate its self-propulsion ability at will as a free action, instead of the master having to do it as a standard action. If the psicrystal has the flight ability, this benefit applies to that as well. In addition, all forms of the psicrystal's movement are improved by 10 ft.

**Willful Psicrystal:** Every time a new item level is reached for *Heartstaff*, there is a 5% chance that the psicrystal will leave its master. When this happens, *Heartstaff's* wielder must wait one week before he can create a new psicrystal.

**Enhanced Psicrystal:** When the 3rd item level has been reached, as long as *Heartstaff's* wielder's psicrystal gains the benefits of the psicrystal staff, the bonus it grants to its wielder from its personality is improved by 50% (rounded down). If the psicrystal has multiple personalities, such as those from the Improved Psicrystal feat, each bonus is similarly affected.

In addition, the psicrystal gains *far hand* as a psi-like ability usable at will, with a manifester level of 1.

**Blindsense (Ex):** Once the 4th item level has been unlocked, *Heartstaff* grants the wielder's psicrystal the blindsense ability with a range of 40 ft.

**Greater Psicrystal Staff:** Upon achieving the 5th item level, *Heartstaff* is treated as a *greater psicrystal staff*. This subsumes (and does not stack with) the skill bonuses from Enhanced Psicrystal, though the ability to use *far hand* remains.

**Safe Dock (Su):** At 6th item level, *Heartstaff* grants the psicrystal the ability to teleport back to it as an immediate action. The psicrystal must be within 1 mile

of *Heartstaff* to use this ability and this ability may only be used once a day.

**Alertness:** At the 7th item level, *Heartstaff* grants the wielder's psicrystal the Alertness feat as a bonus feat.

**Blindsight (Ex):** Once the 8th item level has been unlocked, *Heartstaff* grants the wielder's psicrystal the blindsight ability with a range of 40 ft.

**Augment Psicrystal (Su):** At the 9th item level, *Heartstaff* allows the wielder to augment his psicrystal with powerful abilities. Once per day as a standard action, the wielder can turn his psicrystal into an astral construct as if he manifested the power astral construct with a manifester level equal to his character level.

**Cloud Mind (Ps):** Upon achieving the 10th item level, a psicrystal that gains the benefits of *Heartstaff* can use *cloud mind* as a psi-like ability three times per day, with a manifester level equal to its master's manifester level.

## HELM OF THE HYDRA

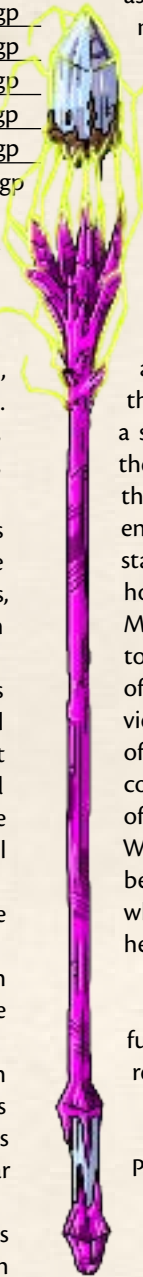
Creatures of truly monstrous appearance have a way of instilling fear in people before they ever make an aggressive move. The Metabolic Masters knew this and harnessed the ability to join their forms into a single monster as a way to control people through the terror such an appearance caused. It was said that the Metabolic Masters were once able to terrify an entire village so completely that the villagers eventually starved to death rather than leave the safety of their homes and face the dreadful beast. So skilled were the Metabolic Masters that they did not have to resort to torture or physical assault, they used only the threat of it to achieve their goals. And rumors tell that they viewed true fear, not that created by the manipulation of the mind, as the sign of a true master, and they considered the manufacturing of fear through the use of telepathy to be something only rank amateurs did. When not transformed, the Metabolic Masters could be recognized by their signature *Helms of the Hydra*, which carried the mark of the beast for which the helms were named.

### Requirements

To successfully wield the *Helm of the Hydra* to its fullest potential, a character must fulfill the following requirements.

**Skills:** Intimidate 5 ranks

**Psionics:** Ability to manifest a power of the Psychometabolism discipline





# STEELFORGE

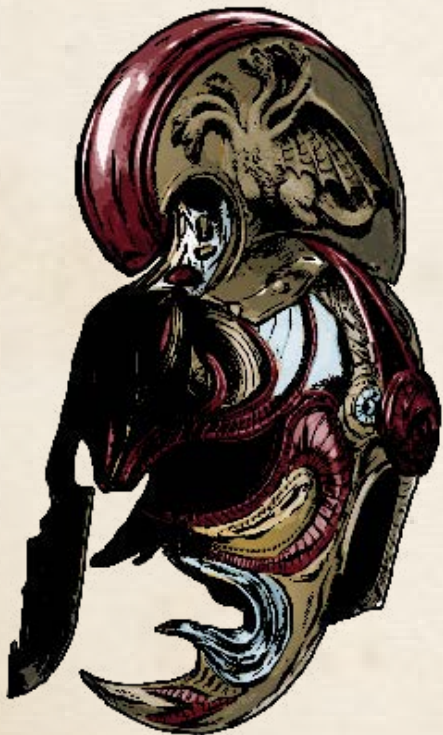
Item Level	Wielder Minimum Level	Abilities	
1	-	<i>Helm of the hydra</i>	6,000gp
2	5	Physical resonance	21,000gp
3	10	<i>Metaconcert</i>	71,000gp
4	15	<i>Monstrous fusion</i>	107,000gp
5	20	Fast healing 5	169,000gp

**Helm of the Hydra:** The wearer of the *Helm of the Hydra* treats his collective as if his class level were four levels higher. If the wearer does not have a collective, he gains one as a tactician equal to his class level (see below). In either case, the wearer and all members of the collective can communicate with each other telepathically as long as they are in the collective.

**Physical Resonance (Su):** The *Helm of the Hydra* is stronger the more people are networked to its wielder. For every four people in the wearer's collective (including the wearer), the wearer's manifester level is increased by 1 when manifesting powers of the Psychometabolism discipline.

**Metaconcert:** The wearer of the *Helm of the Hydra* gains *metaconcert* as a power known once the 3rd item level is reached. The power is only available while the *Helm of the Hydra* is worn and does not count against the wearer's total number of powers known.

**Monstrous Fusion (Ps):** When the *Helm of the Hydra* has reached 4th item level, once per day, the wearer can join himself and any of the members of his collective into a hideous creature. This function as the *form of doom* power, except the wielder may include any member of his



collective in the effect. Each affected member is absorbed into the wielder's form and increases the wielder's damage reduction from *form of doom* by 1 per affected collective member. Absorbed members can only take purely mental actions until the effect ends. Should the wearer die while one or more members of the collective are absorbed, they immediately reform in the space nearest to the wearer's location upon death and are sickened for one round.

The duration of *monstrous fusion* is 1 hour per level of the wielder, but can be dismissed by the wearer at any time as a free action.

**Fast Healing (Su):** Upon unlocking the *Helm of the Hydra*'s 5th item level, the wearer gains fast healing 5.

## MOLDEV, THE SECRET STRIKE

In the long history of burglary, some perpetrators of daring crimes stand out more for their character than their achievements. Such was the case for a pair of twin soulknives named Moldev and Voldem. Voldem's avarice grew as their successes mounted, and he started to seek increasingly lucrative scores. He developed a cruel streak, leaving anyone who interfered in their heists maimed or worse. Over time, and still achieving only limited success, Voldem saw this lack of truly big scores as the fault of his twin brother, the kind-hearted Moldev.

Seeking a way to be rid of his weakling brother without losing his valuable talents, Voldem researched a method to combine the twins' powers and keep them as his own. He tricked his brother into helping him craft a ring that would trap the talent of a soulknife and transfer it to another. In doing so, Voldem stole Moldev's powers, and then killed him. However, some small part of Moldev remained, and the ring granted only non-lethal powers, always trying to alter the attack to subdue foes instead of killing them.

### Requirements

To successfully wield *Moldev* to its fullest potential, a character must fulfill the following requirements.

**Mind Blade:** Form mind blade class feature, enhanced mind blade class feature

**Feats:** Up the Walls

**Skills:** Stealth 5 ranks

Item Level	Wielder Minimum Level	Abilities	Value
1	-	Form mind blade, improved enhanced mind blade	5,000gp
2	5	Knockout	7,000gp
3	10	Suppression	23,000gp
4	15	Clip wings	53,000gp
5	20	Scramble mind	101,000gp



# STEELFORGE

**Form Mind Blade (Su):** The wielder of *Moldev* gains the ability to form a basic mind blade, as a 1st level soulknife, except the weapon is always a light piercing weapon with a critical range of 19-20/x2. If the wielder already has the ability to form a mind blade, he can still alter the mind blade as normal (such as selecting a two-handed form or slashing damage).

**Improved Enhanced Mind Blade (Su):** A soulknife (or other character that already possesses the ability to form a mind blade) treats their level as 2 higher than it actually is for purposes of the enhanced mind blade ability. This includes determining when weapon special abilities can be selected.

**Knockout (Su):** Upon reaching the 2nd item level, the wielder can make subduing strikes against his opponents. On a successful hit, the wielder can force his opponent to make a DC 13 Fortitude save or fall unconscious, as if with the knockout weapon quality. This ability can be used three times per day.

**Suppression (Su):** At the 3rd item level, the wielder gains the ability to make strikes against his opponents' defenses. On a successful hit, the wielder can choose to make a targeted *dispel psionics* check against his opponent, as the suppression weapon special ability. This ability can be used three times per day.

**Clip Wings (Su):** Once the 4th item level has been reached, the wielder can make a special attack once per round that hinders a foe's movement. On a successful hit, the wielder can force his opponent to make a Reflex save (DC 10 + the wielder's base attack bonus) or suffer a -10 ft. penalty to one form of movement of the wielder's choice. Additionally, if a special form of movement is affected, such as burrowing, the creature loses access to that form of movement for 1 round. This movement penalty stacks (to a minimum speed of 5 feet) and lasts until the creature has had at least 8

hours of rest or has been healed by an effect such as *mend body*.

**Scramble Mind (Su):** Upon reaching the 5th item level, the wielder gains the ability to debilitate his opponent with a blow that scrambles consciousness and leaves the struck creature helpless. Once per day as a standard action, the wielder can make a touch attack that deals no damage. Instead, the target must make a Will save (DC 10 + the wielder's base attack bonus) or gain the helpless condition. This is a mind-affecting effect. This effect lasts for 24 hours.

## SEVERIS, THE SCOURGE SLAYER

As long as there have been tales of the tentacled nightmares known as phrenic scourges, there have been legends of an axe named *Severis*, an axe which made its wielder impervious to the dreaded creatures, but that draws the phrenic scourges to it like iron to a lodestone. Some say that within the axe is the energy of the progenitor of the phrenic scourge race, and that the scourges are able to sense that energy. Others contend that within the axe is the secret to destroy the phrenic scourges and all of their ilk forever, and that the scourges learned of the threat and developed ways to find it. The more sinister rumors claim that should the scourges ever manage to unlock the secrets of the axe, that they will gain the power to enslave every intelligent being.

### Requirements

To successfully wield *Severis* to its fullest potential, a character must fulfill the following requirements.

**Base Attack Bonus:** +4

**Feats:** Power Attack

**Skills:** Knowledge (psionics) 4 ranks



Item Level	Wielder		Value
	Minimum Level	Abilities	
1	-	+1 battleaxe	2,310gp
2	4	Scourge resonance	3,310gp
3	6	+1 scourgebane battleaxe	9,310gp
4	8	Implant protection	12,310gp
5	10	+2 scourgebane battleaxe	22,310gp
6	12	Stalwart	32,310gp
7	14	+3 scourgebane battleaxe	46,310gp
8	16	Personal barred mind	103,910gp
9	18	+4 scourgebane battleaxe	134,310gp
10	20	Phrenic liberation	256,710gp

**+1 Battleaxe:** When found, *Severis* is a +1 battleaxe.



# STEELFORGE

**Scourge Resonance (Su):** When the 2nd weapon level is reached, the psionic power of *Severis* can detect the presence of phrenic scourges, but likewise emits an energy that phrenic scourges can detect. The wielder of *Severis* can detect phrenic scourges, or those of their ilk, within 30 ft. as a free action. This does not allow the wielder to locate the creature with pinpoint accuracy, but only detect that there is a member of the phrenic scourge family somewhere within 30 ft. Phrenic scourges and their ilk, however, can detect the presence of *Severis* within 100 ft. and know the direction of the axe once they are within 30 ft.

**Scourgebane:** At 3rd weapon level, *Severis* gains the scourgebane weapon special ability.

**Implant Protection (Su):** Starting at the 4th weapon level, the wielder of *Severis* gains an additional Fortitude save every round after a successful implant attack to fight off the larva (using the same DC as the original save). If any of the Fortitude saves are successful, the larva dies, saving the wielder from death from the larva reaching his brain.

**Stalwart:** Starting at the 6th weapon level, whenever the wielder of *Severis* succeeds on a Fortitude or Will save for a reduced or partial effect, it is instead negated.

**Personal Barred Mind (Ps):** Once the 8th weapon level has been reached, three times per day, the wielder of *Severis* can use *personal barred mind* as a psi-like ability with a manifest level equal to the wielder's character level.

**Phrenic Liberation (Su):** Upon reaching the 10th weapon level, if a creature struck by *Severis* is under the

control of a creature of the phrenic scourge family, including the enthrall ability of a puppeteer, the *mind control* psi-like ability of the phrenic scourge, or similar, the damage is empathically redirected to that controlling creature, and the struck creature is unharmed.

## Phrenic Scourge Ilk

The powers of *Severis* are not merely tied to the phrenic scourge creature itself, but also to all creatures related to the phrenic scourge. This includes puppeteers and flesh harrowers, as well as any creature implanted by the phrenic scourge that survives but does not become a phrenic scourge itself.

## TEMPEST'S BLADE

The dark tempests pride themselves on being shrouded in mystery, and their greatest warrior, known only as the Tempest, is no different. Known for wearing a mask that hid his visage and a crystalline blade that spun so quickly the eye couldn't follow it, some say the Tempest was actually not a singular person, but the progression of greatest warriors among the dark tempests, and that the crystalline blade and mask were a mark of his rank.

It is believed that the dark tempests did not view the crystalline blade as a reward to be earned, but that the greatest warrior should wield the greatest weapon to achieve the greatest result. When the greatest was finally found, the crystalline blade was bestowed upon him and elevated his ability in battle, driving him to be a perfect wielder of the mind blade, sapping the will of his enemies to fight and besting hordes of lesser creatures without difficulty.

### Requirements

To successfully wield *Tempest's Blade* to its fullest potential a character must fulfill the following requirements:

**Blade Skill:** Additional configuration

**Feats:** Weapon Finesse

**Skills:** Knowledge (psionics) 4 ranks

**Special:** A character with the mind blade finesse blade skill does not need to have the Weapon Finesse feat.



Item Level	Wielder		Value
	Minimum Level	Abilities	
1	-	+1 <i>crystal focus</i>	11,200gp
2	4	Double weapon	22,400gp
3	6	<i>Dazzling swordplay</i> (3/day)	23,600gp
4	8	Bladewind	35,800gp
5	10	+2 <i>crystal focus</i>	103,000gp
6	12	<i>Call to hand</i>	105,000gp
7	14	Third configuration	110,000gp
8	16	<i>Wither</i> (3/day)	186,800gp
9	18	+3 <i>crystal focus</i>	319,200gp
10	20	Dueling weapon	335,600gp

# STEELFORGE

**Crystal Focus:** This mithral and gold rod encases two crystal shards that focus the psionic energy of a mind blade. It functions as a standard *crystal hilt*.

**Double Weapon:** At item level 2, *Tempest's Blade* allows the wielder to form his mind blade into a double weapon that deals 1d8 points of damage for each end (there is no enhancement penalty as is normal for forming two mind blades). You can use a double weapon to fight as if fighting with two weapons, but if you do, you incur all the normal attack penalties associated with fighting with two weapons, just as if you were using a one-handed weapon and a light weapon. The user may choose to enhance each end separately with his Additional Configuration blade skill. The user may assign the damage type as normal, but both ends must be the same type (bludgeoning, piercing, or slashing).

**Dazzling Swordplay (Ps):** At item level 3, three times per day, the wielder can use *dazzling swordplay* as a psi-like ability with a manifester level equal to the wielder's character level.

**Bladewind:** At 4th item level, the wielder gains the bladewind blade skill as a bonus blade skill.

**Call to Hand (Ps):** Once the 6th item level has been reached, as a move action, the wielder can at will call *Tempest's Blade* to his hand using telekinesis, so long as *Tempest's Blade* is within 30 ft. of the wielder.

**Third Configuration:** At item level 7, the wielder gains a third configuration for the mind blade. This functions like the secondary configuration of the additional configuration blade skill, but the wielder can assign this third configuration after a 1 hour of concentration instead of the normal 8. This configuration may only be used on a mind blade formed through *Tempest's Blade*. If *Tempest's Blade* is not in hand, only the standard configurations may be used.

**Wither (Ps):** At item level 8, three times per day, the wielder can use *wither* as a psi-like ability with a manifester level equal to the wielder's character level.

**Dueling Weapon:** At the 20th item level, as long as the wielder has *Tempest's Blade* in hand, it grants him a +4 bonus on Initiative checks, a +2 bonus on disarm checks and feint checks, a +2 bonus to CMD to resist disarm attempts, and a +2 to the DC to perform a feint against him.





## APPENDIX

Several of the Legendary items in this book use weapon properties from Ultimate Psionics. They have been reprinted here for reference.

**Knockout:** When a weapon with this ability hits an opponent, the target must make a DC 13 Fortitude save or fall unconscious. This effect lasts 3 rounds, but the target can make a new save each round to shake off the effect. A creature that makes a successful saving throw against this ability cannot be targeted again for 24 hours. Bows, crossbows, and slings crafted with this ability bestow this power

upon their ammunition.

Faint telepathy; ML 5th; Craft Magic Arms and Armor, *disable*; Price: +1 bonus.

**Scourgebane:** When used against a creature of the phrenic scourge family, the weapon's enhancement bonus is +2 better than its actual bonus. It also deals an extra 2d6 points of damage against the creature. Creatures of the phrenic scourge family who try to wield the axe receive one negative level that cannot be removed by any means short of a reality revision or similar effect and are stunned for one minute. The negative level lasts for one hour, after which time it fades.

Moderate metacreativity; ML 10th; Craft Magic Arms and Armor, *modify matter*; Price +1 bonus.

**Suppression:** An opponent or object struck by this kind of weapon is subject to a targeted dispel psionics power. The wielder makes a dispel check (1d20 + 5 + the wielder's manifester level, maximum +15) against a DC of 11 + the manifester level of the power to be dispelled. Bows, crossbows, and slings bestow this ability upon their ammunition, but can do so only three times per day.

Moderate psychokinesis ML 10th; Craft Magic Arms and Armor, *dispel psionics*; Price +2 bonus.

**Whistling:** This weapon emits a high-pitched whistle that rattles the ear drums and shatters concentration. Any opponent hit by the weapon must make a DC 15 Will save or be staggered until the end of the wielder's next turn. If a staggered creature is hit again, it must make a DC 15 Will save or become dazed for one round, and is then staggered the following round. A creature that has been dazed by a whistling weapon is then immune to the dazing effect for ten minutes. Additionally, a target hit by this weapon attempting to manifest a psionic power in the next round must pay an additional 4 power points or the power fails. These additional power points count against the manifester level cap.

Moderate telepathy; ML 9th, Craft Magic Arms and Armor, *catapsi*; Price +2 bonus.

Section 15:

# STEELFORGE

## OPEN GAME LICENSE Version 1.0a

The following text is the property of Wizards of the Coast, Inc and is Copyright 2000 Wizards of the Coast, Inc ("Wizards"). All Rights Reserved.

1. Definitions: (a) "Contributors" means the copyright and/or trademark owners who have contributed Open Game Content; (b) "Derivative Material" means copyrighted material including derivative works and translations (including into other computer languages), potation, modification, correction, addition, extension, upgrade, improvement, compilation, abridgment or other form in which an existing work may be recast, transformed or adapted; (c) "Distribute" means to reproduce, license, rent, lease, sell, broadcast, publicly display, transmit or otherwise distribute; (d) "Open Game Content" means the game mechanic and includes the methods, procedures, processes and routines to the extent such content does not embody the Product Identity and is an enhancement over the prior art and any additional content clearly identified as Open Game Content by the Contributor, and means any work covered by this License, including translations and derivative works under copyright law, but specifically excludes Product Identity. (e) "Product Identity" means product and product line names, logos and identifying marks including trade dress; artifacts; creatures characters; stories, storylines, plots, thematic elements, dialogue, incidents, language, artwork, symbols, designs, depictions, likenesses, formats, poses, concepts, themes and graphic, photographic and other visual or audio representations; names and descriptions of characters, spells, enchantments, personalities, teams, personas, likenesses and special abilities; places, locations, environments, creatures, equipment, magical or supernatural abilities or effects, logos, symbols, or graphic designs; and any other trademark or registered trademark clearly identified as Product Identity by the owner of the Product Identity, and which specifically excludes the Open Game Content; (f) "Trademark" means the logos, names, mark, sign, motto, designs that are used by a Contributor to identify itself or its products or the associated products contributed to the Open Game License by the Contributor (g) "Use", "Used" or "Using" means to use, Distribute, copy, edit, format, modify, translate and otherwise create Derivative Material of Open Game Content. (h) "You" or "Your" means the licensee in terms of this agreement.

2. The License: This License applies to any Open Game Content that contains a notice indicating that the Open Game Content may only be Used under and in terms of this License. You must affix such a notice to any Open Game Content that you Use. No terms may be added to or subtracted from this License except as described by the License itself. No other terms or conditions may be applied to any Open Game Content distributed using this License.

3. Offer and Acceptance: By Using the Open Game Content You indicate Your acceptance of the terms of this License.

4. Grant and Consideration: In consideration for agreeing to use this License, the Contributors grant You a perpetual, worldwide, royalty-free, non-exclusive license with the exact terms of this License to Use, the Open Game Content.

5. Representation of Authority to Contribute: If You are contributing original material as Open Game Content, You represent that Your Contributions are Your original creation and/or You have sufficient rights to grant the rights conveyed by this License.

6. Notice of License Copyright: You must update the COPYRIGHT NOTICE portion of this License to include the exact text of the COPYRIGHT NOTICE of any Open Game Content You are copying, modifying or distributing, and You must add the title, the copyright date, and the copyright holder's name to the COPYRIGHT NOTICE of any original Open Game Content You Distribute.

7. Use of Product Identity: You agree not to Use any Product Identity, including as an indication as to compatibility, except as expressly licensed in another, independent Agreement with the owner of each element of that Product Identity. You agree not to indicate compatibility or co-adaptability with any Trademark or Registered Trademark in conjunction with a work containing Open Game Content except as expressly licensed in another, independent Agreement with the owner of such Trademark or Registered Trademark. The use of any Product Identity in Open Game Content does not constitute a challenge to the ownership of that Product Identity. The owner of any Product Identity used in Open Game Content shall retain all rights, title and interest in and to that Product Identity.

8. Identification: If you distribute Open Game Content You must clearly indicate which portions of the work that you are distributing are Open Game Content. 9. Updating the License: Wizards or its designated Agents may publish updated versions of this License. You may use any authorized version of this License to copy, modify and distribute any Open Game Content originally distributed under any version of this License.

10. Copy of this License: You MUST include a copy of this License with every copy of the Open Game Content You Distribute.

11. Use of Contributor Credits: You may not market or advertise the Open Game Content using the name of any Contributor unless You have written permission from the Contributor to do so.

12. Inability to Comply: If it is impossible for You to comply with any of the terms of this License with respect to some or all of the Open Game Content due to statute, judicial order, or governmental regulation then You may not Use any Open Game Material so affected.

13. Termination: This License will terminate automatically if You fail to comply with all terms herein and fail to cure such breach within 30 days of becoming aware of the

breach. All sublicenses shall survive the termination of this License.

14. Reformation: If any provision of this License is held to be unenforceable, such provision shall be reformed only to the extent necessary to make it enforceable.

## 15. COPYRIGHT NOTICE

Open Game License v 1.0a, © 2000, Wizards of the Coast, Inc.

System Reference Document. © 2000, Wizards of the Coast, Inc.; Authors Jonathan Tweet, Monte Cook, Skip Williams, based on material by E. Gary Gygax and Dave Arneson.

Pathfinder RPG Core Rulebook. © 2009, Paizo Publishing, LLC; Author: Jason Bulmahn, based on material by Jonathan Tweet, Monte Cook, and Skip Williams.

Pathfinder RPG Bestiary, © 2009, Paizo Publishing, LLC;

Author: Jason Bulmahn, based on material by Jonathan Tweet, Monte Cook, and Skip Williams.

Advanced Player's Guide, © 2010, Paizo Publishing, LLC; Author: Jason Bulmahn

Pathfinder RPG GameMastery Guide, © 2010, Paizo Publishing, LLC; Author:

Cam Banks, Wolfgang Buar, Jason Bulmahn, Jim Butler, Eric Cagle, Graeme Davis,

Adam Daigle, Joshua J. Frost, James Jacobs, Kenneth Hite, Steven Kenson, Robin

Laws, Tito Leati, Rob McCreary, Hal Maclean, Colin McComb, Jason Nelson,

David Noonan, Richard Pett, Rich Redman, Sean K Reynolds, F. Wesley Schneider,

Amber Scorr, Doug Seacat, Mike Selinker, Lisa Stevens, James L. Sutter, Russ Taylor,

Penny Williams, Skip Williams, Teeuwynn Woodruff.

Pathfinder Roleplaying Game Ultimate Magic, © 2011, Paizo Publishing, LLC;

Authors: Jason Bulmahn, Tim Hitchcock, Colin McComb, Rob McCreary, Jason

Nelson, Stephen Radney-MacFarland, Sean K Reynolds, Owen K.C. Stephens, and

Russ Taylor.

Pathfinder Roleplaying Game Ultimate Combat, © 2011, Paizo Publishing, LLC;

Authors: Dennis Baker, Jesse Benner, Benjamin Bruck, Jason Bulmahn, Brian

J. Cortijo, Jim Groves, Tim Hitchcock, Richard A. Hunt, Colin McComb, Jason

Nelson, Tom Phillips, Patrick Renie, Sean K Reynolds, and Russ Taylor.

The Book of Experimental Might, © 2008, Monte J. Cook. All rights reserved.

Tome of Horrors, © 2002, Necromancer Games, Inc.; Authors: Scott Greene,

with Clark Peterson, Erica Balsley, Kevin Baase, Casey Christofferson, Lance

Hawvermale, Travis Hawvermale, Patrick Lawinger, and Bill Webb; Based on

original content from TSR.

Pathfinder Roleplaying Game Advanced Race Guide. © 2012, Paizo Publishing,

LLC; Authors: Dennis Baker, Jesse Benner, Benjamin Bruck, Jason Bulmahn, Adam

Daigle, Jim Groves, Tim Hitchcock, Hal MacLean, Jason Nelson, Stephen Radney-

MacFarland, Owen K.C. Stephens, Todd Stewart, and Russ Taylor.

The Book of Experimental Might, © 2008, Monte J. Cook. All rights reserved.

Tome of Horrors, © 2002, Necromancer Games, Inc.; Authors: Scott Greene,

with Clark Peterson, Erica Balsley, Kevin Baase, Casey Christofferson, Lance

Hawvermale, Travis Hawvermale, Patrick Lawinger, and Bill Webb; Based on

original content from TSR.

Unearthed Arcana, © 2004, Wizards of the Coast, Inc.; Authors Andy Collins, Jesse

Decker, David Noonan, Rich Redman

The Ironic Bestiary: Classics of Fantasy, © 2005, Lions Den Press; Author Ari

Marmell

Hyperconscious: Explorations in Psionics, © 2004, Bruce R Cordell. All rights

reserved.

If Thoughts Could Kill, © 2001–2004, Bruce R. Cordell. All rights reserved.

Mindscapes, © 2003–2004, Bruce R. Cordell. All rights reserved.

Unearthed Arcana, © 2004, Wizards of the Coast.

Mutants & Masterminds © 2002, Green Ronin Publishing.

Swords of Our Fathers, Copyright 2003, The Game Mechanics.

Modern System Reference Document, © 2002, Wizards of the Coast, Inc.; Authors

Bill Slavicek, Jeff Grubb, Rich Redman, Charles Ryan, based on material by

Jonathan Tweet, Monte Cook, Skip Williams, Richard Baker, Peter Adkison, Bruce

R. Cordell, John Tynes, Andy Collins, and JD Wiker

The Grand OGL Wiki, <http://grandwiki.wikidot.com> Copyright 2008–2011 Purple

Duck Games; Authors: Mark Gedak, Alex Schroeder, Joel Arellano, George Fields,

Yair Rezek, Mike Whalen, Shane O'Connor, Mike Rickard, John Whamond,

Bill Browne, Eric Williamson, Slatz Grubnik, Charles R. Wenzler Jr, John Fraser,

Jonathon Thompson, Thomas Boxall.

Legendary VI: Legendary Armor © 2012, Purple Duck Games; Author: Marc Radle.

The Genius Guide To: Feats of Psionic Might. Copyright 2011, Super Genius

Games. Author: Owen K.C. Stephens

Pathfinder Companion: Sargava, the Lost Colony. Copyright 2010, Paizo Publishing,

LLC; Author: JD Wiker.

Psionics Unleashed, © 2010, Dreamscarred Press.

Psionic Bestiary, © 2013, Dreamscarred Press.

Psionics Augmented, © 2013, Dreamscarred Press

Ultimate Psionics, © 2013, Dreamscarred Press

Akashic Mysteries, © 2014 Dreamscarred Press; Author: Michael Sayre

Steelforge, © 2017 Dreamscarred Press;



# PSIONIC BESTIARY

NEW MONSTERS OF ALL CRS!  
FULL-COLOR  
\$24.99

NOW AVAILABLE!



**PATHFINDER**  
ROLEPLAYING GAME COMPATIBLE

**ULTIMATE  
PSIONICS  
COMPATIBLE**



**DREAMSCARRED  
PRESS**