

# Items of Power



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## Chapter 1

# Magic Item Creation

It is entirely possible to use the Spheres of Power system with the Pathfinder Roleplaying Game magic item crafting rules without issue; most of the Pathfinder Roleplaying Game's magic item creation rules differentiate magic items by slot only, and through the ritual system, spherecasters can even meet all of the prerequisites for an item without the need for conversion of any kind. However, Spheres of Power introduced many alternate forms for various magic items to better synergize them with the Spheres of Power system (changing how magical effects are constructed, altering how staves and wands work, etc.) and introduced new crafting guidelines to better work with these changes. These rules have been updated and expanded, and are included below.

The rules and guidelines for creating magic items, both here and in core Pathfinder, are suggestions only; there will always be items that 'should' cost more or less than what the guidelines would indicate, and items whose powers are so unique that they don't quite fit into any guidelines at all. When creating custom magic items, prices should be compared to those of existing items that accomplish similar effects, and the GM is always the final arbiter if a particular price is too high, too low, or whether a desired item simply should not be able to exist.

## Creating Magic Items

To create a magic item, a caster must possess the appropriate item creation feat, the base sphere associated with the item's abilities, and a caster level with that sphere equal to or greater than the caster level of the item (note: charms, implements, and magical arms and armor use the crafter's MSB instead of caster level). Temporary increases in caster level, such as a Thaumaturge's forbidden lore class feature or benefits gained through certain casting tradition boons or magic items, do not count towards a caster's maximum caster level for the purpose of crafting magic items. A creature cannot create a magic item dependent on an ability they cannot use due to a casting tradition drawback.

Additionally, the crafter must supply materials whose cost is equal to 1/2 the base cost of the item to be created. When adding an enchantment to an existing object, the object must be supplied separately (for example, when creating a magic sword, a masterwork sword must be supplied in addition to the cost of the enchantment itself).

Finally, the crafter needs a fairly quiet, comfortable, and well-lit place in which to create a magic item. The crafter must spend 8 hours (1 day) per 1,000 gp in the item's base cost crafting the magical item. Scrolls, potions, oils, and dusts only take 2 hours to craft if their base cost is 250 gp or lower, but all other items require a minimum of 8 hours to create. The crafter spends the materials required to create the item at the beginning of the crafting process, and cannot create more than one item per day. A creature cannot spend more than 8 hours per day crafting. The days spent crafting needn't be consecutive.

Crafting must be done in 4 hour blocks at a minimum. If a crafter is working in an area that is distracting or dangerous (such as in the back of a wagon or in an area that is not quiet), they net only half benefit from time spent crafting. A caster can attempt to work on crafting a magic item throughout a day of adventuring (spending time during meals or their shift during watch to do what work they can), but the combination of distracting environments and lack of time mean they only net 2 hours of crafting per day spent in this fashion.

At the end of the crafting period, the caster must make a single skill check (usually Spellcraft, but the caster may substitute an appropriate Craft skill determined by the nature of the item in question) to determine if the item was created correctly. The DC of this check is equal to 10 + the caster level of the item. Failing this check means the item does not function correctly and the materials and time are wasted. Failing this check by 5 or more results in the creation of a cursed item.

When creating a magic item, the crafter must possess the base sphere associated with the enchantment created, either on their own or through an ally, implement, wand, or scroll. If the item requires a talent the crafter does not have access to either on their own or through another caster willing to help (other than the base sphere), they may attempt to create the item anyway, increasing the Spellcraft DC by +5 for each missing talent.

## Cooperative Casting

If you need another character or a magic item (such as a wand, implement, or scroll) to supply one of an item's requirements, both you and the other character or the magic item must be present for the entire duration of the crafting process.

# Talent-Based Item Creation

Some magic items, such as magical weapons and charms, pick their powers from a predetermined list. For other magic items, their power and effects are created by building and combining effects, not unlike the method a caster uses to combine spheres and talents when casting.

When creating a magic item that uses the talent-based creation system, its base cost is determined by multiplying its caster level x its complexity x a base cost determined by the type of item being created, as detailed under the different magic item creation feats listed below. While the item's caster level determines its power just as it does for casters, the enchantment's complexity is determined by the number and type of benefits it possesses.

All items created through the talent-based creation system must choose a base sphere and ability from the list presented below, and begin with a complexity of 1. The crafter may increase or decrease the item's complexity through any of the following alterations, but an effect's complexity always has a minimum of 1. When combining multiple talent-based effects or spell engine/wand effects, they all must be crafted with the same caster level, though each may have its own complexity (charms, implements, and magical weapons and armor do not follow this rule, as their prices are not calculated depending on caster level). An effect's caster level must be equal to or greater than its complexity.

**Increased Range:** You may increase or decrease the range of an effect by 1 step at a cost of +1 complexity per increase, or -1 complexity per decrease.

### Chart: Range

#### Range Increments

Personal (user or centered on user)

Touch (adjacent to user)

Close (25 ft. + 5 ft./2 caster levels)

Medium (100 ft. + 10 ft./caster level)

Long (400 ft. + 40 ft./caster level)



**Increased Duration:** You may increase or decrease the duration of an effect by 1 step at a cost of +2 complexity per increase or -2 complexity per decrease.

### Chart: Duration

#### Duration Increments

1 round/caster level

1 minute/caster level

10 minutes/caster level

1 hour/caster level

**Add Talent:** You may add the effects of any talent from the item's base sphere at a cost of +1 complexity per talent. If adding the effects of a talent would normally require the caster to spend additional spell points, increase the complexity by 1 per spell point required.

*Note:* If adding an advanced talent, the complexity increase becomes +2, +1 per spell point required for its use. All talents listed as prerequisites for that advanced talent must have already been added to the effect, and the item must have a caster level equal to or higher than the talent's prerequisites. A crafter must have access to an advanced talent to add it to an item; advanced talents cannot be bypassed by increasing the Spellcraft check DC.

**Unique Changes:** Because magic items are at their best when they are unique and original, there is technically no limitation to what alterations you may make to a magic item. When making a unique change to a magic item's abilities that is of equal power to adding a magic talent or an additional spell point, increase the complexity by +1. If adding a unique limitation that would be the equivalent of a drawback, decrease the complexity by 1.

**Variable Effects:** It is possible to create a magic item that gives choice to its user; for example, an item that creates a destructive blast that allows the user to pick from a variety of blast types or blast shapes. For such an item, the complexity increase for every option beyond the most expensive would be 1/2 the usual increase.

## Item Base Powers

### Alteration

**Range:** personal

**Duration:** 1 round/caster level

**Effect:** The target gains the effects of a shapeshift (Fortitude negates), gaining the blank form and 1 trait +1 per 5 caster levels chosen from the basic Alteration sphere. These must be chosen when the item is crafted and do not change from use to use.

## Complexity:

- **Forms and Traits:** Changing the form or traits granted by this effect increases the complexity by 1 for every talent required. If using a talent, form, or trait would normally cost extra spell points, increase the complexity by an additional +1 per spell point required.
- **Increased Traits:** You may add an additional trait to the form, increasing the complexity by 1.
- **Other Talents:** Adding the effect of the Mass Alteration talent to this item increases the complexity by 2.
- **Multiple Forms:** If the target may change or choose their form or traits from among the talents included in the item, increase the complexity by an additional +1.

## Blood

### Blood Control

**Range:** touch

**Duration:** 1 round/caster level

**Effect:** Apply blood control (with either the bleed or coagulate ability) to the target, as the base Blood sphere.

### Complexity

- **Improved Blood Control:** You may change the (quicken) or (still) effect granted or apply a Blood talent to the effect by increasing the complexity by 1. If the talent or ability would normally cost extra spell points, increase the complexity by an additional +1 per spell point required.
- **Control Required:** Instead of the base abilities, you may apply a (quicken) or (still) ability that requires the target to already be under the effects of your blood control to a target that is under the effects of your blood control. This does not increase complexity.

### Extract Blood Construct

**Range:** touch

**Duration:** 1 round/caster level.

**Effect:** Create a blood construct per the Extract Blood Construct talent of no more than 1 HD per caster level.

## Conjuration

**Range:** personal (adjacent space)

**Duration:** 1 round/caster level

**Effect:** Summons a companion from the Conjuration sphere. Unlike other summoned companions, this companion does not begin with 1 (form) talent.

### Complexity

- **Form Talents:** Increase the complexity by 1 for every (form) talent the companion possesses.

- **Increased Duration:** Adding the Lingering Companion talent or the Greater Summoning talent to this effect increases the duration by 1 step for +1 complexity instead of +2 instead of their usual effects. You may increase the duration to 24 hours by adding both talents and increasing the complexity by an additional +2, for a total of +4.

## Creation

### Create

**Range:** personal (adjacent space)

**Duration:** 1 round/caster level

**Effect:** Create an object, as the Creation sphere.

### Alter

**Range:** touch

**Duration:** instantaneous

**Effect:** Repair or Destroy the target as the base Creation sphere.

### Complexity

- **Greater Creation:** To add the effects of a Creation talent (or to change the alter effect bestowed), increase the complexity by 1 for every talent added. If a talent would normally cost extra spell points, increase the complexity by an additional +1 per spell point required. When changing the alter effect from repair or destroy, change the duration to match the ability chosen.

## Dark

**Range:** personal (centered on item)

**Duration:** 1 round/caster level.

**Effect:** Create an area of darkness as the Dark sphere, filling a 10 ft. + 5 ft. per 2 caster levels radius area.

### Complexity

- **Blot:** You may change the effect from creating darkness to creating a blot and add a single (blot) talent to the item at no increase in complexity.
- **Meld:** You may change the effect from creating darkness to granting the target the benefits of a single (meld) talent. This does not increase the complexity unless selecting the Feed on Darkness (meld) talent, in which case it increases the complexity by 2.
- **Greater Darkness:** To add the effects of a Dark sphere talent, increase the complexity by +1 per talent. If a talent would normally cost extra spell points, increase the complexity by an additional +1 per spell point required.
- **Shadow:** You may change the effect from creating darkness to generating the effect of a (shadow) talent. Doing so increases the complexity by 1, plus an amount equal to the spell point cost of the talent. Adjust the duration (and casting time if it is less than a standard action) to match that of the talent selected.

## Death

### Reanimate

**Range:** touch

**Duration:** 1 round/caster level.

**Effect:** Reanimate a corpse into a skeleton or zombie of no more than 1 HD per caster level.

### Ghost Strike

**Range:** touch

**Duration:** variable (as ghost strike/reanimate)

**Effect:** Affect the target as with the basic ghost strike from the Death sphere. You may increase the power of your ghost strike (as if spending a spell point) by increasing the complexity by 1.

### Complexity

- **Ghost Strike:** If changing the ghost strike bestowed, increase the complexity by 1. When using a ghost strike would normally cost extra spell points, increase the complexity by an additional +1 per spell point required. The ghost strike's duration always changes to match the ghost strike selected.
- **Multiple Targets:** When reanimating targets, you may increase the complexity by 2 to reanimate multiple targets at once, by no more than 2 HD per caster level, each target must be within close range, and each reanimated creature cannot exceed 1 HD per caster level. For every additional +1 added to the complexity, you may increase the total number of reanimated creatures by 1 HD, to a total amount equal to your Death sphere maximum.
- **Death Talents:** You may add the effects of any Death sphere talent by increasing the complexity by 1. If a talent would normally cost extra spell points, increase the complexity by an additional +1 per spell point required.

## Destruction

**Range:** touch

**Duration:** instantaneous

**Effect:** 1d6 bludgeoning damage per 2 caster levels. You may increase the damage to one die per caster level by increasing the complexity by 1.

### Complexity

- **Destruction Talents:** You may apply the effects of a (blast shape) or (blast type) talent to the magic item by increasing the complexity by 1 for each talent added. If a talent would normally cost extra spell points, increase the complexity by an additional +1 per spell point required.
- **Admixture:** Adding the Admixture talent to an item does not increase the complexity, but the complexity is increased for each blast type added, as outlined above under 'Destruction Talents'.

## Divination

### Divine

**Range:** close

**Duration:** concentration

**Effect:** Gain information on magic auras within range, as the base divine from the Divination sphere.

### Sense

**Range:** personal

**Duration:** 1 minute/caster level

**Effect:** Grant the target the base sense from the Divination sphere.

### Complexity

- **Divine:** You may change the subject of your divining to one of the other subjects you may divine for from the base Divination sphere (divine alignment, divine undead, etc.) by increasing the complexity by 1.
- **Sense:** You may change the sense granted by increasing the complexity by 1 per spell point in the sense's cost.
- **Greater Divination:** You may apply any other talent from the Divination sphere by increasing the complexity by 1. If this sense or divine would normally cost additional spell points, increase the complexity by +1 per the number of additional spell points instead.

## Enhancement

**Range:** touch

**Duration:** 1 round/caster level.

**Effect:** Apply the basic enhancement of the Enhancement sphere to a target.

### Complexity

- **Change Enhancement:** You may change the enhancement applied by increasing the complexity by +1. If the applied enhancement would normally cost extra spell points, increase the complexity by an additional +1 per spell point required.

## Fallen Fey

**Range:** personal

**Duration:** 1 minute/caster level

**Effect:** Apply fey-link to the target, as the base Fallen Fey sphere, as well as the Nature-connection fey-blessing linked to a terrain selected when the item is created.

### Complexity

- **Improved Fey-Blessing:** You may change the fey-blessing effect granted, add an additional terrain to Nature-connection, or apply a Fallen Fey talent to the effect by increasing the complexity by 1. If the talent or ability would normally cost extra spell points, increase the complexity by an additional +1 per spell point required.

## Fate

**Range:** personal

**Duration:** 1 round/caster level

**Effect:** Create a serendipity consecration, affecting a 20-ft. radius burst.

### Complexity

- **Word:** To apply the effects of a word instead of a consecration, increase the complexity by 1, +1 for every spell point required by the word in question. Adjust the duration (and casting time if it is less than a standard action) to match that of the word selected.
- **Greater Fate:** You may apply the benefits of a Fate sphere talent to the item by increasing the complexity by 1. If applying a talent would normally cost extra spell points, increase the complexity by an additional +1 per spell point required.
- **Motif:** You may change the effect to granting a target the effects of a motif. When doing, so, increase the duration to 1 minute per caster level, and increase the complexity by 1.

## Illusion

**Range:** touch (adjacent space)

**Duration:** 1 round/caster level.

**Effect:** Create a silent visual illusion as the Illusion sphere ability.

### Complexity

- **Change Sense:** If you wish to change the affected sense, losing the visual aspect of the illusion and replacing it with another sense, do not increase the complexity.
- **Altered Effects:** To add an Illusion talent to this ability, increase the complexity by 1. If the talent would normally cost extra spell points, increase the complexity by an additional +1 per spell point required.
- **Glamer:** To change the effect from creating a figment to creating a glamer (an illusion that is attached to a target, such as Illusionary Disguise or another talent), increase the complexity by 1 as normal when adding a talent. When adding invisibility, increase the complexity by +2 instead of +1.

## Life

**Range:** personal

**Duration:** instantaneous

**Effect:** Cure or restore the target, as the base Life sphere.

### Complexity

- **Increased Restoration:** To add the effects of a Life talent to this ability, increase the complexity by 1 for every talent added.
- **Versatile Restoration:** To allow this affect to function as both a cure and restore ability, increase the complexity by 2.

- **Temporary Hit Points:** To change this effect from cure or restore to granting 1 temporary hit point per caster level, increase the duration to 1 minute/caster level and do not change the complexity. To add temporary hit points onto the effect without replacing the initial effect, increase the complexity by 1.

## Light

**Range:** personal (object)

**Duration:** 1 minute/caster level

**Effect:** Create bright light, as the Light sphere.

### Complexity

- **Lesser Light:** To create normal light (as the Light sphere), decrease the complexity by 1. This cannot decrease the complexity lower than 1.
- **Lens:** When changing the effect from creating light to instead bestowing a lens, increase the complexity by 1.
- **Nimbus:** Adding a (nimbus) talent to the effect increases the complexity by 1.
- **Powerful Light:** To apply the effects of a Light talent, increase the complexity by 1. If this talent would normally cost extra spell points, increase the complexity by an additional +1 per spell point required.

## Mind

**Range:** touch

**Duration:** as charm

**Effect:** Plant a Suggestion in the target's mind, as the base Mind sphere lesser charm. The target must be of your own creature type.

### Complexity

- **Alternate Charm:** To change the charm applied by this effect, increase the complexity by 1.
- **Cloud:** When changing the effect to that of a (cloud) talent, the area becomes either a 10-ft. radius + an extra 5 ft. per caster level, or a 10 ft. wide area that extends for a length of 10 ft. + 10 ft. per caster level. Increase the complexity by +2.
- **Open Mind:** To allow this charm to affect all creature types (so long as the creature isn't immune to mind-altering effects), increase the complexity by 1.
- **Group Charm:** To affect an additional 1 target per 2 caster levels (minimum +1), increase the complexity by 2.
- **Greater Charm:** To use a charm's greater variant, increase the complexity by 1. To use a charm's powerful variant, increase the complexity by 3.



## Nature

**Range:** personal (centered on item)

**Duration:** 1 round/caster level.

**Effect:** Produce a geomancing effect, as one included in the base Nature sphere. The user is not immune to a geomancing effect they create.

### Complexity

- **Greater Geomancing:** To change the geomancing effect to one granted by a talent, or to add the effects of a talent to this ability, increase the complexity by 1. If the talent or effect would normally cost extra spell points, increase the complexity by an additional +1 per spell point required.
- **Nature Spirit:** To change the effect to bestowing a (spirit) effect, increase the complexity by 1.

## Protection

### Ward

**Range:** personal (centered on caster)

**Duration:** 1 round/caster level

**Effect:** Create the basic ward, as the base Protection sphere.

### Aegis

**Range:** personal

**Duration:** 1 minute/caster level

**Effect:** Grant the target the benefits of the basic aegis granted by the Protection sphere.

### Complexity

- **Greater Protection:** To change the ward or aegis granted, or to apply the effects of a Protection talent, increase the complexity by 1. If the talent or ability would normally cost extra spell points, increase the complexity by an additional +1 per spell point required. This is in addition to the spell point usually required to create an aegis.
- **Succor:** When adding a (succor) talent without changing the aegis granted, increase the complexity by +1. If adding a succor to replace a granted aegis, do not increase the complexity; the succor can be activated at any time during the effect's duration.

## Telekinesis

**Range:** personal (item, user, or object attached to item)

**Duration:** 1 round/caster level

**Effect:** You may cause a target to move through space, as the Telekinesis base sphere Sustained Force ability (Will negates). If moved into a square occupied by another object, this may perform a Bludgeon maneuver.

### Complexity

- **Greater Telekinesis:** You may apply the effects of any Telekinesis talent to this item by increasing the complexity by 1. If the talent would normally cost extra spell points, increase the complexity by an additional +1 per spell point required.

## Time

**Range:** personal

**Duration:** 1 round/caster level

**Effect:** Apply a Haste or Slow to the target, as the base Time sphere.

### Complexity

- **Improved Time:** You may change the alter time effect granted or apply a Time talent to the effect by increasing the complexity by 1. If the talent or ability would normally cost extra spell points, increase the complexity by an additional +1 per spell point required.

## War

**Range:** personal (centered on caster)

**Duration:** 1 round/caster level

**Effect:** Apply the effects of the base totem from the War sphere to a stationary 50-ft. area centered on the caster.

### Complexity

- **Rally:** To use a rally on a target instead of creating a totem, increase the complexity by +2. If the rally costs more than 1 spell point, increase the complexity by +1 for every additional spell point. Change the duration to instantaneous and the activation time to an immediate action. To apply Greater Rally and affect an additional 1 target per 2 caster levels within range, increase the complexity by another +2.
- **Greater Totem:** To change the totem placed or apply the effects of another War talent, increase the complexity by 1. If the talent would normally cost extra spell points, increase the complexity by an additional +1 per spell point required.
- **Mandate:** When changing the granted effect to creating a mandate between two people, the range becomes touch and the duration becomes 1 round per caster level.
- **Momentum:** When changing the effect to granting the benefits of a (momentum) talent increase the duration to 1 minute per caster level, and increase the complexity by 1. The item grants a number of momentum points equal to the item's caster level.

## Warp

**Range:** personal

**Duration:** instantaneous

**Effect:** Teleport the target anywhere within close range that the user can see (Will negates if unwilling).

### Complexity

- **Increased Effect:** To increase the range the target is teleported (close to medium, medium to long), increase the complexity by 2 for each increase.
- **Greater Warp:** To apply the effects of a Warp talent, increase the complexity by 1. If that talent would normally cost extra spell points, increase the complexity by an additional +1 per spell point required.

- **Bend Space:** To change the effect to bending space, increase the complexity by 1. If the bend space effect would normally cost extra spell points, increase the complexity by an additional +1 per spell point required. Change the duration to match the chosen bend space effect.

## Weather

**Range:** personal

**Duration:** 1 round/caster level

**Effect:** Change one weather category's severity level as the base Weather sphere within a close-range radius burst.

### Complexity

- **Increase Effect:** To increase the size of the area affected (close-range radius burst to medium-range radius burst, medium-range radius burst to long-range radius burst), increase the complexity by 2 for each such increase.
- **Greater Weather:** You may apply the effects of a Weather talent by increasing the complexity by 1. If the talent would normally cost extra spell points, increase the complexity by an additional +1 per spell point required.
- **Mantles and Shrouds:** When changing the base effect to bestowing a mantle or a shroud, do not increase the complexity, and change the range to touch.

## Miscellaneous Variables

When creating a magic item, the following options are also available.

**No Space Limitation:** If an item needn't be worn nor held in hand to be used (for example, a magical tattoo or an orbiting ioun stone), multiply the cost by 2.

**Permanency:** Generally, effects bestowed by magic items are not permanent. When dealing with an exception to this rule (for example, the potion of love everlasting), the item must have a duration measured at least in hours, a caster level of at least 10, and the complexity must be raised by an additional +2. Permanent effects may be dispelled or removed by the Break Enchantment Life talent, or a similar effect such as the break enchantment spell. A GM should be careful when allowing permanent effects.

**Multiple Effects:** It is possible to add two or more effects to the same magic item (for example, an item that both can create a destructive blast that also grants its wearer a bonus to Intelligence). When doing so, the crafter must have all of the appropriate item creation feats, and every effect must have the same caster level (the caster level of the item itself), but can have different complexities. When finished, multiply the cost of every effect except for the most expensive one by 1.5.

**Mixing Effects:** Just as it is possible to add two or more different effects onto the same magic item, it is possible to make an effect that is a combination of two different sphere abilities (for example, instead of a device that can create darkness or destructive blasts, you could create a device that creates darkness and affects everything within that darkness with a destructive blast). When creating such an effect, calculate each effect separately (they must have the same caster level but can have different complexities), then multiply the cost of every effect except for the most expensive one by 2.

## New Crafting Feats

The core crafting feats in the Pathfinder Roleplaying Game divides magic item creation into different groups, sometimes relating to the item's function, other times depending on the item slot the magic item uses. In order to make crafting more seamless with the Spheres of Power system, the following new crafting feats are used throughout this book. Whenever a character would gain or use a base crafting feat (or if you wish to use the basic crafting feats instead of the new ones listed here), they map to the new crafting feats in the following way:

**Table: Crafting Feats Conversion**

New Crafting Feat	Core Crafting Feat
Capture Spell	Scribe Scroll
Craft Apparatus	Craft Rod
Craft Implement of Power	Craft Staff
Craft Spell Engine	Craft Wand
Craft Marvelous Item	Craft Wondrous Item
Distill Compound	Brew Potion
Forge Charm	Forge Ring
Forge Construct	Craft Construct
Smith Magical Weapons and Armor	Craft Magical Arms and Armor

### Capture Spell (replaces Scribe Scroll)

**Prerequisites:** Caster level 1st.

A character who possesses this feat can create scrolls. In addition to ritual scrolls (which function the same as scrolls from the core Pathfinder Roleplaying Game), they can create scrolls using the talent-based item creation system. Scrolls have the same requirements for deciphering and activating as core Pathfinder scrolls, and a creature must possess a scroll's base sphere, or else must activate the scroll through the Use Magic Device skill.

A scroll has a base cost of 25 gp x caster level x complexity.

## Craft Apparatus (replaces Craft Rod)

**Prerequisites:** Caster level 1st.

This feat allows for the creation of talent-based magic items that require no activation except to hold, wear, or carry them. Creating an apparatus costs 2,000 gp x caster level x complexity.

An item must have an effect measured in hours to be made into an apparatus. Thus, as an example, if making an apparatus of the War sphere totem talent-based item creation effect, which is measured in rounds, the effect would need to have its duration increased by 3 steps (+6 complexity) before it could be made into an apparatus.

**Continual Life Sphere Effects:** Creating an apparatus that grants what is normally an instantaneous effect, such as life sphere effects, has a base complexity of 6. If crafting an apparatus that grants a continual cure, the effect becomes instead fast healing 1 (+1 per additional +1 in complexity). If an apparatus grants a continual restore, it instead grants immunity to one effect (+1 per additional +1 in complexity; a creature cannot gain immunity to effects that require a magic skill check to remove or are unaffected by the Life sphere). Temporary hit points cannot be made into a continual effect.

## Craft Implement of Power (replaces Craft Staff)

**Prerequisites:** Magic skill bonus +3.

Just as a weapon can grant enhancement bonuses to its wielder's attack and damage rolls, an implement of power serves as a focus for magical power, adding enhancement bonuses to its wielder's caster level with a particular sphere. These bonuses are always enhancement bonuses, and therefore multiple implements benefiting the same sphere do not stack. These bonuses only apply to the wielder themselves; this bonus does not apply to wands nor other magic items they might be using. Implements of Death and Conjunction do not increase the number or statistics of undead or companions; instead, such implements grant circumstance bonuses to attack rolls and skill checks for controlled companions and undead.

Just like a magical weapon, an implement of power has its cost calculated according to its maximum bonus; an implement of power grants an enhancement bonus from +1 to +5, with a total possible bonus of +10. Just like a magic weapon, an implement costs 2,000 gp x (total bonus) squared.

An implement uses the crafter's MSB rather than their caster level when determining the maximum caster level implement they can create. The item's caster level must be at least 3x the enhancement bonus granted by the implement. If the implement has other magical enchantments placed upon it, use the highest caster level. An implement must have at least a +1 enhancement bonus to have any other implement special abilities.

The following special abilities can be added to an implement:

**Magic Talent:** The bearer gains access to a specific talent while they wield the implement. The crafter must have access to a talent to add it to an implement. If the talent is a (form) Conjunction talent, it may be applied to any companion the caster summons, but no more than one creature at any given time. To contain an advanced talent, the implement needs a minimum caster level equal to the talent's prerequisites; the bearer of the implement does not gain access to the talent unless they or the implement possess all of its prerequisite talents. This benefit can be granted multiple times. Cost: +2

**Second Sphere:** The staff's granted enhancement bonus applies to the wielder's caster level with an additional sphere. This benefit can be granted multiple times. The crafter must have access to any sphere to be added in this fashion. Cost: +1

### Implements and Automatic Bonus Progression

In games making use of the automatic bonus progression rules (Pathfinder Unchained © 2015, Paizo Inc.), treat implements that grant enhancement bonus to caster level as weapons for the purpose of attunement bonuses.

## Craft Spell Engine (replaces Craft Wand)

**Prerequisites:** Caster level 1st.

This feat allows a creature to create spell-trigger items, known as wands, which casters can use as if they were their own sphere abilities. A creature must possess a wand's base sphere, or else must activate the wand through the Use Magic Device skill.

A wand contains a limited amount of casting ability, which can be activated by the one wielding the wand as a standard action, as if the magic were their own. A wand possesses a base sphere, a caster level, and a small pool of spell points. The wand uses its own caster level and spell points to fuel its casting ability; under normal circumstances, a caster cannot spend their own spell points or use their own caster level when activating a wand. If a wand's effects call for a saving throw, the DC is equal to 10 + 1/2 the item's caster level.

Once per day, a caster whose caster level is at least equal to the wand's caster level may spend one of their spell points to restore 1 spell point to the wand. A wand may only have one spell point per day restored in this fashion, regardless of how many casters attempt to do so.

The simplest wand a crafter may create contains a base sphere, 1 spell point, and a caster level of 2. This wand has a base price of 1,000 gp. When a crafter increases a wand's caster level (to a maximum of their own), for every 2 caster levels a wand gains, the crafter may place an additional magic talent into the wand, or may increase the wand's maximum spell point pool by 1.

A crafter must possess each talent to be placed in the wand, or else must have access to that talent through another caster. Likewise, if a crafter possesses a sphere-specific drawback for the wand's base sphere (or simply wants to create a focused wand), that wand also possess that sphere-specific drawback, and gains either a bonus magic talent or a spell point in exchange.

A wand may contain an advanced talent, but must possess that talent's minimum caster level, as well as all of its prerequisite talents. A wand may be used to meet the prerequisites for creating other magic items.

A wand's pricing is determined by comparing it to Table: Wand Pricing.

**Table: Wand Pricing**

Caster Level	# of Additional Magic Talents/Spell Points	Price (gp)
2 (base wand)	0	1,000
4	1	4,000
6	2	9,000
8	3	16,000
10	4	25,000
12	5	36,000
14	6	49,000
16	7	64,000
18	8	81,000
20	9	100,000

### Craft Marvelous Item (replaces Craft Wondrous Item)

**Prerequisites:** Caster level 1st.

A marvelous item is a device that produces a magical effect that must be activated (usually activated as a standard action) often through the touch of a button, the speaking of a command word, or some other action such as striking the item against the ground, holding it against the intended target, throwing the item through the air. Marvelous items use the talent-based method of magic item creation. If a wondrous item's effect requires a saving throw from any creature, the DC is equal to 10 + 1/2 the item's caster level.

A marvelous item can be used once per day by default, and costs 400 gp x caster level x complexity. Additionally, a marvelous item can possess the following custom multipliers.

**Multiple Uses:** If a marvelous item can be used multiple times per day, multiply the cost by the number of daily uses. If its uses per day is increased to 5, it becomes usable an unlimited number of times per day.

**Limited Uses:** If a marvelous item can be used at will but only a maximum of 50 times before it loses all of its magic, multiply its cost by 2.5.

### Distill Compound (replaces Brew Potion)

**Prerequisites:** Caster level 1st.

A creature with the Distill Compound feat is adept at creating potions, oils, and powders. Potions, oils, and powders are magical effects stored in physical form; they use the talent-based method of item creation, and are usable only once.

A potion targets the creature who drinks the potion (one target with a range of personal), while oils target the creature or object it is applied to (one target with a range of touch), while any effect that targets an area is a powder. It is possible to place a compound-like effect into another item as well (for example, a jewel that explodes when thrown or an apple that applies a potion-like effect when eaten, etc.).

A potion, oil, or powder has a base cost of 50 gp x caster level x complexity. If a potion, oil, or powder requires a saving throw, the DC is equal to 10 + 1/2 its caster level.

### Forge Charm (replaces Forge Ring)

**Prerequisites:** Magic skill bonus +1.

A creature with the Forge Charm feat knows how to add permanent enhancements and effects to an item, such that whoever wears or uses that item gains that bonus for as long as they are wearing or using that item.

When forging a charm, the crafter must possess the base sphere associated with the charm to be made. The base cost of a charm, as well as the minimum magic skill bonus required, vary depending on the type of charm being made. As always, crafting a charm costs 1/2 the base cost.

A charm uses the crafter's MSB rather than their caster level when determining the maximum caster level charm they can create. The item's minimum caster level is determined by the charm being created, as detailed below. If the item possess multiple charms or other enchantments, use the higher caster level of all included enchantments.

**Table: Charm Bonuses**

<i>Charm</i>	<i>Minimum Caster Level</i>	<i>Required Base Sphere</i>	<i>Maximum Bonus</i>	<i>Base Cost</i>
Grant an enhancement bonus to an ability score	2x enhancement bonus	Enhancement	+6	Bonus squared x 1,000 gp
AC bonus (deflection)	3x bonus	Protection	+5	Bonus squared x 2,000 gp
AC bonus (natural armor)	3x bonus	Alteration	+5	Bonus squared x 2,000 gp
AC bonus (other)	3x bonus	Various*	+3	Bonus squared x 2,500 gp
Energy Resistance	1/2 granted resistance	Protection	+30	1,600 x resistance -4,000, resistance 5 minimum
Save bonus (resistance)	3x bonus	Protection	+5	Bonus squared x 1,000 gp
Save bonus (other)	3x bonus	Various*	+3	Bonus squared x 2,000 gp
Skill bonus (competence)	1x competence bonus	Mind	+20	Bonus squared x 100 gp
Spell resistance	1/2 granted resistance	Protection	-	10,000 gp per point over SR 12, SR 13 minimum
CMB/CMD (competence, one combat maneuver)	3x bonus	Enhancement	+5	Bonus squared x 1,000 gp

\*While uncommon, it is possible to have magic items that grant luck, insight, profane, or sacred bonuses to AC or saving throws, morale bonuses to saving throws, or other bonuses. When applying such benefits through a charm, morale bonuses have Mind as a base sphere, insight bonuses have Divination as a base sphere, and luck, profane, and sacred bonuses have Fate as a base sphere.

### Forge Construct (replaces Craft Construct)

**Prerequisites:** Any two of the following feats: +5 MSB, Craft Apparatus, Craft Marvelous Item, Forge Charm, Smith Magical Weapons and Armor.

This feat is functionally identical to Craft Construct.

### Smith Magical Weapons and Armor (replaces Craft Magical Arms or Armor)

**Prerequisites:** Magic skill bonus +3.

This feat allows the user to craft magical weapons and magical armor. Crafting magical weapons and magical armor follows the same rules as core Pathfinder magical weapons and armor, except that a creature must possess the base sphere associated with any special ability before it can be added.

Some core Pathfinder special abilities that can be added to magical weapons or armor carry prices calculated in gp costs rather than bonus increases; some of these special abilities are enchantments more appropriately created through the Craft Marvelous Item or Craft Apparatus feats, which should be used to craft such enchantments.

Magical weapons and armor use the crafter's MSB rather than their caster level when determining the maximum caster level item they can create. The item's caster level must be at least 3x the enhancement bonus of the weapon or armor. If the item has other magical enchantments placed upon it, use the higher caster level. A magical weapon or magical piece of armor must have at least a 1 enhancement bonus to have any other special abilities.

**Table: Magical Weapon and Armor Pricing**

<i>Weapon Bonus</i>	<i>Base Price (gp)</i>	<i>Armor/Shield Bonus</i>	<i>Base Price (gp)</i>
+1	2,000	+1	1,000
+2	8,000	+2	4,000
+3	18,000	+3	9,000
+4	32,000	+4	16,000
+5	50,000	+5	25,000
+6	72,000	+6	36,000
+7	98,000	+7	49,000
+8	128,000	+8	64,000
+9	162,000	+9	81,000
+10	200,000	+10	100,000

**Table: Weapons Special Qualities**

<i>Weapon Special Quality</i>	<i>Cost</i>	<i>Sphere</i>
Adaptive	+1 bonus	Creation
Allying	+1 bonus	Enhancement
Bane	+1 bonus	Light
Benevolent	+1 bonus	War
Called	+1 bonus	Warp
Conductive	+1 bonus	Death

**Table: Weapons Special Qualities Continued**

<i>Weapon Special Quality</i>	<i>Cost</i>	<i>Sphere</i>
Conserving	+1 bonus	Warp
Corrosive	+1 bonus	Destruction
Countering	+1 bonus	Enhancement
Courageous	+1 bonus	Mind
Cruel	+1 bonus	Death
Cunning	+1 bonus	Divination
Deadly	+1 bonus	Death
Defending	+1 bonus	Protection
Distance	+1 bonus	Divination
Dispelling	+1 bonus	Life
Flaming	+1 bonus	Destruction
Frost	+1 bonus	Destruction
Furious	+1 bonus	Mind
Ghost touch	+1 bonus	Warp
Grayflame	+1 bonus	Fate
Grounding	+1 bonus	Weather
Guardian	+1 bonus	Protection
Heartseeker	+1 bonus	Death
Huntsman	+1 bonus	Divination
Impervious	+1 bonus	Protection
Jurist	+1 bonus	Enhancement
Keen	+1 bonus	Enhancement
Ki focus	+1 bonus	Enhancement
Limning	+1 bonus	Light
Lucky	+1 bonus	Fate
Menacing	+1 bonus	War
Merciful	+1 bonus	Life
Mighty cleaving	+1 bonus	War
Mimetic	+1 bonus	Protection
Neutralizing	+1 bonus	Nature
Ominous	+1 bonus	Mind
Planar	+1 bonus	Conjuration
Reliable	+1 bonus	Creation
Returning	+1 bonus	Telekinesis
Quenching	+1 bonus	Nature
Seaborne	+1 bonus	Nature
Seeking	+1 bonus	Divination
Shock	+1 bonus	Destruction
Spell storing	+1 bonus	Destruction

**Table: Weapon Special Qualities Continued**

<i>Weapon Special Quality</i>	<i>Cost</i>	<i>Sphere</i>
Thawing	+1 bonus	Nature
Throwing	+1 bonus	Telekinesis
Thundering	+1 bonus	Destruction
Valiant	+1 bonus	War
Vicious	+1 bonus	Death
Advancing	+2 bonus	War
Anarchic	+2 bonus	Fate
Anchoring	+2 bonus	Enhancement
Axiomatic	+2 bonus	Fate
Corrosive burst	+2 bonus	Destruction
Defiant	+2 bonus	Life
Designating, lesser	+2 bonus	Fate
Dispelling burst	+2 bonus	Life
Disruption	+2 bonus	Life
Dueling	+2 bonus	Enhancement
Endless ammunition	+2 bonus	Creation
Flaming burst	+2 bonus	Destruction
Furyborn	+2 bonus	Mind
Glorious	+2 bonus	Light
Holy	+2 bonus	Fate
Icy burst	+2 bonus	Destruction
Igniting	+2 bonus	Destruction
Impact	+2 bonus	Telekinesis
Invigoration	+2 bonus	Life
Ki intensifying	+2 bonus	Enhancement
Lifesurge	+2 bonus	Life
Negating	+2 bonus	Fate
Phase locking	+2 bonus	Warp
Shocking burst	+2 bonus	Destruction
Stalking	+2 bonus	War
Unholy	+2 bonus	Fate
Wounding	+2 bonus	Death
Lucky, greater	+3 bonus	Fate
Nullifying	+3 bonus	Protection
Reliable, greater	+3 bonus	Creation
Repositioning	+3 bonus	War
Speed	+3 bonus	Time
Spell stealing	+3 bonus	Destruction
Brilliant Energy	+4 bonus	Light

Dancing	+4 bonus	Enhancement
Designating, greater	+4 bonus	Fate
Nimble Shot	+4 bonus	Divination
Second Chance	+4 bonus	Telekinesis
Vorpal	+5 bonus	Death

**Table: Armor Special Qualities**

<i>Armor/Shield Special Quality</i>	<i>Cost</i>	<i>Sphere</i>
Benevolent	+1 bonus	War
Arrow Catching	+1 bonus	Abjuration
Balanced	+1 bonus	Telekinesis
Bashing	+1 bonus	Enhancement
Bitter	+1 bonus	Alteration
Blinding	+1 bonus	Light
Bolstering	+1 bonus	War
Brawling	+1 bonus	Enhancement
Champion	+1 bonus	Fate
Clangorous	+1 bonus	Destruction
Creeping	+1 bonus	Dark
Dastard	+1 bonus	Fate
Deathless	+1 bonus	Protection
Defiant	+1 bonus	Light
Fortification, light	+1 bonus	War
Grinding	+1 bonus	Enhancement
Impervious	+1 bonus	Enhancement
Mirrored	+1 bonus	Protection
Poison-Resistant	+1 bonus	Life
Rallying	+1 bonus	Mind
Ramming	+1 bonus	Destruction
Spell storing	+1 bonus	Destruction
Stanching	+1 bonus	Life
Warding	+1 bonus	Protection
Wyrm breath	+1 bonus	Destruction
Adhesive	+2 bonus	Alteration
Animated	+2 bonus	Enhancement
Arrow Deflection	+2 bonus	Protection
Delving	+2 bonus	Alteration
Hosteling	+2 bonus	Warp
Merging	+2 bonus	Creation
Putrid	+2 bonus	Death

**Table: Armor Special Qualities Continued**

<i>Armor/Shield Special Quality</i>	<i>Cost</i>	<i>Sphere</i>
Radiant	+2 bonus	Light
Spell Resistance (13)	+2 bonus	Protection
Energy Resistance	+3 bonus	Protection
Fortification (moderate)	+3 bonus	War
Ghost Touch	+3 bonus	Warp
Harmonizing	+3 bonus	Illusion
Invulnerability	+3 bonus	Protection
Martyring	+3 bonus	Life
Spell Resistance (15)	+3 bonus	Protection
Titanic	+3 bonus	Alteration
Wild	+3 bonus	Alteration
Energy Resistance, Improved	+4 bonus	Protection
Spell Resistance (17)	+4 bonus	Protection
Energy Resistance, Greater	+5 bonus	Protection
Etherealness	+5 bonus	Alteration
Fortification (heavy)	+5 bonus	War
Reflecting	+5 bonus	Protection
Spell Resistance (19)	+5 bonus	Protection



# New Magic Item Special Abilities

## Armor and Shield Special Abilities

### Deflecting

**Aura** moderate Protection; **CL** 10

**Slot** shield; **Price** +1 bonus; **Weight** -

#### Description

The shield's shield bonus to AC now also applies against ranged touch attacks. This special ability must be applied to a shield.

#### Construction Requirements

Smith Magical Weapons and Armor, Protection Sphere

### Focusing

**Aura** moderate Mind; **CL** 10

**Slot** armor; **Price** +4 bonus; **Weight** -

#### Description

A suit of focusing armor is endowed with a semblance of a mind that connects to the mind of its wearer. When the wearer casts a magical effect with a duration of concentration, the suit of armor may concentrate on the magical effect in the wearer's place on subsequent rounds. The armor can only concentrate for a total number of rounds equal to its enhancement bonus, after which the effect ends (the wearer cannot choose to concentrate on the effect again after giving it to the armor). Although the armor is doing the concentrating, the magic still originates from the wearer; damage taken requires the wearer to make a concentration check or the armor ceases to concentrate on the spell, just as if the wearer were still the one concentrating on the effect.

#### Construction Requirements

Smith Magical Weapons and Armor, Mind sphere, Project Thoughts

### Sacrificial

**Aura** faint Destruction; **CL** 5

**Slot** armor; **Price** +1 bonus; **Weight** -

#### Description

A suit of sacrificial armor is tied to its wearer's lifeforce; when its wearer is reduced to 0 hp or below, the armor explodes out with magical energy, dealing 1d6 force damage per point of enhancement bonus to all targets within 10 feet. This armor can only explode with magic in this fashion once per hour; if the wearer is healed to positive hit points and then reduced to negative hit points again before an hour has past, this enchantment produces no effect.

#### Construction Requirements

Smith Magical Weapons and Armor, Destruction sphere, Force Blast

### Wand Turret

**Aura** moderate Enchantment; **CL** 10

**Slot** armor; **Price** +2 bonus; **Weight** -

#### Description

A Tiny animated object attaches itself to the shoulder of a suit of armor, its single limb able to hold a wand of any sphere that contains an ability that requires a ranged touch attack. A wand may be inserted into the wand turret as a standard action and removed as a move action. Once inserted, the armor's wearer treats the wand as if it were wielded and may activate it as a swift action, but only for abilities that require a ranged touch attack (such as the destructive blast ability of the Destruction sphere when not applying a (blast shape) talent or the ghost strike ability of the Death sphere when not applying the Greater Ghost Strike talent). Any attack rolls made when activating the wand as a swift action take a -5 penalty. This special ability must be applied to a suit of armor.

#### Construction Requirements

Smith Magical Weapons and Armor, Enhancement Sphere, Animate Object

## Implement of Power Special Abilities

### Aiming

**Aura** faint Divination; **CL** 5

**Slot** implement; **Price** +1 bonus; **Weight** -

#### Description

When using a sphere effect from a sphere to which this implement grants its enhancement bonus, you may apply the implement's enhancement bonus to any attack and damage rolls granted by the sphere effect.

#### Construction Requirements

Craft Implement of Power

### Erudite

**Aura** faint Divination; **CL** 5

**Slot** implement; **Price** +4,000 gp; **Weight** -

#### Description

While using this implement, the caster may apply its enhancement bonus to certain skills, determined by what sphere(s) the implement normally applies an enhancement bonus to. If the implement has multiple spheres, then more skills might be affected. The skills affected (by sphere) are:



**Table: Erudite Skills**

<i>Sphere</i>	<i>Associated Skills</i>
Alteration	Disguise and Survival
Conjuration	Handle Animal and Ride
Creation	Craft (any) and Knowledge (engineering)
Dark	Knowledge (dungeoneering) and Stealth
Death	Knowledge (planes) and Knowledge (religion)
Destruction	Intimidate and Knowledge (engineering)
Divination	Perception and Sense Motive
Enhancement	Spellcraft and Use Magic Device
Fate	Knowledge (arcana) and Knowledge (history)
Illusion	Bluff and Disguise
Life	Heal and Knowledge (religion)
Light	Knowledge (geography) and Perception
Mind	Diplomacy and Sense Motive
Nature	Knowledge (nature) and Survival
Protection	Escape Artist and Survival
Telekinesis	Fly and Sleight of Hand
Time	Knowledge (history) and Knowledge (nobility)
War	Diplomacy and Intimidate
Warp	Knowledge (geography) and Knowledge (planes)
Weather	Fly and Knowledge (nature)

**Construction Requirements**

Craft Implement of Power

**Exacting****Aura** faint Divination; **CL** 5**Slot** implement; **Price** +12,000 gp; **Weight** -**Description**

If this implement is used to cast a spell which is a ranged attack or ranged touch attack from a sphere to which it applies its enhancement bonus, the caster does not take the standard -4 penalty for attacking an opponent engaged in melee.

**Construction Requirements**

Craft Implement of Power

**Wand Chambered****Aura** faint Enhancement; **CL** 5**Slot** implement; **Price** +1,000 gp; **Weight** -**Description**

This implement may absorb a single wand of a sphere to which its enhancement bonus applies as a standard action. The wand may also be removed as a standard action. While absorbed, the implement's wielder is treated as wielding this wand and the implement's enhancement bonus applies to the wand's caster level. This only applies to implements that are wielded; pieces of equipment or slotless items given implement enchantments cannot gain this benefit.

**Construction Requirements**

Craft Implement of Power

**Weapon Special Abilities****Blood Dowsing****Aura** faint Divination; **CL** 5**Slot** weapon; **Price** +6,000 gp; **Weight** -**Description**

This weapon special ability may be applied to any melee weapon. Whenever a blood dowsing weapon is used to deal damage to a creature, as a free action the wielder may attune the weapon to the damaged creature. A willing creature can be attuned by using the weapon to inflict 1 point of damage on themselves. Once attuned, the wielder can spend a full-round action to have the weapon point in the direction of the attuned creature. This effect has a range of 1 mile per point of enhancement bonus of the weapon. A blood dowsing weapon may be attuned to a number of creatures equal to its enhancement bonus; if the wielder attempts to attune additional creatures beyond this limit, he may choose which previously attuned creature to become unattuned. This is a (divine) effect but is not blocked by wood or stone, though is still blocked by lead.

Any creature that wields the weapon becomes aware of the creature type and age of any attuned creatures as well as how long ago they were attuned, but not any further information.

**Construction Requirements**Smith Magical Weapons and Armor, Divination Sphere, Dowsing; **Price** +3,000 gp**Dimensional****Aura** faint Warp; **CL** 5**Slot** weapon; **Price** +4 bonus; **Weight** -**Description**

A dimensional weapon warps space, allowing it to slash through two places at once. Whenever a dimensional weapon is used to make an attack action, it can issue the same attack against another creature standing within 5 ft. of the intended target; attack rolls are applied to both targets, though damage is rolled separately.

**Construction Requirements**

Smith Magical Weapons and Armor, Warp Sphere, Quick Teleport

## Hungry

**Aura** faint Alteration; **CL** 5

**Slot** weapon; **Price** +1 bonus; **Weight** -

### Description

This enchantment can only be placed on a melee weapon or a piece of ammunition. A hungry weapon has been enchanted with a mouth; when this weapon strikes a target, the weapon bites and tears its flesh. A hungry weapon deals bludgeoning, piercing, and slashing damage. Additionally, the hungry weapon can roar and snarl, granting the wielder of the hungry weapon a circumstance bonus to Intimidate checks equal to the enhancement bonus of the hungry weapon.

### Construction Requirements

Smith Magical Weapons and Armor, Alteration Sphere, Object Transformation

## Sail Torch

**Aura** faint Destruction; **CL** 5

**Slot** weapon; **Price** +500 gp; **Weight** -

### Description

This enchantment makes siege weapon ammunition more effective against sails and rigging, creating a burst of flame upon striking its target to ignite what it does not tear apart. This enchantment may be applied to a single piece of siege weapon ammunition. Upon striking a target the ammunition releases a burst of flame, which deals 3d6 fire damage in a 15 ft. burst. Any creature or object that takes damage must make a DC 12 Reflex save or catch fire, taking 1d6 fire damage per round. This fire damage ignores the hardness of normal sails and rigging.

### Construction Requirements

Distill Compound, Destruction sphere, Explosive Orb, Fire Blast; **Price** +250 gp



## Chapter 2

# Player Options

## Feats

### Armorist Training

**Prerequisites:** One or more of the following class features: arcane pool, divine bond, sacred armor, sacred weapon.

**Benefit:** You may add all the special abilities from the list of special abilities an armorist may add to their summon and bound weapons to the list of special abilities your weapons or armor may possess. When you add weapon special abilities to a weapon using your arcane pool, divine bond, or sacred weapon ability, you may choose from the special abilities an armorist has access to. Similarly, when you add special abilities to armor using your sacred armor ability, you may choose armor special abilities an armorist has access to.

### Armorist Trick

**Prerequisites:** One or more of the following class features: arcane pool, divine bond, sacred armor, sacred weapon.

**Benefit:** You may choose an armorist's arsenal trick that allows you to add special special abilities to the list of special abilities your weapons or armor may possess. Treat your class level as your armorist level when meeting the prerequisites for this armorist trick. When you add weapon special abilities to a weapon using your arcane pool, divine bond, or sacred weapon ability, you may choose from the special abilities provided by the trick. Similarly, when you add special abilities to armor using your sacred armor ability, you may choose armor special abilities provided by the trick. You may take this feat more than once. Each time you do, choose a different arsenal trick, or an arsenal trick that can be taken more than once.

### Grenade Master

**Benefit:** When determining the save DC of an explosive or splash weapons such as a potion, oil, alchemical weapon, or dust you are activating, you may add your casting ability modifier (or Intelligence modifier, if you do not possess the casting class feature) to the save DC. This only applies to explosives and splash weapons that do not already add an ability modifier to the DC (so while it would apply to alchemical weapons, it would not apply to an Alchemist's bomb class feature).

### Prepare Consumable

**Prerequisites:** Caster level 1st.

**Benefit:** When you gain this feat, choose a sphere. You may create consumable magic items that rely on that sphere as if you had the Capture Spell and Distill Compound feats. If you possess the Capture Spell or Distill Compound feat as well, then you can make those items in a number of minutes equal to the number of hours it would have normally taken. You may choose this feat more than once. Each time you do, choose a different sphere.

### Item Mastery

**Prerequisites:** Caster level 10th.

**Benefit:** When determining the save DC of a magic item you activate that determines its power by the formulae  $10 + 1/2$  the item's caster level, you may add your casting ability modifier to the save DC. In addition, you may use your casting ability modifier for any sphere effects from any magic item you activate that require it (such as the Chameleon talent from the Light sphere).

### Versatile Crafter

**Prerequisites:** Any one item creation feat.

**Benefit:** When creating a magic item, you may create an item even if you lack the base sphere or don't have a high enough caster level or MSB. This increases the DC of the item creation check by +5 for each base sphere or individual caster level/point of MSB bypassed in this fashion.

### Wand Charger

**Prerequisites:** Craft Spell Engine, caster level 4th.

**Benefit:** When recharging a wand, you may spend a number of spell points not exceeding half your caster level, restoring an equal number of spell points to the wand. You may not exceed the wand's maximum charges this way. You may recharge a wand more than once a day with this ability, but the total transferred spell points cannot exceed half your caster level. Additionally, you may count your caster level as 4 higher when determining what wands you can recharge.

## Chapter 3

# Mundane Equipment

## Adventuring Gear

### Wand Bracer

**Price** 200 gp; **Weight** 1 lb.

This bracer consists of three cylinders as well as cords and springs for rapidly drawing and recovering them. One wand can be inserted into each tube as a full-round action. It can then be drawn as a swift action and returned to its slot as a move action. An arm wearing a wand bracer cannot be used to wield a shield of any kind. A wand bracer can be made with a DC 20 Craft (mechanical) check.

### Wand Buckler

**Price** 505 gp; **Weight** 6 lbs.

This wand bracer features a special mechanism for attaching a masterwork buckler (included in the price), but otherwise functions as a normal wand bracer. A wand buckler can be made with a DC 25 Craft (mechanical) check combined with a DC 20 Craft (armor) check. The buckler may be enchanted as usual.

## Alchemical Creations

### Arcanis Venenum

**Price** 3,000 gp; **Weight** ---

During cell transport of imprisoned spellcasters, guards may force-feed or contaminate the prisoner's food with this poison which, while odorless, tastes of mold spores and is the color of rust. In liquid, the substance dissolves leaving an oily residue that floats on its surface. Placing this toxin in steaming liquid such as hot tea or coffee will cause the toxin to lose its potency, having no effect if not ingested within 1 round of contaminating the hot beverage.

Caster levels drained from this poison may be restored by the Restore Soul talent from the Life sphere (healing 1d2 caster levels per casting), or completely healed by any ability that

removes energy drain (such as the Restore Mind and Body advanced talent from the Life sphere). Casters who have their caster level reduced to zero explicitly because of this poison are unable to cast any spells or use any sphere talents or abilities.

**Type** poison, ingested; **Save** Fortitude DC 17

**Frequency** 1/round for 6 rounds

**Effect** 1d6 caster levels drained; **Cure** 2 saves

### Alchemical Recipe

**Recipe\*** (1,500 Cold Iron + 500 Realgar + 300 Quicksilver)/Sublimation

**Craft DC** 17

**Time\*** 1 day

**Tools** retort

**Type** poison

### Manaphage Poison

*More commonly used by witchhunters and inquisitors, this poison has a mercurial appearance and seems to glow an eerie blue.*

**Price** 100 gp; **Weight** ---

Spell points lost explicitly from this poison recover at the same rate as ability damage, normally 1 spell point each day. Using sphere talents or abilities that heal or restore ability damage (such as the restore ability from the Life sphere) may also be used to recover spell points lost from this poison, recovering an equal number of spell points as ability damage that would be healed.

**Type** poison, injury; **Save** Fortitude DC 13

**Frequency** 1/round for 4 rounds

**Effect** 1 spell point lost; **Cure** 1 save

### Alchemical Recipe

**Recipe\*** (55 Cold Iron + 50 Phosphorous + 50 Quicksilver)/Congelation

**Craft DC** 13

**Time\*** 10 minutes

**Tools** alchemist's lab

**Type** poison

## Shifter's Bane

A bane of shapechangers, this toxin is often used by monster hunters and adventurers to weed out those with multiple forms.

**Price** 30 gp; **Weight** ---

Essentially harmless to those who are not shapechangers, this oily substance will disrupt a polymorph effect (such as a shapeshift ability from the Alteration sphere) as well as a lycanthrope's ability to assume animal or hybrid forms, suppressing it for no longer than 1 minute, after which time the toxin will wear off and any remaining duration (if any) will continue as normal. While under the effects of the toxin, polymorphing and lycanthrope shapeshifting is impossible.

**Type** poison, contact or ingested; Save Fortitude DC 15

Frequency 1/round for 1 minute.

**Effect** suppress polymorph effect; **Cure** 2 saves

### Alchemical Recipe

**Recipe\*** (10 Cold Iron + 10 Silver + 10 Wolfsbane)/Distillation

**Craft DC** 15

**Time\*** 1 day

**Tools** retort

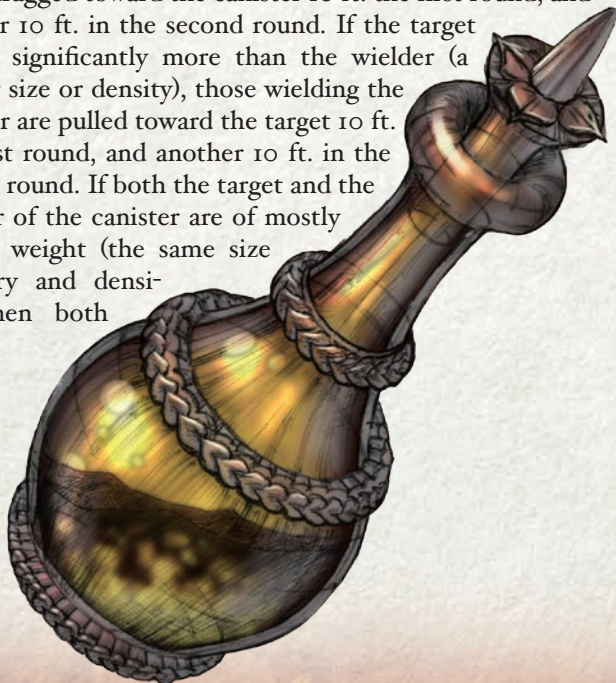
**Type** poison

## Vine-Tether Canister

A small wooden vessel, often carved similar to a totem. When the lid is released via a latch mechanism, a tough sticky substance bursts outward, and then suddenly retracts.

**Price** 100 gp; **Weight** 1 lbs.

This consumable alchemical device is often utilized for a variety of uses anywhere from tethering opponents to reaching hard to reach places. Those wielding the canister may activate it as a standard action, making a ranged touch attack against a target within 20 feet. If the target weighs significantly less than the wielder (creatures of smaller size or density), the target is dragged toward the canister 10 ft. the first round, and another 10 ft. in the second round. If the target weighs significantly more than the wielder (a greater size or density), those wielding the canister are pulled toward the target 10 ft. the first round, and another 10 ft. in the second round. If both the target and the wielder of the canister are of mostly similar weight (the same size category and density), then both



are pulled toward each other 5 ft. the first round, and another 5 ft. in the second round. After two rounds, the tether hardens and crumbles into dust. The tether has a hardness of 0, hit points of 2, and if severed will stop pulling the target and/or wielders of the canister. Teleporting while tethered will immediately break the tether.

### Alchemical Recipe

**Recipe\*** (5 Cytillish Spores + 45 Magnesium + 45 Urea)/Congelation

**Craft DC** 20

**Time\*** 10 minutes

**Tools** alchemist's lab

**Type** weapon

*\*Spontaneous Alchemy: Those utilizing the spontaneous alchemy variant crafting system found in Pathfinder Player Companion: Alchemy Manual, may utilize the recipe and crafting time listed for Alchemical Creations listed here. Players otherwise craft these using the crafting rules found in the Core Rulebook, pg 91-93.*

## Kits

### Kit, Windfell Academy

**Price** 30 gp; **Weight** 15 lbs

While not mandatory, most junior students receive in their acceptance letter a list of recommended items, most commonly referred to as the Windfell Academy Kit. GM's are encouraged to include other additional options to the kit, as they deem fit. This kit includes ink, an inkpen, a spell component pouch, scholar's outfit (3), parchment (50).

For an additional 10 gp, this kit may include any one of the following:

**Alchemical Focus:** iron pot

**Animal Focus:** cat, owl, or toad

**Arcane Focus:** ring, staff, or wand

**Artifice Focus:** artisan's tools

**Bardic Focus:** common musical instrument (2)

**Divine Focus:** holy symbol (iron)

**Plant Focus:** tiny planter

**Psionic Focus:** dull grey ioun stone

**Psychic Focus:** harrow deck or scrying mirror

**Scholar Focus:** blank formula book, ritual book, or spellbook

## Weapons

### Arrow, Vial

**Price** 5 gp; **Weight** 0.3 lb.

This arrow carries a small vial, large enough to carry a single dose of a contact poison, inhaled poison, formulae\*, liquid alchemical item, potion, oil, or dust. The vial is designed to shatter upon impact, releasing its content on or centered on the target. A vial arrow deals no weapon damage. Filling the vial requires a full-round action.

*\*Spheres of Might*

## Bolt, Vial

**Price** 5 gp; **Weight** 0.3 lb.

This crossbow bolt carries a small vial, large enough to carry a single dose of a contact poison, inhaled poison, formulae\*, liquid alchemical item, potion, oil, or dust. The vial is designed to shatter upon impact, releasing its content on or centered on the target. A vial bolt deals no weapon damage. Filling the vial requires a full-round action.

\**Spheres of Might*

## Injector Shot

**Price** 15 gp; **Weight** 0.1 lbs.

An injector shot is a special kind of alchemical cartridge often used by bounty hunters and others who wish to subdue targets while keeping them alive. An injector shot is designed to hold a dose of injury poison, and while most injury poisons can simply be applied to a shot like any other type of ammunition, an injector shot is designed to deliver the poison through injection; an injector shot deals nonlethal damage instead of lethal damage in addition to delivering the poison. Filling an injector shot requires a full-round action.

## Shatter Shot

**Price** 15 gp; **Weight** 0.1 lbs.

A shatter shot is a special type of alchemical cartridge designed to hold a single dose of a contact poison, inhaled poison, formulae\*, liquid alchemical item, potion, oil, or dust. The shatter shot is designed to shatter upon impact, releasing its content on or centered on the target. A shatter shot deals no weapon damage. Filling the vial requires a full-round action.

## Splatter Shot

**Price** 25 gp; **Weight** -

A splatter shot is a special type of alchemical cartridge designed for firearms with the scatter weapon quality. A splatter shot is designed to hold 2 doses of a contact or injury poison; if only loaded with one dose or a dose from 2 different poisons, it is ineffective. When fired, every target damaged by the scatter shot are also affected by the included poison. Filling a splatter shot requires a full-round action.

# Ritual Books

## Diary of a Conspiracy Theorist (Divination)

**Aura** faint Divination; **CL** 4

**Slot** none; **Price** 240 gp; **Weight** 1.5 lb

### Description

This tattered book has a cover made from a thin sheet of lead and contains the ramblings of a thaumaturge who went insane, insisting that an unknown entity was out to get them. A number of similar ritual books have turned up each written by a different hand telling their own personal fall and descent into madness.

### Rituals

- 0—detect poison, guidance
- 1st—detect thoughts
- 2nd—augury

## Construction Requirements

Craft Rituals, Ritual Caster feat, Divination sphere; **Cost** 60 gp.

## Grimoire of Nature's Wrath (Nature)

**Aura** overwhelming Nature; **CL** 18

**Slot** none; **Price** 13,520 gp; **Weight** 2 lb

### Description

This ritual book is usually hidden away by a Grand Archdruid, only to be removed when nature beckons for a life reset. Each copy of this tome is described different from the others, so while one may be stone tablets bound with vines, another might be a book of inscribed leaves.

### Rituals

4th—ice storm

7th—firestorm

8th—control plants, earthquake, repel metal or stone

9th—sympathy

### Construction Requirements

Craft Rituals, Ritual Caster feat, Nature sphere; **Cost** 3,380 gp.

## Novice Guide to Triage (Life)

**Aura** faint Life; **CL** 2

**Slot** none; **Price** 140 gp; **Weight** 1 lb

### Description

These bone-white books contain medical expertise on how to accurately sort the wounded, treat for shock, and bind bleeding wounds. Initially, these were handed out to soldiers by members of the White Lotus Cult, but distribution was eventually put to an end. Ironically, more patients had died by untrained novices when they spent minutes searching the books instead of binding the injured wounds, than those saved.

### Rituals

0—stabilize

1st—cure light wounds, deathwatch, remove fear

### Construction Requirements

Craft Rituals, Ritual Caster feat, Life sphere; **Cost** 35 gp.

## Primer of Catastrophic Weather (Weather)

**Aura** overwhelming Weather; **CL** 18

**Slot** none; **Price** 14,840 gp; **Weight** 2 lb

### Description

Usually bound in a charred cover, this ritual book has been used in the past to demolish entire metropolises. While possible that a rare copy or two may be locked away in the forbidden archives of the Whitecloud Monastery organization, it is loudly proclaimed illegal on grounds of suspected terrorism to be in possession of such books without proper documentation and permits.

### Rituals

7th—control weather, firestorm

8th—reverse gravity, sunburst, whirlwind

9th—storm of vengeance

### Construction Requirements

Craft Rituals, Ritual Caster feat, Weather sphere; **Cost** 3,710 gp.

### Rituals of Primordial Aspects (Nature)

**Aura** overwhelming Nature; **CL** 18

**Slot** none; **Price** 9,720 gp; **Weight** 1 lb

#### Description

This book's cover appears to be made from the skins of different elemental humanoids including ifrit, oread, sylph, and undine. The contents of its pages gives a detailed synopsis of each of the primordial planes, the denizens within, and how to bring them into being.

#### Rituals

**9th**—elemental swarm, shambler, summon nature's ally IX

### Construction Requirements

Craft Rituals, Ritual Caster feat, Nature sphere; **Cost** 2,430 gp.

### Some of Esoteric Research (Divination)

**Aura** faint Divination; **CL** 2

**Slot** none; **Price** 80 gp; **Weight** 1 lb

#### Description

It is not uncommon for a library established by the Blue Cowl organization to find a copy of this ritual book on its shelves. The ritual book usually has a blue leather cover with silver or grey stitching and embroidered lettering.

#### Rituals

**0**—detect magic, read magic

**1st**—identify

### Construction Requirements

Craft Rituals, Ritual Caster feat, Divination sphere; **Cost** 20 gp.

### Tome of Form Mastery (Alteration)

**Aura** overwhelming Alteration; **CL** 18

**Slot** none; **Price** 17,400 gp; **Weight** 1 lb

#### Description

The cover of this ritual book is aberrant and appears to change color periodically. Inside, the tome contains and incanter's notes on what she believes to be the ultimate transformation rituals.

#### Rituals

**7th**—greater polymorph, plant shape III

**8th**—animal shapes, form of the dragon III, form of the giant II, polymorph any object

**9th**—shapechange

### Construction Requirements

Craft Rituals, Ritual Caster feat, Alteration sphere; **Cost** 4,350 gp.

### Reminder: Buying and Selling Ritual Books

While ritual books have a cost to create, rituals also have a cost to research. Ritual books could easily be found as loot, but are not considered to have a market value in and of themselves. As such, while certain rare rituals or other special circumstances may provide exceptions, a player must buy ritual books at a price of 4x the cost to create the ritual book or sell their own ritual-casting services to rich clients, but will not find it possible to sell copies of their own ritual books.



## Chapter 4

# Magic Items

## Armor

### Doublet of the Elementalist

**Aura** moderate Destruction and Nature; **CL** 8th; **Slot** chest; **Price** 38,400 gp; **Weight** --

#### Description

This doublet is crafted from brown/grey wool, with mountain scenery embroidered on its back. It grants the wearer a +3 enhancement bonus to their caster level with both the Nature sphere and the Destruction sphere. Additionally, once per day the wearer can transform themselves into a tree; they can become up to 1 size larger or smaller and lose the ability to take any physical actions but can still think and observe the world around them. They gain hardness 5 and take half damage from energy attacks but gain no increased hit points. They can remain a tree for up to 8 hours at a time, but can return to their normal form as a move action; being a tree for 8 hours counts as resting for the purpose of regaining spell points and other benefits, although the tree-character remains conscious the entire time.

#### Construction Requirements

Craft Implement of Power, Craft Marvelous Item, Destruction sphere, Nature sphere; **Cost** 19,200 gp

### Friendly Scarves

**Aura** moderate enhancement; **CL** 6th; **Slot** armor; **Price** 18,300 gp; **Weight** 8 lbs.

#### Description

This set of +2 dancing scarves have been animated in such a way that they seem to blow in the wind even when no wind is present, granting the wearer half their armor bonus even on rounds when the wearer has not moved at least 10 feet. They

also add their enhancement bonus to Bluff checks made to feint in combat, which stacks with the circumstance bonus dancing scarves always grant.

Additionally, the wearer may use the scarves as a set of extra hands; the scarves cannot handle weapons or shields well enough to make attacks or provide bonuses, nor can they perform most skill checks or somatic casting components, but they can hold up to 2 hands-worth of items and can grab items within reach or retrieve small, stowed objects carried on the wearer as a swift action. Switching an item from the scarves to a free hand is a free action.

#### Construction Requirements

Craft Apparatus, Smith Magical Weapons and Armor, Enhancement sphere, Animate Object; **Cost** 10,300 gp

#### Dancing Scarves

Light Armor

**Cost** 150 gp; **Weight** 8 lbs.

**Armor Bonus** See text; **Max Dex Bonus** —; **Armor Check Penalty** 0

**Arcane Spell Failure Chance** —; **Speed** 30 ft./20 ft.

This set of colorful scarves is made of heavy silk and reinforced with leather straps.

As you move, they flutter and flow, obscuring your shape and protecting against enemy attacks. Dancing scarves provide no benefit while you are standing still. Whenever you move at least 10 ft. during your turn, you gain a +2 armor bonus to AC until the beginning of your next turn. Dancing scarves add their enhancement bonus to this armor bonus instead of providing a constant benefit; other magical enhancements (such as light fortification) apply whether or not you are moving. In addition, dancing scarves provide a +2 circumstance bonus on Bluff checks made to feint in combat.



## Weeping Demon

**Aura** strong Blood; **CL** 12

**Slot** armor; **Price** 76,180 gp; **Weight** 20 lbs.

### Description

The weeping demon is a +4 studded leather armor that bears the shape of a face on its front, as if the whole thing were crafted from the hide of an enormous demonic creature.

It is possible for the wearer of the weeping demon armor to feed blood to the demonic face on the front of the armor; if the wearer has scored a critical hit or dealt bleed damage to a target or is suffering bleed damage themselves, they can feed the blood on their weapon or from their bleeding body to the armor as a standard action, or they can cut themselves with a slashing or piercing weapon and feed it to the armor as a full-round action, dealing 1d4 damage to themselves in the process. Feeding blood to the armor consumes the blood; this ability can be used as often as the wearer desires, but only if they can produce new fresh blood for each use.

When the weeping demon is fed blood in this manner, it cries blood from its eyes and wails an otherworldly shriek for 12 rounds; stealth becomes all but impossible, and all living creatures who come within 60 ft. of the wearer (except for the wearer itself) must pass a DC 16 Fortitude save or begin to cry blood from their own eyes; They become blinded until the end of the armor's effect duration. Targets who come within 60 ft. of the target during their turn or begin their turn within this area must make this save, and creatures who pass their save or continue to remain within the affected area must make new saves on future rounds.

### Construction Requirements

Smith Magical Weapons and Armor, Blood sphere, Eye Bleed; **Cost** 38,180 gp.

## Potions

### Acorn of Pummeling Branches

**Aura** faint Nature; **CL** 3

**Slot** none; **Price** 450 gp; **Weight** -

### Description

This single acorn, when struck against a hard surface, will activate, instantaneously growing a Medium-sized oak tree. The oak tree, once grown, will proceed to attack any enemies of its creator as if under the effects of the Nature sphere ability pummel from the plantlife geomancing package for 3 rounds. The oak sapling has an AC of 8, hardness of 5, and 5 hit points, as well as a Strength score of 13, attack bonus of +4, and deals 1d6+1 bludgeoning damage with a reach of 5 feet.

### Construction Requirements

Distill Compound, Nature sphere, Grow Plants; **Cost** 225 gp

## Brew of the Dungeoneer

**Aura** faint Divination; **CL** 4

**Slot** none; **Price** 800 gp; **Weight** -

### Description

This milky grey substance has a musky smell and a taste of dirt and grime. Those that drink the potion gain a bonus of +2 to Disable Device and Perception skill checks related to traps, and the ability to disarm magical traps as if they possessed the trapfinding rogue class feature. The effects of the potion have a duration of 4 hours.

### Construction Requirements

Distill Compound, Divination sphere, See Hazard, Trapfinding; **Cost** 400 gp

## Crystal Grenade

**Aura** faint Destruction; **CL** 1

**Slot** none; **Price** 150 gp; **Weight** -

### Description

This grenade is considered a thrown splash weapon. It deals 1d4 piercing damage in an 10-ft. radius burst centered on the target. Any creature receiving damage must make a DC 10 Reflex save or become entangled and unable to move. The affected area becomes overgrown with crystal and counts as difficult terrain. Breaking free of the entangled condition is a move action, requiring either a Strength check or an Escape Artist check against the grenade's save DC. A target may also destroy the crystal on a square or creature by dealing 3 damage per caster level (normally CL 1) to the crystal. This removes the entangled condition from the creature and destroys the difficult terrain. The crystal disappears after 1 minute.

### Construction Requirements

Distill Compound, Destruction sphere, Explosive Orb, Crystal Blast; **Cost** 75 gp

## Elixir of Renewal

**Aura** faint Life and Enhancement; **CL** 1

**Slot** none; **Price** 250 gp; **Weight** -

### Description

This potion is much sought after not because of its power, but because of its legendary sweet taste which leaves the drinker euphoric afterward. Its low combustion temperature makes it unsuitable for use in baking, but it is often used to flavor the drinks of the very rich.

When a person drinks the elixir, they regain 2 spell points that can only increase their current spell point pool to a maximum of 4 (or up to their true maximum, if that is lower). Drinking the elixir also causes the drinker to be dazed for one round. A drinker can only benefit from this potion once per day.

### Construction Requirements

Distill Compound; Life Sphere, Enhancement Sphere, **Cost** 125 gp

## Elixir of Spell Cleansing, Greater

**Aura** moderate Life; **CL** 10

**Slot** none; **Price** 1,000 gp; **Weight** -

### Description

An emergency tool for removing enchantments in a hurry. When a person drinks the elixir, he may choose up to 3 ongoing magical effects affecting him. The elixir makes an magic skill check with an MSB of +10 to dispel the effects, as the Improved Counterspell feat.

### Construction Requirements

Distill Compound, Life Sphere, Break Enchantment; **Cost** 500 gp

## Elixir of Spell Cleansing, Lesser

**Aura** faint Life; **CL** 5

**Slot** none; **Price** 250 gp; **Weight** -

### Description

An emergency tool for removing enchantments in a hurry. When a person drinks the elixir, he may choose a single ongoing magical effect affecting him. The elixir makes an magic skill check with an MSB of +5 to dispel the effect, as the Counterspell feat.

### Construction Requirements

Distill Compound, Life Sphere, Break Enchantment; **Cost** 175 gp

## Incendiary Grenade

**Aura** faint Destruction; **CL** 5

**Slot** none; **Price** 1,000 gp; **Weight** -

### Description

This grenade is thrown as a thrown splash weapon. It deals 5d6 fire damage in a 15-ft. radius burst centered on the target. Any target or object that takes damage must succeed on a DC 12 Reflex save or catch on fire, taking 1d6 fire damage per round until extinguished or takes no damage for 2 consecutive rounds. Each round the target may make another Reflex save to attempt to extinguish the flames. Rolling on the ground or using a blanket to smother the flames (a full-round action) grants the target a +4 bonus to that round's saving throw.

### Construction Requirements

Distill Compound, Destruction sphere, Explosive Orb, Fire Blast; **Cost** 500 gp

## Infiltration Potion

**Aura** moderate Alteration; **CL** 6

**Slot** none; **Price** 900 gp; **Weight** -

### Description

This thick, mud-like slop is odorless and tasteless until prepared for consumption, which is done by adding a sample of a specific individual (usually a hair clipping). After adding the creature sample, the brew begins to bubble forth odors like unto the creature. Those that drink this potion will find themselves under the effects of the Alteration shapeshift ability modified by

the Perfect Imitation talent for 1 hour. However, if the sample added is not of a humanoid, they instead find themselves under the effects of the Alteration shapeshift ability with the form granted by the Anthropomorphic Transformation talent for 1 hour. In either case they acquire their choice of two traits from the Blank Form which they may apply to the shapeshift.

### Construction Requirements

Distill Compound, Alteration sphere, Perfect Imitation; **Cost** 450 gp

## Quintessential Oil

**Aura** faint Enhancement; **CL** 1

**Slot** none; **Price** 500 gp; **Weight** -

### Description

This is a thick, clear-ish oil that takes on a color when imbued with a sphere ability. Any sphere caster can imbue this oil with a sphere ability that affects a single creature. Doing so uses any spell points required. The next creature to touch the oil becomes subject to that effect. Imbuing the oil takes as long as using the sphere ability, and once imbued, the oil remains effective for 4 hours; if not used on a target before the time expires, the oil congeals and becomes useless.

The oil is thick enough and potent enough to be used as a contact poison, and may be applied to a weapon.

### Construction Requirements

Distill Compound; **Cost** 250 gp

## Stimulant of Sphere Focus

**Aura** faint Enhancement, moderate other (depends on the affected sphere); **CL** 3rd (+1), 6th (+2), 9th (+3), 12th (+4), 15th (+5)

**Slot** none; **Price** 100 gp (+1), 400 gp (+2), 900 gp (+3), 1,200 gp (+4), 1,500 gp (+5); **Weight** -

### Description

This thick, opaque brew comes in different swirling colors, the combination of which represents the specific sphere that it affects. The stimulant grants the drinker an enhancement bonus to the caster level of a specific sphere for one minute. The crafter must possess a caster level of at least 3x the enhancement bonus granted, and cannot exceed an enhancement bonus of +5.

### Construction Requirements

Distill Compound; **Cost** 50 gp (+1), 200 gp (+2), 450 gp (+3), 600 gp (+4), 750 gp (+5)

## Rings

### Ring of Clarity

**Aura** faint Mind; **CL** 5

**Slot** ring; **Price** 2,500 gp; **Weight** -

### Description

This crystal ring is actually somewhat difficult to see. A DC 20 Perception check is required to notice it on someone's finger. Once per day, it allows the wearer to take 10 on a concentration

check, even if they are threatened. When used, the ring turns opaque grey-pink until it is ready to be used again.

### Construction Requirements

Forge Charm; **Cost** 1,250 gp

## Ring of Skilled Casting

**Aura** faint Fate; **CL** 8

**Slot** ring; **Price** 30,000 gp; **Weight** -

### Description

This heavy brass ring is usually worn on the creature's middle (or largest) finger. Whenever the wearer casts a spell that uses a metamagic feat, they may reduce the cost of one metamagic feat by 1 spell point (minimum 0). Other metamagic cost-reducing abilities do not stack with this one.

### Construction Requirements

Forge Charm; **Cost** 15,000 gp

## Ring of Potential Realized

**Aura** strong Fate; **CL** 12

**Slot** ring; **Price** 75,000 gp; **Weight** -

### Description

This ring looks like a simple piece of common iron until slipped onto the finger. Once there, it transmutes to a beautiful ring of precious metal with rare stones that reflect light in impossible ways. Its appearance changing depending on who is wearing it. The ring remains inactive until worn for 24 hours, and remains inactive if the wearer is already wearing a similar ring.

When the wearer recovers spell points, the wearer gains additional spell points equal to their casting ability modifier. If the ring is taken off during the day, these points are lost (the bonus spell points from this ring are always the last points spent).

In addition, once per day the wearer can cast a spell that ignores all limitations placed on them by their casting traditions: a skilled caster does not need to make a check, a prepared caster can cast a spell spontaneously (giving up assigned spell points or other spells to do so), a focus caster can cast without their focus, and so forth.

### Construction Requirements

Forge Charm; **Cost** 37,500 gp

## Shields

### Shield of Blessings and Curses

**Aura** moderate Enhancement; **CL** 10

**Slot** shield; **Price** 2,659 gp; **Weight** 2 lbs.

### Description

The shield of blessings and curses is a +2 light steel shield that can resize itself for whatever creature is wearing it. Whenever the creature wearing the shield is missed by a physical attack by 3 or less (the AC bonus provided by the shield), the shield has blocked the attack and a random wild magic event happens. The character rolls using whichever source of wild magic the GM chooses to use, such as the universal chart from the Wild Magic handbook, a rod of wonder chart, or another source. However events are determined, the wearer of the shield is considered the caster and the striker of the shield is considered the intended target, if such things are important to the wild magic event created.

A character may create a wild magic effect by striking the shield himself or having an ally do so intentionally.

### Construction Requirements

Smith Magical Weapons and Armor, able to cast sphere effects with a wild magic chance; **Cost** 1,409 gp.

### Souleater

**Aura** moderate Death; **CL** 10

**Slot** shield; **Price** 68,000 gp; **Weight** -

### Description

Souleater is a +3 heavy wooden shield with the ghost touch special ability; indeed, the shield itself is weightless and transparent and appears to be ethereal, although it can be touched by corporeal hands without issue.

Whenever the bearer of souleater strikes a melee blow to a target that kills it (such as through a coup de grace), the target must pass a DC 17 Will save or have their soul become trapped within the shield. Only one soul can be trapped within the shield at a time; trapping another soul cause the first one to go free, returning it to the afterlife where it belongs.

The wearer of the shield can use the Summon Spirit advanced Death talent upon the soul trapped within the shield; this can be done at will and requires only a full-round action rather than an hour, and is always successful. The wearer of souleater can return the summoned soul to the shield or release it into the afterlife as a free action.



### Construction Requirements

Smith Magical Weapons and Armor, Creation sphere, Expanded Materials, Enhancement sphere; **Cost** 34,000 gp.

## Stopgap

**Aura** moderate Creation and Enhancement; **CL** 10

**Slot** shield; **Price** 10,170 gp; **Weight** 5 lbs.

### Description

Stopgap is a +2 heavy steel shield which can, upon command, grow to an increased size. The shield becomes a 10 ft. by 10 ft. wall that is 1 inch thick; if it is in a space where it cannot grow to its full size, then it grows to the largest size that it can, completely plugging the allotted space.

It is possible to use the shield's wall form to attack creatures in one of two ways; either by flattening them underneath the wall when it is created, or by attempting to trap them with the edge of the shield by pushing them against a wall when the shield grows to its full size and plugs the available space. In both cases any creatures within the affected area are allowed a DC 15 Reflex save to avoid being struck. If they fail they either become trapped by the shield's wall against another wall (unable to move but still able to act), or suffer 6d8 bludgeoning damage from the falling wall and become prone; they are trapped under the wall and cannot move, but can escape through a DC 20 Escape Artist check.

When the shield has grown into a wall, it is virtually immovable. It has 14 hardness and 25 hp, and a break DC of 28.

A creature must be wearing stopgap in order to grow or shrink the shield (a standard action either way). If the wearer removes the shield once it has been grown it remains in its wall form until someone straps the shield on and commands the shield to shrink. If the shield is broken while in wall form, it remains broken when returned to its shield form and cannot return to its wall form until repaired.

### Construction Requirements

Smith Magical Weapons and Armor, Creation sphere, Expanded Materials, Enhancement sphere; **Cost** 5,170 gp.

## Staves

### Staff of Great Control

**Aura** faint Conjunction and Death; **CL** 12th; **Slot** none; **Price** 32,000 gp; **Weight** --

### Description

The staff of great control is carved from cherrywood and is adorned with a perfectly-preserved human skull at the top. This staff grants the user a +2 enhancement bonus to caster level with the Conjunction and Death spheres. Enhancement bonuses to Conjunction and Death do not increase the strength of summoned companions or the maximum HD of undead you can reanimate, but will instead grant the enhancement bonus as a circumstance bonus to attack rolls and skill checks. In the case of the staff of great control, this bonus also applies to saving throws and damage rolls made by the wielder's conjured companions and controlled undead.

### Construction Requirements

Craft Implement of Power, Conjunction sphere, Death sphere, Time sphere; **Cost** 16,000 gp

## Staff of the Snide Servant

**Aura** moderate Conjunction; **CL** 9th; **Slot** none; **Price** 18,000 gp; **Weight** 5 lbs.

### Description

This +1 conjunction staff contains a single invisible servant inside it that can be summoned as a standard action. This servant has an indefinite duration, and can be called and dismissed (also a standard action) as much as desired. The servant is a companion from the Conjunction sphere with no (form) talents and indeed cannot gain any. The invisible servant will perform services for the wielder of the staff, but it refuses to fight and will dismiss itself if ever asked to perform any dangerous task (fighting, stealing, or other such behaviors). Additionally, the invisible servant has a terrible attitude, and will subtly mock and insult the wielder of the staff at every opportunity.

### Construction Requirements

Craft Implement of Power, Conjunction sphere, Illusion sphere, Invisibility; **Cost** 9,000 gp

## Master of Creative Arts

**Aura** strong Creation; **CL** 15th; **Slot** hands; **Price** 50,000 gp; **Weight** 0.5 lbs

### Description

The master of creative arts is a metallic glove-like object that covers the fingers with several rings attached to each other by chains. When worn, the glove functions as a +1 Creation staff, and grants the wearer the Forge and Exquisite Detail talents.

### Construction Requirements

Craft Implement of Power, Creation sphere, Exquisite Detail, Forge; **Cost** 25,000 gp

## Wands

### Dungeoneer's Box

**Aura** faint Divination; **CL** 8

**Slot** none; **Price** 16,000 gp; **Weight** 0.5 lbs.

### Description

This peculiar box has a small screen with a mechanical dial, which is powered by magic. This device may be activated by spending one of its two spell points, which will grant one of the following benefits, each of which have a duration of eight hours:

Grant those holding the device the ability to read magic, as per the Divination sphere ability.

Grant those holding the device a free Perception check to notice traps and hazards when they are within 10 ft. of them, be they mechanical (trip wires, dart throwers, etc.), magical (rune spells, sigils, etc.), or natural (quicksand, pit falls, etc.). This does not give the wielder insight into disabling such traps or hazards.

Grant those holding the device a +4 bonus to Disable Device and Perception checks related to traps. In addition, those holding the device may disable traps as a rogue.

#### Construction Requirements

Craft Wand, Divination sphere, See Hazard, Trapfinding; **Cost** 8,000 gp

### Wand of Cantrips

*The handle of this mahogany wand has the words "fortune favors the bold" engraved in sylvan.*

**Aura** faint Fallen Fey; **CL** 1st; **Slot** none; **Price** 500 gp; **Weight** 0.5 lbs.

#### Description

This wand creates random minor magical effects each time it is used, utilizing the Cantrips Wild Magic table from Wild Magic (or casts a random level 0 spell of the GM's choice). Alternatively, the wand's wielder may choose to spend 1 spell point from the wand to cast any level 0 spell (from any spell list).

#### Construction Requirements

Craft Wand, Cantrips feat; **Cost** 250 gp

### Wand of Mana Siphoning

*This elmwood wand has dwarven runes carved into the handle which translate to "mage anathema".*

**Aura** faint Destruction; **CL** 2nd; **Slot** none; **Price** 1,000 gp; **Weight** 0.5 lbs.

#### Description

This wand of Destruction lacks the base destructive blast ability of the Destruction sphere, but is enchanted with the Mana Siphon (blast type) talent which allows wielders of the wand to make a ranged touch attack dealing 1d4 nonlethal damage. Those hit with the ray must make a DC 11 Fortitude save or lose 1 spell point. Any spell points drained from a creature in this fashion are granted to the wand as temporary spell points which last for 2 rounds. Alternatively, the wand's wielder may choose to spend 1 spell point (or a temporary spell point) from the wand to increase the nonlethal damage from 1d4 to 2d4 damage.

#### Construction Requirements

Craft Wand, Destruction sphere, Mana Siphon; **Cost** 500 gp

### Wand of Troll's Vigor

*This ash wand is stained in troll's blood, which never seems to completely dry.*

**Aura** moderate Life; **CL** 8th; **Slot** none; **Price** 16,000 gp; **Weight** 0.5 lbs.

#### Description

This wand of Life lacks the restore ability of the Life sphere, but wielders of the wand may spend one of its four spell points to either instantaneously heal a touched target 1d8+8 hit points or grant a touched target fast healing 1 for eight minutes.

Alternatively, the wand may grant a target 8 temporary hit points (which may not exceed their maximum) for 1 hour, using the wand this way does not expend a spell point.

#### Construction Requirements

Craft Wand, Life sphere, Revitalize; **Cost** 8,000 gp

### Wand of Unerring Boulder

*This oak wand lacquered in xorn fat is adorned with a quartz handle, which glows as a candle while possessing a charge.*

**Aura** moderate Destruction; **CL** 6th; **Slot** none; **Price** 9,000 gp; **Weight** 0.5 lbs.

#### Description

This wand of Destruction deals 3d6 bludgeoning damage as a melee or ranged touch attack. The wand is also enchanted with the Guided Strike (blast shape) and Stone Blast (blast type) talents, and holds a single spell point any of which may be used to augment the destructive blast.

#### Construction Requirements

Craft Wand, Destruction sphere, Guided Strike, Stone Blast; **Cost** 4,500 gp

## Weapons

### Blade of the Inspiring Herald

*A fine steel blade with gold filigree inlaid at the handle bearing a crest from a noble house.*

**Aura** strong Mind; **CL** 14th; **Slot** none; **Price** 98,000 gp; **Weight** 4 lbs

#### Description

The blade of the inspiring herald is a +1 courageous rapier that also grants its user a +5 enhancement bonus to caster level with the Mind sphere.

#### Construction Requirements

Smith Magical Weapons and Armor, Craft Staff, Mind sphere; **Cost** 49,000 gp

#### Courageous

**Price** +1 bonus; **Aura** faint Mind; **CL** 3rd; **Weight** —

#### Description

This special ability can only be added to a melee weapon.

A courageous weapon fortifies the wielder's courage and morale in battle. The wielder gains a morale bonus on saving throws against fear equal to the weapon's enhancement bonus. In addition, any morale bonus against fear the wielder gains from any other source is increased by half the weapon's enhancement bonus (minimum 1).

#### Construction Requirements

Craft Magic Arms and Armor, Mind; **Cost** +1 bonus

## Dragonbone Pistol

**Aura** moderate Enhancement; **CL** 10

**Slot** weapon; **Price** 33,300; **Weight** 4 lbs.

### Description

A dragonbone firearm is a +1 flaming pistol that appears to be mostly carved from a single piece of bone, with small pieces made of other bone fragments. Draconic runes are inscribed along its barrel, and a DC 20 Heal check will reveal that it is alive. In fact, if damaged or even destroyed, the weapon will regenerate in 1d6 hours.

A dragonbone pistol can be used to deliver sphere effects. The spell must have a single target, require an attack roll, and must have a range beyond touch, such as a destructive blast (Destruction sphere) or ghost strike (Death sphere). When used to deliver spells this way, an attack is made as part of the casting, and if it hits, the target takes the effects of the spell and of being hit with the firearm. The firearm must fire a single shot as part of the spell, the charge can not be held and used later. A critical hit does not change any damage the sphere ability might do.

A misfire with a dragonbone pistol causes the spell to be immediately lost. The enhancement bonus from a dragonbone pistol increases the caster level of a spell used with it in the same way a power staff would, and the bonus from a staff does not stack with the bonus from this weapon.

### Construction Requirements

Smith Magical Weapons and Armor, Enhancement sphere, Destruction sphere, Fire Blast; **Cost** 17,300 gp

## Ghost Grip Gauntlets

**Aura** moderate Death; **CL** 10

**Price** 30,304 gp; **Weight** 1 lb.

### Description

These +1 cold iron ghost touch gauntlets allow the wearer to ignore the immunity to tripping and grappling granted by the incorporeal property. The wearer may treat attacks made with these gloves as unarmed strikes if beneficial.

### Construction Requirements

Smith Magical Weapons and Armor; Warp sphere, **Price** 15,304 gp

# Wondrous Items

## Amulet of the Revealing Eye

**Aura** faint Divination and Light; **CL** 3

**Slot** neck; **Price** 10,800 gp; **Weight** -;

### Description

Three times per day, you may activate this amulet as a standard action. Doing so produces a 60-ft. cone of bright light for 3 rounds that reveals all hidden creatures and objects as well as anything expressly designed to be hidden. Creatures and objects lose all the benefits of invisibility for as long as they are within the area of bright light. Hidden objects include secret

doors, hidden caches, and secret compartments. Not only does this detect the presence of such secrets, but it also gives you knowledge of their trigger mechanisms. This only detects doors, passages, and openings specifically designed to avoid detection. The orientation of the cone may be changed once per turn as a free action.

### Construction Requirements

Craft Marvelous Item; Light sphere, Divination sphere, **Cost** 5,400 gp

## Animate Wand Bracers

**Aura** faint Enhancement and Mind; **CL** 5

**Slot** wrist; **Price** 4,200 gp; **Weight** 1 lbs.

### Description

While this appears to be a normal wand bracer (see Section 4), it has been animated to perform its duties automatically, responding to mental signals from their wearer. Drawing and stowing wands from this bracer is a free action that can be performed even when it is not your turn.

### Construction Requirements

Craft Apparatus, Enhancement sphere, Animate Object, Mind sphere, Read Mind; **Cost** 2,200 gp.

## Arcane Orrery

**Aura** moderate Illusion; **CL** 10

**Slot** none; **Price** 10,000 gp; **Weight** 5

### Description

This small leather case can be opened to reveal illusory floating spheres orbiting each other in an indiscernible pattern, tied together with magical texts flowing and shifting, describing their relationships to each other. Setting up the arcane orrery is a standard action. Using it while researching a new ritual or spellcrafting a new spell grants a +5 insight bonus on Spellcraft checks to create the ritual or spell.

### Construction Requirements

Craft Apparatus, Craft Ritual or Spellcrafting feats; **Cost** 5,000 gp.

## Bonded Notebooks

**Aura** faint Divination; **CL** 5

**Slot** none; **Price** 5,000 gp; **Weight** 2 lbs (set)

### Description

A set of two identical leather-bound books of modest size, permanently linked to each other when created. Whatever is written in one book instantaneously appears on the corresponding page of the other, so long as they are on the same plane. Each page can hold up to 100 words and each book contains 50 pages. The backs and fronts of pages can be written on. A bonded notebook cannot be fitted with new pages; once the space inside has been used, the bonded notebooks become virtually worthless.

### Construction Requirements

Craft Apparatus; Divination sphere, **Cost** 2,500 gp

## Bonded Quills

**Aura** faint Creation and Divination; **CL** 5

**Slot** none; **Price** 5,000 gp; **Weight** -

### Description

These feather quills come in pairs. Each quill functions as a quill of endless ink. When both are held by a willing creature, any writing produced by one quill is instantly reproduced by the other, so long as both are on the same plane. A creature holding one quill is always aware if the other quill is being held by a willing creature, though no other information about that creature is gained. This cannot be used to create two copies at once of a scroll, spellbook, or other magical writing.

### Construction Requirements

Craft Apparatus, Creation sphere, Divination sphere; **Cost** 2,500 gp

## Divine Symbol

**Aura** faint Fate; **CL** 1st

**Slot** holy symbol; **Price** 500 gp; **Weight** -

### Description

A divine symbol is a holy symbol that is especially attuned to 4-5 domains of a particular deity. To activate the divine symbol, the user must possess two or more of the attuned domains and expend a use of channel energy. Activating the channel focus will grant a +1 profane or sacred bonus to caster level to the spheres matching the attuned domains for 1 hour. Deities that channel positive energy grant sacred bonuses, while those that channel negative energy grant profane bonuses. Deities that can channel both or either or types of energy have their divine symbol's bonus type chosen when it is created.

### Construction Requirements

Forge Charm, channel energy; **Cost** +250 gp

GMs who want to randomly generate a divine symbol may utilize the table below. This table is based upon the deities of the Skybourne campaign setting; GMs not using Skybourne may rename the following deities or substitute their own.

## Deities of Skybourne

### The Gods

<i>d8</i>	<i>Name</i>	<i>Domains</i>	<i>Spheres</i>
1	Espen	Community, Good, Knowledge, Law, Protection	Divination, Fate, Protection
2	Gewen	Animal, Chaos, Charm, Healing, Plant	Alteration, Fate, Life, Mind, Nature (plantlife)
3	Noresche	Artifice, Earth, Knowledge, Luck, Madness	Creation, Fate, Nature (metal)

4	Quincedes	Animal, Chaos, Liberation, Repose, Trickery	Alteration, Death, Fate, Mind, Nature (spirit)
5	Saint Baradas	Chaos, Destruction, Glory, Good, Strength	Destruction, Enhancement, Fate
6	Saint Jarron	Glory, Good, Law, Nobility, War	Fate, Light, War
7	Tarrum	Artifice, Community, Law, Nobility, Travel	Creation, Protection, Warp
8	Teilum	Charm, Liberation, Luck, Travel, Trickery.	Fate, Mind, Warp

### The Fiends

<i>d8</i>	<i>Name</i>	<i>Domains</i>	<i>Spheres</i>
1	Anatakra	Artifice, Death, Healing, Magic, Rune	Creation, Death, Life
2	Aushet	Darkness, Death, Destruction, Luck, Trickery	Dark, Death, Destruction, Fate
3	Dagorath	Chaos, Destruction, Evil, Fire, Strength	Destruction, Enhancement, Fate, Nature (fire)
4	Domina	Charm, Evil, Law, Madness, Trickery	Fate, Illusion, Mind
5	Namoosh	Community, Evil, Law, Travel, Trickery	Fate, Illusion, Protection, Warp
6	Quibareth	Chaos, Destruction, Evil, Madness, Plant	Destruction, Fate, Mind, Nature (plantlife)
7	Rivshe	Chaos, Destruction, Evil, Madness, Protection	Destruction, Fate, Mind, Protection
8	Violesh	Evil, Law, Magic, Nobility, Rune	Divination, Enhancement, Fate, War

### The Primordials

<i>d6</i>	<i>Name</i>	<i>Domains</i>	<i>Spheres</i>
1	Frost Father	Air, Animal, Strength, Water, Weather	Alteration, Enhancement, Nature (air and water), Weather
2	Gaios	Animal, Earth, Plant, Repose, War	Alteration, Life, Nature (earth and plantlife), War

3	Lady Alura	Darkness, Knowledge, Luck, Madness, Magic	Dark, Divination, Fate, Mind
4	Lord Kraios	Knowledge, Luck, Magic, Rune, Sun	Divination, Enhancement, Fate, Light
5	Mother Maedra	Community, Darkness, Death, Repose, Water	Dark, Death, Life, Nature (water), Protection
6	Vuulm	Artifice, Destruction, Earth, Fire, Protection	Creation, Destruction, Nature (earth and fire), Protection

### The Fey Lords

d3	Name	Domains	Spheres
1	Mab	Charm, Darkness, Evil, Madness, Trickery	Dark, Fate, Mind
2	Oberon	Glory, Luck, Nobility, Protection, Sun	Enhancement, Fate, Light, Protection, War
3	The Fates	Chaos, Evil, Good, Law, Luck	Fate

### The Philosophies

d2	Name	Domains	Spheres
1	The Way	Community, Knowledge, Law, Protection	Divination, Fate, Protection
2	7th Sphere	Animal, Chaos, Plant, Strength	Alteration, Enhancement, Fate, Nature (plantlife)

## Entropic Gloves

**Aura** moderate Destruction; **CL** 12

**Slot** hands; **Price** 60,000 gp; **Weight** -

### Description

Once per round, when you use a sphere ability that deals hit point damage, you do an extra point of damage per caster level. This is a free action.

### Construction Requirements

Craft Marvelous Item, Destruction sphere; **Cost** 30,000 gp

## Field Researcher's Lenses

**Aura** faint Divination and Destruction; **CL** 10

**Slot** eyes; **Price** 15,000 gp; **Weight** -

### Description

These glasses are sturdier than they look, and stay unnaturally clean as grime slides off them. When worn by someone with

the studied strike class feature (such as an investigator), the damage from his or her studied strike increases by 1d6. In addition, whenever they make a studied strike, they may spend a spell point to double the number of dice rolled.

### Construction Requirements

Craft Apparatus; **Cost** 7,500 gp

## Goggles of Magic Sight

**Aura** faint Divination; **CL** 1th

**Slot** eyes; **Price** 1,200 gp; **Weight** 1 lb.

### Description

This goggles look like simple goggles used by fliers, but closer inspection reveals that the glasses can be rotated. Moving both glasses to the right position provides the effects of the standard divine effect of the Divination sphere. The effect persists until the user ceases concentration, after which both glasses snap back to their original position. These goggles can be used 3 times per day.

### Construction Requirements

Craft Marvelous Item, Divination sphere; **Cost** 600 gp

## Gloves of the Trickster

*These fingerless white leather gloves are usually are form fitting, and slip with ease.*

**Aura** faint Illusion and Telekinesis; **CL** 8th; **Slot** hands; **Price** 20,000 gp; **Weight** --

### Description

These leather gloves work best when used together as a set. While worn separately, they grant the wearer either a +1 enhancement bonus to caster level with either the Illusion or Telekinesis spheres (chosen at random each time they put the glove on). If both are worn by the same creature however, they grant a +2 enhancement bonus to caster level with both the Illusion and Telekinesis spheres. Gloves of the tricksters are crafted as a set, and are thus only bought and sold in pairs.

### Construction Requirements

Craft Implement of Power, Illusion sphere, Telekinesis sphere; **Cost** 10,000 gp

## Origami Charm

**Aura** faint Enhancement; **CL** 1

**Slot** none; **Price** 75; **Weight** -

### Description

A sheet of parchment of assorted colors that requires a Craft (origami) check DC 15 to use as a full-round action. If successful, the crafted origami becomes an awakened Diminutive animated object for 1 hour, utilizing the stat-block provided below. If the Craft check was unsuccessful or the animated object is destroyed before the duration expires, the wondrous item is consumed and drained of all magical power becoming nothing more than a pile of paper confetti. If the duration expires before the animated object is destroyed, the origami reverts back to a sheet of parchment and may be used again.



## Special

Characters with the Object Familiar feat may select origami charm as their familiar instead of a Tiny animated object. Origami charms who are made into familiars are not consumed by an unsuccessful Craft (origami) check, but rather become inert for 24 hours or until the character regains their spell pool (whichever comes first), at which time the character regains the ability to reanimate the origami charm.

## Construction Requirements

Craft Marvelous Item; Enhancement sphere; **Cost** 37 gp, 5sp

## ORIGAMI CHARM (CR 1/8)

### XP 50

N Diminutive construct

**Init** +3, **Senses** darkvision 60 ft., low-light vision; Perception +0

### DEFENSE

**AC** 19, touch 17, flat-footed 12 (+3 Dex, +2 natural, +4 size)

**hp** 2 (1d10)

**Fort** +0, **Ref** +3, **Will** +0

**Defensive Abilities** hardness 0, **Immune** construct traits, **Weakness** fire vulnerability

### OFFENSE

**Speed** 10 ft.

**Melee** slam (1d1-3)

**Space** 1 ft., **Reach** 0 ft.

### STATISTICS

**Str** 4, **Dex** 16, **Con** --, **Int** --, **Wis** 11, **Cha** 11

**Base Atk** +1, **CMB** -6, **CMD** 7

**Languages** Common

**SQ** 3 construction points (+2 from flaws)

### SPECIAL ABILITIES

#### Construction Flaws (Ex)

*Cloth (+1 CP)* The origami charm is made of cloth-like parchment decreasing its hardness by 5.

*Flammable (+1 CP)* The origami charm has vulnerability to fire.

#### Familiar

If the origami charm is a familiar, it may change out its construction points by making a Craft (origami) check DC 15 + 1 per construction point changed. Flaws may not be changed or traded out with others.

### ECOLOGY

**Environment** urban

**Organization** solitary

**Treasure** none

## Primordial Clay

**Aura** faint Creation; **CL** 5

**Slot** wondrous; **Price** 150 gp per pound; **Weight** 1 pound

### Description

This substance has a light gray color and is frequently found in hardened balls. Characters with the Creation sphere quickly recognize what it is. Primordial clay is extremely easy to manipulate with magic, and a sphere caster can use it in concert with their Creation sphere abilities. Whenever the sphere caster creates an object with weight equal to or less than the amount of primordial clay they possess (and wish to use), they may use the clay, forming it into whatever they wish to create. The clay changes shape and even changes what type of matter it is - it can become any material the caster can manipulate, but it can not transform into anything biologically reactive or chemically explosive (like alchemical components or food) or any form of gemstone. When the caster uses the clay this way, it retains its shape indefinitely, or until they use it again.

It is trivial for a Creation caster to transform the clay into something wearable, so it's always a free action to draw the clay into their hand.

### Construction Requirements

Craft Apparatus; **Cost** 75 gp per pound

## Quill of Endless Ink

**Aura** faint Creation; **CL** 1

**Slot** none; **Price** 80 gp; **Weight** -

### Description

This feather quill is perpetually supplied with ink, creating enough to write continuously, though never dripping. The quill usually comes with a small metal carrying case capable of safely holding up to three quills. Some quills are creating with special inks; 5 vials of the special ink are consumed in the process of crafting a quill with a special ink. Each quill can only use one type of ink.

### Construction Requirements

Craft Apparatus, Creation sphere; **Cost** 40 gp

## Rod of Spell Disruption

**Aura** faint universal; **CL** 5

**Slot** none; **Price** 10,000 gp; **Weight** 8 lbs.

### Description

The length of this cold iron rod is covered in intricate runes. The wielder of this rod may attempt to dispel an ongoing magical effect within 150 ft. as per the Counterspell feat. The rod possesses an MSB of +5. This rod may also be used as a readied action to counterspell an effect per the same feat. This rod may be improved, increasing its MSB by +1 for every 2,000 additional gp spent (1,000 gp additional cost when crafting), but its MSB cannot exceed that of the creature crafting or improving it.

### Construction Requirements

Craft Apparatus, Creation sphere; **Cost** 5,000 gp

## Shackles of the Unbroken Circle

**Aura** moderate Mind; **CL** 10

**Slot** none; **Price** 4,015 gp; **Weight** 2 lbs.

### Description

These mithril manacles bear intricate, ever-shifting magical runes arranged into impossibly complex knot-work. While they can be used as mundane mithril manacles, their true value is far greater. When multiple creatures with sphere casting ability are cuffed together in a circle (requiring one set of shackles per individual) and at least one possesses the Circle Casting feat, all creatures in the circle are treated as having the Circle Casting feat until the circle is broken. All creatures wearing the shackles gain the entangled condition, though this entanglement does not apply to any checks made as part of casting. Any creature that does not have the Circle Casting feat only counts as half a creature for determining the caster level bonus available from the feat. Creatures without casting ability in the circle prevent its completion and no benefit is gained until they are removed. A creature may don or remove the shackles as a standard action. No creature can move more than 5 ft. from the creatures adjacent to it in the circle.

### Construction Requirements

Craft Apparatus, Circle Casting feat; **Cost** 3,015 gp

## Steel Idol

**Aura** faint Enhancement; **CL** 5

**Slot** none; **Price** 15,000 gp; **Weight** 1 lbs.

### Description

This small, metal sculpture is about the same size as a holy symbol, and can be mistaken for such. Any caster who can create sphere effects that cover an area can attach the area of effect to the idol if he is touching it. The resulting area moves with the idol. The caster can not concentrate on an area attached to a steel idol, and an area of effect can not be attached to the idol while another area of effect ability is already attached to it.

### Construction Requirements

Craft Apparatus; Enhancement sphere; **Cost** 7,500 gp

## Talisman of Lead

**Aura** faint Death; **CL** 5

**Slot** none; **Price** 6,000 gp; **Weight** -

### Description

The ashes of a great sage or wise man have been stored in this bauble, allowing a character with the bound nexus class feature to consult with the soul. As a full-round action, the character may telepathically speak to the soul within, and gain a +2 insight bonus to any Knowledge check made that round. In addition, the soul may be expended as any other soul in the character's bound nexus. The soul becomes available again 24 hours later. During that time, the character can not consult with the soul (as it is absent).

### Construction Requirements

Craft Apparatus; **Cost** 3,000 gp

## White Lotus Seal

**Aura** faint Death; **CL** 2

**Slot** none; **Price** 1,600 gp; **Weight** -

### Description

This strip of parchment has transcribed on it various verses of scripture laid out in pentacle form. The white lotus seal has been alchemically treated to work equally well against incorporeal as well as corporeal undead. In place of an attack, the character may make a melee touch attack against an undead creature placing the white lotus seal upon them. Undead who have the seal attached to them must make a Will save DC 10 + character's Total PA (TPA) within the White Lotus Cult\* (minimum 1). Undead who fail their save become helpless until attacked or the seal is removed as a move action.

### Construction Requirements

Craft Wondrous Item, Death sphere, Command Undead; **Cost** 800 gp

*\*The White Lotus Cult is an organization discussed in Spheres of Power. This organization can be replaced by any similar organization found within the campaign world.*



## Chapter 5

# Special Magic Items

## Scaling Armor

### Aegis of Sakura

**Price** 2,500 gp; **Slot** none; **CL** 2nd; **Weight** 20 lb.; **Aura** moderate Nature; **Scaling** wonder

This set of light armor appears to be a +1 *\*\*greenwood\*\* leaf armor* made from the animated living wood and leaves of the cherry tree. Each spring, the *aegis of sakura* becomes alive with beautiful cherry blossoms.

**5th Level – 3,500 gp:** The armor also grants whoever wears it access to the Nature (plantlife) sphere (which the wearer may cast at CL 2). In addition, like a wand, the suit also provides a single temporary spell point which must be recharged. This spell point may only be used to power any sphere talents or abilities which the *aegis of sakura* provides.

**7th Level – 6,500 gp:** Any sphere talent or ability which the *aegis of sakura* provides is now cast at CL 4. In addition to the Nature (plantlife) sphere, the wearer is also granted access to the \*Barkskin talent.

**9th Level – 14,500 gp:** The *aegis of sakura* becomes a +1 *light fortification greenwood leaf armor*. In addition to the Nature (plantlife) sphere and \*Barkskin talent (which the wearer may cast at CL 6), the armor now provides two temporary spell points which must be recharged after use.

**12th Level – 35,500 gp:** The *aegis of sakura* becomes a +2 *light fortification greenwood leaf armor*. In addition to the Nature (plantlife) sphere and \*Barkskin talent, the armor now provides access to both the Alteration sphere and the Plant Transformation talent, which are cast at CL 10.

**14th Level – 66,500 gp:** The *aegis of sakura* becomes a +1 *moderate fortification greenwood leaf armor*. The armor grants access to the Alteration sphere, the Plant Transformation talent, the

Nature (plantlife) sphere, \*Barkskin and Grow Plants talents (which the wearer may cast at CL 13). In addition, the armor now provides three temporary spell points which must be recharged after use.

**16th Level – 71,000 gp:** The *aegis of sakura* becomes a +1 *heavy fortification greenwood leaf armor*. The armor grants access to the Alteration sphere, the Plant Transformation talent, the Nature (plantlife) sphere, \*Barkskin and Grow Plants talents (which the wearer may cast at CL 16). In addition, the armor now provides four temporary spell points which must be recharged after use.

**18th Level – 146,500 gp:** The *aegis of sakura* becomes a +3 *heavy fortification greenwood leaf armor*. The armor grants access to the Alteration sphere, the Plant Transformation talent, the Nature (plantlife) sphere, \*Barkskin and Grow Plants talents (which the wearer may cast at CL 18). In addition, the armor now provides five temporary spell points which must be recharged.

**20th Level – 238,250 gp:** The *aegis of sakura* becomes a +5 *heavy fortification greenwood leaf armor*. The armor grants access to the Alteration sphere, the Plant Transformation talent, the Nature (plantlife) sphere, \*Barkskin, Grow Plants, and \*Rejuvenation talents (which the wearer may cast at CL 20). The armor now provides five temporary spell points which must be recharged. In addition three times per day you may cast any of the sphere talents or abilities granted by the *aegis of sakura* as if they were extended as though using the Extend Spell feat. This does not increase the casting time or spell point expenditure.

### Construction Requirements

**Cost** 119,125 gp; **Feats** Smith Magical Weapons and Armor; **Spells** Alteration sphere, Nature sphere

*\*Talent published in the Geomancer's Handbook, © 2015, Drop Dead Studios LLC*

Name	Cost	AC Bonus	Max Dex	ACP	Arcane Spell Failure Chance	Speed		Weight
						30 ft.	20 ft.	
Leaf armor	500	+3	+5	0	15%	30 ft.	20 ft.	20 lbs.

\*\*\*Published in Pathfinder Campaign Setting: The Inner Sea World Guide. © 2011, Paizo Publishing, LLC

### Special Material: Greenwood

HP/inch as wood; Hardness as wood; Cost To determine the price of a greenwood item, use the original weight but add 50 gp per pound to the price of a masterwork version of that item. Items made from darkwood cannot be made into greenwood.

#### Description

The secret of greenwood lies in its harvesting. Each length is taken, with leaves still attached, from a tree animated by a treant and cut with care to avoid the death of the tree. A dryad then speaks to and shapes the wood, coaxing the living green of the leaves into the grain of the wood itself. The resulting wood remains alive as long as it is doused with at least one gallon of water (plus 1 gallon for every 10 pounds of the item's weight) once per week and allowed to rest for an hour in contact with fertile soil. Any wooden or mostly wooden item (such as a bow or spear) made from greenwood is considered a masterwork item. Items not normally made of wood or only partially of wood (such as a battleaxe or a mace) either cannot be made from greenwood or do not gain any special benefit from being made of greenwood. When damp and in contact with fertile soil, living greenwood heals damage to itself at a rate of 1 hit point per hour, even repairing breaks and regrowing missing pieces. If the weapon has the broken condition, it is repaired during the first hour of contact with fertile soil. Greenwood items take only one-quarter damage from fire.

Greenwood can be altered or enhanced with wood-shaping magic such as ironwood, shape wood, and warp wood. The duration of any such effect on a greenwood item is doubled.

\*\*Published in Pathfinder Roleplaying Game Ultimate Equipment © 2012, Paizo Publishing, LLC

## Windfell Academy Uniform

**Price** 10 gp; **Slot** body; **CL** 1st; **Weight** --; **Aura** faint Creation and Divination; **Scaling** bauble

This woolen scholar's outfit is true blue in color, and shifts in length and shape depending upon who attempts to don it so to best accommodate the creature's anatomy. For example, a fenghaung may find it transform into a vest of sorts that will not impede its flight, whereas if an awakened serpent were to don the outfit, it would become a form fitting tube. As the outfit becomes attuned to the wearer over the passage of time, the outfit begins to make slight alterations such as changing the robe's color, texture, etc. to better match the form and disposition of its owner.

**5th Level – 525 gp:** While wearing the outfit, the creature gains a +2 competence bonus to all Spellcraft checks, and a +1 competence bonus to any End of Week Test (and any other appropriate event at GM's discretion).

**9th Level – 2,300 gp:** While wearing the outfit, the creature also gains a +2 competence bonus to all Knowledge checks and may make any Knowledge check untrained.

**13th Level – 7,000 gp:** The competence bonus to Spellcraft checks increases to +4, and the competence bonus to any End of Week Test increase to +3.

**17th Level – 20,500 gp:** The competence bonus to Knowledge checks increases to +6, and the wearer may take 10 on any Knowledge check even if stress and distractions would normally prevent the creature from doing so.

#### Construction Requirements

**Cost** 10,250 gp; **Feats** Forge Charm; **Spells** Creation sphere, Divination sphere, Discern Individual

## Scaling Wands

### Wand of Capacity

**Price** 100 gp; **Slot** none; **CL** 1st; **Weight** 0.5 lbs.; **Aura** faint Divination; **Scaling** wonder

This peculiar wand has no base sphere, but may still store 1 spell point. Once the wand has become attuned to a character (which is performed by the user expending the wand's spell pool completely at the rate of 1 spell point per standard action spent) of sufficient level, new abilities may unlock. A single individual may only be attuned to a single wand of capacity per 24-hour period. Wands of capacity count as wands and may be refilled as other wands created using the Spheres of Power crafting system.

**3rd Level -- 1,000 gp:** Choose a specific sphere you possess. You may draw spell points from this wand to use the chosen sphere's abilities as if drawing from your own spell pool. However, your caster level when using such abilities may be no higher than 3rd. When you rest to regain spell points, you may change the chosen sphere.

**5th Level -- 4,000 gp:** The wand's spell pool increases to be able to store a maximum of 2 spell points. However, your caster level when drawing spell points from the wand instead of your own spell pool may be no higher than 5th.

**7th Level -- 9,000 gp:** You may choose up to two spheres you possess. You may draw spell points from this wand to use the chosen spheres' abilities as if drawing from your own spell pool. However, your caster level with sphere talents or abilities which the wand provides spell points for may be no higher than 7th. When you rest to regain spell points, you may change the chosen spheres.

**9th Level -- 16,000 gp:** The wand's spell pool increases to be able to store a maximum of 3 spell points. However, your caster level with sphere talents or abilities which the wand provides spell points for may be no higher than 9th.

**11th Level -- 25,000 gp:** You may choose up to three spheres you possess. You may draw spell points from this wand to use the chosen spheres' abilities as if drawing from your own spell pool. However, your caster level with sphere talents or abilities which the wand provides spell points for may be no higher than 11th. When you rest to regain spell points, you may change the chosen spheres.

**13th Level -- 36,000 gp:** The wand's spell pool increases to be able to store a maximum of 4 spell points. However, your caster level with sphere talents or abilities which the wand provides spell points for may be no higher than 13th.

**15th Level -- 64,000 gp:** You may choose up to four spheres you possess. You may draw spell points from this wand to use the chosen spheres' abilities as if drawing from your own spell pool. The wand's spell pool increases to store a maximum of 5 spell points. However, your caster level with sphere talents or abilities which the wand provides spell points for may be no higher than 15th. When you rest to regain spell points, you may change the chosen spheres.

**17th Level -- 120,000 gp:** You may choose up to five spheres you possess. You may draw spell points from this wand to use the chosen spheres' abilities as if drawing from your own spell pool. The wand's spell pool increases to store a maximum of 6 spell points. However, your caster level with sphere talents or abilities which the wand provides spell points for may be no higher than 17th. When you rest to regain spell points, you may change the chosen spheres.

**19th Level -- 200,000 gp:** You may now draw spell points from this wand to use any sphere you possess, not just the five chosen. The wand's spell pool increases to store a maximum of 10 spell points. However, your caster level with sphere talents or abilities which the wand provided spell points for may be no higher than 19th.

#### **Construction Requirements**

**Cost** 100,000 gp; **Feats** Craft Spell Engine; **Spells** Divination sphere, Detect Spellcaster

## Wand of Counterspelling

**Price** 3000 gp; **Slot** none; **CL** 5th; **Weight** 0.5 lbs.; **Aura** faint Protection; **Scaling** wonder

Instead of having a base sphere, this rowan wand grants its wielder the benefits of the Counterspell feat and has stored within it 2 spell points. Only spell points from the wand may be used to counter or dispel magical effects with the granted feats. In addition, when using the wand to counter or dispel magic, the wand makes magic skill checks as if the wielder possesses a MSB of +5 (even if the wielder's MSB would normally be higher or lower). *Wands of counterspelling* count as wands and may be refilled as other wands created using the Spheres of Power crafting system.

**7th Level -- 7,000 gp:** The wand now also grants its wielder the benefits of the Counterspell Mastery feat. The wand makes magic skill checks as if the wielder possesses a MSB of +9 (base

+7 plus an additional +2 because of Counterspell Mastery). The number of spell points the wand has stored within it increases to 3.

**10th Level -- 18,600 gp:** The wand now also grants its wielder the benefits of the Improved Counterspell feat. The wand makes magic skill checks as if the wielder possesses a MSB of +12 (base +10 plus an additional +2 because of Counterspell Mastery). The number of spell points the wand has stored within it increases to 5.

**15th Level -- 72,000 gp:** The wand now also grants its wielder the benefits of the Greater Counterspell feat. The wand makes magic skill checks as if the wielder possesses a MSB of +17 (base +15 plus an additional +2 because of Counterspell Mastery). The number of spell points the wand has stored within it increases to 7.

**20th Level -- 250,000 gp:** The wand makes magic skill checks as if the wielder possesses a MSB of +22 (base +20 plus an additional +2 because of Counterspell Mastery) or the wielder's own MSB, whichever is higher. The number of spell points the wand has stored within it increases to 10.

#### **Construction Requirements**

**Cost** 125,000 gp; **Feats** Craft Wand; **Spells** Protection sphere, Neutralization

## Scaling Weapons

### Horror's Ruin

**Price** 1,375 gp; **Slot** none; **CL** 3rd; **Weight** 20 lb.; **Aura** moderate Fate; **Scaling** wonder

This articulately made cane unsheathes a masterwork \*sword cane pistol made of mithril.

**5th Level -- 3,375 gp:** The blade portion of the weapon gains a +1 enhancement bonus.

**7th Level -- 7,625 gp:** The pistol portion gains a +1 enhancement bonus. In addition, once per round the pistol will reload itself after it has been shot, if commanded to do so as a free action.

**9th Level -- 13,625 gp:** The blade gains the *greyflame* weapon special.

**11th Level -- 19,625 gp:** The pistol gains the *distance* weapon special.

**13th Level -- 39,625 gp:** The blade gains the *ghost touch* weapon special; The pistol gains the *Reliable* weapon special.

**15th Level -- 67,625 gp:** The blade gains the undead *bane* weapon special. The pistol gains the aberration *bane* weapon special.

**17th Level -- 103,625 gp:** Both the blade and the pistol gain the evil outsider *bane* weapon special. The pistol if commanded to reload itself, will proceed to do so for the entire round (not just once).

#### **Construction Requirements**

**Cost** 51,812 gp; **Feats** Smith Magical Weapons and Armor; **Spells** Enhancement sphere, Fate sphere

Name	Cost	Dmg (S)	Dmg (M)	Crit	Range	Misfire	Capacity	Weight	Type
Pistol, sword cane	775	1d3	1d4	x3	10 ft.	1 (5 ft.)	1	20 lbs.	B and P

\*Pathfinder Roleplaying Game Ultimate Combat. © 2011, Paizo Publishing, LLC

## Pouch of Many Stars

**Price** 100 gp; **Slot** none; **CL** 1st; **Weight** 1 lb.; **Aura** faint Enhancement and Warp; **Scaling** prize

This pouch which is usually strapped to the waist or thigh has two flaps that open from the top, which each hold a set of 5 masterwork shuriken, which may drawn as a free action. If any of these 10 shuriken strike a target or the ground (such as on a miss), become damaged, or move more than 400 ft. from the pouch, those shuriken rematerialize instantaneously inside the pouch undamaged.

**3rd Level – 400 gp:** The two sets of shuriken each gain a +1 enhancement bonus to attack and damage rolls.

**5th Level – 1,600 gp:** The enhancement bonus of the shuriken increases to +2.

**7th Level – 3,600 gp:** The enhancement bonus of the shuriken increases to +3.

**9th Level – 6,400 gp:** The enhancement bonus of the shuriken increases to +4.

**11th Level – 10,000 gp:** The enhancement bonus of the shuriken increases to +5.

### Construction Requirements

**Cost** 5,000 gp; **Feats** Smith Magical Weapons and Armor; **Spells** Enhancement sphere, Warp sphere

within 5 ft. of the hit target or square takes 2 points of slashing, piercing, and bludgeoning splash damage affecting them in a similar fashion as if directly hit. These grenades may be used to make full attacks or other attack routines that allow for multiple attacks in a round.

**11th Level – 24,000 gp:** The grenade-like bombs now deal 3d6 damage on a direct hit, with 3 splash damage. The bombs otherwise function as before.

**15th Level – 72,000 gp:** The grenade-like bombs now deal 4d6 damage on a direct hit, with 4 splash damage. The bombs otherwise function as before.

**20th Level – 264,000 gp:** The grenade-like bombs now deal 5d6 damage on a direct hit, with 5 splash damage. The bombs otherwise function as before.

### Construction Requirements

**Cost** 132,000 gp; **Feats** Craft Apparatus; **Spells** Destruction sphere, Energy Bomb

## Medic Satchel

**Price** 250 gp; **Slot** belt or chest; **CL** 2nd; **Weight** 1 lb.; **Aura** faint Creation; **Scaling** wonder

This white leather satchel is embossed with a healer's insignia (usually the symbol of a deity with the healing domain). The bag has clasps that allow it to be easily attached to either the waist or the chest. Inside the satchel are various bandages normally found inside a healer's kit. A *medic satchel* has enough bandages for 10 uses of a healer's kit (called charges). Unlike the kit however, this satchel regains all charges at the beginning of each day, and can be fully recharged instantaneously by spending 1 spell point. Also like the healer's kit, the *medic satchel* grants a +2 circumstance bonus to Heal checks, and counts as a healer's kit for the purpose of skills, feats, or abilities.

**3rd Level – 750 gp:** The *medic satchel* now grants a +4 circumstance bonus to Heal checks.

**4th Level – 1,500 gp:** The *medic satchel* now regains its charges 8 hours after the first charge is used.

**5th Level – 2,625 gp:** The *medic satchel* now grants a +6 circumstance bonus to Heal checks.

**6th Level – 4,000 gp:** The *medic satchel* now regains its charges 4 hours after the first charge is used.

**7th Level – 5,875 gp:** The *medic satchel* now grants a +8 circumstance bonus to Heal checks.

**8th Level – 8,250 gp:** The *medic satchel* now regains its charges 2 hours after the first charge is used.

**9th Level – 11,500 gp:** The *medic satchel* now grants a +10 circumstance bonus to Heal checks.

**10th Level – 15,500 gp:** The *medic satchel* now has unlimited charges.

### Construction Requirements

**Cost** 7,750 gp; **Feats** Craft Apparatus; **Spells** Creation sphere

# Scaling Wondrous Items

## Bandolier of Grenades

**Price** 900 gp; **Slot** belt or chest; **CL** 3rd; **Weight** 1 lb.; **Aura** faint Destruction; **Scaling** wonder

This seemingly common bandolier has 5 empty 'slots' which can each properly store a single alchemical creation (such as an acid flask or alchemist's fire), magical dust, oil, or potion (or another similarly shaped object at the GM's discretion). Objects stored in these slots may be retrieved as a move action.

**6th Level – 4,800 gp:** A special additional slot forms which contains what seems to be an endless supply of grenade-like bombs, which may not be poured out, stored elsewhere, or passed to other creatures for later use (they explode 1 round after leaving the bandolier). A single bomb may be drawn, primed, and thrown as an attack made with a thrown splash weapon with a range increment of 20 feet. A direct hit deals 2d6 slashing, piercing, and bludgeoning damage, ignoring spell resistance, spell turning, and can penetrate a globe of invulnerability, anti-magic field, or antimagic circle, and is not treated as a spell or magical effect for creatures or classes that gain a bonus to saving throws against magic. Any creature or object

## Seamstress Cuffs

**Price** 150 gp; **Slot** wrists; **CL** 2nd; **Weight** 1/2 lb.; **Aura** faint Creation; **Scaling** prize

These intricately made cuffs veil a collection of pearl-headed pins behind beautiful embroidery, and spare needles between the seams. If a pin or needle becomes damaged, or otherwise distances itself from the cuffs for more than 400 ft., the old pin or needle becomes destroyed, and a new one is instantaneously created on the cuff. Pulling on a single thread of the embroidery will cause it to slowly unravel itself until cut, although no more than 400 ft. of thread may be produced by the cuffs per day.

**5th Level – 1,825 gp:** The wearer may as a standard action (or immediate action if he spends a spell point) activate the cuffs to create or modify a non-magical set of clothing whose total value cannot exceed that of 10 gp. The *seamstress cuffs* may only create or modify the clothing of a willing creature within range of touch. The created or modified clothing is permanent, but the *seamstress cuffs* can only have up to 2 suits of clothing created or modified in this manner at a time; creating or modifying a suit of clothing beyond this limit causes the oldest suit of clothing to return to disappear/return to its original state.

**7th Level – 3,825 gp:** The *seamstress cuffs* can now create or modify clothing whose total value cannot exceed that of 50 gp, and may have up to 4 suits of created or modified clothing at a time.

**9th Level – 6,225 gp:** The *seamstress cuffs* can now create or modify clothing whose total value cannot exceed that of 100 gp, and may have up to 6 suits of created or modified clothing at a time.

**11th Level – 12,225 gp:** The *seamstress cuffs* can now create or modify clothing whose total value cannot exceed that of 500 gp, and may have up to 8 suits of created or modified clothing at a time.

### Construction Requirements

**Cost** 6,112 gp; **Feats** Craft Apparatus; **Spells** Creation sphere, Expanded Materials, Exquisite Detail

## Spell Warded Brace

**Price** 90 gp; **Slot** feet, neck, or wrists **CL** 20th; **Weight** 1 lb.; **Aura** overwhelming Protection; **Scaling** wonder

This brace, while made primarily of adamantine, is also combined with a silver and cold iron alloy. If placed against a limb of a creature (a touch attack), the brace will go viscous and change size so to fit and latch onto that creature.

The spell warded brace is considered a piece of cursed equipment, and may only be magically removed from a creature with a successful use of the Break Enchantment talent (or similar ability). Any spell or sphere ability attempting to remove the brace must succeed on a magic skill check beating a DC 20. The brace has no other effect unless it is attached to a creature of significant level or HD to unlock its other abilities.

The brace, if brought into an anti-magic field (or similar effect), hardens and can be then removed by force or finesse. A successful Strength check DC 35 can break free (this does not damage the item), while a successful Escape Artist check DC 40 will allow the equipped creature to slip free of the brace.

**4th level -- 1,800 gp:** Any creature attempting to use a magical ability while the spell warded brace is equipped, must first succeed on a magic skill check DC 17. Creatures without a magic skill bonus are considered to have a bonus of +0. Failing the check means the magical ability had no effect, wasting any used resources (such as spell points, slots, or daily uses as appropriate).

**8th level -- 9,900 gp:** The magic skill check necessary to use magical abilities is increased to a DC 23.

**12th level -- 32,400 gp:** The magic skill check necessary to use magical abilities is increased to a DC 29.

**16th level -- 94,500 gp:** The magic skill check necessary to use magical abilities is increased to a DC 35.

**20th level -- 264,000 gp:** The magic skill check necessary to use magical abilities is increased to a DC 41.

### Construction Requirements

**Cost** 132,000 gp; **Feats** Craft Apparatus, Counterspell; **Spells** Protection sphere, Spell Ward

## Umbral Mantle

**Price** 1,500 gp; **Slot** shoulders; **CL** 3rd; **Weight** 1/2 lb.; **Aura** moderate Dark; **Scaling** wonder

This silk cloak seems to fade in and out of the light and grants the wearer a +1 resistance bonus to saving throws.

**5th Level – 3,500 gp:** The wearer may, as a move action, activate the *umbral mantle* to enshroud himself in darkness, gaining concealment (20% miss chance) for a single round. The wearer may activate the *umbral mantle* as an immediate action by spending a spell point, in which case the effects last for 1 minute. Creatures capable of seeing in pure darkness (such as from the Clairsight (meld) talent from the Dark sphere, or with the see in darkness ability) are not subject to this miss chance.

**7th Level – 7,000 gp:** The *umbral mantle* now grants a +2 resistance bonus to saving throws.

**8th Level – 8,500 gp:** The *umbral mantle* when activated grants a 30% miss chance for a single round.

**9th Level – 13,500 gp:** The *umbral mantle* now grants a +3 resistance bonus to saving throws.

**10th Level – 15,000 gp:** The *umbral mantle* when activated grants a 40% miss chance for a single round.

**11th Level – 22,000 gp:** The *umbral mantle* now grants a +4 resistance bonus to saving throws.

**12th Level – 32,500 gp:** The *umbral mantle* now grants a +5 resistance bonus to saving throws. When the *umbral mantle* is activated, it instead grants total concealment (50% miss chance) for a single round.

### Construction Requirements

**Cost** 16,250 gp; **Feats** Forge Charm; **Spells** Dark sphere

# Intelligent Items

**Table: Intelligent Item Powers**

<i>d100</i>	<i>Item Power</i>	<i>Base Price Modifier</i>	<i>Ego Modifier</i>
01-12	Cantrips	+1,000 gp	+1
13-24	Spherecasting (CL 2)	+1,200 gp	+1
25-38	Spherecasting (CL 4)	+2,400 gp	+1
39-50	Item has 5 ranks in one skill*	+2,500 gp	+1
51-62	Spherecasting (CL 6)	+6,000 gp	+1
63-74	Item has 10 ranks in one skill*	+10,000 gp	+2
75-86	Item has a fly speed of 30 ft.	+10,000 gp	+2
87-98	Spherecasting (CL 8)	+12,000 gp	+2
99-00	Spherecasting (CL 10)	+24,000 gp	+2

\* *Intelligent items can only possess Intelligence, Wisdom, or Charisma-based skills, unless they also possess some form of ability to move.*

**Cantrips:** The intelligent item gains the benefits of the Cantrips feat (Spheres of Power, pg 149), even if it does not meet the feat's prerequisites. When using the Cantrips feat, the intelligent item has an effective caster level equal to 1/2 it's Ego.

**Spherecasting:** Choose a sphere of magic. The intelligent item gains access to this basic sphere, with an effective caster level equal to that listed in the table above and a spell point pool equal to its highest mental ability score modifier (minimum 1), which becomes it's casting ability modifier. If spherecasting is selected more than once, use the higher of the two caster levels and may exchange the unused caster levels of the lower spherecasting effect in the following ways: An additional magic talent (for 4 caster levels), an additional spell point (for 2 caster levels). With GM permission, the item may also select a casting tradition.

**Table: Special Purpose Item Dedicated Powers**

<i>d100</i>	<i>Dedicated Power</i>	<i>Base Price Modifier</i>	<i>Ego Modifier</i>
01-20	Item can detect any special purpose foes within 60 ft.	+10,000 gp	+1
21-35	Full spherecasting (CL 10)	+56,000 gp	+2
36-50	Wielder gets a +2 luck bonus on attacks, saves, and checks	+80,000 gp	+2
51-65	Full spherecasting (CL 12)	+90,000 gp	+2
66-80	Full spherecasting (CL 14)	+132,000 gp	+2
81-95	Full spherecasting (CL 16)	+182,000 gp	+2
96-100	Item can resurrect its wielder once per month without requiring bodily remains, restoring it to full health with no negative levels.	+200,000 gp	+2

**Full Spherecasting:** Full spherecasting functions similarly to spherecasting, except the intelligent item gains a bonus magical talent and a bonus spell point for every 2 caster levels it possesses. If the intelligent item possesses two dedicated powers that are both spherecasting, it gains keeps highest caster level and gains bonus magic talents and spell points equal to 1/2 the lower dedicated power's caster level.



# Minor Artifacts

## Ring of Multiple Personalities

**Aura** strong Mind and Time; **CL** 15

**Slot** ring; **Weight** -

### Description

Originally invented by a wizard hoping to double his magic, this ring is considered a cursed ring, and cannot be removed without the aid of magic such as the Break Enchantment talent from the Life sphere. When a creature puts on the ring of multiple personalities they gain a second personality. This personality is considered a separate character with the same current hit points, attribute scores, equipment, and class levels as the character wearing the ring, but with its own alignment, skill ranks, feats, and variable class features, such as rogue talents or magic talents; the 2nd personality possesses a separate spell point pool from the main personality, and any other limited-use abilities it possesses such as alchemist bombs are tracked separately for each personality. Magic that reads minds or communicates telepathically reveals both minds, and can even allow them to communicate with each other, and the suppressed personality is aware of what happens while it is not in control. The GM may create this character as they see fit, but may use the following guidelines if they are beneficial:

d%	Personality
1-20	The 2nd personality is the opposite of the wearer; opposite alignment and opposite choices wherever possible.
21-40	The 2nd personality is a monster that loves destruction; its features are maximized for dealing damage and it fights every chance it gets.
41-60	The 2nd personality is hostile towards the first personality, and seeks to undermine it in any way that does not place itself in danger or discomfort (it will not try to get the wearer killed or injured, but will sow discord in other ways).
61-80	The 2nd personality is a timid being that hates violence; it's features are built for support and utility, and it avoids combat as much as possible.
81-100	The 2nd personality is similar to the wearer, and indeed believes it to be the 'real' personality, trapped inside the ring when it was put on and will die if the ring is ever removed.

Whenever the characters rests for roughly 8 hours (such as to regain spell points), there is a 25% that the character will awaken with the 2nd personality in control. Whenever the creature wearing the ring is struck with a critical hit, fails a saving throw against a harmful effect, or suffers some sort of shock the GM deems sufficient, the personality in charge switches.

### Destruction

If the wearer of the ring of multiple personalities commits suicide, their body is brought back to life as if through the Resurrection talent with their alternate personality in control; the original personality is dead and its spirit departed as usual. Afterward, the ring loses all of its power.

## Transmogrifier

**Aura** moderate Alteration; **CL** 10

**Slot** none; **Weight** 25 lbs.

### Description

The transmogrifier is a thin, unassuming wooden box that collapses flat for transport, which can be set-up or taken down as a full-round action. The plain appearance belies its true power. The small dial set into the box's side can be turned to select any creature imaginable as a move action. Once selected, a creature may enter the box as a standard action. Exiting the box is a move action. The creature gains the benefits of the Transformation\* and Improved Transformation\* feats, but may not choose to dismiss their transformation form nor suppress the granted traits. This effect is instantaneous, though the transmogrifier may be used to return the creature to its original state. The transmogrifier is normally just large enough for 1 Medium-sized creature, but will automatically resize to accommodate creatures of greater than Medium size.

### Destruction

The transmogrifier loses all power if willingly cast away by a child who has used it at least once a year for 3 or more years.

*\*Shapeshifter's Handbook*

# Major Artifacts

## Divine Notebook

**Aura** overwhelming Creation and Enhancement; **CL** 22

**Slot** none; **Weight** 8 lbs.

### Description

The divine notebook is an artist's sketchbook of unremarkable appearance, but upon close inspection it is revealed to be of unsurpassed quality. It stands 3 ft. by 2 ft. in size with hundreds of pages, which replenish themselves if removed.

The divine notebook is unknown to most, and even fewer believe it to truly exist; it has a long and sordid history which is kept closely guarded by many bardic colleges that wish to keep its true history unknown to the world, for fear it might fall into hands other than their own. For those who know what to look for, however, the notebook appears over and over again throughout the ages as it passed from one creator to another.

If an artist draws a semblance of any living creature in the notebook, be it humanoid, plant, animal, monster, or a wholly unique creation, upon completion the artist gains a permanent negative level and the drawn creature immediately steps out of the notebook, a fully-realized living being.

If the created organism is a tree or similar object, it simply exists as a normal creature of its kind. If the created creature is intelligent, it appears knowing one language the creator speaks and possesses general knowledge for its creature type and age; it can speak, dress, play, fight, and perform other tasks, although it possesses no personal knowledge such as a name or memories. An exception to this is if the artist draws a portrait of specific creature, as detailed below. The creator can choose the alignment of the created creature, and while the created creature is under no bounds to obey its creator, it spawns with an attitude of helpful towards its creator (thus it may very well perform actions to please its creator, but if not treated well it might turn against them).

When drawing in the notebook, the artist must make a Craft (art) check, an Artistry check (if using background skills), or some other skill check the GM deems appropriate. The total Hit Dice of the created target determines the DC of the check, the cost of required inks, charcoals, and paints, as well as the time required to create the image. It is possible to have many partially-finished images in the notebook at one time.

**Table: Created Creature**

Hit Dice/ Levels*	DC	Materials Fee	Crafting Time
1/2	10	2 cp	5 minutes
1	15	5 gp	20 minutes
2	20	10 gp	1 hour
3	25	25 gp	3 hours
4	30	50 gp	8 hours (1 day)
+1 <sup>^</sup>	+5	+50 gp	+1 day

*\*Trees, small animals with less than 1 Hit Dice, and level 1 commoners count as possessing 1/2 a Hit Dice. For higher levels, NPC classes count as their level -1 for determining their effective Hit Dice, while commoners count as their level -2 for determining their effective Hit Dice. Every +1 added to the created creature's Hit Dice above 4 increases the target DC, materials cost, and crafting time by the listed amount. The effects are cumulative.*

At the end of the required time, the creator makes a check. If they pass the target DC, the desired creature is created. If they fail to meet the target DC, the created creature is created, but possesses one of the following flaws, chosen randomly. For every 5 points by which the check failed to meet the target DC, the created creature gains another flaw. If the same flaw is gained twice, reroll unless the flaw states it may be gained multiple times.

**Table: Created Creature Flaws**

D8	Flaw
1	The created creature's alignment is the exact opposite of intended. If true neutral was the intended alignment, It becomes either LG, CG, CE, or LE, determined randomly.
2	The created creature gains two permanent negative levels that cannot be removed by any means. If this would kill the creature, the creature is not created. This flaw may be gained multiple times. The effects are cumulative.
3	The created creature is born with an irrational hatred of the one who created it; it begins with an attitude of hostile towards its creator.
4	The created creature is soulless; the creature possess no skill points or feats, and always refers to itself in the 3rd person.
5	The created creature is malformed in some way; it gains a -10 penalty to one attribute, determined randomly. If this would reduce the attribute to 0, the creature is not created. This flaw may be gained multiple times. Each time it is gained, roll another random attribute; rolling the same attribute multiple times increases the penalty to that attribute cumulatively.
6	The created creature cannot handle that it is a creation and falls into a permanent existential crisis. If it is given any orders or requests from its creator, it will either obey, refuse to obey, perform the opposite of the order or request, or attempt to flee (chosen randomly).
7	The created creature is missing body parts; it loses a limb, chosen randomly. This flaw may be gained multiple times. The effects are cumulative.
8	The created creature is mentally unstable; it is permanently confused.

**Portraits:** It is possible to create a portrait of a specific creature; to do so, the creator must reliably know what the target looks like and the DC, cost, and time must reflect the target's actual levels/Hit Dice. Additionally, the DC is increased by 10, which is reduced to 5 if the target can be easily seen during the creation process, or 0 if the target poses for the drawing. If successful, the created creature is a duplicate of the intended creature possessing its memories and abilities, but its alignment is chosen by the creator as normal. The created creature is aware it is a copy and still begins helpful to the creator, unless flaws dictate otherwise (a portrait creature suffering an existential crisis believes it is the original creature and will do its best to return to its 'normal' life).

**Destruction**

The divine notebook is destroyed if it is used to successfully draw a portrait of a god.

## Finis

*"Hello! Would you like to DESTROYEVIL?!"*

**Aura** overwhelming Destruction; **CL** 20

**Slot** none; **Cost** -; **Weight** 8 lbs

### Statistics

**Alignment** neutral; **Ego** 20

**Senses** 60 ft.

**Int** 6, **Wis** 10, **Cha** 22

**Communication** telepathy (all languages)

### Description

Upon first inspection, Finis is a pure black greatsword in a silver sheath. When sheathed, Finis functions as a normal greatsword and can be wielded without any penalty, although it deals bludgeoning damage instead of slashing or piercing damage. When drawn, all attacks made with Finis resolve against touch AC. A living target takes no damage; the creature instead must pass a DC 25 Fortitude save or be rapidly reduced to black smoke, killing it instantly. Against non-living targets, Finis instead deals bonus damage equal to three times its wielder's base attack bonus. When drawn from its sheath and each round it remains drawn, Finis drains 1d4 spell points or twice that number in spell levels from the wielder. If the wielder lacks sufficient spell slots or spell points, 2 Constitution damage per round is instead dealt to the wielder. The costs of wielding the sword doubles every 1d6 rounds.

If not in the possession of a Good creature (even if simply set on the ground in an open area), any creature of non-Good alignment within 60 ft. of Finis must make a DC 20 Will save each round at the start of its turn or be compelled to attempt to take the sword. Finis will attempt to overwhelm the mind of any such creature, forcing it to slay every creature that has failed a save against this ability. Once there are no more such creatures, Finis will force the wielder to kill itself.

### Destruction

A wielder of a Good alignment must bear Finis for 50 years without drawing it, after which the item loses all power.



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