

PATHFINDER[®]

CAMPAIGN SETTING[™]

The background of the cover is a dark, atmospheric illustration. A character with long, flowing white hair and a glowing orb in their hands stands on a rocky ledge. The character is wearing a dark, intricately detailed outfit with a belt and gauntlets. The scene is set in a cavernous, dark environment with large, dark, spiky structures that resemble dragon wings or tentacles. The lighting is dramatic, with the glowing orb providing a bright focal point against the dark background.

ARTIFACTS & LEGENDS

F. Wesley Schneider

ARTIFACTS OF ADVENTURE

The following tables list all of the artifacts included in this book, along with their page numbers. Many have featured prominently in past Pathfinder RPG adventures, and any other sources that prominently feature these artifacts are referenced alongside each entry. (In the case of whole Adventure Paths featuring an artifact, the number of the most relevant volume is noted.)



MAJOR ARTIFACTS

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Apollyon Ring	10	
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Bloodstones of Arazni	13	
Book of the Damned	14	<i>Pathfinder Campaign Setting: Book of the Damned</i> (every volume)
Bottle of the Bound	16	
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Codex of the Infinite Planes	18	
Dancing Hut of Baba Yaga	20	Reign of Winter Adventure Path (#67)
Horns of Naraga	28	<i>Pathfinder Campaign Setting: Dungeons of Golarion</i>
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Crown of the Simurgh	57	
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Maleficus Spike	59	Second Darkness Adventure Path (#17)
Mantis Blade	60	Serpent Skull Adventure Path (#39)
Ovinrbaane	60	Kingmaker Adventure Path (#35)
Phylactery of the Failed	61	
Raven's Head	61	Carrion Crown Adventure Path (#46)
Scar of Destiny	7	
Seriththial	61	Curse of the Crimson Throne Adventure Path (#11)
Sliver of the Amalgam Mind	7	
Torc of Kostchtchie	62	<i>Pathfinder Campaign Setting: Witchwar Legacy</i>
Totem of Angazhan	62	Serpent Skull Adventure Path (#42)
Vernal Key	63	<i>Pathfinder Module: Flight of the Red Raven</i>
Visionary Lens	63	<i>Pathfinder Module: Realm of the Fellnight Queen</i>
Warding Box	63	Jade Regent Adventure Path (#49)

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On the Cover



Lucas Graciano shows the terrifying power of an *Orb of Dragonkind*—an image that would make him few friends among the draconic races.



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Reference

This book refers to several other Pathfinder Roleplaying Game products using the following abbreviations, yet these additional supplements are not required to make use of this book. Readers interested in references to Pathfinder RPG hardcovers can find the complete rules of these books available online for free at paizo.com/prd.

PATHFINDER RPG		PATHFINDER CAMPAIGN SETTING	
<i>Advanced Player's Guide</i>	APG	<i>The Inner Sea World Guide</i>	ISWG
<i>Bestiary 2</i>	B2		
<i>Bestiary 3</i>	B3		
<i>GameMastery Guide</i>	GMG		
<i>Ultimate Combat</i>	UC		
<i>Ultimate Magic</i>	UM		



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COLLECTION MEMORANDUM

To: *Irranda Liassheir, Curator of Antiquities,
Forae Logos, Absalom*

At your insistence, and at the personal request of Head Librarian Brivit Nae, I have led a team of students, scholars, and contracted experts in a survey of those pieces the Antiquities Department currently has sequestered in the museum's second and third storage subbasements. Of these relics, I was startled to discover

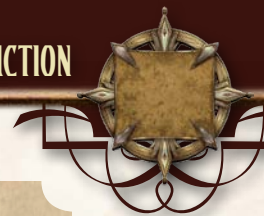
the large number of items bearing the U/U classification—"Unconfirmed/Unidentified." As of today, the peerless researchers of the Forae Logos Antiquities Department can put to rest numerous long-standing conundrums and consternations, as my assistants and I have lent our expertise to each piece and have graciously identified and cataloged them as follows.

Chronicle of the Cantorian Spring: This is easily one of the most remarkable documents I've ever seen sealed in a crate and left for rats to nibble—don't worry, the bite marks are minor. Our initial cataloging effort only reinforced the uncertainty of the original researcher's descriptions: a tome with wooden covers and blank parchment of an unidentified nature. In a happy mistake, one of my assistants spilled a cup of water upon the book, and, to her shock, the tome burst into bloom, the gray covers taking on a rich brown hue and the pages revealing themselves to be leaves, withered and bleached by poor tending. With regular watering and sunlight, deliberately cultivated veins within the pages are revealing themselves to be an ancient dialect of the elven language that even my elven assistants cannot wholly decipher. We have gleaned the title, *Chronicle of the Cantorian Spring*, and what seems to be a tale of strange life-giving waters and forests on stars. I've sent for the best fertilizer in Absalom, hoping to encourage the book to grow its story with a bit more alacrity. Few of us have an elf's time to wait, after all.

Divers Folios, Supposed Book of the Damned Copies: "Supposed" summarizes my judgment of the 4,266 pages currently classified as being copied from the legendary *Book of the Damned*. I have judged a full three-quarters to be of insufficient age to correspond with the last time our collection included a complete, readable manuscript of this insidious tome. As such, I've classified these documents as elaborate hoaxes and attempted forgeries, likely meant for sale on the blackest of markets.

Of the remaining minority, most prove meandering and contradictory, especially when it comes to the efficacy of their arcane procedures. (The Antiquities Department would do well to employ at least one competent arcanist to assist in such rudimentary identifications.) Yet their fantastic use of the languages and syntax of the lower planes suggests they should be classified as something more sinister than hoaxes—perhaps as purposeful misinformation. I could conjecture that these incomplete rites were penned by the hands of fiends to encourage undiscerning arcanists into attempting flawed conjurings, but the authors' intentions are not found among these pages' secrets. However, I would





wager that the blood staining pages 18B–189 through 18B–246 is no mere pig’s blood.

Three relatively intact folios stand out as being of particular note, however: 19D, 72F, and 3S. Of unrelated parchment, language, hand, and origins, these three piecemeal works cover the topics of concern with authority, while lacking any earmarks of fabrication. Although I don’t judge them forgeries, I cannot call them authentic copies of the Black Book without further study. Until such time, I have included a cautionary curator’s note with each and advise restricting these documents to senior scholars only.

Rubbing of the Shield of Aroden: This work was marked as misidentified, as the imprecise charcoal-work includes—impossibly—all twelve pieces of the shield. My team refutes the preliminary scholar’s conclusions, however; rather, we judge this to be an accurate representation of the shattered shield, as what past researchers claim to be a twelfth piece we posit is an accidental and irrelevant contamination—possibly the hand of whoever took the rubbing originally. Lastwall pilgrims to the Seventh Church can likely corroborate this.

Sixteen Harrow Decks: These harrow decks number fourteen to be exact, as two are incomplete. I have nothing notable to report on this unremarkable collection of decks, but riffling through them, I noticed that each set is of a distinctly different make and they were likely held by different families. This alone holds the potential for further research—or at least a simplistic exhibit with obvious public appeal.

Skull of the Dragon Kazavon: A complete and utter misidentification. I am not intimately acquainted with the specifics of this legend, but the skull in question is that of a spotted Shark Island iguanodon. The specimen is of unusual size, however, and I would be most interested in reviewing our records to determine how it came to be in our collection. My personal suspicion is that it is another “joke” donation from the Grand Lodge.

Unidentified Golden Shard: My team’s extensive studies unequivocally agree that this 8-inch-long shard is a piece of one of the Orbs of Dragonkind. Its golden hue suggests its domain of influence. In its shattered state, the orb holds no power, but this pitiable condition proved vital in our further identification. I believe this to be one piece of the orb gifted by the dragon Mengkare—who claims the northern isle of Hermea—to Eltembren of House Ormuz upon the explorer’s expedition chronicling the fauna of the Steaming Sea. In Oppara I had the chance to study another fragment of what I suspect is the same orb, as the dragon has bequeathed several such shards to influential political figures throughout the region as assurances of his benevolent wishes toward the younger races. This shard likely came to the collection as part of House Ormuz’s donation in 4701, where it went unrecognized as more than some exotic bauble.

Dedicated to the Decades

The artifacts in this book come from sources spanning numerous cultures, centuries, literary genres, and tabletop roleplaying games. Many of these artifacts have been noted in Pathfinder RPG products before, as nods to these legendary treasures’ roles in stories and printed adventures from the history of pen-and-paper roleplaying games, as well as acknowledgments of the lofty positions they hold in the memories of thousands of gamers. Some of these artifacts have their origins in myths and folktales from across the world, but for many readers, they will always be objects of the most epic adventures in RPG history. As such, this book is dedicated to the authors and game designers who looked to the folklore of the real world, to the great works of fantasy literature, and to past roleplaying games and chose to build upon the stories of generations past. It’s not just their history, but their continuing tales, that makes so many artifacts herein not just powerful magic items, but legends all their own.

As its rediscoverer, I look forward to my team’s priority opportunities for further research. This is one of the few true treasures of this magnitude held within our collection, and the head curator will doubtlessly be delighted that such a treasure has been added to our holdings—even if it has languished in storage for the past 49 years.

Zenj Bark Etching of Nine Animals: This is more than just an example of jungle folk art. Although interesting for its artistic value alone, it begs the question: where’s the tenth animal? Animal carvings like this are quite common, especially among the peoples of the eastern and central Mwangi Expanse, but none of them depict them in sets of nine; most traditions dictate ten figures. Additionally, the creatures circle a central gemlike shape, with nine spokes radiating out from it toward the animals. Deliberate scrutiny reveals the remnants of distinctive vegetable pigments in each of these rays, suggesting this was once a brightly colored, and thus rather important, piece. There’s a greater story to be told here, and the insight of a Mwangi expert—several of whom I can recommend—would be invaluable.

I hope you will share these findings with your subordinates, just as I have already shared them with Head Librarian Nae. I hope the entire Antiquities Department finds our research enlightening.

Additionally, on a personal note, the next time you wish to consult with my department, rather than tricking the head curator into having my assistants clean out your storage, feel free to merely make an appointment with my secretary.

*Djavin Vhrest, Curator of Apocrypha,
Forae Logos, Absalom*



ARTIFACTS IN YOUR GAME

USING ARTIFACTS

Certain vagaries exist surrounding artifacts, purposeful gray areas in the Pathfinder Roleplaying Game rules that exist so GMs can tell the types of stories they please. In general, artifacts should be considered unbalancing elements, items with the power to completely change the course of entire campaigns.

Researching Artifacts

Many artifacts are storied treasures, their legends passed down through cultures and ages. Others are mysteries of the multiverse, sequestered by eternal powers and kept from the knowledge of shortsighted mortals. Regardless of their myths or owners, though, artifacts have a certain way of falling into the hands of adventurers, and adventurers prove to be insatiably curious sorts. Thus, anytime an artifact appears, a GM should know how the players can learn more about the fantastic treasure now in their possession.

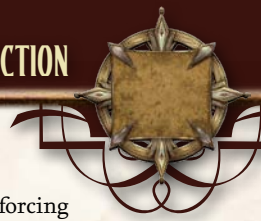
Spellcraft Checks: At their most basic level, artifacts are magic items and can be identified as such through the use of the Spellcraft skill. However, as the DC of such a check is based on the magic item's caster level, the challenge of identifying an artifact's abilities typically exceeds a DC of 35. A challenge of this magnitude exceeds the abilities of many low-level parties, and makes immediate identification less than a sure or immediate thing for even mid-level groups—though such characters typically have spells on hand to identify magic items (see Magical Identification, below).

If a single die roll's ability to reveal the awesome powers of an ancient and legendary artifact seems too commonplace, GMs should feel free to increase the DC of such a Spellcraft check by +10 or more, or even make the artifact unidentifiable via this method. This might be heavy-handed in the case of some minor artifacts, or even major artifacts like *Orbs of Dragonkind* or the *Thorncrown of Iomedae*, whose abilities are the stuff of legend, but for artifacts alien to Golarion or that have been lost for millennia—like *Saint Cuthbert's Mace* or the *Lens of Galundari*—it wouldn't be too unreasonable to say that the PCs have never encountered documents detailing magic of this kind, and so are unable to accurately identify much beyond the artifacts' schools of magic and general power levels. The GM should determine whether or not an artifact can be identified using Spellcraft, and the DC of that check if it's nonstandard, before introducing it into his game.

Knowledge Checks: Similar to Spellcraft checks, a GM may deem that a character can learn about an artifact's abilities by checking to see whether she has prior knowledge of the item. Allowing PCs to learn about artifacts in this manner raises all the same challenges and concerns as using Spellcraft checks to reveal details. The biggest difference is that Knowledge skills encompass a variety of academic focuses, any of which might reveal some secret about an artifact's abilities, as determined by the GM. If a GM intends to use Knowledge checks as the method by which artifacts are identified, he should first choose which Knowledge skill (or skills) pertains to a particular artifact. Knowledge (arcana) should not serve as a catch-all for the purpose of learning about artifacts, though an artifact with significant ties to magical mysteries or the other topics the skill relates to (like arcane symbols, constructs, and dragons) might make this the most logical skill to use in revealing its properties. In this way, characters who have put numerous ranks into specific Knowledge skills—especially atypical ones like Knowledge (geography) or Knowledge (history)—might find themselves rewarded by knowing something about such an obscure treasure. By the same token, this method makes bards using their bardic knowledge ability particularly adept at revealing an artifact's secrets—a talent thematically appropriate for that class. As with Spellcraft, the DC of a Knowledge check made to learn about an artifact equals 15 + the artifact's caster level + any ad hoc adjustments the GM sees fit.

GMs might also choose to take a cue from the Knowledge skill's description of identifying the abilities and vulnerabilities of monsters. In this way, a GM might reveal only the most basic properties of an artifact to a PC who makes a Knowledge check exceeding the set DC. Then, for every 5 points by which the character's result exceeds the DC, the GM might reveal an additional, more obscure detail. While this method can quickly increase the already significant DCs required to identify artifacts, it gives the GM a way to retain some measure of an artifact's mystery, while still granting the PCs the details they need to utilize the treasure. Additionally, this method should encourage the PCs to seek other methods to reveal more of an artifact's secrets, such as magic that improves their skill checks, and to seek locations to conduct research regarding the item (see Research, below).

Magical Identification: As artifacts exceed the powers of most mortal magic-users and their spells, identifying them by magical means proves far more difficult and far less reliable than identifying normal magic items.



The spells *identify* and *analyze dweomer* specifically do not aid in revealing the abilities of artifacts. This makes *legend lore* one of the only spells useful for revealing a measure of an artifact's secrets. This spell, however, does not describe the item's abilities in concrete game terms, instead detailing its history and tales surrounding it. *Legend lore* can still prove useful to GMs, however, as it helps an artifact retain its air of mystery. *Legend lore* might allow PCs to learn the general powers and dangers of an item and perhaps even how to employ it with a degree of effectiveness, but still cloak the full sum of its properties. Consequently, the PCs will likely never possess a spell they can rely upon to quickly force the GM to describe all of an artifact's secrets.

Research: In many cases, artifacts are unique creations and details about them prove far too limited to find in just any common history or lorebook. Therefore, the likelihood of a PC having once stumbled across a specific artifact's details and now be able to remember them is effectively nil. This makes deliberate research in a specialized place of learning or repository of knowledge necessary to reveal an artifact's abilities. GMs who choose this method of revealing an artifact's details encourage the PCs to leave the dungeon and head for the library. For some players this might add weight and a sense of realism to learning about an artifact, as well as giving learned PCs an opportunity to shine. For others, though, it might seem like a halt to the action. Both opinions are valid, and so GMs should weigh whether or not conducting research reinforces an artifact's sense of mystery and is a valuable addition to the game.

To conduct research into an artifact's lore, the PCs must first determine where to initiate their investigation. This might mean heading to a sage's collection, a city library, a region's most esteemed university, or a hidden trove of knowledge lost for ages. At the GM's discretion, some collections might not prove significant enough to hold details about an artifact—the goal of the PCs' research, after all, is finding some obscure writing describing the artifact's powers (or, if that seems unrealistic, a combination of descriptions, legends, and histories that, together with a PC's insights, sparks some related revelation). Thus, a noble's collection of romances might not prove appropriate for research. On the other hand, once the PCs do find a place with considerable scholarly resources, the GM might decide to grant them bonuses on the skill checks they make to conduct their research, from +2 in a library well stocked with related texts, to +5 in a collection with unique resources and a helpful staff (or even higher if conditions are truly peerless). Researching an artifact requires 1 week of investigation, at the end of which a PC makes a related Knowledge check (see Knowledge Checks, above). If the result exceeds this DC, the PC has learned an artifact's history and abilities (or a portion of them, as noted above). If the result fails, the PC has discovered nothing and, at the GM's discretion, that collection of knowledge might

simply not hold the information the characters seek, forcing the PCs to search for another.

Sages: Some artifacts are so obscure, alien, or unique that they are unknown to both legend and academia, and almost no one knows anything about them. That's where sages enter in. In this case, the term "sage" refers to anyone with special knowledge of an artifact. This might be a scholar with a very specific field of study, a tome written all about a certain topic, a mummy that lived through a relevant time, or an artifact's very creator. In any of these cases, the sage is the only way the PCs can learn about an artifact's history and properties, and while the sage's knowledge might be



unique, information about the sage is not. A few Diplomacy or Knowledge (local) checks might be all it takes for a party to learn about a sage's existence, setting the PCs upon the proper path. From there, the GM is free to make learning about the artifact as straightforward or challenging as he wishes—the sage might be local and eager to help, or might be fickle or nearly legendary, requiring further adventures to earn her knowledge or even find her. Using this method, the PCs have no ability to learn about an artifact's powers, but the GM retains complete control over what details they do eventually learn, the veracity of those facts, and the direct opportunity to turn learning about an artifact into its own adventure.



Metagame Artifacts

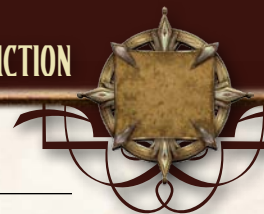
The Pathfinder RPG is designed to be a game of details, explanations, and options. A GM confounded by how a *bead of force* works need only look to something that creates a similar effect, like *resilient sphere*, for an explanation of a comparable function. One purposeful gap in the rules exists for artifacts, however. This wiggle room allows a necessary flexibility for exciting items without existing analogs, concepts that buck established guidelines, or ideas that simply prove too elaborate to quantify. There's a place beyond Golarion where people besides villains and heroes might find the power of artifacts to hand-wave certain game elements useful, though. The place is at the game table, and the people are GMs.

There's a certain suspension of disbelief that even the most intricately plotted and deliberately planned RPG session requires. Sometimes a player doesn't show up and so her character just seems to vanish. Sometimes new rules present innovations too tempting for established characters to ignore. Sometimes players and GMs just don't want to concern themselves with the details of encumbrance, tracking rations, using alignment, speaking in character, or countless other conventions. Artifacts might serve as a way for a GM to grant PCs an in-game explanation for out-of-game concerns.

Although all of the artifacts in this book are optional in that it's up to a GM to decide whether or not to include them in his game, the following four artifacts are called out as special cases. These artifacts exist for GMs to address some of the real-world concerns of running a game, and are therefore presented without histories or ties to Golarion. Consider these to be utility artifacts, boons a GM might grant at an early level and that further mark PCs as special inhabitants of the campaign world.

They probably shouldn't be utilized or sought after by NPCs, as they aren't meant to be campaign MacGuffins, but should rather serve to ease some of the occasional challenges presented by the realities of RPGs and their players. Additionally, since these artifacts are meant to be rarities and have no set gold piece values, their impact on game balance and certain particulars of how they work should largely fade into the background.

Again, the following artifacts should not be considered a canonical part of Golarion's history or something of which even the greatest scholars of that world are necessarily aware. Rather, they are artifact-level utility items meant to make running and playing the game easier and to present additional options and explanations for issues hand-waved in many games, should GMs seek to experiment with them.



FIGURINE OF THE CONCEALED COMPANION

Aura strong transmutation; **CL** 15th

Slot none; **Weight** 1 lb.

DESCRIPTION

In its natural form, a *figurine of the concealed companion* looks like nothing more than a fist-sized hunk of distinctly colored clay. When taken up by a character who possesses a deep contention with another creature and brought into contact with that companion creature, the creature vanishes and the clay transforms into a miniature replica of the creature sculpted from colored stone. Only creatures bound to a character via the animal companion, familiar, or mount class feature can be affected by a *figurine of the concealed companion*. Once a character has bound a creature to the figurine, he can toss down the figurine and speak a command word, causing the creature to return to its natural state and size. At any time while the creature is in its natural form, the creature's owner can speak the figurine's command word and cause the creature to transform back into a miniature. While in figurine form, a creature does not age, perceive the passage of time, or need to breathe, eat, or drink, and can be kept in this form indefinitely. If the creature bound to the figurine is killed, the *figurine of the concealed companion* returns to its unshaped, clay form and can be bonded to another creature.

CAMPAIGN USE

Neglected familiars, animal companions too large to fit through narrow passages, and mounts in constant need of stabling all present challenges that can make a class feature a burden. With this figurine, players now have a way to keep animal companions safe when they're not needed, get mounts through tight areas, and explain where their unmentioned familiar has been for the past dozen sessions.

HOURLASS OF TRANSFIGURATION

Aura strong all schools; **CL** 20th

Slot none; **Weight** —

DESCRIPTION

Whoever breaks this crystalline hourglass blacks out for 24 hours. During this time no power can reawaken her, as she is gradually swapping places with another version of herself from some other place—a parallel dimension, an ideal concept of the gods, an impossibly distant time, or the like. If a PC breaks the hourglass, that PC's player may completely recreate her character, rerolling statistics, changing race and classes, altering feat and skill selections, and otherwise changing any choice she made regarding her character, as major or minor as she pleases. The PC's possessions remain the same, however. After 24 hours, the character reawakens, revised and affected as if by the *heal* spell. Her memories are nearly identical to those of her previous self, though her age and certain choices might result in numerous minor differences. This effect is permanent and the character's previous incarnation cannot be restored except by finding another *hourglass of transfiguration*.

CAMPAIGN USE

Sometimes players get bored with their characters or find new options they didn't have access to when they first built their PC. Although overuse can devalue the significance of a player's choices, an *hourglass of transfiguration* can give players seeking new options renewed investment in a game.

SCAR OF DESTINY

Aura strong conjuration; **CL** 20th

Slot none; **Weight** —

DESCRIPTION

This scar appears on specific individuals at birth, or as a result of powerful but unexplained magical confluences. Anyone with this mark is untethered from reality, and might step out of existence at any moment for indeterminate periods—possibly forever. All of that individual's possessions vanish with him, though occasionally specific items—seemingly of the mark bearer's choosing—are left behind. When and if an individual reappears, he is unharmed and has no knowledge of where he was, and only a vague idea of how much time has passed. Such individuals typically reappear near others who bear the mark.

CAMPAIGN USE

This artifact-level scar affects all the PCs in a party from the point of character creation. When a player can't make it to a session, it gives the GM a way to remove the character from the game (or multiple games) without having to play the absent PC, having another player run the character, or having that character fade mutely into the background. For some parties the *Scar of Destiny* requires less suspension of disbelief than the other challenges of absent players, though this is not the case for all.

SLIVER OF THE AMALGAM MIND

Aura strong divination; **CL** 20th

Slot none; **Weight** —

DESCRIPTION

This tiny, clear crystal is part of a great otherworldly device that shattered long ago. Alone, the splinter—hardly longer than a fingernail—has no power. If brought into contact with another splinter, however, both turn the same color. Should these slivers then be inserted into the skin of sentient individuals, those bearing the shards can telepathically communicate with any other creature pierced by a shard of the same color within line of sight. This telepathy allows those participating to hear only what others bearing the slivers wish them to hear, and to broadcast only what they wish. A bearer has complete control over this telepathy and can block it out or only broadcast to specific individuals as she wishes.

CAMPAIGN USE

Players often converse around the game table and occasionally act on information their characters have no way of knowing. This artifact gives PCs a reason to know those things they so often shouldn't.



LEGENDARY ARTIFACTS

FOR SEVENTEEN YEARS THE RED DRAGON SEIRISSAEN, SCAR OF THE WESTERN SKY, SERVED AS A SLAVE WITHOUT CHAINS TO THE BANDIT KING VHRENTMANE. FROM CONERICA TO THE ASPODELLS, ALL FEARED THE TYRANT AND KNEW NOT TO TREAD NEAR HIS DOMAIN, FOR THE DRAGON WAS HIS WEAPON AND HE ITS VICIOUS WILL. SO THE EASTLANDS BURNED FOR NEARLY TWO DECADES, UNTIL THE NIGHT VHRENTMANE'S FORTRESS FELL PREY TO A BRAZEN THIEF WHO STOLE AWAY THE BANDITS'S PRECIOUS RUBY ORB. THAT NIGHT, FIRE TOUCHED THE EASTERN SKY AS IT SO OFTEN DID, BUT THE BANDIT KING WAS THE ONE WHO BURNED.

—DARVAYNE GIOS AMPREI, *HISTORIES OF ISGER*



Golarion is an ancient world, scarred by the weapons of the gods, prison to a being who threatens to tear apart all life in existence, cradle to the last and next generation of deities, and home to individuals who shape the fabric of being to their whims. In the wake of such legends lie scattered weapons, tools, and relics of myth, implements as powerful as those who once wielded them or that provided the power to shape realms that linger to this day.

The following pages present a broad selection of Golarion's most renowned artifacts, objects of legend or creations alien to the world, be they infamous or revered. Artifacts considered both major and minor are included in this chapter, with each being of sufficiently significant complexity or predominance in the world's tales to warrant a detailed description. The inside covers of this book present a detailed listing of the artifacts in this chapter and elsewhere, differentiating between minor and major artifacts should such distinctions be required. Each treatment in this chapter follows roughly the same format and, with only a few exceptions, has the following format.

Appearance: Every artifact begins with a description of its most common physical appearance. This account is presented as spoiler-free read-aloud text that GMs can relate to players who discover these fantastic treasures. In the cases of artifacts that take on multiple forms, have distinctive manifestations, or are part of a varied group, this section might take a generic form or, in a few cases, might be omitted, with descriptive details falling within the artifact's stat block.

Stat Block and Destruction: Every artifact has a stat block detailing its general statistics, specifics of its miraculous properties, and other details characters need to know to employ its powers, just as for any other magic item. Instead of creation and pricing details—as artifacts cannot generally be crafted by mortal hands—each presents a section on destruction, revealing the secret of what must be done to destroy the artifact. Typically, the feats described in the destruction section of these artifacts are nearly impossible labors worthy of whole campaigns and the highest-level characters—and even then their completion might be beyond the bounds of mortal abilities. The method of an artifact's destruction is not usually known by its bearer and also might only be discovered over the course of multiple harrowing adventures.

Alternatively, GMs might allow characters to research the method of destroying an artifact. If this is allowed, the task should require at least 1 week of effort in a world-renowned collection of lore and a successful Knowledge check with a DC equal to 20 + the artifact's caster level. The GM should choose whichever Knowledge check seems

most appropriate to the artifact for this check, and might apply any number of bonuses or penalties to the check as she sees fit (largely based on the obscurity of the artifact, the quality of where the research is being conducted, and whether or not secrets and misinformation might conceal the truth).

If an artifact has additional special rules—additional stat blocks, charts, or unique dangers—they follow this main stat block.

History: This section describes the origins and true history of the artifact—information often long since lost to even the greatest of scholars. This information might be related and embellished in popular legends, or it might be entirely unknown in the case of ancient or otherworldly artifacts. GMs should determine whether or not an artifact's legend falls within the purview of a Knowledge check, whether it can be researched, or whether only a select few know the tale and must be sought out for their secrets. Magic like *legend lore* can typically relate an artifact's background as detailed in the spell description.

Ramifications: Artifacts are life-, world-, and even reality-changing treasures, truly the tools of the gods themselves, and as such those who wield them face certain challenges and dangers. Sought after by the most powerful creatures in the world and even godlike beings from planes beyond, artifacts and their possessors rarely go unnoticed. This section details the implications of possessing each specific artifact, both for characters in the game world and in terms of its effects on a campaign. GMs should consider these factors before inserting an artifact into their games, as some artifacts might inspire undesirable actions in the hands of unpredictable PCs. More than warnings, however, any of the topics in this section might serve as the basis for single adventures or whole campaigns, introducing organizations, creatures, individuals, and mysteries of Golarion intrinsic to the artifact's legend. In many ways, it is these ramifications and the heroics or tragedies they imply that set artifacts apart from mere magic items. At the same time, the GM is the ultimate arbiter of what to include in a game, so any of these elements might be ignored or exaggerated as the GM sees fit. Except where they are of particular note, the most general and obvious ramifications of artifact possession are not emphasized—such as each artifact's extreme value or the lengths to which nefarious beings will go to possess them.

Source: Listed on the front inside cover, this brief reference catalogs all of the artifacts in this collection and notes other Pathfinder RPG sources where GMs can find more information, or even whole adventures, featuring the item.



APOLLYON RING

This ancient band of bleached bone bears an unusual callus carved in the shape of a fanged ram's head.

APOLLYON RING

Aura strong divination and necromancy [evil]; **CL** 20th

Slot ring; **Weight** —

DESCRIPTION

Upon donning the *Apollyon Ring*, the wearer experiences an increased state of being, her consciousness becoming an infectious disease known as the Mark of the Prophet. The wearer is the host of this disease, but is immune to its effects. Any creature that comes into physical contact with the wearer (or with one afflicted by the disease) must make a successful Fortitude save or be infected. The disease causes 1d4 points of ability damage, with the affected ability being the wearer's highest ability score (or her choice in the case of equally high scores). The disease's other effects are detailed below. The saving throw to resist the disease is equal to 10 + the wearer's Hit Dice + her Charisma modifier. This disease can be cured as normal. Creatures immune to disease are immune to any disease created by the *Apollyon Ring*, but also gain none of the abilities granted by wearing the ring.

Any creature infected by the disease becomes a potential host for the ring wearer's senses. The wearer always knows how many creatures are infected and can detect any one of them as a standard action as per the *status* spell. Additionally, by spending a minute concentrating, the wearer can see and hear using any infected individual's senses, as per the *clairaudience/clairvoyance* spell. The wearer remains dimly aware of her surroundings while making use of this effect, and may end it as an immediate action. She may use this ability any number of times per day. Once per day, she may also either cure any number of individuals infected with the disease within 300 feet, or force them to make an additional save against its effects at a –5 penalty.

Removing the *Apollyon Ring* or killing the wearer instantly cures all creatures afflicted by the Mark of the Prophet.

DESTRUCTION

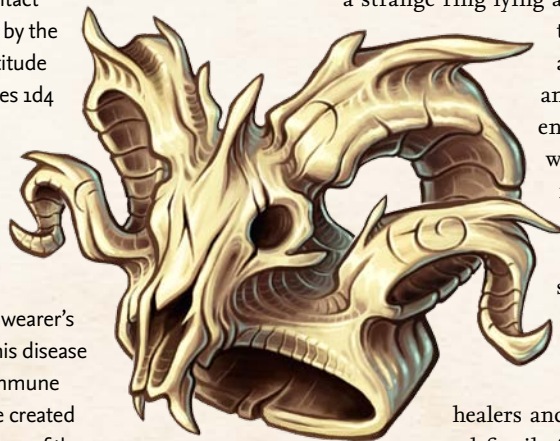
The *Apollyon Ring* shatters if Apollyon, Horseman of Pestilence, is slain. Alternatively, the ring is destroyed if a creature immune to disease wears it and casts *remove disease* on at least one victim of every different disease known to the world.

MARK OF THE PROPHET

Type disease, contact; **Save** Fortitude DC variable (see above)

Onset 1 day; **Frequency** 1/day

Effect 1d4 ability score damage; **Cure** 2 consecutive saves



History

Though ambitious, Princess Iaresa—twelfth daughter of King Arcbezshari, He of the Olive Spear and Bronze Rod—was destined by her birth to be nothing more than a jewel of the Ninshabur royal court. While with the court touring the cities of the western reaches, she managed to elude her caretakers amid the towered bazaars of Zarrataab, and soon came upon a leprous priest. The strange holy man prophesied that she would become one with her people and know the adoration of all who touched her, if only she raised her voice in worship of the spirit of the nearby Igagir River, where the city's sewers emptied their effluent. Eagerly Iaresa did so, but when she returned, the priest was gone,

a strange ring lying amid his wrappings. The princess took up the ring to examine it just as her guardians discovered her and carried her back to the royal entourage. After coming in contact with the princess, they became the first of her desperate disciples.

Over the next year the plague known as the Moaning Tears spread throughout Ninshabur, and Iaresa become much beloved, revealing remarkable healing powers. Still, thousands died, with healers and those who spoke out against the royal family falling with mysterious quickness.

Eventually Iaresa perished as well, though healers later determined her death was caused by a simple flu.

In the following centuries, more plagues spread across Casmaron, Iobaria, and Vudra, always in the wake of wonderworkers bearing a bone ring. Eventually, the ring fell into the hands of the priests of Tabsagal, who locked it away as merely one more curious treasure of their mighty lords.

Ramifications

The wearer of the *Apollyon Ring* possesses an evil tool of subjugation with few peers and many considerations.

Prophet's Pandemic: While magic exists that can cure any disease, the average cost of such a spell is 450 gp. In one simple projection, assume a single infected individual passes the disease onto two new people daily. In 1 week that could mean approximately 2,187 individuals are infected. Even a 10th-level cleric can probably only cast *remove disease* about five times per day, meaning that an army of 437 such clerics would be needed to counter such an epidemic without the use of expensive scrolls, potions, and wands.

Sick Objectives: The agents of the Horseman Apollyon encourage the use of their master's ring. Leukodaemon viziers might seek out the ring's wearer, aiding her rise to power and the spread of her unique disease. Should the wearer renounce the ring, such agents promise a slow, infectious end.

AXE OF THE DWARVISH LORDS

The sturdy haft of this dwarven waraxe glimmers with veins of silver, while the faces of its blades bear images of ancient glories.

AXE OF THE DWARVISH LORDS

Aura strong conjuration and transmutation; **CL** 20th
Slot none; **Weight** 12 lbs.

DESCRIPTION

The *Axe of the Dwarvish Lords* is a +6 keen throwing goblinoid bane dwarven waraxe. Any dwarf who holds it doubles the range of his darkvision. Any non-dwarf who grasps the axe takes 4 points of temporary Charisma damage; these points cannot be healed or restored in any way while the axe is held. The current owner of the *Axe of the Dwarvish Lords* gains a +10 bonus on Craft (armor, jewelry, stonemasonry, traps, and weapons) checks. Additionally, the wielder can summon an elder earth elemental (as *summon monster IX*; duration 20 rounds) once per week.

DESTRUCTION

The *Axe of the Dwarvish Lords* rusts away to nothing if it is ever used by a goblin to behead a dwarven king.

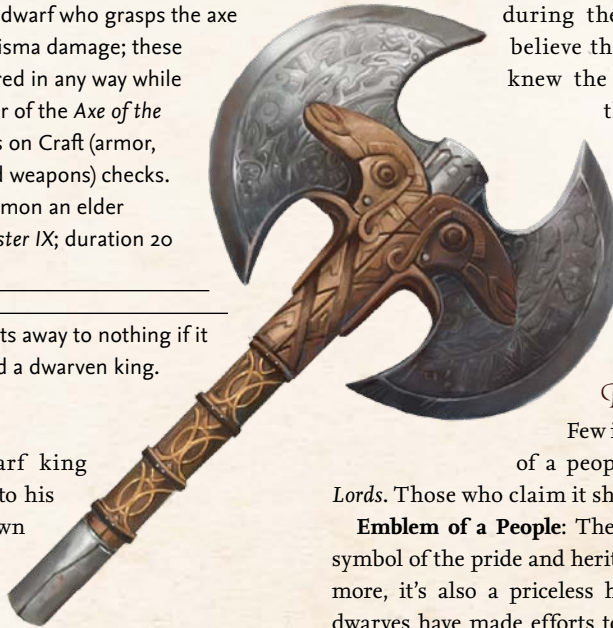
History

In -4987 AR, the great dwarf king Taargick fulfilled his promise to his people and the prophecy set down by Torag in deep ages past, leading the dwarves into the light of the surface world and completing the perilous, generations-old Quest for Sky. Yet this first step into sun was not the glorious moment so often depicted in dwarven sculpture. Many dwarves feared the all-revealing light, the exposure to tempestuous weather, the unfathomable looming sea of the open sky, and the countless weird shapes and creatures of the alien surface. For thousands of dwarves, reaching the surface only convinced them that they should have stayed in the dark of the deep earth.

Awed himself, Taargick heard his people's plight, and in a hidden cavern remembered as the Conclave of the Final Deep, he gathered the leaders of his people—his siblings, advisors, and greatest priests of Torag—and together they constructed a simple forge. With both ore brought from the depths of their ancient homeland and strange new metals discovered on the surface, these leaders of the dwarves crafted a symbol of their people, and poured into it their strength, resolve, legends, and memories, as well as the blessings of Torag. When it was done, Taargick addressed his followers, emboldening them to face the challenges of the surface, and raising a marvelous axe as evidence that the traditions of the old

nations might forge wonders from the riches of the new world. So the weapon was dubbed the *Axe of the Dwarvish Lords*, and it was said that so long as it remained keen the dwarves would never forget nor turn from the virtues of their ancient homeland.

The *Axe of the Dwarvish Lords* passed through the hands of many kings and rulers, eventually coming to the Five Kings Mountains, but was stolen by unknown parties during the chaos of the Five Kings War. It briefly resurfaced in the hands of General Eurad Dberryl, but was claimed by Theocrat Ordric's followers during the Forge War. Many dwarves believe that the worshipers of Droskar knew the axe represented a threat to their rising regime and hid it away deep beneath Droskar's Crag. Despite such tales and centuries of searching, no one has yet recovered the ancient symbol, and the *Axe of the Dwarvish Lords* remains lost.



Ramifications

Few items are as linked to the pride of a people as the *Axe of the Dwarvish Lords*. Those who claim it should consider the following.

Emblem of a People: The *Axe of the Dwarvish Lords* is a symbol of the pride and heritage of an entire people. What's more, it's also a priceless historical artifact—though the dwarves have made efforts to keep their great Sky Citadels in repair, there can be no question that dwarves lose a little more of their ancestral ways with each generation born on the surface. Many dwarves among the Five Kings Mountains and beyond believe reclaiming the axe is vital to uniting their people and beginning a new age of dwarven ingenuity. Most dwarven lords would pay any price to recover the axe, as doing so would win them instant esteem and authority among their people, and just as many would do all that it takes to wrest the artifact from non-dwarf hands. By the same token, should the axe ever reappear, the worshipers of Droskar would do all in their power to hide it away again and continue their people's slide toward drudgery and despair.

Hands of the Maker: The *Axe of the Dwarvish Lords* seeks dwarf hands to wield it, and should it not find such a bearer, legend claims it reshapes its owner as it prefers. Those who wield the axe for an extended period of time find themselves becoming increasingly hirsute, growing more accustomed to the dark, and potentially changing height by up to an inch per week. Anyone who possesses the *Axe of the Dwarvish Lords* for more than a week transforms into a dwarf 1d4 weeks later as if affected by the spell *reincarnate*. This effect can only be reversed by a *miracle* or *wish* spell.



BLACKAXE

Noxious acid seeps from the obsidian blade of this gigantic black axe, its shape cruel and savage as if ripped from poisoned stone by obscene claws.

BLACKAXE

Aura strong conjuration; **CL** 20th

Slot none; **Weight** 50 lbs.

DESCRIPTION

Blackaxe is a Huge +5 plant bane greataxe which is considered epic and can penetrate epic damage reduction. Virulent acid constantly seeps from its blade, dealing +1d6 points of acid damage on a successful hit. On a successful critical hit, *Blackaxe* deals an additional +2d10 points of acid damage. Once per minute, the weapon's wielder can use *heal* on herself by striking a living and nonmagical tree with *Blackaxe*, causing the tree to wither to ash. The artifact is inexorably tied to the nascent demon lord Treerazer, who can call *Blackaxe* to his hand as a free action, despite any intervening distance, so long as *Blackaxe* is not kept in an area that prevents teleportation effects from occurring. While *Blackaxe* is wielded by another creature, Treerazer always knows that creature's location and condition (as via the *discern location* and *status* spells), and by concentrating can observe the world around the wielder as if using that wielder's senses. While in this state, Treerazer may use any of his spell-like abilities through the link, treating *Blackaxe* as if it were the source of the spell-like ability. Each time Treerazer does so, *Blackaxe*'s wielder must make a successful DC 25 Will save to avoid being staggered for 1 round from the flow of power. These spell-like abilities trigger during the wielder's turn in initiative, but do not consume any of the wielder's actions in that round.

DESTRUCTION

In order to destroy *Blackaxe*, the weapon must be used against a powerful magical tree, and while the sap on the blade is still fresh it must then be used to sever one of the demon lord Cyth-V'sug's many fungoid limbs. Doing so causes *Blackaxe* to explode in a burst of obsidian shrapnel and acid that deals 20d6 points of acid damage and 20d6 points of piercing damage to all within a 60-foot burst (DC 30 Reflex save for half).

History

As a demon gains power, rebellion against its master is all but inevitable. Although Treerazer, the Lord of the Blasted Tarn, long served the demon lord Cyth-V'sug (said by many to have been Treerazer's father), in time Treerazer rankled at this servitude. He carved *Blackaxe* himself from strange stones deep in the foundations of Cyth-V'sug's Abyssal realm, intending to use the weapon to assassinate his master and assume control of the realm. Yet the materials of

Blackaxe could not harm Cyth-V'sug, for having come from a realm that the demon lord created, the material was in a sense part of the Prince of the Blasted Heath himself. When Cyth-V'sug banished Treerazer, the traitor still clutched *Blackaxe* in his talons, its blade dripping (as it does to this day) with Cyth-V'sug's foul acidic ichor. The weapon has aided Treerazer greatly in his crusade against Kyonin, and many are that nation's fortifications that bear deep, pitted scars from the weapon's wicked blade.



Ramifications

As the favored weapon of an otherworldly marauder, *Blackaxe* carries with it the will and corruption of the Abyss. Any who claim the weapon must contend with the following.

Treerazer's Axe: Regardless of who might be wielding it at a given moment, *Blackaxe* belongs to the nascent demon lord Treerazer. With a strong tie to his favored weapon, the demon can view and affect the world around the axe's bearer, learning and sowing terror from any distance—especially through the use of his *telekinesis*, *wall of thorns*, and summon demons abilities. Yet the greatest threat often manifests in Treerazer's ability to call *Blackaxe* back to him under nearly any circumstances. The demon delights in watching a foe use his blade only to summon it back when the wielder faces dire peril.

Trophy of Ruin: Should Treerazer be defeated, many would seek to claim his dreaded weapon. Chief among them would be the nascent demon lord's demonic minions and rivals, eager to capture the remnants of the infamous fiend's rule. The elves of Kyonin would also go to great lengths to see the weapon safely secured if not destroyed, *Blackaxe* being the symbol of a centuries-old blight upon their nation. But most covetous of *Blackaxe* will always be Treerazer himself, who—as the elves can attest—has avoided and feigned death countless times, only to reemerge from Tanglebriar when least expected.

BLOODSTONES OF ARAZNI

Although they seem to be sculpted from rich red clay, these grotesquely shaped canopic jars bleed as though they were living organs.

BLOODSTONES OF ARAZNI

Aura strong abjuration and necromancy [lawful]; **CL** 20th

Slot none; **Weight** 2 lbs. each

DESCRIPTION

Each of these distinctive jars contains an organ associated with both a trait of the valiant knight Arazni and an aspect of the lingering power of the god Aroden. Any cleric who bears one of these jars is granted an additional domain, with the associated granted powers and domain spells, for as long as he possesses it. The domain granted depends on the *Bloodstone* possessed. If the bearer is not a cleric, he is granted the lowest-level domain power, but no spells or other related abilities. In addition, the bearer of a *Bloodstone* is inspired by some trait of Arazni, gaining an ability she possessed in life. The bearer does not need to meet any prerequisites or requirements to gain this ability.

Organ	Domain	Trait
Heart	Protection	Love: Gain the lay on hands ability as a paladin of the character's level
Liver	Glory	Faith: Gain Greater Sunder as a bonus feat
Lung	Knowledge	Duty: Gain Improved Iron Will as a bonus feat
Spleen	Law	Valor: Gain Weapon Specialization (longsword) as a bonus feat

DESTRUCTION

Together, the tyrant Geb and the lich Arazni can destroy any of the *Bloodstones*, binding the organ inside into the withered form of the fallen hero as part of a 24-hour-long ritual.

History

The fall of Arazni, herald of the god Aroden, is a famous tragedy. Sent to rally the spirits of the Shining Crusade, she met her end at the hands of the Whispering Tyrant. Yet her sacrifice inspired the heroic Knights of Ozem, signaling the end for the infamous lich.

More than 60 years later, in 3889 AR, the aging Master and Commander Claidius Barronmor sought to rekindle the flame of the Shining Crusade by raising his voice and sword against the distant, undead-haunted land of Geb. Six Knights of Ozem were sent to infiltrate Geb's capital of Mechitar and gauge the nation's defenses: Bhedlis, Fallenstag, Ghuzmaar, Ilverazto, Yhalas, and Barronmor—the commander's grandson.

Over a year later, the knights returned to Vigil. Yet, rather than entering the city as heroes, they devastated the

city, besieging the monument holding the body of Arazni. Few of the mausoleum's defenders survived, with those who did telling of the black-clad corpses that were all that remained of the knights sent to Geb. The six vanished back into the dark, returning to their new master.

Refusing to give up their fallen heroes so easily, a contingent of knights marched to Geb. What they found shocked them. Arazni had been defiled, her body wrapped in the gowns of a princess of Geb and reanimated as a undead terror. The knights attempted to destroy the newly risen abomination, but found their six brethren, reanimated as graveknights, standing in their new queen's defense.

Those few knights who returned to Vigil in subsequent months carried with them a tale of horrors, warnings never to return to Geb, and four crimson jars, each with one of Arazni's still-living organs pulsing within.

Ramifications

The *Bloodstones of Arazni* are both a blessing and a curse to any who discover them.

Arazni's Ashes: The lich Arazni seeks her lost organs. Her agents search for the *Bloodstones* far and wide—her graveknight bodyguard among them—and offer the organs' bearers no mercy. Supposedly Arazni knows the location of one of her organs every time it is employed, feeling a tinge of life in the cavities of her rotted form.

Relics of Aroden: If Aroden's church still survived, the *Bloodstones of Arazni* would be among their holiest relics, as they still possess an ember of the god's divine radiance. Zealots seek the *Bloodstones* in the hopes of either redeeming Aroden's fallen herald or—unrealistically—reviving the fallen deity. The power of the stones is like the light of a dead star, however—brilliance from a beacon that no longer exists.





BOOK OF THE DAMNED

Held between covers of bladed steel, stretched human flesh, and compressed ashes, this massive collection of loose folios, leathery scrolls, and gory manuscripts is the authoritative volume on unspeakable topics and evils for which there are no names.

BOOK OF THE DAMNED: COMPLETE

Aura overwhelming all schools [chaotic, lawful, evil]; **CL** 25th
Slot none; **Weight** 40 lbs.

DESCRIPTION

The *Book of the Damned* contains the multiverse's single greatest collection of profane lore, detailing the evil planes and their denizens with an audacious comprehensiveness beyond that which a tome of its size should be able to physically contain. This blasphemous book consists of numerous scattered chapters divided into three volumes—daemonic, demonic, and diabolic. Should all chapters of those three volumes be united in their entirety, the completed compilation exhibits the following abilities.

The complete *Book of the Damned* radiates a permanent *unhallow* effect in a 150-foot radius and a *sympathy* effect tuned to attract all evil creatures. Any creature of good alignment that willingly touches the tome must succeed at a DC 20 Fortitude save or be immediately slain. Additionally, while the *Book of the Damned* is outside of its repository (see below), any evil being of demigod-level power (daemonic harbingers, demon lords, infernal dukes) or greater using *scry* or a similar spell can view the *Book of the Damned* with no risk of being detected by the bearer. Finally, any creatures that make use of any of the tome's abilities are damned, condemned to one of the Lower Planes after death regardless of their deeds. Only the intervention of a deity can prevent this punishment.

The complete compilation of the *Book of the Damned* can be used in multiple ways—as a profane talisman, as an obscene reference volume, and as a gate to the multiverse's most complete repository of unholy lore.

Talisman: As long as the book is carried, its owner casts all spells with the evil descriptor as if she were two caster levels higher and gains a +5 bonus on all Charisma-based skills and checks made when interacting with evil outsiders. The bearer can also make use of the following spell-like abilities:

At will—*align weapon* (evil only), *bestow curse*, *detect evil*, *speak with dead*

3/day—*banishment*, *blasphemy*, *dictum*, *magic circle*, *unhallow*, *unholy aura*, *unholy blight*, *word of chaos*

1/day—*dimensional lock*, *gate*, *greater planar binding*, *soul bind*

Reference: Any character who can read Abyssal, Celestial, and Infernal and who spends a total of 30 days (not necessarily contiguously) studying the tome learns soul-tainting secrets—the ultimate blasphemies of all creation. The bearer gains a +10 bonus on Knowledge (planes) checks whenever she consults the book for 1 hour regarding a question. Additionally, the book's

descriptions of Abaddon, the Abyss, and Hell prove so vivid that any teleportation to or within those planes always brings the caster to the desired location (no familiarity roll needed). The bearer of the *Book of the Damned* also gains a +5 bonus on the opposed Charisma check required by the *planar binding* spell (this bonus stacks with the +5 bonus the tome grants on interactions with evil outsiders).

Once per day, the bearer can ask the tome a question relating to any profane topic; she then opens the book to a random page to find the answer, revealed as if the bearer had cast *vision*.

The book also contains a copy of every spell with the evil spell descriptor.

Repository: Once per day, the bearer of the *Book of the Damned* can cause the tome to disappear into its own internal demiplane, leaving behind a sinister shimmering portal. This reproduces the effects of a *mage's magnificent mansion* spell, allowing the bearer and those she chooses to enter an unnerving but semi-safe library filled with the countless volumes of blasphemous records the *Book of the Damned* merely serves as a window upon. The book and those within the repository are affected by a powerful *nondetection* effect, shielding all within from the sight of even the gods. Creatures do not age while inside, although upon leaving, they immediately age an amount equal to the time spent inside. While within the demiplane, visitors may access any of the powers described in the Reference section.

Creatures of nonevil alignment find the macabre surroundings and frightening servants within the repository unsettling, and must succeed at a DC 30 Will save or be afflicted as if by the *nightmare* spell every time they attempt to rest within. Nothing can prevent this effect.

The entrance to the *Book of the Damned's* repository can be entered by creatures other than those the bearer chooses on certain nights, specifically during lunar eclipses and the midnight hour on the night of a new moon, during which time the barely visible portal manifests as a normal door.

DESTRUCTION

The *Book of the Damned* must be divided into its varied chapters and each must be destroyed separately within the span of 1 day. The chapter on the daemonic requires the pages be scrubbed of ink by the tears of a good outsider, the pages of the demonic chapter must be fed to a good or lawful outsider, and the diabolic chapter must serve as kindling for a pyre that burns a good or chaotic outsider alive. If all of the chapters are not destroyed at the end of 1 day, any destroyed chapters reappear undamaged in an obscure corner of the multiverse.

History

In the earliest days of the multiverse, the angelic hosts of Heaven sought to have an accounting of the totality of knowledge of all realms, so they might know the glories of the divine, the plights of those they would protect, and the faces of their enemies. The warrior-scholar Tabris was



tasked with this seemingly impossible undertaking, and 1,000 legions of lesser celestials were placed at his command. Although untold centuries of tireless toil passed in the chronicling of the Material Plane and the planes of law, good, and neutrality, those realms willingly yielded their secrets to the angelic hosts. But the Lower Planes proved even more hostile and secretive than expected. When Tabris's scholars never returned from their tours of Abaddon, the Abyss, and Hell, he sent soldiers; when they disappeared, he sent armies; and when they vanished, Tabris journeyed forth himself.

Unless they meet violent ends, angels live forever. Yet even by the counting of immortals, Tabris was lost for ages beyond reckoning—the assumed final casualty in a futile scholarly exercise. His emergence from the Maelstrom proved but the first in a series of shocks that would reverberate through every celestial realm. A dour, lightless apparition of the divine evangelist he once was, Tabris carried with him the scars of one who had faced every horror and outrage of the damned, whose service and blood had paid for interviews with the planes' greatest monstrosities, and who had sought the face of evil and found it more terrible than any noble soul could have fathomed. As these scars etched his mind and flesh, so did his pen scourge page after page, sacrilege piling upon blasphemy as he completed his divine mandate with unflinching thoroughness.

When the judges of Heaven reviewed their brother's work, they were appalled. Here were enumerated foes, plots, and betrayals beyond the eyes of the Heavenly host; sins and deeds without godly names or punishments; fiendish threats, promises, and prophecies cataloged with scholarly detachment, and worse. Tabris was called to account for his work, yet the lost hero had no interest in defending himself. He had suffered eternities of outrages and returned with the only possible, perfect fulfillment of his directive. For this, he was unrepentant.

In the innumerable offenses of Tabris's chronicle and his own quiet audacity, the powers of Heaven saw corruption, and mourned the loss of their former hero. His work was to be destroyed as the most dangerous of heresies, and Tabris forever barred from the realms of the divine. Detached, as he was from all things, Tabris accepted his fate, walking from the mountain of Heaven to lose himself amid the streets and alleys of the Eternal City of Axis. Yet his work refused to be

so easily forgotten, and vanished from the vault-kilns locked away in the depths of Heaven's Great Library.

Since then, Tabris's chronicle has scattered, seemingly by its own will, across the Material Plane, tainting minds and souls with myriad copies and forgeries, and forever eluding the grasp of Heaven's censors, who have dubbed this heresy of ink and parchment the *Book of the Damned*.

Ramifications

None can read the secrets of the foulest tome in creation without being forever changed.

Damnation: Those who read from this tome are unequivocally damned. When the reader is slain, her soul is condemned to Abaddon, the Abyss, or Hell, as Pharasma deems appropriate. Such is the ancient accord that prevents the taint of the blasphemous tome's secrets from being carried into the goodly realms in the afterlife. Only the direct intervention of a deity can save a soul that has read from the *Book of the Damned*, and such powers are loath to break their eternal pledges.

Fiendish Machinations:

Few fiends or the godly beings who rule over their kind would balk at laying waste to whole mortal realms in order to possess secrets with the potential to grant them power over their enemies and brethren. If taken from its repository, the *Book of the Damned* is a beacon to powerful fiends of all types.

Sacred Apocrypha: When the angelic hosts reviewed the works of Tabris, they expected to be confronted by all the profanities of fiends and their unholy lords. What they didn't expect was their brother's unflinching thoroughness when it came to the most regretful deeds of the celestial races and deities of light. The angelic scholar's works chronicled innumerable strained compromises between celestials and fiends, instances of unholy deception, successions and sacrifices made for greater goods, occurrences of angelic corruption, massacres on divine battlefields, alliances between opposed deities, and catalogs of slain empyreal lords—in short, a collection depraved enough to undermine nearly any mortal faith. These records, not the bold confessions of fiends, were what led the folios known as the *Book of the Damned* to be scattered, as only when these foul pages are united is the so-called apocrypha to the book's sister volume, the *Chronicle of the Righteous*, revealed.





BOTTLE OF THE BOUND

Swirling runes reminiscent of claws and flames circle this elegant but ancient-looking brass bottle, and a stopper shaped like a ferocious tiger seals it tightly.

BOTTLE OF THE BOUND

Aura strong abjuration; **CL** 20th

Slot none; **Weight** 4 lbs.

DESCRIPTION

The *Bottle of the Bound* contains an army of fiends. A would-be wielder must know three command words to make use of the bottle: the Word of Opening, to unseal the bottle; the Word of Binding, to call forth and command its denizens; and the Word of Banishment, to return the fiends to the bottle. A holder who knows the words may use the bottle like a *summon monster IX* spell at will, except only creatures of the evil subtype can be summoned. The summoned creatures remain until the sun next rises or sets, and no new creatures can be summoned from the bottle until the initial summoned creatures are destroyed or return. No known force can open the bottle without the Word of Opening. If the bottle is opened without the use of the Word of Binding, its 666 inhabitants are freed, one each minute starting with CR 1 creatures and ending with the daemoniac harbinger Zelishkar just over 11 hours later. If a creature is called forth and commanded without the Word of Banishment being uttered, it is free after it performs the task for which it was summoned.

DESTRUCTION

The *Bottle of the Bound* can only be destroyed if every creature bound within, including the daemoniac harbinger Zelishkar, is summoned and slain and the empty container is then smashed with a *holy* weapon blessed by a deity or empyreal lord native to Nirvana.

History

At the height of his power, Osirion's Pharaoh of Forgotten Plagues came to believe he'd discovered a trap that might channel the power of a godlike entity into his own mortal form. To test his theory, he dedicated years and the lives of innumerable slaves to the construction of a labyrinth near the city of Shiman-Sekh. The maze itself was a potent symbol of binding, and for his experiment, he targeted the daemoniac harbinger Zelishkar, known as the Bitter Flame.

The pharaoh's attempt was a catastrophe. His wards, apprentices, guardians, and greatest magical devices quickly succumbed to Zelishkar's assault. After a lengthy

struggle with the daemon, the pharaoh only managed to turn the tide by releasing an ancient efreeti bound by the hand of Sulesh the Great, promising it freedom and more to support him in a last desperate wish to lock the daemon away. Together, the great wizard and a summoned army of genies used their great wishcraft to bind Zelishkar and the 666 fiends rampaging through the labyrinth into the efreeti's former prison. In a torrent of flames, the daemoniac harbinger and his army rushed into the bottle and the genies vanished to begin their wait for their promised reward. The Pharaoh of Forgotten Plagues alone stood amid a ruin of shattered bodies and broken magic, not victorious, but having survived.

For the rest of his lengthy rule, the Pharaoh of Forgotten Plagues remained wary of his prisoner and loathed to touch what was dubbed the *Bottle of the Bound*. The bottle long remained a weapon of Ancient Osirion's pharaohs, though its prisoners were temporarily released at the hands of the Incorruptible Pharaoh. Since then, the *Bottle of the Bound* has supposedly rested within the Labyrinth of Shiman-Sekh; some claim it was pilfered in recent decades, however, and sold for an emperor's ransom in red gemstones.

Ramifications

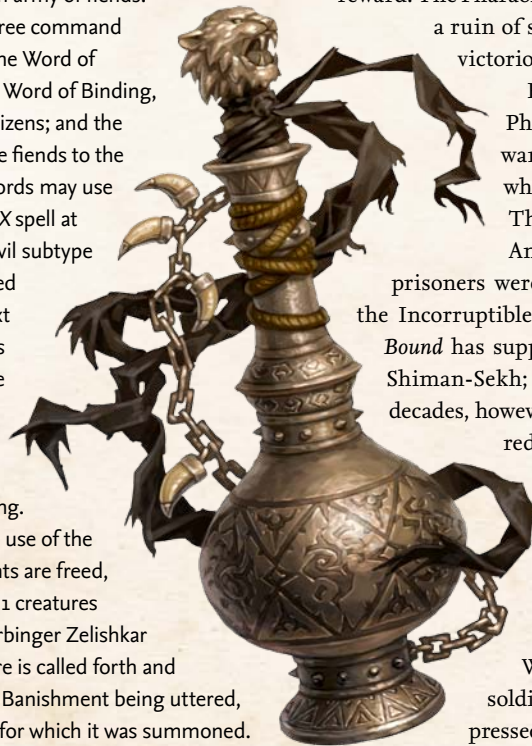
Those seeking the *Bottle of the Bound* should know what danger they pursue.

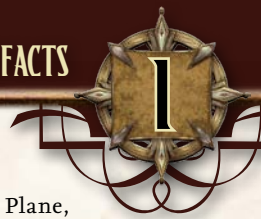
Legion of the Bound: 666 fiends are locked within the *Bottle of the Bound*.

While some are mere peons and foot soldiers in Zelishkar's legions, or prisoners pressed into the harbinger's service, some of the other villains locked within include the conjoined quasits Ivixstayn and Loiiix; the venedaemon (*Horsemen of the Apocalypse*) Lomotho; the erinyes Veil; an eremite kyton (*Bestiary* 3) known as the Splinter Spinster; and the obsidaemon (*Horsemen of the Apocalypse*) Tascracraid and his scepter, which holds the soul of the Azlanti sage Opono.

The Promised Flames: Whatever the Pharaoh of Forgotten Plagues promised his efreeti benefactor to enlist his and his people's aid so swiftly has been lost to the ages. However, one hint might remain in a chamber in the Labyrinth of Shiman-Sekh, which holds a massive ruby brazier, an image of what appears to be a pharaoh entombed in a sarcophagus of fire, and hieroglyphics that refer to the Time of Promised Flames.

The Words: Three words are required to safely utilize the *Bottle of the Bound*. Although the words themselves have been lost, some Osiriani arcanists believe they are actually three names spoken in Ancient Osiriani: the true name of Zelishkar, the name of the efreeti who aided in binding him, and the birth name of the Pharaoh of Forgotten Plagues.





BRIAR

This bastard sword appears to have been grown rather than forged, and the flanges of its elaborate hilt and elegant blade are set with strange stones glistening in shades deeper than emerald and blooming with growths of finest silver.

BRIAR

Aura strong conjuration, necromancy, transmutation; **CL** 20th
Slot none; **Weight** 6 lbs.

STATISTICS

Alignment CN; **Ego** 23

Senses 120 ft., darkvision

Int 10, **Wis** 10, **Cha** 16

Communication empathy, speech, telepathy

Languages Aklo, Common, Sylvan

Powers 3/day—*barkskin* (wielder only),

blight (as swift action upon a creature it strikes in combat)

1/month—*true resurrection* (wielder only)

DESCRIPTION

The blade called *Briar* is an intelligent +5 cold iron vorpal bastard sword whose special purpose is to defeat denizens of the First World.

DESTRUCTION

If *Briar* is claimed by the nymph Nyrrissa—of whom it is fundamentally a part—the blade gradually begins rejoining with the fey queen. If left in Nyrrissa's possession, *Briar* fades out of existence over the course of a week. At the end of this time, the weapon is destroyed and Nyrrissa regains her ability to love. Only one of the fey lords known as the Eldest can restore *Briar* once Nyrrissa has reclaimed it.

History

Briar has never known the force of a hammer or the flame of the forge; it was not fashioned so much as plucked, like a thorn from a rose. *Briar* is the manifestation of the love and deepest passions of the nymph queen Nyrrissa, a native of the First World who dared not just to claim she was one of that strange realm's masters known as the Eldest, but also to love one among their number. Granted great power by her paramour, the mysterious Count Ranalc, Nyrrissa claimed a realm of her own, shaped it to her whims, and called it Thousandbreaths—but for such presumption, she garnered the wrath of the other, true Eldest.

The First World's rulers sent one of their champions, the Tane known as the Jabberwock, to destroy the nymph who aspired to their greatness. Nyrrissa fled, but in so doing became ensnared by the other forces of the Eldest. The ancient rulers of the fey fractured what the nymph queen was, and in so doing created the blade

Briar. Then they flung the blade into the Material Plane, where they expected Nyrrissa would never find it. Nyrrissa would not forsake her heart's desires so easily, though, and through the ages has struggled to rediscover and reclaim her lost love, no matter where it might have been spirited away to.

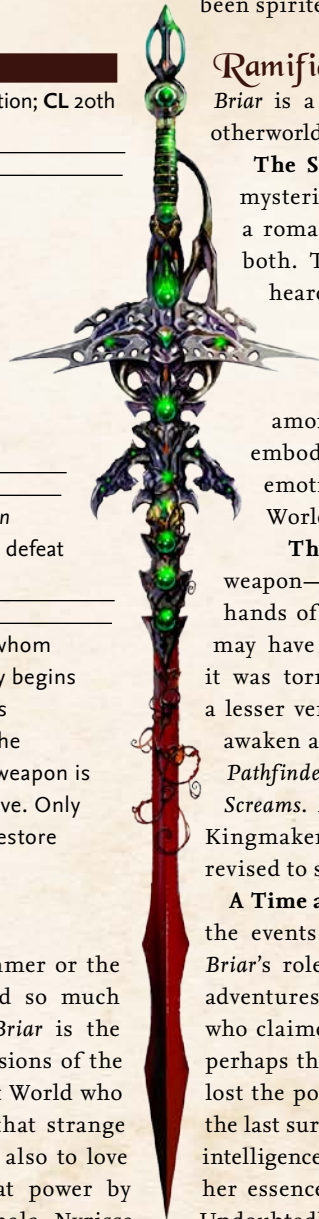
Ramifications

Briar is a living weapon and a piece of an ancient, otherworldly injustice.

The Shadow's Key: The nymph Nyrrissa and the mysterious Eldest called Count Ranalc once shared a romance that eventually led to the downfall of both. The shadowy count has not been seen or heard from for untold centuries, leading many to believe he's either imprisoned, dead, or transformed into something else entirely—not so strange an occurrence among the Eldest. In any case, *Briar*, as the embodiment of his beloved's passions and the emotions that saw him banished from the First World, might be vital to restoring the lost count.

The Sleeping Blade: *Briar* is a powerful weapon—perhaps too powerful to put into the hands of most characters. Additionally, the weapon may have lain dormant and unused for ages since it was torn from Nyrrissa. A subsystem to replicate a lesser version of *Briar* with the ability to gradually awaken and grow in power is presented on page 8 of *Pathfinder Adventure Path #36: Sound of a Thousand Screams*. Although customized to the events of the Kingmaker Adventure Path, this system can easily be revised to suit all manner of campaigns.

A Time after Kings: Those who have played through the events of the Kingmaker Adventure Path know *Briar*'s role is intrinsic to those plots. Should those adventures be at an end, though, it's possible the heroes who claimed *Briar* still have it in their possession, or perhaps the rulers of the Stolen Lands have somehow lost the potent weapon. In either case, *Briar* might be the last surviving piece of the nymph queen, the sword's intelligence becoming that of Nyrrissa herself, as though her essence had become trapped within the weapon. Undoubtedly, Nyrrissa will want to restore herself, an act that can likely only be performed in the First World, possibly by planting the blade in her personal realm of Thousandbreaths. Her tale might even seem tragic to those not familiar with her history—a lovelorn nymph slain by strangers who invaded her home. None can say for sure what Nyrrissa's objectives might be if she's restored, or what *Briar*'s fate might be, but considering the nymph queen's past plots, they likely don't bode well for any mortals involved.





CODEX OF THE INFINITE PLANES

Thick slabs of obsidian bind pages of fine lead, creating a massive tome riddled with pocks and scars suggestive of fantastic antiquity.

CODEX OF THE INFINITE PLANES

Aura overwhelming transmutation; **CL** 30th
Slot none; **Weight** 300 lbs.

DESCRIPTION

The *Codex of the Infinite Planes* is an enormous tome, usually requiring two people to lift it. No matter how many pages are turned, another always remains. Anyone opening the codex for the first time must succeed at a DC 30 Fortitude save or be affected as per the spell *destruction*. Those who survive can peruse the book's pages and learn its powers, though not without risk. Each day spent studying the codex allows the reader to make a DC 50 Spellcraft check to learn one random power. The reader gains a +1 circumstance bonus on this check per day spent reading until a power is learned. However, each day of study also forces the reader to make a successful Will save (DC 30 + 1 per day of study) to avoid being affected as if by the spell *insanity*. The Will save DC resets to 30 once a power is learned. The powers of the *Codex of the Infinite Planes* are as follows: *astral projection*, *banishment*, *elemental swarm*, *gate*, *greater create demiplane*, *greater planar ally*, *greater planar binding*, *plane shift*, and *soul bind*. The saving throw to resist any effect created by one of these powers has a DC equal to 20 + the power's spell level. Each of these spell-like abilities is usable at will by the owner of the codex once she learns it, but requires a successful Spellcraft check (DC 40 + twice the spell level of the power) to activate. A character cannot take 10 on this check. Failing this check indicates that a catastrophe befalls the user, determined randomly by rolling on the Codex Catastrophes chart below. A character can only incur one catastrophe per power use.

DESTRUCTION

The *Codex of the Infinite Planes* is only destroyed if one page is torn out and left on each plane in existence, but tearing out a page immediately triggers a random catastrophe.

Codex Catastrophes

d%	Catastrophe
01–05	Planar Relocation: The reader and a 5-mile-diameter area centered on her are teleported to a random plane.
06–10	Natural Fury: A <i>storm of vengeance</i> spell centered on the reader begins and follows the reader. Additionally, an <i>earthquake</i> spell centered on the reader strikes every round for 1 minute.
11–15	Fiendish Vengeance: 1d3+1 balors, olethrodaemons ^{B2} , or pit fiends appear and attempt to destroy the book's reader.

16–19	Ultimate Imprisonment: The reader's soul is captured as per the spell <i>trap the soul</i> (no save allowed) in a random gem somewhere on the plane while her body is entombed as per the spell <i>imprisonment</i> .
20–23	Formless: The reader is affected as by the spell <i>reincarnation</i> . Every dawn she is affected again.
24–27	Clone: An evil clone of the reader from a parallel dimension appears 1d100 miles away (see the spell <i>clone</i>). Another evil clone appears at the same distance 1d4 days later. This repeats for as long as the reader lives.
28–31	Shinagami Swarm: A flight of 444 shinagami ^{B3} appears and scatters, each one seeking to kill a different sentient creature.
32–35	Eternal Unlife: The reader's soul becomes shackled to her body, cut off from the planes and the natural progression of souls into the afterlife. If she is slain, her consciousness remains and her body refuses to rot, but is no longer usable.
36–39	Colossus: The reader permanently grows to be 65 feet tall, making her Colossal in size. She grows an additional 5 feet every day.
40–43	Expurgation: The reader is affected by the spell <i>energy drain</i> every day at midnight. This effect never drains the reader below 1st level, but afflicts her again if ever she advances beyond that level.
44–47	Antimagic: Anytime the reader touches or uses a magic item, effect, or ability, she and the object or effect are targeted by <i>mage's disjunction</i> .
48–51	Divine Enmity: The reader garners the hatred of a good deity. 1d4 brijidines ^{B2} , draconals ^{B2} , solars, star archons ^{B2} , or similar powerful divine servants appear and attempt to kill the reader. Mortal worshipers of the deity actively oppose the reader as well.
52–55	Dead Magic: All magic permanently ceases to function in the area within 1d4 miles of the reader. See page 187 of the <i>GameMastery Guide</i> for details on dead magic areas.
56–59	Wild Magic: Magic permanently becomes erratic in the area within 1d4 miles of the reader. See page 188 of the <i>GameMastery Guide</i> for details on wild magic areas.
60–64	Darkness: The land within 1d10 miles of the reader is cast into permanent darkness, as per the spell <i>deeper darkness</i> . The sun rises over the area, but it provides no significant illumination. The average temperature of the area decreases by 30 degrees.
65–69	Sun Sear: The effect of this catastrophe is not immediately obvious, but the next time the sun reaches its zenith, it halts. This catastrophe only affects a region within 1d10 miles of the reader's location at the time the catastrophe occurred—the sun continues to travel normally in lands beyond this

- area. The affected land is always illuminated and the average temperature increases by 40 degrees.
- 70–75 **Zombie Apocalypse:** All creatures within 1d12 miles of the reader must succeed at a DC 20 Fortitude save or be slain. Those killed by this effect immediately rise as ravenous undead of a type determined by their number of Hit Dice (1–5: zombie; 6–10: ghoul; 11–15: wight; 16+: mohrg). These undead are uncontrolled and ravenous for living flesh.
- 76–80 **Titanic Brawl:** Two titans—one elysian titan^{B2} and one thanatotic titan^{B2}—appear and immediately begin fighting.
- 81–84 **Meteor Shower:** Every square within 25 feet of the reader is targeted by a meteor, as per those created by the spell *meteor swarm*.
- 85–88 **Reversed Gravity:** The area within 1/2 mile of the reader in all directions is permanently affected as if by the spell *reverse gravity*, but with no uppermost limit. Those unable to impede their skyward fall eventually tumble all the way into the freezing vacuum of space.
- 89–92 **Friends Become Enemies:** With the exception of the reader, every creature within 5 miles of the codex must succeed at a DC 20 Will save or immediately and permanently switch to an alignment opposite its current one.
- 93–96 **Trading Places:** The reader immediately switches bodies with his or her greatest enemy of the same creature type. Both reader and enemy retain all of their original knowledge and abilities and do not gain any new ones, but appear as the new characters in all ways.
- 97–99 **Voice of the Gods:** Anytime the reader speaks (even in a whisper), all creatures within 50 feet must succeed at a DC 20 Fortitude save or take 10d6 points of sonic damage and be permanently deafened.
- 100 **Death:** The reader utters a *wail of the banshee* and then is subject to a *destruction* spell. This repeats every round until the reader is dead.

History

Few entities, even among the eldest deities, recollect the origins of the *Codex of the Infinite Planes*, as its creation dates back to the rebellion of the titans against their godly creators. Realizing their race lacked the fundamental connection to the multiverse that granted the gods limitless power, a sect of titans sought to create such a link for themselves, rudely twisting the planes to their will, but at a terrible cost. The result was the creation of the *Codex of the Infinite Planes*, an ultimately failed but fantastically dangerous key to vast planar power. The ensuing divine

reprisal for attempting to intrude upon the providence of the gods proved swift and harsh, an outrage that led to planes-spanning revolution. Today, titan residents of both Elysium and the Abyssal realm of Thanatos both claim to possess this infamous work.

Ramifications

The *Codex of the Infinite Planes* holds the potential to grant the user the might of the planes, but at the risk of opening unchecked gates to realms that are awash in strange powers or otherwise antithetical to mortal life. Only the most powerful beings should attempt to use the tome, and even then at considerable remove from populated areas.

The Eternal Search: The *Codex of the Infinite Planes* has a tendency to go missing for thousands of years—yet that doesn't mean there aren't still plenty of different sects and organizations searching for it. Perhaps foremost among these are the titans themselves, many of whom have never given up their forebears' dreams of godlike power and the ability to create a perfect home for themselves in some far-off demiplane of their own devising, hidden from the eyes of the gods. For this reason, many good-aligned organizations also seek the tome, if only to keep it safely out of the titans' hands, or those of many other evil or misguided creatures who would make use of its powers. Along with these are scholars like the members of the Pathfinder Society, who would do anything to study such an ancient and historic artifact, or spellcasters seeking to deconstruct its abilities. Yet despite the intentions of those who seek the tome, whether noble or malign, the fact remains that every time the codex surfaces once more, terrible events come to pass.



DANCING HUT OF BABA YAGA

A rustic hut stands here, its timber walls hung with bundles of drying herbs and etched with eerie symbols. From beneath its splintering wooden porch extends a pair of legs, like those of a fifteen-foot-tall chicken with gigantic talons caked in mud but sharp as razors.

DANCING HUT OF BABA YAGA

Aura overwhelming conjuration and transmutation; **CL** 30th
Slot none; **Weight** 3,500 lbs.

DESCRIPTION

Approximately 15 feet tall and 15 feet square, this crude hut rises atop a pair of gigantic chicken legs that, when not tucked beneath the structure at rest, endlessly pick and scratch at the

hut's surroundings. The lifelike legs aren't the only thing that make the hut remarkable, though. The small building's only door opens into a room more than twice the size of what the structure could naturally contain, but this remarkable space is but a threshold to places more wondrous still, for it is merely one possible configuration of countless extradimensional rooms (see page 23 for a map of this "default" layout of the hut's interior). Nothing that transpires outside the hut has any effect on those inside. The properties and abilities of the *Dancing Hut* are divided into two categories, the defensive and the transportive.

Defensive: At its most basic level, the *Dancing Hut* is a unique CR 17 construct. The statistics and abilities of this remarkable creation are detailed on the following pages. A creature inside the hut can command the structure to move, attack, use its special abilities, or immediately perform any other function it is capable of by employing the *Dancing Hut*'s unusual controls, which consist of a brown hen's egg inside a simple, cracked clay bowl sitting upon a table inside the hut. Both the bowl and egg can easily be removed or destroyed, but both reappear 1 hour later and only function within the confines of the hut. Breaking the egg reveals the head of live and very irate rooster that dies a long, squawking death—and disappears an hour later when the controls reform. Any creature that makes a successful DC 30 Use Magic Device check can use these innocuous controls to command the *Dancing Hut*. Failing this check causes the hut to dance erratically, potentially trampling creatures nearby, but has no effect on creatures inside the hut. A creature must succeed at a new Use Magic Device check every round to directly control the hut's actions. The hut can be assigned simple, standing commands to follow, such as to attack any humanoid that approaches, to patrol an area, to head in a direction for a set period, or to flee if damaged, but nothing complicated that requires it to follow multipart instructions, recognize specific individuals, or seek a specific place.

Transportive: As a construct, the *Dancing Hut* can physically move on its own, but it also possesses the ability to slip between planes and even travel to other planets, carrying any inside the hut with it. This remarkable ability is activated using the cauldron within the hut, which links the hut to countless—if not infinite—locations across the planes. To use these transportive abilities, a creature must stand before the hut's cauldron, place two ingredients inside, and stir the ever-bubbling stew within—a process requiring a full-round action, though finding the desired ingredients might take longer. The two ingredients act as "keys" to a specific destination. Each destination the hut can travel to has a specific combination, or "recipe," of two keys, which appear to be relatively normal items stored throughout the hut itself. Although the keys appear to be absolutely mundane, only those specific items within the hut function as keys. So while a red apple might be one key, it must be the red apple found inside the *Dancing Hut*, not just any





Sample Keys and Destinations for the Dancing Hut

Key 1	Key 2	Destination
Ashes of a familiar	Snake's egg	Harem of Abraxas in the Abyss
Bird's wing	Broken vase	The Sunset Towers in the Ruins of Kho
Black ink	Broken mirror	Shadow Absalom on the Plane of Shadow
Black sand	Red silk	The Black Key of Zelshabbar in Kelesh
Bone meal	Snowflake	The Hoarwood Forest in Irrisen
Cat fur	Human eyelashes	The Sphinx Head in Osirion
Chip of marble	Strand of black hair	The Field of Maidens, south of Geb
Cloud vapor	Obsidian tooth	The Storm of Fangs on the Plane of Air
Coal	Giant albino spider hair	Foyer of House Caldrana in Zirnakaynin
Cracked blue clay disk	Vial of acid	Galisemni in the Maelstrom
Dagger	Lock of blonde hair	A monument marked "Guinevere" in the Boneyard
Demon horn	Vestigial finger	Linnorm-guarded manor in Abaddon
Discharged wand	Silverfish	Attic of Pol's Scrolls and Rarities in Quantum
Eel	Storybook page	The House of Lies in Nidal
Empty vial	Siccative	Qidel on the planet Verces
Fingernail	Soup bone	Eight Fingers Butchery in Axis
Flower petals	Kissed love note	Godsarm in the First World
Gold lute string	Teardrop	Llourith in Nirvana
Guggul incense	Holy symbol of Dhalavei	Seat of the Golden Moon in Vudra
Headless ant	Rune-etched stone	The God Pool beneath Kaer Maga
Horse blood	Twisted iron link	Cell 667 of Citadel Gheradesca in Cheliox
Ice chips	Pebbles	The Sveonvo Arch near Valenhall
Left eye of a goat	Right ear of a shae	Lightless demiplane called the Whispering Place
Lizard's tongue	Rusty nails	The lhysyige in Hell
Maple leaf	Torn Kellid dress	Lake Redleaf in Ustalav
Platinum bar	Stardust	The Nightstalls in Katapesh
Rat skull	Saltpeter	The Lost Mines in Nirmathas
Sea salt	White sand	The Fulgurate Marble on the Plane of Water
Sliver of green jade	Snake venom	Seven Venoms Springs in Minkai

apple. Like the hut's controls, keys can easily be destroyed or removed from the hut, but they reappear 1 hour later.

Once the proper keys have been placed in the cauldron, the *Dancing Hut* immediately appears at its new destination, as if it had traveled there via *plane shift* or *interplanetary teleport* (*The Inner Sea World Guide*). The hut always appears in the same location at a given destination—the keys are tied to that specific location at the destination. Once at a destination, the *Dancing Hut* can move (or be moved) to any other location on that world or plane normally. Once the hut arrives at its new destination, the keys immediately disappear from the cauldron, reforming elsewhere in the hut.

Each time a new combination of keys is used to transport the *Dancing Hut* to a new location, the interior layout of the hut changes, as each location the hut can travel to has its own corresponding layout of the hut's interior. The map on page 23 depicts a sample layout for the hut's interior, but as the hut travels, this layout can change dramatically, though every layout contains one room with a cauldron and the hut's controls, regardless of how many rooms are present in that layout.

When the hut's layout changes, the other layouts still exist, and are inaccessible from within the hut itself. Magic such as *plane shift* can still be used to visit these otherwise inaccessible layouts, and Baba Yaga herself (and perhaps some other residents of the hut as well) can freely travel throughout all of the rooms of the hut, regardless of the hut's physical location.

The table above presents a list of some of the best-known destinations the hut can travel to, along with the two keys needed to take the hut to that location. This list is by no means all-inclusive, and none—save perhaps Baba Yaga herself—know the limits of the hut's transporative properties.

DESTRUCTION

If the cauldron inside the *Dancing Hut* is used to open a *gate* within the cauldron itself, a rift in reality opens, destroying the hut's extradimensional interior and sucking in the exterior frame—likely destroying whoever activated the cauldron, and some posit much more than that. Only Baba Yaga knows the recipe to open this self-destruct portal, one ingredient of which is her own left eye.



Properties of the Dancing Hut

The *Dancing Hut of Baba Yaga* is an especially complex and powerful artifact. The creature statistics for its chicken-legged frame are detailed below.

DANCING HUT OF BABA YAGA CR 17

XP 102,400

N Huge construct

Init +12; **Senses** blindsight 120 ft.; Perception +8

Aura frightful presence (60 ft., DC 30)

DEFENSE

AC 34, touch 20, flat-footed 22 (+12 Dex, +14 natural, –2 size)

hp 188 (27d10+40); fast healing 20

Fort +9, **Ref** +21, **Will** +17

Defensive Abilities evasion, immortal structure; **DR** 15/adamantine; **Immune** construct traits, gaze attacks, visual effects and illusions, sight-based attacks; **SR** 28

OFFENSE

Speed 60 ft.

Melee 2 claws +38 (2d6+13 plus grab), slam +38 (2d8+13 plus grab)

Space 15 ft.; **Reach** 15 ft.

Special Attacks constrict (2d6+19), fast swallow^{B3}, swallow whole (see below), trample (2d8+19, DC 36)

Spell-Like Abilities (CL 15th; concentration +22)

At will—*dimensional anchor*, *freedom of movement*, *irresistible dance* (DC 25)

3/day—*blink*, *dimension door*, *incendiary cloud* (DC 25)

STATISTICS

Str 37, **Dex** 34, **Con** —, **Int** —, **Wis** 27, **Cha** 25

Base Atk +27; **CMB** +42 (+46 grapple); **CMD** 64

Languages understands any (cannot speak)

ECOLOGY

Environment any land

Organization solitary (none)

Treasure none

SPECIAL ABILITIES

Immortal Structure (Ex) Reducing the *Dancing Hut* to 0 hit points causes its legs to buckle, bringing the hut itself toppling to the ground. Such a defeat has no effect on the hut's extradimensional interior or any creatures inside the hut. The hut remains immobile and unresponsive to its owner's commands to move or use any of the special abilities described in its creature stat block for 24 hours, though the transportive abilities of the hut and its cauldron can still be employed. The hut cannot be reduced to fewer than 0 hit points, no matter what damage, circumstances, or environment it might be subjected to after its defeat. After 24 hours, the hut regains half its hit points (94 hp) and its fast healing ability reactivates. It may then use its special abilities to escape from nearly any situation it finds itself in. The *Dancing Hut* can only be destroyed by the method detailed in the artifact's destruction entry.

Swallow Whole (Ex) If the *Dancing Hut* successfully grapples a creature with its slam attack, the victim is scooped up by the hut's front door and flung inside. The target appears within the extradimensional space inside the hut—the layout of which depends upon the hut's physical location (see the map on page 23 for a sample layout of the hut's interior). Being inside the hut is not necessarily dangerous, unless one of Baba Yaga's guardians is there or Baba Yaga herself is home. A swallowed creature can attempt to escape by breaking open the front door, a deceptively sturdy barrier with hardness 15 and 100 hit points that also benefits from the hut's fast healing ability. The hut can expel swallowed creatures as a full-round action, flinging them from its open door. It must make a combat maneuver check against creatures that don't wish to leave, with failure meaning the target is able to hold on to the pitching and warping interior. The hut may choose which creatures it wishes to expel and which to keep inside.

Ramifications

Those who encounter the *Dancing Hut of Baba Yaga* have much to consider—and much to be rightfully concerned about.

Facing the Hut: As a CR 17 creature, the *Dancing Hut* is more than a match for all but the highest-level adventurers. The hut partially takes its name from its deadly battle tactics and its tendency to trample those it perceives as threats, but its methods of dealing death don't end there. Built to oppose dangerous magic-users and extraplanar threats, the *Dancing Hut* makes regular use of its *dimensional anchor* spell-like ability, targeting any creature that demonstrates the ability to cast spells and could potentially escape the hut's claws. It deals with beings that attack directly by casting *irresistible dance*, and those that take to the air by belching cinders and smoke equivalent to an *incendiary cloud* from its chimney. Most unpredictably, though, the hut makes use of its swallow whole attack, scooping victims up and trapping them within its extradimensional interior. The *Dancing Hut* only makes use of this attack when commanded to do so by its occupants, as those brought inside might be able to gain control of the artifact by means of its strange egg-and-bowl controls.

Guardians: The *Dancing Hut's* mistress often posts formidable guardians inside her home to protect it against intruders. Some of the most common are presented here.

The Coffin Man (NE thanadaemon [*Bestiary* 2]): Sometimes a skeletal figure can be found within the hut, seated in a dusty chair and playing out a game of cards upon a dry-rotted coffin. He claims to be a cousin of the hut's owner and to have been waiting for those who arrive. With a bored demeanor, he dismisses the goals of others as no longer consequential and eventually uses the cauldron to open a gate to Abaddon, encouraging living creatures to enter—with his scythe if need be. The Coffin Man is a CR 13 threat.

Gaj, the Gentleman Jotund (CE jotund troll [*Bestiary* 3]): His highest head nearly touching the ceiling, Gaj, a 16-foot-tall



jotund troll, stands in the center of the hut stirring the cauldron with a Huge trident. Wearing a lumpy vest of wolf fur and a matching ushanka, the troll politely asks visitors to leave. If they refuse, he doffs his hat, deliberately removes and folds his vest—revealing his numerous snarling heads in doing so—and attacks with a savage roar. Gaj is a CR 15 opponent.

Louhi (CE female human wizard 20+): A mysterious, raven-haired witch who smirkingly calls herself Louhi can sometimes be found here. Beautiful and knowledgeable of the *Dancing Hut's* secrets, she's a poor guardian, frequently mocking the artifact's owner, claiming to be the hut's rightful inheritor and showing intruders how to make use of its varied abilities. Although highly unpredictable and maliciously unreliable, she occasionally employs adventurers to aid her in meddling in otherworldly politics. Although proud, Louhi refuses to engage in combat—often using her magic to abruptly depart—but demonstrates the powers of at least a 20th-level wizard.

The Mistress: More so than any guardian or magical ward, or even the artifact's deadly abilities, the greatest threat presented by the *Dancing Hut* is its owner and possible creator, Baba Yaga herself. A nearly immortal witch who is known on multiple worlds and possesses magical abilities to rival those of demigods, Baba Yaga embodies ancient secrets, planes-spanning intrigues, and magical mastery.

Few can stand against the legendary crone, but fortunately, she cares little about most mortals or their agendas, rarely even bothering to slay trespassers. Those who win her favor might gain a hint of her arcane genius or cultic knowledge, while those who anger her face bitter, far-reaching curses. In either case, Baba Yaga's cunning, patience, and talent for ironic maliciousness cause wise denizens of untold worlds to dread even the hint of her passage—and rightfully so.

Baba Yaga's statistics are currently undefined, but should rival those of even the highest-level PCs.

Transport: The *Dancing Hut* uniquely changes travel. Passengers can order the hut to walk in a direction, then simply take their ease inside. While the hut can't be commanded to seek out a specific destination, it can be given simple instructions and can travel over almost any terrain—even across the bottom of the sea.

In addition, the *Dancing Hut* has the power to travel magically across planes and other worlds on the Material Plane, but each location requires a specific pair of keys to open. Only those with knowledge and possession of such keys may make use of the hut's magical transportation. While blind experimentation with the hut's cauldron is possible, it might never result in two keys that open a portal—and even if it does, much of the multiverse is antithetical to mortal life.

HARROW DECK OF MANY THINGS

This worn fortune-teller's deck bears a dreamlike or unsettling image upon each of its fifty-four cards, and every card is marked by one of six suits: crowns, hammers, keys, shields, stars, or tomes.

HARROW DECK OF MANY THINGS

Aura strong (all schools); **CL** 20th

Slot none; **Weight** —

DESCRIPTION

A *Harrow Deck of Many Things* is usually found wrapped in cloth or velvet and hidden away within a simple wooden case, but nothing marks it as being anything other than an oft-used and treasured focus of the Varisian fortune-telling art. As soon as one of the deck's cards is drawn at random, though, its nature becomes apparent and an effect determined by the chosen card is bestowed upon the user—often to life-altering effect.

A bearer of a *Harrow Deck of Many Things* who wishes to draw a card must announce how many cards he will draw before doing so. These cards must be drawn within 1 hour of each other, and a character can never draw any more cards from the deck than he announced (unless the effect of a drawn card states otherwise). If the character does not willingly draw his allotted number or is somehow prevented from doing so, the cards flip out of the deck on their own after 1 hour. Future attempts to draw cards from the deck made by someone who has already drawn his allotted number reveal only blank cards.

Each time a card is taken from the deck, it is replaced, making it possible to draw the same card twice. A *Harrow Deck of Many Things* contains 54 cards, with the effects of each detailed in the following Effects of the Harrow section.

DESTRUCTION

The *Harrow Deck of Many Things* possesses a strange sort of self-preservation. If the deck is damaged—regardless of how much damage it takes—one card is destroyed and the deck randomly teleports somewhere else on the plane. If it is somehow pursued and damaged

again within 1 minute, another card is destroyed and the deck teleports again. If this process is repeated until no cards are remaining, the deck is destroyed. If the deck is not entirely destroyed, destroyed cards reappear at a rate of 1 per hour.

Effects of the Harrow

The 54 cards in the *Harrow Deck of Many Things* possess wildly differing powers. While many effects occur instantaneously and are permanent, some can be delayed. Unless otherwise noted, effects caused by the deck are permanent and can only be undone by a *miracle* or *wish* spell, the powers of another artifact, or the intervention of a deity. Many of the deck's effects can alter elements of the game world, and thus should be integrated however the GM sees fit, keeping in mind the alignment and intention of each card.

The Avalanche: The character becomes the focal point of an earthquake, as per the *earthquake* spell. In addition to saving versus this effect, the character must succeed at an additional Will save or be affected by the spell *imprisonment*.

The Bear: The character gains the lycanthrope template, becoming a werebear (*Bestiary* 2). He is considered a natural lycanthrope, and as such, *cure disease* and *heal* have no affect on this affliction.

The Beating: While in combat, the character is always considered to be flanked. Attackers gain a +2 flanking bonus on attacks made against the character and may sneak attack him at will.

The Betrayal: The character's animal companion, familiar, cohort, or other NPC ally is alienated and forever after hostile. If the character has no such allies, the enmity of some powerful personage, community, or religious order can be substituted. This hatred remains a secret until such a time that it might be most dramatically and perilously revealed. Upon drawing this card, the character knows that someone or something will turn against him, but nothing more.

The Big Sky: Once per day, the character can add +10 to his CMB or CMD for 1 round. When he does so, a piece of metal in close proximity shatters.

The Brass Dwarf: The character becomes immune to one energy type of his choice, but gains vulnerability to another energy type of the GM's choice.





The Carnival: Upon drawing The Carnival, the card is set aside and the GM draws nine additional cards from the deck. These cards are laid face up for the character to view, then flipped over and shuffled by the GM. The player draws one card from the nine, taking that card's effects as normal.

The Courtesan: The character's favorite item—preferably a magic weapon—becomes intelligent. Use the rules for intelligent items on page 532 of the *Core Rulebook* to randomly generate the item's abilities. If the character has no items, an intelligent item soon falls into the character's possession.

The Cricket: Upon drawing this card, the character may choose to draw up to three additional cards. In addition to those cards' effects, the character's base land speed increases by +10 feet for each card he draws.

The Crows: The character must choose between his most valuable item and a major ally of the GM's choice. Whichever is not selected is destroyed or slain and cannot be restored by mortal means. The character is made aware of the ramifications of this choice upon drawing the card.

The Cyclone: An elder air elemental appears, and the character must fight it alone. If the character cannot defeat the elemental in 1d6+1 rounds, he is transported to the Plane of Air.

The Dance: From this point on, whenever the character rolls initiative, he rolls twice and selects whichever result he prefers.

The Demon's Lantern: The character's body disintegrates. All that remains are his items and a glowing gem containing his soul. This gem is worth an amount of gp equal to 2,500 × the character's level. A *resurrection* or stronger spell is required to restore the character, and doing so destroys the gem.

The Desert: This card grants the character the one-time ability to travel to any location on the same plane instantly, bringing with him up to 10 allies and 2,000 pounds of goods. The character must know exactly where he wishes to travel, such as a place he has been or a location on a map, but not a vague or hidden location, like the richest dungeon in the world or the Lost City of Ird. This transportation ignores all barriers against teleportation or other magical effects. The character may use this card's effect whenever he wishes, but only once.

The Fiend: A powerful evil outsider takes notice of the character and sets plans in motion to destroy him.

The Foreign Trader: The mysterious entity known as the Foreign Trader appears and offers the character any treasure he wishes in return for years of his life. If the character accepts, he must choose to age a number of age categories (*Core Rulebook* 169). The character takes all the ability score penalties for his new age, but gains none of the benefits. For each age category he advances, however, he gains 20,000 gp worth of credit with the Foreign Trader, which can be spent on any non-unique magic items. Any credit a character does

not spend is lost. After the character is done spending his credit, the Foreign Trader vanishes. Years taken by the Foreign Trader cannot be restored by any means. The Foreign Trader does not trade with characters who cannot die of old age. If the character is immortal, the Foreign Trader vanishes, leaving behind another card. If the character declines to bargain with the Foreign Trader, the trader disappears in a puff of acrid yellow smoke.

The Forge: The character must choose one weapon or armor in his possession to be reforged into another weapon or armor of equal or lesser gp value. For example, should a character choose to have a +3 *longsword* (an 18,315 gp value) reforged, he could have it transformed into any one of hundreds of items, like a +1 *axiomatic scimitar* (also a 18,315 gp value) or a suit of +3 *full-plate of silent moves* (12,300 gp). Any gp value not spent is lost.

The Eclipse: From the hours of dusk to dawn, the character is treated as being one level lower than normal. If the character has multiple classes, he must decide upon drawing this card which class is affected.

The Empty Throne: The character inherits a noble title and 15,000 gp soon after drawing this card. The GM decides the particulars of when and how this occurs.

The Hidden Truth: This card grants the character the one-time ability to call upon an omniscient spirit to fully answer any question or solve any single puzzle. Whether the information revealed can be effectively acted upon is another question entirely. The character may use this card's effect whenever he wishes, but only once.

The Idiot: The character's Charisma, Intelligence, and Wisdom scores are all reduced by 1d4 points. Roll individually for each ability score.

The Inquisitor: This card grants the character the one-time ability to force another creature to answer a single question truthfully. The card does not grant the character or creature questioned any special insight, so a creature might still answer a question falsely if it believes the falsehood. If the creature is truly ignorant, it informs the character that it doesn't know the answer and this effect is wasted. The character may use this card's effect whenever he wishes, but only once.

The Joke: Upon drawing this card, the character selects one of his allies. Three new cards are then drawn by the GM and made visible (the GM may choose whether or not to explain the cards' effects). The character's ally must choose one of these cards and immediately gains the effects. The character then selects one of the remaining two cards and gains that card's effects. The final card is discarded.

The Juggler: The character gains a +2 bonus to two ability scores of his choice, but must swap them with one another.

The Keep: The character gains a personal demiplane, as per a permanent *create demiplane* spell (*Pathfinder RPG Ultimate Magic* 213).



The Liar: The character's most powerful, most valuable, or favorite magic item (GM's choice) manifests a curse. Roll on Table 15–27: Common Item Curses on page 537 of the *Core Rulebook* to generate this effect, rerolling results for specific items.

The Locksmith: This card grants the character the ability to open any one door, lock, set of bindings, or other locked barrier. This includes magical gates or portals that have specific requirements to activate. The character may use this card's effect whenever he wishes, but only once. Once used, the card's effect ends.

The Lost: The character cannot gain another level in whichever class he currently has the most levels. This effect can be circumvented if the character is killed and returned to life, but the next time he is restored to life he is affected as if by the spell *reincarnate*, regardless of what spell was cast.

The Marriage: A comely genie of the character's preferred gender appears and proposes marriage. Should the character accept, he must organize a lavish wedding ceremony by the end of the week and ever after be committed to this exotic outsider. If the character declines or breaks his wedding vow, the genie is heartbroken and returns to his or her home plane, provoking the ire of the associated elemental court. The genie's type, personality, actions, and possible retribution are determined by the GM.

The Midwife: The character gains exactly enough experience to advance to the next level.

The Mountain Man: The character grows one size category, gaining all the benefits and penalties of increased size. His equipment does not increase in size.

The Mute Hag: The character permanently loses one of his senses—sight, hearing, or speech—becoming blind, deaf, or mute (player's choice). This affliction cannot be cured by any effect short of a *miracle* or *wish* spell.

The Owl: This card grants the character the one-time ability to scry on any target anywhere for 1 minute. The target, however, is immediately aware that it is being scryed upon by the character. The character may use this card's effect whenever he wishes, but only once. Once used, the card's effect ends.

The Paladin: The character is granted a *holy avenger*. This weapon has all the properties of a normal *holy avenger*, along with a special ability that can be used once. Upon being thrust into the ground by its bearer as a standard action, the weapon transforms into a paladin two levels higher than the wielder. This paladin possesses her own *holy avenger* and aids the character in any way her alignment permits for 30 minutes. Once this time is over, the paladin vanishes and the sword reappears, though it is forever reduced to a +2 *cold iron longsword*.

The Peacock: The character's skin hardens, becoming rigid and pebbled. He gains a permanent +2 bonus to his natural armor, but takes a –2 penalty to Dexterity.

The Publican: The GM chooses one of the character's enemies. This enemy has a complete change of heart and now favors the character.

The Queen Mother: When the character draws this card, 2d4 giant ants appear to serve the character until they are slain. These creatures eagerly seek to aid and protect the character. They understand the character's verbal commands, though they cannot respond.

The Rabbit Prince: All attacks the character makes that threaten a critical hit are automatically confirmed. Likewise, all attacks made against the character that threaten a critical hit are also automatically confirmed.

The Rakshasa: Anytime the character lies with the true intent to deceive, he turns into a random animal for 1 hour. Lying with the intent to trigger this effect never works.

The Sickness: The character becomes afflicted with incurable leprosy (or another disease of the GM's choice). While the disease cannot be cured by any effect short of a *miracle* or *wish* spell, the effects of the affliction can be negated through the use of spells like *restoration*.

The Snakebite: Anyone who touches the character must succeed at a Fortitude save or be poisoned by greenblood oil. The save DC is equal to 10 + the character's Hit Dice + his Constitution modifier. This poison affects even those who touch the character to administer aid or healing magic.

The Survivor: The next time the character is reduced to –10 hit points, he is instantly restored to full hit points. If he is killed by an effect that slays him without dealing hit point damage (such as by *disintegrate*), the effect fails to kill him and he is restored to full hit points. If he is killed by a hostile environment (such as a lava flow or when teleporting to a dangerous plane), he is transported to his last safe location and restored to full hit points. This card does not save the character from effects that would permanently disable him, like petrification.

The Tangled Briar: Once per day, the character can communicate as per the spell *speak with plants* and have a plant truthfully answer any single question. Using this ability upsets the surrounding flora, however, causing 1d4+2 shambling mounds with the advanced template to erupt from the earth and attack the character, regardless of the surrounding terrain.

The Teamster: When the character draws this card, a powerful being appears before the character and tasks him to undertake a dangerous quest. If the character proves resistant to undertaking the task, he is afflicted by *geas/quest* until the quest is completed. When the character completes the quest, the powerful being reappears, granting the character a lavish reward. The specifics of the quest, the powerful being's identity, and the character's reward are determined by the GM.

The Theater: The next time the character defeats a creature, he is granted a +2 bonus to the same ability score as the creature's highest ability score.



The Trumpet: This card grants the character the ability to summon an outsider of his alignment once per day. This outsider must be of a CR equal to or less than the character's level and serves for a number of rounds equal to the character's level.

The Twin: The character physically becomes a member of the opposite gender.

The Tyrant: The character gains the one-time ability to issue a single command to any creature in the multiverse and have the order obeyed. The target is affected as if by the spell *dominate monster*, and even orders for the target to kill itself are followed. Any creature targeted by this effect knows that it is acting against its will, and knows the identity and location of the character. Immortal creatures cannot effectively kill themselves, and the act only causes them considerable but fleeting pain. Additionally, creatures with the ability to grant such boons typically also possess the power to revoke them, and do so as soon as the command releases them. The GM ultimately decides what this command can accomplish. The character may use this card's effect whenever he wishes, but may only use it once.

The Unicorn: This card grants the character the one-time ability to undo one past choice or regrettable action. The fabric of reality is unraveled and respun, potentially restoring creatures to life or altering the course of history, depending on how the character acted and how he wishes he would have acted. The player chooses what situation he would have acted differently in and the GM determines how reality changes to reflect that act. The change primarily affects the character, affecting others as little as possible. The character may use this card's effect whenever he wishes, but only once.

The Uprising: Upon drawing this card, 3d6 unruly, accident-prone, 1st-level commoners appear to serve the character. If these followers are killed, the character takes the usual penalties on attracting further followers. Knowledge of these commoners' mistreatment or death spreads far, with the GM determining any repercussions.

The Vision: The character receives two visions and the knowledge that one vision is true and the other false, though he does not know which is which. The GM determines the specifics of these visions. The visions may be views of the past, present, or future; cryptic omens; or total fantasies.

The Wanderer: One of the character's mundane possessions becomes a magical item worth 20,000 gp or less. The GM determines which item manifests magical properties and what those properties are.

The Waxworks: Upon drawing this card, 1d6 exact duplicates of the character appear within a 20-mile radius. These duplicates have the alignment opposite to that of the original character and oppose his goals.

The Winged Serpent: The character is granted a single wish. This wish functions similarly to the spell *wish* when it comes to affecting rules and statistics, but can also change reality in ways outside the bounds of the spell's effects—such as rerouting a river or ending a war. The GM decides what the wish can and cannot accomplish.

Ramifications

Those who would dare a potentially life-changing draw from the *Harrow Deck of Many Things* should consider the following. Additionally, *Pathfinder Campaign Setting: Classic Treasures Revisited* features a chapter on the *Deck of Many Things*, which elaborates in detail upon a treasure very much like the *Harrow Deck of Many Things*.

Beating the Odds: Although what might qualify as a boon or a burden proves highly subjective, by one counting of the cards in the *Harrow Deck of Many Things*, there are 24 mostly beneficial effects, 16 detrimental effects, and 14 relatively neutral effects. This means that someone drawing a card from the deck has roughly a 44% chance of drawing a beneficial card, a 30% chance of drawing a detrimental card, and a 26% chance of drawing a neutral card. These percentages skew slightly as some of the neutral effects lead to the redrawing of cards, but these figures might lend unreliable comfort to those cautious about drawing from the deck. Those who would make multiple draws should consider whether to do so carefully, however, as drawing twice increases the chance of drawing a dangerous card to 50%, while drawing three times increases this chance to 65%.

Seductive Destruction: Many of the effects of the *Harrow Deck of Many Things* are particularly visible and may attract attention from a distance. Nearly any creature would be tempted by the chance to change its life by taking a draw from the deck, but while one draw might suggest the deck is filled with blessings, multiple draws typically end in destruction. This might be obvious enough to a small group of adventurers, but perhaps not to members of any sizable community where dozens might seek a draw. Those who find a *Harrow Deck of Many Things* locked away likely find it in such a place because of one uncommon individual's discretion, or because the endangered deck teleported there.





HORNS OF NARAGA

This intimidating helm bears a pair of sweeping dragon horns rising from an imperious setting of scarred, sigil-etched copper.

HORNS OF NARAGA

Aura overwhelming varied; **CL** 22nd

Slot head; **Weight** 8 lbs.

DESCRIPTION

Whenever the wearer of the *Horns of Naraga* touches a living creature (even as part of casting a spell or a touch attack), the touch deals an additional 5d6 points of negative energy damage and the wearer gains these hit points as if she had cast *vampiric touch*. The wearer of the helm is immune to acid and can see perfectly in darkness of any kind, even that created by magic. When worn by an undead creature, the *Horns of Naraga* reduces all damage taken from positive energy by half.

Once per day, the wearer can order the helm to transform into an ancient black dragon that obeys unquestioningly for 1 hour before reverting back to a helm. Slaying the dragon does not destroy the helm, but it does prevent this ability from being used for 1 week. While the helm is in dragon form, the helm's owner does not receive any of the helm's other benefits.

DESTRUCTION

The *Horns of Naraga* can be destroyed by crushing it between the jaws of an ancient black dragon's skull in the middle of a desert with the sun at its zenith.

History

In the decades preceding Tar-Baphon's battle with Aroden, the wizard launched a stealthy campaign to claim the Isle of Terror, sensing a strange "thinness" there that he hoped to turn to his advantage. Resistance to his plot came in the form of a triune of deadly black dragons, Istravek, Naraga, and their lethal mother Karamorros, who claimed the island as their own. Tar-Baphon managed to negotiate with the dragons, and even enlist the younger wyrms in his plots, but Karamorros ever denied him passage into the island's interior, her personal realm. It wasn't until Istravek was wounded in Tar-Baphon's service that the wizard realized the extreme possessiveness Karamorros felt for her offspring, as the elder dragon razed one of his hermitages as punishment for jeopardizing her son. Tiring of the wrathful elder dragon, Tar-Baphon tricked the draconic siblings into one of his fortress laboratories and shackled them there, traveling soon after to the Isle of Terror,

where he threw scales torn from her children at Karamorros's feet. Only the threat of further tortures stayed the elder wyrm's lethal response. Tar-Baphon demanded passage into Karamorros's sanctuary, and the dragon could not refuse.

None know for how many years the dark wizard toiled at the heart of the Isle of Terror, digging through layers of the Darklands until his magic managed to tear a rift in the fabric of reality itself, opening a rent into the Negative Energy Plane. To test the passage, Tar-Baphon called upon Naraga, having no more need for shackles as his experiments had transformed



both her and her brother into raveners. Mad with fury, Karamorros attacked Tar-Baphon, but was restrained by the claws of her rotting daughter. The black dragon and the ravener fought brutally but finally Naraga clutched her mother and dove into the Wizard-King's Pit, disappearing into the bottomless depths. When finally Tar-Baphon called upon his servant, Naraga came, but the ravener was crippled and broken by the battle, and the wizard blasted what remained to pieces. Splinters of her bones retained unexpected properties, however, imbued with negative energy, necromantic power, and some vestige of her mother's fury. These Tar-Baphon took up, harnessing their might to craft what came to be known as the *Horns of Naraga*.

As for Karamorros, no sign of the great wyrm ever reemerged from the cavity called the Wizard-King's Pit. But those few who have traveled to the Isle of Terror claim only Tar-Baphon's most minor holdings and guardians remain, and his greater secrets were stolen away by a force greater than any looter. Auguries also speak of great tunnels clawed from the deep earth, winding to connect with the deepest reaches of the Wizard-King's Pit, infusing these recesses with energies antithetical to life. Some speculate that Karamorros, or what's left of the dragon matron, seeks to avenge herself against Tar-Baphon and any who support his return.

Ramifications

Anyone who would possess the *Horns of Naraga* has much to consider, particularly the helm's present owner.

Imprisoned with the Dead: When Tar-Baphon was imprisoned within Gallowspire, so too were the *Horns of Naraga*. Claiming the helm would thus mean shattering the prison that keeps Golarion's most infamous lich locked away. Yet rumors have long persisted that Gallowspire is not an inescapable prison and the Whispering Tyrant's seneschal discovered a secret path to freedom. If this is true, who knows what other evils might seep from the accused tower?



INVIDIAN EYE

A dazzling diamond glitters within this amulet's dark metal setting, its designs reminiscent of fangs and chains.

INVIDIAN EYE

Aura strong abjuration and divination; **CL** 20th

Slot neck; **Weight** 1 lb.

DESCRIPTION

The *Invidian Eye* rewards devotion and punishes betrayal. When first given to a creature, the necklace recognizes members of the creature's race and gender—but not a specific individual—as its owner. The owner automatically fails any saving throw made to resist the effects of divination magic, but the necklace seeks to protect the owner against danger, reactively casting spells to defend its wearer against effects that compromise her control. The spells the amulet can cast (and when it does so) include *freedom* (in response to *imprisonment*, petrification, paralysis, and similar effects described by this spell), *greater dispel magic* (in response to any fear or mind-affecting effect), *remove curse* (in response to curses), *protection from chaos* (in response to any form of possession or similar control). The wearer has no control over when these spells are cast and the target of these spells is always the wearer. The *Invidian Eye* can cast each spell 3 times per day.

If the *Invidian Eye* is worn by a creature not of the race and gender it recognizes as its owner, it ceases to use its defensive properties. In addition, once every 1d6 days, the gem makes a self-destructive suggestion. The wearer must succeed at a DC 20 Will saving throw or make a casual attempt to harm herself during the course of the day. This suggestion does not dominate the wearer's actions, but she might be compelled to cut herself if she's wielding a weapon or jump if she passes a high window. If the wearer resists this compulsion three times in a row, the *Invidian Eye* takes more serious measures, conjuring a miniature *prismatic sphere* into the wearer's throat, which causes the wearer to begin suffocating (*Core Rulebook* 445). The sphere can only be removed by targeting the wearer with the same spells that normally remove a full size *prismatic wall*.

The race and gender the *Invidian Eye* perceives as its owner can be reset by casting *mage's disjunction* upon the artifact, though this carries the normal risk of destroying the artifact. Whoever the necklace is next given to determines the artifact's new owner.

The *Invidian Eye* is under the effects of a permanent *nondetection* spell. This affects only the artifact, not the wearer.

DESTRUCTION

The *Invidian Eye* must be offered to 100 free-willed mortals who know nothing of its powers and be rejected by each.

History

Envy shaped the Thassilonian realm of Edasseril into a land of suspicion and hollow vanities. The desires and obsessions of the last mistress of that land, Runelord Belimarius, drove her to burden even the least of her possessions with protections on par with fantastic treasures. This revealed a particular talent of the final Runelord of Envy, a skill for crafting wards for those favored people she considered her “belongings” who needed to be defended from others who would covet their status. Thus, every one of Belimarius's consorts wore tokens of her desire and possession, emblems of honored slavery. Edasseril fell along with all of Thassilon, and most of its jealous wonders were lost—but not all.

Long thought to be little more than a stack of rock within sight of Peridot Island in northern Varisia, a ruined spire of one of Belimarius's pleasure palaces, Lusbraid, still juts from the waves. When the disgraced nobleman Marcel Moulot explored the unnatural island in 4618 AR, his primary discovery was a small fortune in ancient trophies, the most impressive of these being a gigantic diamond set within an ominous necklace. Upon Moulot's return to his native Ustalav, his new wealth reestablished his place in noble society and the diamond served as a lavish gift marking his betrothal to his second cousin Iesmein. Within a month, however, the newly married Iesmein lay dead, murdered in the Moulot home, yet mysteriously the diamond necklace remained. Three years later the gem passed to Moulot's new wife, and within a month, she too lay dead. This pattern repeated four times more, with the treasure passing through the hands of three generations of male Moulot heirs, along the way gaining a haunted reputation and ominous name, the *Invidian Eye*.

Ramifications

Anyone who seeks out the *Invidian Eye* will likely face one or more of the following dangers.

Jealous Artifact: The *Invidian Eye* currently perceives a male human as its owner—specifically the long dead Marcel Moulot—accounting for its morbid reputation and why it has not harmed any male owner of the Moulot family. This raises the question of what Marcel Moulot encountered in Lusbraid that granted him the jewel.

National Treasure: The *Invidian Eye* currently rests at the Quarterfaux Archives, Ustalav's national museum in Caliphass. Anyone who seeks to possess the gem must wrest it from the famed institution, where it is guarded by varied defenses, along with other treasures that don't wish to be stolen.



LENS OF GALUNDARI

Countless miniscule runes wind endlessly in and out of one another along the silver band ringing this disk of flawless glass.

LENS OF GALUNDARI

Aura overwhelming abjuration; **CL** 22nd

Slot none; **Weight** 10 lbs.

DESCRIPTION

At its most basic level, the Lens of Galundari functions as the focal point for an inward-facing *magic circle* spell of the user's choice. The *magic circle* varies in radius, but can hold one outsider called into its space by the spell *planar binding*, regardless of its size. While the lens improves the effectiveness of the spell *planar binding*, it does not actually cast the spell, requiring some outside agency to cast the spell while employing the lens as an additional focus component. The target of the *planar binding* receives its normal Will save to resist, but once it appears within the lens's *magic circle*, it cannot escape—the lens prevents the outsider from using its spell resistance or Charisma to escape, and locks it in place as per the spell *dimensional anchor*. Once trapped within the lens's *magic circle*, an outsider is trapped indefinitely, until it agrees to the user's demands or a sentient creature touches the prison with intent to free the outsider—doing so releases the outsider immediately. Even rolls of 1 on Charisma checks to coerce the outsider into service do not free the outsider.

While the lens does not grant the user a bonus on Charisma checks made to influence creatures trapped within its prison, it does grant the user an additional use for the outsider: The outsider can be bound within the lens, transforming the artifact into an arcane engine of sorts. The user must compel the outsider to submit to this service, as described by the spell *planar binding*. The outsider receives a +10 bonus on the opposed Charisma check made to resist entering into service. This bonus is reduced by 1 for every week the outsider remains bound (minimum 0). The lens can only hold one outsider at a time, and it cannot employ its *magic circle* effect while an outsider is trapped within.

If an outsider agrees to be bound into the lens, it becomes trapped inside the lens and cannot free itself. While bearing the lens, the wielder can employ any of the outsider's spell-like abilities. How often the wielder can use these spell-like abilities is limited by the outsider's Hit Dice and the frequency with which the imprisoned outsider can normally use its spell-like abilities. The outsider's Hit Dice become a pool of soul points the wielder has access to, with each Hit Die equating to 1 soul point. The lens's bearer can employ the imprisoned outsider's

spell-like abilities by spending a number of soul points equal to the spell-like ability's spell level. If the lens no longer has enough soul points to pay for a spell-like ability's use, the ability cannot be used. If the imprisoned outsider can only use a spell-like ability a certain number of times in an amount of time, the wielder cannot employ that spell-like ability more than that number of times in the amount of time specified, even if the lens has enough soul points to pay for the ability's use. The lens's total number of soul points replenishes every day.

The outsider within the lens can be freed by spending 1 soul point. The released outsider is exhausted, but is not controlled by the lens's bearer. The outsider within the lens can also communicate telepathically with a creature touching the artifact, though it exerts no control over the bearer.

DESTRUCTION

The *Lens of Galundari* can only be destroyed if a deity is freed from within. Although theoretically possible, it is unclear if a deity can be bound into the lens by normal means, but such a being's release would be so explosive as to shatter the lens.

History

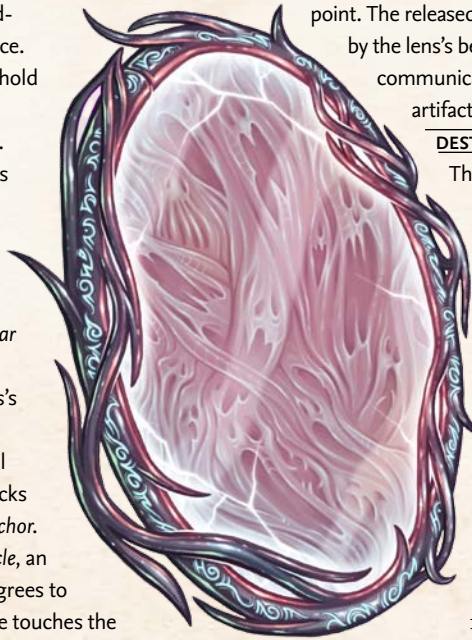
When the archmage Nex turned the full might of his kingdom to imperialism in the Age of Destiny, he bound the formless souls of powerful demon lords to a series of magical lenses mounted to an armada of sleek ships meant to bring conquest to the lesser, relatively primitive navies of his enemies. Most of the lenses in these so-called "demon ships" (such as the one housing Juval, legendary demonic paramour of the questing hero Durvin Gest) served as eternal prisons, but the infamous *Lens of Galundari's* increased functionality made it a potent relic unlike any of the others.

Ramifications

Those who find the *Lens of Galundari* inherit a nearly inescapable prison—with a single occupant.

Galundari: The balor Galundari has been locked within the crystal that bears his name for more than 56 centuries—several times his agreed-upon term of service. His rage smolders steadily as he waits for a mortal to find the lens and free him so he might take his revenge.

The Nemesis Well: In 4332 AR, the famed explorer Durvin Gest entered the city of Osibu in the Mwangi Expanse, and tossed the lens into the infamous Nemesis Well—a pit supposedly without bottom (see *Pathfinder Campaign Setting: Heart of the Jungle*). Yet no fall can destroy the *Lens of Galundari*, so where the lens has fallen—the depths of the Darklands, another plane, or into the prison of the god Rovagug himself—is up to the GM to decide.





MOANING DIAMOND

A baleful groan, as of a strong wind blowing through the hollows of the earth, endlessly emanates from this uncut, fist-sized diamond.

MOANING DIAMOND

Aura strong transmutation; **CL** 20th

Slot none; **Weight** 4 lbs.

DESCRIPTION

Three times per day, the bearer of the *Moaning Diamond* can reshape earth and stone as if by the spell *stone shape*, affecting 5,000 cubic feet of material. Once per day the *Moaning Diamond* can also summon an elder earth elemental with maximum hit points that serves the caster until it is slain; only one such elemental can be summoned at a time. The sound of the *Moaning Diamond* is almost impossible to disguise, granting creatures a +10 bonus on Perception checks to detect the diamond's presence or that of its bearer.

DESTRUCTION

The *Moaning Diamond* must be smashed by the combined power of the elemental lords Hshurha, Kelizandri, and Ymeri, and the dust must be cast into a place where it will never fall upon stone, or the *Moaning Diamond* will eventually reconstitute itself.

History

Before the worlds of mortals were scattered across the Material Plane, the Elemental Planes were already ancient beyond reckoning. Amid flame, stone, torrent, and tornado, primal beings mastered the forces of creation, and greatest among them were the Elemental Lords. Ruling over the Elemental Planes were the tyrants Ayrzul, the Fossilized King; Hshurha, Duchess of All Winds; Kelizandri, the Brackish Emperor; and Ymeri, Queen of the Inferno. Opposing them in all ways were their counterparts, each a true Elemental Lord in his or her own right: Sairazul, the Crystalline Queen; Ranginori, Duke of Thunder; Lysianassa, Empress of the Torrent; and Atreia, The Lambent Prince. The eight Elemental Lords proved evenly balanced, their agendas and passions countered and matched on each Elemental Plane, locking these near-infinite realms into equilibrium.

The advent of mortal life shattered this balance. As the deities set about crafting worlds and igniting sparks of life upon the Material Plane, they stole from the Elemental Planes. While the transaction at first seemed one-sided, the exchange came in the form of mortal lives and thought, which began passing through the Elemental Planes en route to the Outer Planes. Where once there had been only

the unchangeableness of reality's foundations there came imagination, motive, and ambition.

In keeping with the balance of the multiverse, many elemental beings skewed from their natural neutrality toward certain philosophies, with the greatest of their kind proving most susceptible—four aligning with goodly motives, four with evil. Evil acted first. In a war that may have taken days or ages, good and evil struggled upon the Elemental Planes. But the fundamental balance of the multiverse would not be upset, and the goodly lords held their evil brethren at bay. Realizing that the Elemental Lords of a single

plane proved too evenly matched, and that their opponents could never be utterly destroyed, Kelizandri, the Brackish Emperor, devised the plot by which the evil Elemental Lords would ally, each to lock away one of the allies' foes in a prison of elemental quintessence. While fire could never extinguish fire, Atreia proved utterly unprepared for Kelizandri's assault, and so on. In this short-lived union, the evil Elemental Lords conquered their foes.

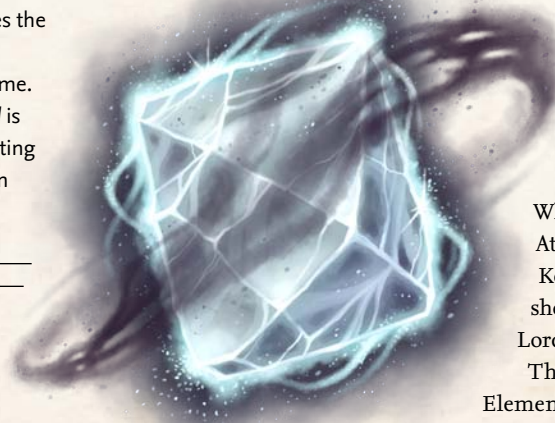
The prisons into which each good Elemental Lord was locked—which some claim were the very hearts of the evil Elemental Lords themselves—were then cast out of the Elemental Planes. In the ages since, only one has resurfaced: a gem of pure diamond through which Hshurha's shrieking winds can still be heard, endlessly lashing the essence of Sairazul, the Crystalline Queen, still trapped within. This is the *Moaning Diamond*.

Ramifications

Those who take up the *Moaning Diamond* hold a piece of one of the greatest mysteries in the multiverse.

Earth Master: The *Moaning Diamond* makes the bearer the master of stone, allowing her to reshape hills into castles, coastal rocks into bridges, and so forth. The restrictions of the spell *stone shape* still apply, with any creation proving crude, as if formed of natural rock. Although this makes the artifact a useful, if not refined, tool for creation, none can deny its destructive potential, sinking islands, burying villages, crumbling castles, and diverting rivers with ease.

Elemental Tetramer: Amid the strange stalagmite cathedrals deep within the Plane of Earth, ageless carvings depict what can only be the *Moaning Diamond*, along with three other gems. This has led some planar scholars to theorize that the diamond is but one treasure in a lost collection, naming these other mythic treasures the Gasping Pearl, the Garnet Brand, and the Untouchable Opal—though many admit that gemstones might merely be metaphors.





ORBS OF DRAGONKIND

Color shimmers within the smoky depths of this perfect crystalline sphere. Both the scintillating shade and emanations of an indefinable power suggest the breathing of a drowsing dragon.

ORB OF DRAGONKIND

Aura strong enchantment; **CL** 20th

Slot none; **Weight** 5 lbs.

DESCRIPTION

Each of these fabled orbs contains the essence and personality of an ancient dragon of a different variety. The bearer of an orb can, as a standard action, dominate dragons of the orb's particular variety within 500 feet (as *dominate monster*), with the targeted dragon being forced to make a successful DC 25 Will save to resist. Spell resistance is not useful against this effect. Each *Orb of Dragonkind* bestows upon the wielder the AC and saving throw bonuses of the dragon within. These values replace whatever values the character would otherwise have, whether they are better or worse. These values cannot be modified by any means short of depriving the character of the orb. A character possessing an *Orb of Dragonkind* is immune to the breath weapon—but only the breath weapon—of the dragon variety keyed to the orb. Finally, a character possessing an orb can use the breath weapon of the dragon in the orb three times per day.

All *Orbs of Dragonkind* can be used to communicate verbally and visually with the possessors of the other orbs. The owner of an orb knows whether there are dragons within 10 miles at all times. For dragons of the orb's particular variety, the range is 100 miles. If within 1 mile of a dragon of the orb's variety, the wielder can determine the dragon's exact location and age. The bearer of one of these orbs earns the enmity of dragonkind forever for profiting from draconic enslavement, even if she later loses the item. Each orb also has an individual power that can be invoked once per round at caster level 10th.

- *Black Dragon Orb: Fly*
- *Blue Dragon Orb: Haste*
- *Brass Dragon Orb: Teleport*
- *Bronze Dragon Orb: Scrying* (Will DC 18 negates)
- *Copper Dragon Orb: Suggestion* (Will DC 17 negates)
- *Gold Dragon Orb:* The owner of the gold dragon orb can call upon any power possessed by one of the other orbs—including the *dominate monster* and breath weapon abilities, but not AC, save bonuses, or breath weapon immunity—but can only use an individual power once per day. She can use

dominate monster on any other possessor of an orb within 1 mile (Will DC 23 negates).

- *Green Dragon Orb: Spectral hand*
- *Red Dragon Orb: Wall of fire*
- *Silver Dragon Orb: Cure critical wounds* (Will DC 18 half)
- *White Dragon Orb: Protection from energy* (cold)

DESTRUCTION

An *Orb of Dragonkind* immediately shatters if it is caught in the breath weapon of a dragon who is a blood relative of the dragon trapped within. This causes everyone within 90 feet to be struck by the breath weapon of the trapped dragon as the orb explodes.

History

Certain knowledge exists in a state beyond time, distance, and the minds that struggle to possess it. The *Orbs of Dragonkind* number among such timeless mysteries, spoken of through the ages and across empires and planes as things of wonder and devastation, physical legends to be pursued or destroyed for the world-shaking power they possess.

Immortal historians among Heaven's Great Library trace the genesis of the orbs to the myth-shrouded history of dragonkind and a chaotic mother deity no dragon willingly names. Although the lines between truth and legend blur, fragments of epics claim the first orbs appeared in the aftermath of the great war that marks the beginning of time

and existence for dragons. As her son Dahak and her partner Apsu battled and the kaleidoscopic mortal beings created in their images slaughtered one another, the chaotic queen, Tiamat, shed 10 tears. Through the ethers these tears fell, crystallizing the goddess's will, and each landing upon the fallen form of a different draconic hero. The souls of these dragons entered the tears, bestowing each with the power of and undeniable authority over its kin.

Soon after, all of these perfect spheres, glistening with the varied hues of draconic paragon, were claimed by lesser dragons. Some were collected into hoards, and others fueled the conquests of draconic tyrants, but all were objects over which dragon killed dragon. Ultimately, as Apsu and his followers fled Dahak's hordes, journeying across endless planes and nameless worlds, the orbs followed and continued to sow conflict. Today the orbs persist as they have since the infancy of dragonkind, embodiments of the will of the near-forgotten dragon mother, the talons of clawed hands reaching through eons to manipulate and dominate dragonkind toward unfathomable ends.





Ramifications

Those who would bear an *Orb of Dragonkind* should consider the following.

Dragon Hatred: Few dragons view the *Orbs of Dragonkind* as anything other than a weapon: a way to enslave them and their brethren, and a chink in even the best prepared dragon's defenses. When a dragon raises an orb against her brethren—even those of opposed breeds—it is betrayal, and for a lesser creature to control of an *Orb of Dragonkind* is an abomination. Dragons will not stand for a non-dragon possessing one of the orbs, and their reaction to such an occurrence varies from demands to brutal attacks, depending on the breed of dragon taking action.

Eyes of the Dragons: The bearer of an *Orb of Dragonkind* can communicate verbally and visually with those who possess the other orbs. While several of these objects are locked away in absolute darkness, giving no hint as to their location or owners, such is not the case with all of them. Multiple orbs rest in the clutches of good and evil dragons, powerful individuals who guard their wards against abuse and purposefully monitor the other orbs for disruptive new bearers or discovery by non-dragons. Those who claim an *Orb of Dragonkind* must prove especially careful lest they reveal themselves and their locations to the mighty and cunning bearers of the other orbs. (The methods of communication an *Orb of Dragonkind* employs are vague and thus left to GMs to define. At the very least, these abilities should mimic the effects of *greater scrying* with the other orb being concentrated upon serving as the scrying sensor.)

The Slumbering Masters: Every *Orb of Dragonkind* possesses the essence and personality of an ancient dragon paragon, yet accounts differ as to what extent these dragon spirits are aware and willing to interact with an orb's bearer. One theory posits that the essences within regularly slumber, entering ages-long torpors as bearers who disinterest them or don't share their philosophies make use of their powers. The orbs function as described while in the hands of such bearers, but are little more than potent tools. When a more worthy bearer claims an *Orb of Dragonkind*, though, or one proves his worth through use of the artifact, it's possible the dragon within the orb makes itself known. Typically, only dragons of the same breed of the dragon whose essence inspires the orb—and even then usually only direct descendants of that dragon—cause the spirit within to awake. However, other creatures of singular worthiness or those imploring an orb in a time of world-shaking need might also awaken the spirit within. These ancient dragon personalities bring with them powers of potent intelligent items (*Core Rulebook* 532), but also possess overwhelming egos. One who awakens an orb's personality should be exceptionally wary, for unless his agenda coincides with that of the orb, he might find himself slave to the orb's ageless will.

Alternate Means of Destruction

The method of shattering an *Orb of Dragonkind* has been passed down by scholars across worlds for eons, but this is not the only way one of these ancient artifacts might be destroyed. On Golarion alone there are multiple other ways of destroying one of these mighty treasures.

Tools of the Dragon Lords: Congregations of the dragon lords Apsu and Dahak have both sought out *Orbs of Dragonkind*, as well as methods of destroying those orbs dangerous to their allied dragons. Both groups claim their lords possess devices capable of smashing these artifacts, namely Apsu's *Mirrored Anvil* in the Immortal Ambulatory and Dahak's *Well of Venoms*.

Ways of the Water Lord: An entity known as Ragadahn, one of the unfathomable Eldest of the First World and the self-proclaimed Father of Dragons, claims to know a thousand ways to destroy an *Orb of Dragonkind*. Among these methods are to bury it under the exact weight of every coin every dragon has ever hoarded, for a kobold to trick it into believing it has lost its powers, or to crush it in the jaws of a great wyrm who never hatched.

Lesser Orbs of Dragonkind

The *Orbs of Dragonkind* number among the most legendary of all artifacts, spanning not just the lore of different cultures but the epics of distant worlds and far-flung planes. Yet the number of these reports openly defies the existence of a mere 10 *Orbs of Dragonkind*. Such conflicting tales likely arise from the existence of lesser variants, potent creations with appearances and powers similar to the true orbs, but more limited despite their greater number and variety. Thus, many who seek the *Orbs of Dragonkind* unwittingly discover one of the following.

ORB OF DRAGON MASTERY

Aura strong enchantment; **CL** 20th

Slot none; **Weight** 4 lbs.

DESCRIPTION

These grim orbs swirl hypnotically with shades of crimson and the color of the draconic breed whose minds they can ensnare. The bearer of an *Orb of Dragon Mastery* can, as a standard action, dominate dragons of the orb's particular variety within 250 feet (as *dominate monster*), the target dragon being forced to make a DC 23 Will save to resist. Spell resistance is not useful against this effect. By steeping the orb for 1 hour in the blood of a true dragon that has been dead for no more than a day, the DC to resist the orb's *dominate monster* effect can be increased by an amount equal to the slain dragon's age category. (Thus, steeping the orb in the blood of an old dragon would increase the DC by +8.) This bonus decreases by –1 every day until the orb returns to its normal DC or is again steeped in a dragon's blood. An *Orb*

of *Dragon Mastery* cannot be steeped in the blood of multiple dragons for an increased benefit. The blood may come from any breed of true dragon, not just dragons of the orb's color.

DESTRUCTION

A dragon of the color the *Orb of Dragon Mastery* controls must willingly swallow the orb, an act that kills the dragon but also shatters the artifact.

ORB OF DRAGONKIN

Aura strong enchantment; **CL** 19th

Slot none; **Weight** 4 lbs.

DESCRIPTION

Each of the *Orbs of Dragonkin* holds power over a specific race of lesser draconic creatures with the dragon type (except for true dragons). The bearer of an *Orb of Dragonkin* can, as a standard action, dominate a creature of the orb's particular variety within 200 feet (as *dominate monster*), with the targeted creature being forced to make a DC 23 Will save to resist. Spell resistance is not useful against this effect. Each *Orb of Dragonkin* grants the wielder the AC and saving throw bonuses of the draconic creature the orb is associated with. These values replace whatever values the character would otherwise have, whether better or worse. These values cannot be modified by any means short of ridding the character of the orb. The owner of an orb knows if there are draconic creatures of the type the orb is related to within 10 miles at all times. Each *Orb of Dragonkin* also has an individual power that can be invoked once per round at caster level 10th.

- *Kongamato*^{B3} *Orb*: *Sound burst* (Fortitude DC 13 partial)
- *Dragon Turtle Orb*: *Control water*
- *Drake Orb*: *Expeditious retreat*
- *Faerie Dragon*^{B3} *Orb*: *Stinking cloud* (Fortitude DC 14 negates)
- *Gorynych*^{B3} *Orb*: *Scorching ray*
- *Jabberwock*^{B2} *Orb*: *Confusion* (Will DC 16 negates)
- *Linnorm Orb*: *Bestow curse* (Will DC 16 negates)
- *Pseudodragon Orb*: *Deep slumber* (Will DC 14 negates)
- *Spine Dragon*^{ISWG} *Orb*: *Telekinesis*
- *Tatzlwyrms*^{B3} *Orb*: *Ray of exhaustion* (Fortitude DC 14 partial)
- *Wyvern Orb*: *Poison* (Fortitude DC 16 negates)

DESTRUCTION

An *Orb of Dragonkin* shatters if subjected to the breath weapon of a true dragon of the same alignment as the orb's associated draconic creature.

ORB OF DRAGONSHAPE

Aura strong transmutation; **CL** 19th

Slot none; **Weight** 4 lbs.

DESCRIPTION

Once per day, the bearer of one of these scintillating, 1-foot-diameter orbs can transform into a Huge dragon of a specific variety. This effect is similar to that created by *form of the dragon III*, but the bearer also gains spell resistance 21 and the following abilities linked the orb's dragon type, usable three times during the transformation.

The transformation lasts for 10 minutes and cannot be ended prematurely.

- *Black Dragon Orb*: *Darkness*
- *Blue Dragon Orb*: *Ghost sound* (DC 10), *minor image* (DC 13), *ventriloquism* (DC 11)
- *Brass Dragon Orb*: *Endure elements*, *speak with animals*, *suggestion* (DC 14)
- *Bronze Dragon Orb*: *Create food and water*, *fog cloud*, *speak with animals*
- *Copper Dragon Orb*: *Grease* (DC 11), *hideous laughter* (DC 13), *stone shape*
- *Gold Dragon Orb*: *Bless*, *daylight*, *detect evil*
- *Green Dragon Orb*: *Charm person* (DC 11), *entangle* (DC 11), *suggestion* (DC 14)
- *Red Dragon Orb*: *Detect magic*, *pyrotechnics* (DC 13), *suggestion* (DC 14)
- *Silver Dragon Orb*: *Detect evil*, *feather fall*, *fog cloud*
- *White Dragon Orb*: *Fog cloud*, *gust of wind* (DC 13)

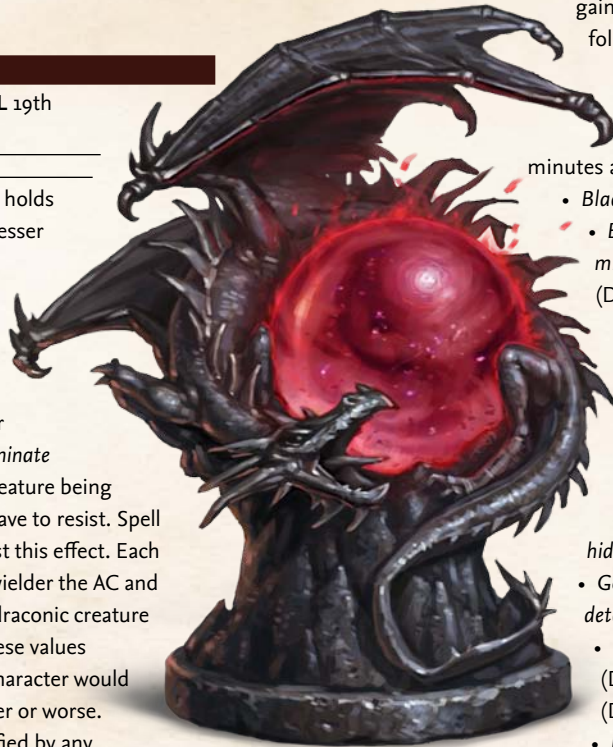
DESTRUCTION

To destroy an *Orb of Dragonshape* that transforms the user into a good-aligned dragon, an evil dragon must use the orb to transform and sacrifice itself to save another. To destroy an orb tied to evil dragons, a good dragon must use it to transform and go on a rampage resulting in the death of more than 100 innocents.

Known Orbs of Dragonkind

The locations of several *Orbs of Dragonkind*—or, at least, variants and remnants of these artifacts—are currently known or suspected. Noted here is but a sampling of those that have made their power felt within recent years.

The Broken Promise: Mengkare, the gold dragon ruler of Hermea, stands as one of the few members of his kind to openly dabble in the politics of the Inner Sea's nations. While few countries are comfortable dealing with the purportedly altruistic draconic despot, Andoran, Druma, and Taldor have all sent multiple envoys to the island country, courting Mengkare's favor and seeking alliances, only to receive polite





refusals each time. However, these countries' ambassadors have not returned home empty-handed. Mengkare presents each diplomat with a sliver of golden crystal upon their departure, treasures he claims are pieces of a most ancient and powerful gold *Orb of Dragonkind*, given to prove his noble intentions toward the peoples of the Inner Sea. Although none can say how many of these shards exist, research suggests the truth of the dragon's claim. Thus, the useless pieces of this potent *Orb of Dragonkind* lie scattered through the national vaults of several Inner Sea nations, with the lion's share likely held by Mengkare himself.

Jaikzam, the Dragon Breaker: Jaikzam was born for greatness, his glacier-white fur and massive size making him the favored mammoth mount of Loakzeem, the revered leader of the Ice Chasm Following. Even when Jaikzam fell in battle against the white dragon Zeidz the Bone Shrieker, the Ice Chasm's shamans refused to let his legend end. From his mighty bones, his ghostly hair, and the skeletons of dozens of other lesser mammoths, the mystics created a massive zoic fetish in the shape of a mighty mammoth. Ever since, the Ice Chasm Following has traveled the deadliest passes of the Tusk Mountains, claiming that the white dragons that hunt those peaks fear Jaikzam.

Yet, having recently returned to Absalom after numerous years in the North, the Pathfinder Ivdra "Red" Zarroka describes in her recently published journals the gigantic mammoth totem and "the twin treasures in its fabulous eyes, one an ice diamond larger than a wolf's skull, and the other, a storm of fury and ice locked within an orb."

Song of the Dawning Star: In 4707 AR, Sheiheth Rafzammi of Thuvia finally allowed herself to succumb to death, foregoing her seventh draught of *sun orchid elixir*. Having never mothered a child, Rafzammi left detailed instructions concerning the distribution of her fabulous wealth, among which her servants were shocked to discover the copper *Orb of Dragonkind* spoken of in Thuvian lore as the *Song of the Dawning Star*. Rafzammi's nephew, Raffiet, a Nethys-worshipping ascetic, declined the entirety of his significant inheritance except for the orb. Regarding the artifact, Raffiet Rafzammi contacted the copper dragon Mierusildas and her kin, who had long laired on the shores of the Inner Sea near Glasswall Isle, and arranged that the orb be entrusted to them. Yet while the armed caravan transporting the *Song of the Dawning Star* crossed the desert from Sheiheth's palace near Pashow,



Primal and Imperial Orbs

Some tales tell of *Orbs of Dragonkind* with the power to control true dragons other than chromatic and metallic dragons. Should these artifacts exist, they would have the same properties as *Orbs of Dragonkind*, but with alternate powers linked to the dragons over which they hold power. The following are the abilities linked to imperial and primal dragons.

Imperial Orbs

- *Forest Dragon Orb: Entangle* (Reflex DC 15 partial)
- *Sea Dragon Orb: Call lightning* (Reflex DC 17 half)
- *Sky Dragon Orb: Gust of wind* (Fortitude DC 16 negates)
- *Sovereign Dragon Orb: Shout* (Fortitude DC 18 partial)
- *Underworld Dragon Orb: Spike stones* (Reflex DC 18 partial)

Primal Orbs

- *Brine Dragon Orb: Water breathing* (self only) with a swim speed of 50 feet
- *Cloud Dragon Orb: Gaseous form* (self only) with a fly speed of 50 feet
- *Crystal Dragon Orb: Prismatic spray* (DC 21)
- *Magma Dragon Orb: Fire shield*
- *Umbral Dragon Orb: Shadow walk*

a great sandstorm swept over them and the artifact was lost. None have seen the orb since.

Stormsheart: Locked away within the depths of Erebus, the nighted vault of Hell, the gigantic sphere known as *Stormsheart* is no normal *Orb of Dragonkind*—the massive crystal measures over 250 feet in diameter. Those who near the orb in its cathedral-like vault tell of a deafening, thought-overwhelming static.

In truth, this "static" is the endless roaring of more than 1,000 blue dragon souls that were sacrificed to create this bloated device. Few mortals can stand to draw near *Stormsheart*, and of those who can, most who attempt to use the profane orb are driven mad by the furious, tortured dragon spirits locked within. Those who do retain their sanity, though, find that the nearly immovable orb possesses all the powers of a normal blue *Orb of Dragonkind*, and can determine the location of any blue dragon in existence and attempt to dominate such dragons from any distance as per a normal *Orb of Dragonkind*, forcing the target to make a successful DC 35 Will save to resist the effect.

RELICS OF KAZAVON

Crafted from ancient dragon bones, this collection of gruesome relics includes varied arms, armor, and the trappings of a tyrant's merciless regime.

The Seven Relics of Kazavon

Seven blasphemous artifacts compose the *Relics of Kazavon*, all crafted from the remains of the dreaded wyrm Kazavon, and all bearing sentient fragments of Kazavon's foul spirit. Each relic is a potent intelligent artifact in its own right, but if collected, they reveal the lingering essence of the infamous dragon from whose bones they were forged. Should one of the artifacts be destroyed, the original relic—a piece of the dragon Kazavon itself—still remains. The relic loses all of its powers, while retaining the lingering consciousness of Kazavon. To truly destroy all of the *Relics of Kazavon*, the dragon must be brought back to life and then slain.



Armor of Skulls

ARMOR OF SKULLS

Aura strong abjuration and transmutation; **CL** 20th
Slot armor; **Weight** 30 lbs.

STATISTICS

Alignment LE; **Ego** 10

Senses 30 ft.

Int 10, **Wis** 12, **Cha** 10

Communication empathy

Powers 3/day—*fear* (DC 16), *freedom of movement*, *protection from energy*, *shout* (DC 16)

DESCRIPTION

Crafted from the skull of the dragon Kazavon, the *Armor of Skulls* is a Large intelligent +4 *greater electricity resistance breastplate* that grants its wearer a +4 enhancement bonus to Strength and Constitution. Once per day, the wearer can unleash either a bolt or burst of electricity. The bolt is a 120-foot line of electricity that deals 24d8 points of electricity damage (Reflex DC 37 for half). The burst deals 6d8 points of electricity damage to all creatures within a 30-foot-radius burst (Reflex DC 37 for half).

DESTRUCTION

One who has never killed another creature must bind the *Armor of Skulls* in gold chains (worth 1,000,000 gp), then slowly shatter the armor by shortening the chain by one link every day for 1,000 days.

BOUND BLADE

Aura strong necromancy; **CL** 20th
Slot none; **Weight** 6 lbs.

STATISTICS

Alignment LE; **Ego** 10

Senses 30 ft.

Int 10, **Wis** 10, **Cha** 12

Communication empathy

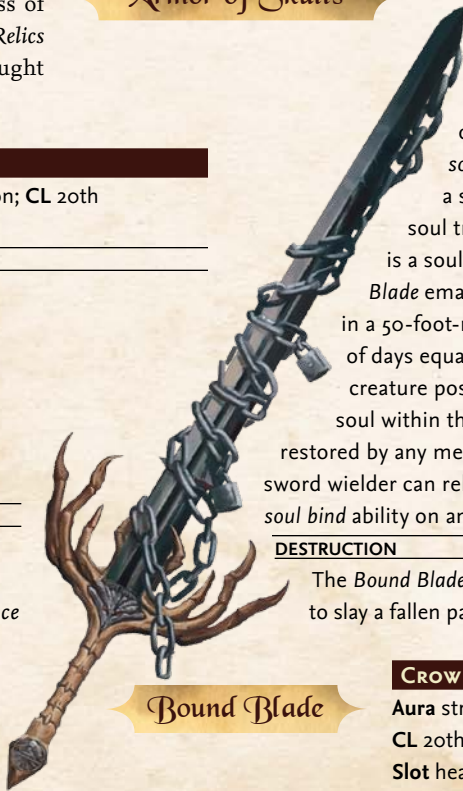
Powers constant—*deathwatch*

3/day—*deeper darkness*, *rage*, *slow* (DC 14)

DESCRIPTION

The *Bound Blade* is a +3 *unholy adamantite bastard sword*, forged from the claws of Kazavon. For worshipers of Abadar, the *Bound Blade* is heresy made manifest.

The sword grants the user a +6 enhancement bonus to Strength. As a free action, upon using the sword to reduce a sentient living creature to 0 or fewer hit points, the wielder can cast *soul bind*, forcing that creature to make a successful DC 25 Will save or have its soul trapped within the sword. While there is a soul trapped within the sword, the *Bound Blade* emanates the effects of the spell *desecrate* in a 50-foot-radius aura. This aura lasts for a number of days equal to the number of Hit Dice the slain creature possessed. After that period passes, the soul within the sword is destroyed and cannot be restored by any method short of divine intervention. The sword wielder can release a trapped soul by using the blade's *soul bind* ability on another creature.



Bound Blade

DESTRUCTION

The *Bound Blade* shatters if used by a paladin of Abadar to slay a fallen paladin dedicated to Zon-Kuthon.

CROWN OF FANGS

Aura strong enchantment, illusion, necromancy; **CL** 20th

Slot head; **Weight** 4 lbs.

STATISTICS

Alignment LE; **Ego** 10

Senses 30 ft.

Int 10, **Wis** 10, **Cha** 12

Communication empathy



Powers 3/day—*alter self*, *dominate person* (DC 17), *major image* (DC 17), *mirror image*, *mislead* (DC 19)

DESCRIPTION

Kazavon's teeth were set into a jeweled circlet of gold, creating the *Crown of Fangs*. The crown grants its wearer a +6 enhancement bonus to Constitution and Charisma, as well as regeneration 20. Only the blade *Seriththial* (see page 61), a *holy avenger*, or a paladin's *smite evil* ability can deal lethal damage to the wearer. Additionally, the wearer gains the personal benefits of the spell *foresight*.

DESTRUCTION

The *Crown of Fangs* is destroyed if struck by a holy sword forged by a once-mortal god.

HOWLING HORN

Aura strong evocation; **CL** 20th
Slot none; **Weight** 12 lbs.

STATISTICS

Alignment LE; **Ego** 10
Senses 30 ft.
Int 10, **Wis** 10, **Cha** 12

Communication empathy

Powers 3/day—*circle of death* (DC 19), *repulsion* (DC 19), *waves of exhaustion*

DESCRIPTION

Shaped from Kazavon's horns into a deadly musical instrument, the *Howling Horn* grants the bearer a +4 enhancement bonus to Dexterity and Charisma. Sounding the *Howling Horn* forces all nonevil creatures within 40 feet to make a successful DC 25 Fortitude save or be deafened for 2d6 rounds. A user who succeeds at a DC 20 Perform (wind instruments) check while using the horn summons forth the roar of Kazavon, a blast that affects creatures in a 40-foot cone, dealing 20d6 points of sonic damage and deafening them for 4d6 rounds (a successful DC 25 Fortitude save reduces the damage by half and negates the deafening). Unattended crystalline objects take double damage. Nonevil creatures within 10 feet of the horn when the roar is sounded must succeed at an additional DC 25 Will save or be affected as per the spell *insanity*.

DESTRUCTION

A performer must use the *Howling Horn* to make a successful DC 40 Perform (wind instruments) check to entertain a good-aligned deity.

SHREDSKIN

Aura strong divination and illusion; **CL** 20th
Slot chest; **Weight** 20 lbs.

STATISTICS

Alignment LE; **Ego** 10
Senses 30 ft.
Int 10, **Wis** 12, **Cha** 10

Communication empathy

Powers 3/day—*deeper darkness*, *shadow walk* (DC 19), *symbol of pain* (DC 17)

DESCRIPTION

Kazavon's shattered ribs were twisted into a mantle of bone fragments known as the *Shredskin*. The mantle grants its wearer a +6 enhancement bonus to Wisdom, a +5 resistance bonus on all saving throws, and the ability to hide in plain sight as per the shadowdancer class feature. The wearer can speak with any shadow, in a way similar to the effects of the spell *stone tell*. Shadows willingly tell the wearer what dangers they obscure and what creatures have come in contact with them in the past 24 hours. The shadows can only relate information about creatures they've enshrouded. Creatures bearing

a light source are not usually touched by shadows, though shadows can tell when they've been disrupted by passing light.

DESTRUCTION

The *Shredskin* must be taken to the Positive Energy Plane or Sarenrae's domain on Nirvana and exposed to direct light for 1 month.

STAFF OF THE SLAIN

Aura strong evocation; **CL** 20th
Slot none; **Weight** 6 lbs.

STATISTICS

Alignment NG (Kolwyddon), LE (Kazavon); **Ego** 10
Senses 30 ft.
Int 12, **Wis** 10, **Cha** 10

Communication empathy

Powers at will—*detect magic*, *ventriloquism* (DC 11)

3/day—*create water*, *dimension door* (during the day), *lightning bolt* (at night; DC 14), *major image* (DC 14), *veil* (DC 19)

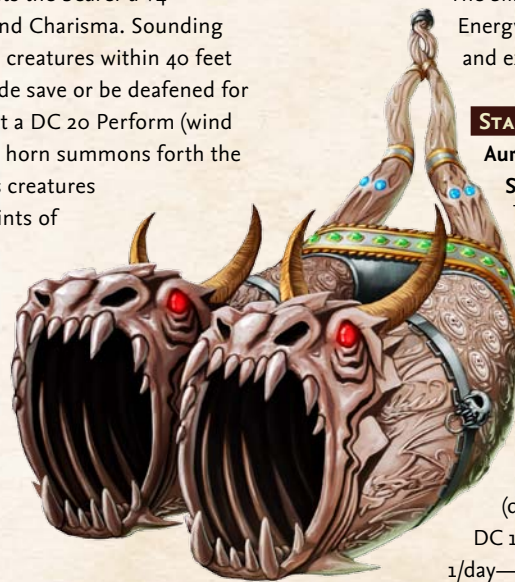
1/day—*hallucinatory terrain* (DC 16), *mirage arcana* (DC 17)

DESCRIPTION

Crafted from the tailbones of Kazavon, the *Staff of the Slain* is an intelligent +5 *spell storing shock quarterstaff* that grants its wielder a +4 enhancement bonus to Intelligence. In addition, the staff allows the wielder to change the energy type of any spell he casts that deals energy damage to electricity (such as causing a *fireball* to deal electricity



Crown of Fangs



Howling Horn



damage). The staff harbors two personalities: the neutral good wizard Kolwyddon (dominant during the day) and the dragon Kazavon (dominant at night). Some of the staff's powers change depending on the time of day and which personality is in control.

DESTRUCTION

Unknown to either personality, destroying the staff requires submerging it for 24 hours in a pool of silver dragon tears.

THRONE OF NALT

Aura strong divination and enchantment; **CL** 20th

Slot none; **Weight** 3,475 lbs.

STATISTICS

Alignment LE; **Ego** 10

Senses 30 ft.

Int 10, **Wis** 12, **Cha** 10

Communication empathy

Powers at will—*detect evil*, *detect good*, *discern lies* (DC 16)

3/day—*dismissal* (DC 17), *greater command* (DC 17)

1/day—*planar binding* (DC 19)

DESCRIPTION

Great horns of gold, a massive sea serpent's skull, and the wings of Kazavon form the ornate *Throne of Nalt*. The throne grants whoever is seated upon it a +6 enhancement bonus to Charisma and Wisdom. Once per day, the user can cast *geas/quest*. Any creature with the evil subtype takes a –6 penalty on saving throws to resist this effect.

DESTRUCTION

The *Throne of Nalt* crumbles to dust if a person who wants nothing sits upon it and bequeaths all he has to another.

History

In 4043 AR the vile blue dragon Kazavon ushered in an age of blood, forging an empire of atrocities in the heart of the Hold of Belkzen. Disguised as an enterprising human mercenary and tasked with defending Ustalav's western border, Kazavon gathered an army of sellswords and criminals to his banner and fought back the orcs, slaughtering them in their own

hometown, and claimed a realm of his own. Raising the accursed Castle Scarwall in the easternmost arm of the Mindspin Mountains, the disguised dragon terrorized Belkzen, Lastwall, Ustalav, and Varisia, dedicating his empire to his dark lord Zon-Kuthon. The dragon's blasphemies persisted until the heroic soldier Mandraivus—united with Lastwall mercenaries, Shoanti mystics, and Ustalavic arcanists—pointed his sacred sword *Seriththial* and led the assault on Scarwall. Beating back the tyrant's legions, the heroes faced Kazavon and discovered his true nature, that of an ancient and tortured draconic champion of the god of pain. The toll in lives proved staggering, but in the end the dragon fell. Yet his terrible essence was guarded by Zon-Kuthon, and Kazavon lived on within his own shattered form. Thus, the surviving champions took up the bones of Kazavon and scattered them across Golarion, swearing to ensure the evil dormant within could never be reunited.

The barbarian prince Kuraigh carried away the skull of Kazavon, burying it in an ancient shrine of his people's ancestors atop the Mountain of Frozen Echoes. Six hundred years later, the frost giant jarl Yensiir Rimeblood freed the dragon's skull from its tomb of ice and crafted it into an emblem of his growing empire.

A stern paladin of Abadar named Roianda took charge of Kazavon's claws, carrying them far into the southern reaches of Garund on an epic 180-year journey. Before she died, Roianda bound the claws in chains of adamantite and interred them in molten gold. Centuries later, a lone choker found its way into Roianda's tomb and discovered the *Bound Blade* lying atop her bier.

Coja Eyes-Aflame, a Shoanti shaman of the Sklar-Quah, took possession of Kazavon's fangs, hiding them deep beneath an ancient pyramid in southern Varisia called the Grand Mastaba—a site now located in the city of Korvosa.



Shredskin



Throne of Nalt



The elven sorcerer Laizuriel planned to carry Kazavon's horns back to Kyonin. His journey came to an end, however, when he was ambushed by the blue dragon Cadrilkasta, who placed the horns in her hoard hidden among the sea cliffs of Razmiran.

A Qadiran scholar-priest of Irori named Vahahn took Kazavon's ribs to countless worlds and impossible realms in an attempt to destroy the bones. His fate remains uncertain, but the ribs—now the relic known as the *Shredskin*—are now thought to be in the possession of Zon-Kuthon himself.

The wizard Kolwyddon of Taldor sought to commune with the consciousness residing in Kazavon's tailbones, but the dragon's spirit overwhelmed his mind. In desperation, Kolwyddon blasted his own body to ashes, denying Kazavon a living vessel, but ensnaring his own intellect in the *Staff of the Slain*.

The dervish Kallad of Rahadoum took the wings of Kazavon, but his ship was lost before he reached Azir. The wings were later found by the smuggler Nalt Tarbrow, who proclaimed himself a pirate prince of the Shackles and crafted the wings into an ornate throne on the island of Eel's Skull.

In the centuries since, the bones of Kazavon have attracted despots and lunatics, and have been reshaped into the armaments and accoutrements of rule. The cruelty of Kazavon lies locked within these relics, and each fragment is drawn to the others, relentlessly seeking a blasphemous reunion and the day they might be reborn to forge a new empire of suffering.

Reuniting the Relics

Each of the *Relics of Kazavon* bears a vestige of the ancient dragon tyrant's invincible spirit. Although the *Relics of Kazavon* have no ability to unify themselves, the servants of Zon-Kuthon have long sought to restore the foul wyrm. While the artifacts currently lie scattered across Golarion, should two of the *Relics of Kazavon* ever be reunited, the dragon's shattered spirit would increase in power—a first step toward the tyrant's resurrection.

If two of the relics are donned by the same individual, or if two of the artifacts (even just the bones) ever come within 100 feet of one another, the fractured intelligences instantly reconnect, forming a unified and more lucid facet of the dragon's scattered mind. At this point, the two *Relics of Kazavon* are treated as having the same ability scores, senses, and methods of communication—essentially, one intelligence now controls both items. In addition, the reunited relics gain several increased benefits and abilities.



Staff of the Slain

United Abilities: Upon the reunion of his pieces, Kazavon's mental powers increase. For the purposes of determining the unified relics' ability scores, treat their base Intelligence, Wisdom, and Charisma scores as 10. For each of the artifacts' mental scores that is higher than 10, add +2 to the combined mental score of the relevant ability. If this is the same ability for two reunited items, the increase stacks. For example, as the *Howling Horn* has Charisma 12 and the *Staff of the Slain* has Intelligence 12, their combined stats would be Int 12, Wis 10, Cha 12. If the *Crown of Fangs* was to be joined with these two relics, their unified stats would become Int 12, Wis 10, Cha 14.

United Senses: When multiple *Relics of Kazavon* reunite, the dragon's spirit regains a portion of its sentience, strength of will, and ability to influence the world. Thus, the relics' combined ego, methods of communication, and senses increase as noted on the following chart.

# of Relics	Communication	Senses	Ego
1	Empathy	30 ft.	10
2	Empathy	60 ft.	12
3	Speech	120 ft.	14
4	Speech	120 ft., darkvision	16
5	Speech	120 ft., darkvision	18
6	Speech, telepathy	120 ft., darkvision	20
7	Speech, telepathy	120 ft., blindsense, darkvision	22

United Purpose: Upon the reunification of at least three of the *Relics of Kazavon*, the wyrm has recovered enough of its sentience and personality to realize its situation. At this point, the artifacts gain a unified purpose: the recovery of Kazavon's remaining parts. Either through the domination of bearers or subtle manipulations, the relics seek out their brethren in an attempt to resurrect Kazavon.

Scattering the Relics: If one *Relic of Kazavon* is ever taken farther than 100 feet from the others, the relic reverts to its normal statistics and the group of assembled artifacts decreases in ability scores, communication, senses, and ego.

Restoring Kazavon

Should all the *Relics of Kazavon* be united at a site holy to Zon-Kuthon, a lengthy and bloody ritual might be conducted to resurrect the dragon. Numerous mortals, an adult dragon, and a blood relative of one of Mandraivus's cabal must be sacrificed as part of this lengthy ceremony. At the end, all seven *Relics of Kazavon* are destroyed, uniting to unleash Kazavon reborn, a unique being easily as potent as a great wyrm blue dragon ravener.



RING OF NINE FACETS

A gemstone unlike any other glistens within the grip of this copper and obsidian ring. The gem is cut with nine facets, each sparkling a distinct color, the one facing upward glimmering most vibrantly.

RING OF NINE FACETS

Aura strong abjuration, conjuration, and transmutation; **CL** 19th
Slot ring; **Weight** —

DESCRIPTION

The gem set within this remarkably ancient ring is distinctly cut to exhibit nine perfect facets, each of a different hue. Each day at sunrise, the gem rotates to display a different facet. The active facet determines the ring's power for that day. Each day, roll 1d10 on the Ring of Nine Facets Powers table to determine which facet—and thus which power—is active.

The wearer of the ring can, with a great deal of mental exertion, attempt to change the active facet away from one she does not desire. The gem can only be turned in a particular order that shifts the active facet to the next highest facet, and each facet is a particular number of steps away from one another (see the Ring of Nine Facets Powers table). To change the facet, the wearer must succeed at a Wisdom check as a full-round action, and the wearer takes nonlethal damage, regardless of success. The DC of the Wisdom check to turn the gem is 15 + 5 per 1-step increase, while the nonlethal damage dealt equals 1d6 per 1-step increase. For example, if the facet of the day were yellow, the wearer could attempt a DC 20 Wisdom check and take 1d6 points of nonlethal damage to shift it to copper, or attempt a DC 25 Wisdom check and take 2d6 points of nonlethal damage to shift it to green. The ring's facets cannot be shifted backwards (thus, yellow cannot turn directly to white; it must shift through all seven other colors to reach white). The ring's facet can only be changed once per day.

Any nongood creature that wears the *Ring of Nine Facets* immediately takes 2d6 points of nonlethal damage and another 2d6 points of nonlethal damage every minute it continues to wear the ring.

DESTRUCTION

If the wearer of the *Ring of Nine Facets* successfully shifts it through all nine facets twice (requiring a DC 105 Wisdom check and incurring 18d6 points of nonlethal damage) a tenth, black facet is revealed. This causes the ring to deal 2d6 points of lethal damage to any nonneutral (not solely neutral) wearer every round it is worn. The other powers of this new facet are a mystery, but the wearer can use the tenth facet to completely destroy the *Ring of Nine Facets*.

Ring of Nine Facets Powers

1d10/Step	Facet Color	Active Facet Power
1	Green	Wearer is immune to disease
2	Indigo	Wearer needs no air to survive
3	Orange	Wearer gains a +5 natural armor bonus
4	Violet	Wearer gains low-light vision
5	Red	Wearer gains fast healing 1
6	Blue	Wearer can use <i>fly</i> at will
7	White	Wearer gains cold resistance 30
8	Yellow	Wearer gains <i>freedom of movement</i>
9	Copper	Wearer gains a +5 resistance bonus on saving throws
10*	Roll again.	

* This step does not count as a facet for the purposes of adjusting the ring's daily ability.



History

The deeds of Old Mage Jatembe and his Ten Magic Warriors still color the legends of Garund, though much of the truth of these heroes has been lost. For all of their mystery and impossible deeds, one of the best-known facts of the Old Mage is that he departed Golarion, leaving his followers behind to guard his people. Some tales claim that his disciples begged him to stay, saying that he represented the best of each of them and united them as the guardians of the realm. Jatembe bid each of the Ten Magic Warriors cut open their palms, then passed his ring of copper and stone to each. As it was passed between them, the blood, honor, and magical might of nine of the Warriors poured into the ring, empowering it with the strength of their shared cause. The tenth Warrior realized what his master was doing and feared being stripped of power, and so gripped the ring with his unbloodied hand, relinquishing none of his might. All night, Jatembe worked over the ring, wet with the blood of most of his followers, and in the morning emerged with the *Ring of Nine Facets*. He bequeathed it to his Ten Magic Warriors, telling them that it would share their power and bind their devotion and power to whoever needed it most.

Ramifications

Anyone who discovers the *Ring of Nine Facets* inherits the might of heroes, but risks taking up their crusade.

Precision at a Price: The *Ring of Nine Facets* has a mind of its own, which manifests as its daily random power. While this ability often proves advantageous, the ring's wearers often expend health to influence it. While the cost of altering the ring's power slightly is minor, more significant changes come with a greater cost and greater chance of failure.



SAINT CUTHBERT'S MACE

This simple wooden mace bears the scars and splinters of frequent use, and looks like the weapon of a traveling monk or military chaplain.

SAINT CUTHBERT'S MACE

Aura strong abjuration, conjuration, and transmutation; **CL** 20th **Slot** none; **Weight** 8 lbs.

DESCRIPTION

Despite its ragged appearance, *Saint Cuthbert's Mace* is a +5 axiomatic holy disruption heavy mace that allows the bearer to cast the spell *searing light* at will. Any evil creature that attempts to wield the *Mace* is damaged as though it were struck by the weapon's *searing light* ability every round it wields the artifact.

On the 20th of Pharast every year, the mace makes use of *greater teleport*, *interplanetary teleport* (*The Inner Sea World Guide*), or *plane shift* to instantly travel to a location anywhere in the multiverse where it is needed, typically appearing where a worthy lawful good wielder will soon pass. The mace's bearer has no control over this effect and is not included in the artifact's teleportation.

DESTRUCTION

One who has borne *Saint Cuthbert's Mace* for a total of 3 years must use it to slay an evil demigod or greater power, causing the weapon to shatter.

History

The history of *Saint Cuthbert's Mace* has its origins far from Golarion, on a far-flung, magic-starved world. On that globe a remarkable man was born to a simple life and a path that would lead him to be a pious soldier, spiritual leader, and eventually worker of miracles. Throughout multiple tests of courage and faith, he remained devoted to comforting the sick, righting injustices, and enkindling the light of righteousness in a world beset by darkness. As the priest aged, he came to accept that his days as a warrior were past and took his trusted weapon, a simple wooden mace, to the top of a hill and prayed that the mace would find another who would use it to defend that which is good against evil. When he opened his eyes, the mace had vanished.

Since then, *Saint Cuthbert's Mace* has appeared on untold worlds, always along the path of a virtuous hero or a pious soul with the promise or need to be a champion against villainy. Its most famed appearances across the multiverse include the following.

- Appeared under the bed of the shepherd Pol, who carried it into battle to dethrone the King of Many Crowns.
- Almost carved into by the artisan Loab Stormchild, who was thrown into the Volcano Iomo as a sacrifice

to Peyakiaia, used the mace to slay the ancient magma dragon, and emerged unscarred.

- Dug up by Horner, the dog of Prince Anlost, who resisted the legions of the Archdevil Moloch, delaying his world's conquest by diabolical armies by 3 centuries.
 - Employed by the child hero Ouphineil to destroy the Salvation Machine.
 - Used by the blood slave Durrinmad to slay the vampiric Emperor Jaddienul, Vision of the Eternal Eclipse, within 5 minutes of appearing on his world.
 - Served as a replacement for the Nightlock, barring the way of the choker hordes of the Undermaw for 4 months while the original ward could be repaired.
 - Flung by Quinizhal Zhihita to shatter the teeth of the giant protean Zolo of Hungry Shapes when he nearly consumed the Elysian realm of Silvermists.
 - In Golarion, used by the hero Endri of Uir to slay the Ghol-Gan advisor Xholakhad, revealing his undead state and ending his manipulation of the imperial family's prophecies.
- None can say how many similar world-changing feats the mace has performed in its ages of existence.



Ramifications

Anyone who discovers *Saint Cuthbert's Mace* discovers the weapon of a true hero, with all the challenges such a title often demands.

Hero Seeker: *Saint Cuthbert's Mace* is a legend that seeks out legends, uncannily appearing in the lives of those who need it most, even if those who discover it don't realize they have the calling to be heroes. No record exists of the mace ever making a mistake or falling into the hands of an unworthy bearer, though it often comes into a hero's possession before it becomes needful. Although it does not cause evil itself, the mace's appearance often presages dark days.

Temporary Ally: On the 20th of Pharast, *Saint Cuthbert's Mace* typically vanishes to aid another hero in more dire need—some say it seeks out the most needful or worthy hero in the Great Beyond with each teleportation. The mace will not abandon a bearer in a moment of crisis, though, even if this means putting its mysterious disappearance off by a few days. In extreme cases, the mace has delayed seeking a new owner for as much as a week, though as soon as its current wielder is out of immediate danger it departs to aid another.

Ultimate Warrior: Some suggest the mace isn't seeking to combat the greatest dangers in the multiverse, but rather is testing heroes, seeking a wielder as worthy as its first. Should it find such a paragon, its long search could hypothetically end, and its true mission—if it has one—can finally begin.

SCEPTER OF AGES

Strange metal prongs and rune-marked teeth jut at weird angles from this sword-length key. At one end, numerous gem-studded hoops and disks make up a head similar to an orrery.

SCEPTER OF AGES

Aura overwhelming transmutation; **CL** 25th
Slot none; **Weight** 8 lbs.

DESCRIPTION

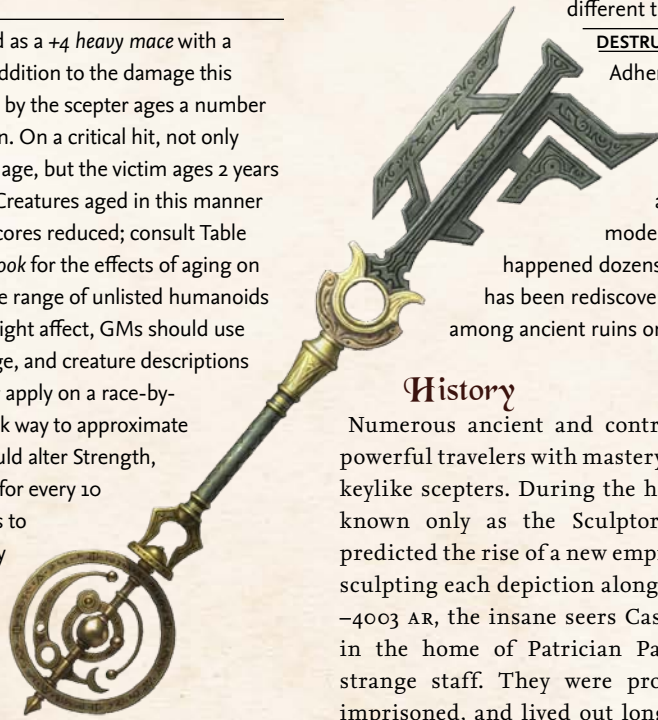
The *Scepter of Ages* can be wielded as a +4 *heavy mace* with a critical threat range of 18–20. In addition to the damage this weapon deals, any creature struck by the scepter ages a number of years equal to the damage taken. On a critical hit, not only does the scepter deal greater damage, but the victim ages 2 years for every point of damage taken. Creatures aged in this manner might have their physical ability scores reduced; consult Table 7–2 on page 169 of the *Core Rulebook* for the effects of aging on common humanoids. For the wide range of unlisted humanoids and non-humanoids this aging might affect, GMs should use their judgment, general knowledge, and creature descriptions to decide how the effects of aging apply on a race-by-race basis. GMs looking for a quick way to approximate the ages of minor opponents should alter Strength, Dexterity, and Constitution by –1 for every 10 years aged and consider +40 years to be a creature’s maximum age. Any creature aged to greater than its maximum age immediately dies. Constructs, outsiders, and undead are immune to the effects of aging. The mental abilities of those affected by this form of aging do not increase. Creatures that gain abilities dependant on their age gain these abilities as normal (though, at the GM’s discretion, these abilities might not be immediately usable). The spell *regenerate* restores 1 year of premature aging for every hit point it heals. Creatures killed by aging can only be restored by *true resurrection*, *miracle*, or *wish*, but even these spells do not heal aging, returning the target to life only 1 year younger than his maximum age.

In addition to its use as a weapon, the *Scepter of Ages* can open a portal through time. To do this, the scepter’s bearer must spend 10 minutes precisely aligning the delicate mechanisms within the artifact’s head to the exact dates she wishes to travel to. This requires the bearer to make either a DC 30 Knowledge (history) check to program a precise date or a DC 30 Wisdom check to travel to a general period. The bearer can rush through calibrating the scepter, activating it in 1 minute, but doing so increases the associated DCs by +10. Regardless of whether or not this check is successful, a 5-foot-wide glowing tear in time opens within 15 feet. This rift cannot be used as a weapon or to destructive effect. What time the passage opens

to is determined by whether the bearer succeeds at the check (opening a portal to the desired time) or fails (opening a portal to the incorrect time, determined by how significantly he failed, as shown on the Accidental Time Travel Results table on page 43). The time beyond the portal cannot be viewed and can only be discovered by passing completely through. The rift remains open for 1 minute before closing. What creatures or conditions lie beyond the portal are determined by the GM (see the Ages of Golarion table on page 43 for examples of different times on Golarion).

DESTRUCTION

Adhering to laws beyond those of this reality, The *Scepter of Ages* cannot be destroyed, only carried to a time beyond the reach of modern users. Some say this has happened dozens of times, yet still the scepter has been rediscovered ages later, unearthed among ancient ruins or by geological upheavals.



History

Numerous ancient and contradictory records refer to powerful travelers with mastery over time and distinctive keylike scepters. During the height of Azlant, the artist known only as the Sculptor of the Seafoam Dome predicted the rise of a new empire of wizardry in the east, sculpting each depiction along with a keylike symbol. In –4003 AR, the insane seers Casmos and Cielas appeared in the home of Patrician Pavotia Lartisia bearing a strange staff. They were promptly apprehended and imprisoned, and lived out long lives making numerous uncanny predictions. In –2256 AR, the Shory aeromancer Viddon of Jidran killed his son, supposedly following the warning of his future daughter that the boy would destroy an entire sky city. He made several leaps in the art of aeromancy soon after. The *Scepter of Ages* most recently appeared in –919 AR in the hands of a strange, beetle-like semi-humanoid who was promptly smashed by one of the harem guards of governor Haldazhai of the Ninshabur province of Azahoud. The noble offered the mysterious scepter to his liege in tribute, who promptly committed it to the temple-vaults of Tabsagal where it was forgotten, at least until those ruins were raided by the Pathfinder Durvin Gest in 4328 AR. In the sixth volume of the *Pathfinder Chronicles*, Gest vaguely quips about the scepter’s properties, and having only barely avoided losing it to a Garundi bandit prince. Like the famed Pathfinder, the artifact’s current whereabouts are unknown.

Ramifications

Those who use the *Scepter of Ages* may step through time, with all the dangers and repercussions that might entail.



Accidental Time Travel Results

DC Roll	Time Beyond Portal*
DC or higher	Intended time
DC -1 to -5	Intended time modified by 1d10 years (1-10)
DC -6 to -10	Intended time modified by 1d100 years (1-100)
DC -11 to -15	Intended time modified by 1d100 × 100 years (100-10,000)
DC -16 to -20	Intended time modified by 1d100 × 1,000 years (1,000-100,000)
DC -21 to -25	Intended time modified by 1d100 × 10,000 years (10,000-1,000,000)
DC -26 to -30	Intended time modified by 1d100 × 100,000 years (100,000-10,000,000)
DC -31 to -35	Intended time modified by 1d100 × 1,000,000 years (1,000,000-100,000,000)
DC -36 to -40	Time warp. Roll separately for every creature that passes through the gate

* GM randomly determines whether the result is added or subtracted from the intended time.

Ages of Golarion

Approximate Time	Dates	Notable Events/Dangers
Primeval past	Earlier than -50,000,001	Prehistoric beasts and lethal environments
Prehistoric past	-50,000,00 to -1,000,001	Beasts and dragons dominate
Primitive past	-1,000,000 to -10,001	Serpentfolk and non-human domination
Legendary past	-10,000 to -4,295	Height of Azlant & Thassilon, Age of Darkness
Ages past	-4,294 AR to -1 AR	Ancient empires dominate (Ancient Osirion, Jistka, others)
Distant past	1 AR to 4,605 AR	Apotheosis of Aroden
Recent past	4,606 AR to 4,711 AR	Death of Aroden
Present day	4,712 AR	Modern day (as detailed in <i>The Inner Sea World Guide</i>)
Near future	4,712 AR to 9,999 AR	Modern day with political changes
Distant future	10,000 AR to 99,999 AR	New cultures, new technologies
Far future	100,000 AR to 999,999 AR	Totally alien cultures and science
Extreme	Beyond 1,000,000 AR	Non-humanoid dominance, revised geography

Laws of Time: The *Scepter of Ages* is the key to time traveling adventures, and all the perils and conundrums such stories entail. If a GM does not want time traveling elements in her game, is it strongly recommended that she not use the *Scepter of Ages*.

That said, time travel can be as simple or as complicated as a GM pleases. Nothing says a game has to become bogged down with split timelines, temporal paradoxes, and existence-shattering repercussions. GMs who want the effects of time travel to be like the ripples of a pebble dropped into a still pool might enjoy tracking every deed and ramification. Alternatively, some GMs might prefer the effects of time travel to be like a pebble dropped into a swift moving stream, having minor effects near the point of contact, but ultimately having no effect on the course of the water. Still other GMs might want to do away with popular rules of time travel entirely and invent their own, perhaps making time itself resistant to changes or revealing guardians of time (like the hounds of Tindalos in *Bestiary 2*).

Beyond the mundane rules of time, GMs should consider how they want to handle other issues like magic. For example, can a cleric of a god who hasn't been born yet gain her magic in the distant past? Does magic change, and will it be as reliable in the far future as it is currently?

Additionally, a GM should decide whether or not the key can ever open to a time totally antithetical to the scepter's bearer—such as a past before the creation of the Material Plane or a future where the entire planet has decayed to dust.

Time travel opens the door to innumerable new adventures, but also requires considerable forethought on the laws of reality and the cultures that might be visited. GMs should feel free to create these details to suit the stories they want to tell, but are encouraged to remain consistent so players can enjoy the mystery of discovering these secrets of reality.

Travels in Time: GMs who wish to take their campaigns into Golarion's past can find ample details in *The Inner Sea World Guide*. Many ancient empires still have significant influence on the modern world, and details on cultures like Azlant, Thassilon, and Ancient Osirion can be found in varied sources, particularly *Pathfinder Campaign Setting: Lost Kingdoms*, *Pathfinder Campaign Setting: Dungeons of Golarion*, and the Rise of the Runelords Adventure Path.

The future of the Inner Sea is a far more mysterious time, which might be a setting as fantastical, futuristic, or similar to the real world as GMs please. Traveling far enough essentially opens the door to new campaign settings, which GMs can design however they see fit.

SCROLL OF KAKISHON

This tattered piece of ancient parchment bears no mark other than a single large, elegant rune.

SCROLL OF KAKISHON

Aura overwhelming conjuration; **CL** 23rd

Slot none; **Weight** 3 lbs.

DESCRIPTION

This innocuous-looking scrap is nothing less than the physical manifestation of a man-made demiplane known as Kakishon, and the rune covering the scroll is in fact a representation of the plane's several island regions. To open the gate, one must unfurl the scroll and speak the names Aliskiren, Isles of Night, Ismaizade, Kakishon, Khandelwal, Khosravi, and Serpent Isles, each time touching the section of the rune corresponding to the named island group. Once, this process allowed the user to choose where to appear within the realm, but the scroll is now damaged, and upon activation, all creatures within 50 feet with line of effect to the scroll must make a DC 40 Reflex save. Those who fail are sucked into the scroll and bodily transported to one of the waypoints within the demiplane of Kakishon (see map). At the same instant creatures enter the plane, any being that previously entered the plane involuntarily may choose to depart, being expelled from the scroll back to the Material Plane. Once inside Kakishon, escape can prove difficult, requiring those trapped within to wait for others to enter, for the casting of a spell similar to *plane shift*, or for the discovery of one of the foundations of Kakishon's reality, all of which transport the subjects back to the Material Plane to a point within 10 feet of the *Scroll of Kakishon*.

DESTRUCTION

Containing even a small group of chaotic beings such as azatas, proteans, or demons will gradually cause Kakishon to unravel, while a larger group or a more powerful chaotic entity can rend the demiplane to shreds in moments.

Kakishon Planar Traits

The demiplane of Kakishon has the following traits.

Normal Gravity

Erratic Time: Time varies wildly within Kakishon. GMs seeking to determine how time in Kakishon corresponds with that on the Material Plane during any particular visit should roll on the table on page 185 of the *GameMastery Guide*.

Finite Shape: Any who sail one of Kakishon's galleys toward the horizon for 12 hours eventually reach a cataract that drops into the half-real realm called the Andakami, or the Isles of Not.

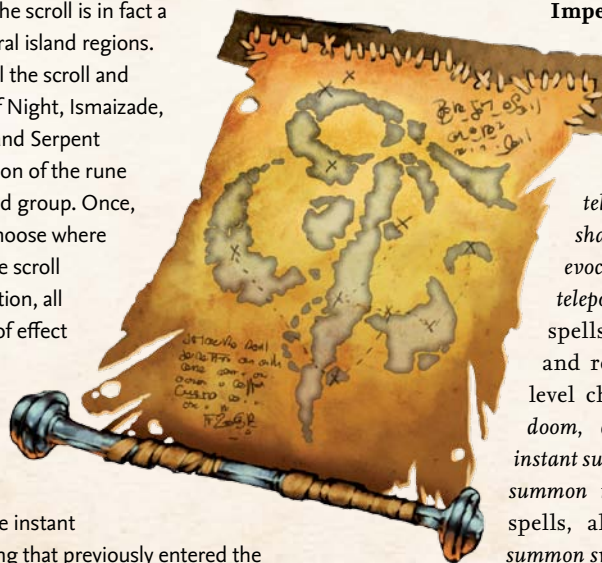
Alterable Morphic: Although Kakishon adheres to most of the laws of the Material Plane, several self-propelled ships that appear to be Nexian galleys provide transport about the demiplane, ferrying passengers between specific waypoints.

Mildly Chaos-Aligned

Limited Magic: The following spells do not function at all when cast within Kakishon: *astral projection*, *blink*, *ethereal jaunt*, *etherealness*, *phase door*, and *secret chest*. Instead of banishing a target, *dismissal*, *banishment*, and other effects that attempt to force non-natives of Kakishon back to their home planes merely stun their targets for 1 round if successful.

Impeded Magic:

The following spells require a successful DC 15 caster level check to be cast within Kakishon: *dimension door*, *greater shadow conjuration*, *greater teleport*, *project image*, *shades*, *shadow conjuration*, *shadow evocation*, *shadow walk*, *teleport*, and *teleportation circle*. The following spells have their durations halved, and require successful DC 20 caster level checks to be cast at all: *creeping doom*, *elemental swarm*, *insect plague*, *instant summons*, *mount*, *storm of vengeance*, *summon instrument*, all *summon monster* spells, all *summon nature's ally* spells, *summon swarm*, and *trap the soul*.



History

Kakishon was the wizard-king Nex's attempt to create a world of his own. A paradise of exotic pleasures and wonders, Kakishon holds more than a dozen distinct magical island sanctuaries. Yet Kakishon was forgotten during Nex's rivalry with the necromancer-king Geb, and eventually lost entirely. The *Scroll of Kakishon* later appeared in Katapesh, where the desperate wizard hero Andrathi sought to use the demiplane as a trap against the efreeti warlord Jhavhul, trapping the genie and his army within. The wizard's plot worked, trapping not only the efreeti and his legion, but also Andrathi himself. Soon afterward, the scroll-bound realm was lost again, now prison to an entire army of fury and flame.

Ramifications

Kakishon is an entire plane with possibilities for a whole campaign worth of adventures. It also potentially serves as a prison to an ancient efreeti tyrant and his army, which could be released by any who enter the plane, while at the same time trapping those who seek out the pleasure realm's wonders. These possibilities and the native inhabitants of Kakishon are detailed at length in *Pathfinder Adventure Path #22: The End of Eternity*.



Kakishon



○ Point of Interest
● Waypoint
1 inch = 40 miles



SHADOWSTAFF

This staff of black wood seems to be partially made from actual shadow, its length darkly iridescent and at times transparent.

SHADOWSTAFF

Aura strong conjuration; **CL** 20th

Slot none; **Weight** 5 lbs.

DESCRIPTION

The *Shadowstaff* makes the wielder slightly shadowy and incorporeal, granting him a +4 bonus to AC and on Reflex saves (which stacks with any other bonuses). However, in bright light (such as that of the sun, but not a torch) or in absolute darkness, the wielder takes a –2 penalty on all attack rolls, saves, and checks. The *Shadowstaff* also has the following powers.

- **Shadow Bolt:** Three times per day, the staff can project a ray attack that deals 10d6 points of cold damage to a single target. The shadow bolt has a range of 100 feet.
- **Shadow Form:** Three times per day, the wielder can become a living shadow, with all the movement powers granted by the *gaseous form* spell.
- **Summon Nightshade:** Once per month, the staff can summon a nightcrawler nightshade (*Bestiary* 2) that serves the wielder as if called by a *summon monster IX* spell cast at 20th level.
- **Summon Shadows:** Three times per day, the staff may summon 2d4 shadows. Immune to turning, they serve the wielder as if called by a *summon monster V* spell cast at 20th level.

DESTRUCTION

The *Shadowstaff* fades away to nothingness if it is exposed to the sunlight of Nirvana for a continuous 24-hour period.

History

While Sarenrae's aspects as a goddess of healing and light are accentuated in many of Avistan's cultures, in Kelesh her roles as a redeemer and scourge of evil dominate, making her a goddess of goodness, but rarely of mercy. A crippled heretic bearing the sun goddess's brand upon her cheek, Sadiqa Shaorhan sought to give her people respite from the Dawnflower's endless summer. A merciful woman who limped on crutches, she taught a philosophy of balance—that for every labor under the sun there must be a moment's respite in the shade. Inspired by the philosophies of the west, particularly of the goddess Sivanah, she sought to transform her home into an oasis far from the heat of the desert, the scrutiny of Keleshite culture, and the flame of the Dawnflower. So the Cult of the Seventh Veil rose amid the shadowed places of Shadun.

After years of peaceful worship, the accidental death of a Sarenite inquisitor at the hands of one of Sadiqa's initiates sparked public condemnation of the cult and, soon, a

murderous hunt for its members. Her students and allies falling around her, Sadiqa abandoned her home and was forced to hide amid nameless ruins outside the city. In that dark place a gentle voice spoke to her, prophesying an eclipse that could end Sarenrae's hold on the city for all time. All Sadiqa had to do was carry tokens of her faith to the tops of the nearby mountains of Zhobl and Zhonar under the pall of the eclipse. As the voice faded, Sadiqa found her legs healed and her crutches transformed into staves of dark wood.

At the appointed time, Sadiqa and her few remaining followers climbed Zhobl and Zhonar. As they reached the summits, light drained from the world. Raising their staves high, they called out praises to Sivanah. The goddess did not answer, but something else did. In the lightless noon the mountains quaked and shattered, spewing black smoke into the sky. Ruin rose and fell over the people of Shadun, and darkness claimed the city as its own.

Weeks later, amid the darkness and seemingly endless rain of ash, Sadiqa Shaorhan alone descended the slopes of Zhobl and entered the ruins of Shadun, using a staff of glistening shadows to drag her again-crippled legs. Those who saw her claimed the brand upon her face had turned black as the skies over Shadun, and when she tried to aid the city's poisoned people, all she touched were consumed by shadows. Eventually she wandered into the deserts of the east, from whence she never emerged.

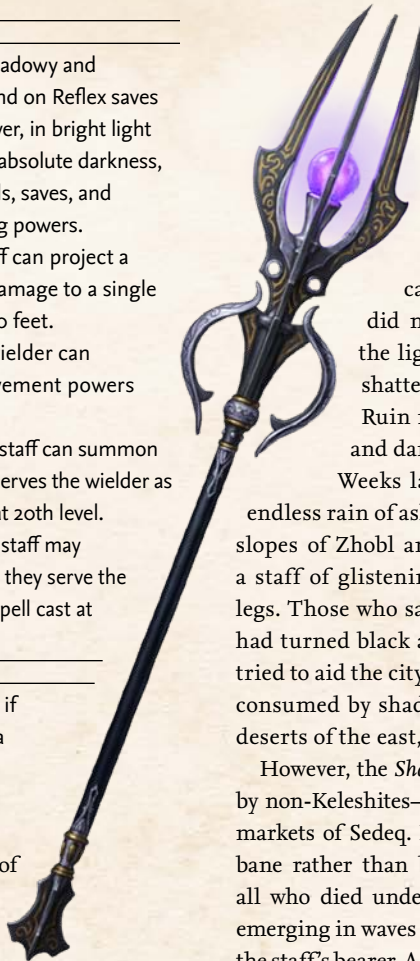
However, the *Shaorhan Staff*—or *Shadowstaff* as it is called by non-Keleshites—reappeared some years later among the markets of Sedeq. Like Sadiqa, the staff was cursed to be a bane rather than balm, with the shadow-tainted souls of all who died under the eclipse in Shadun roiling within, emerging in waves of darkness and cold hunger at the will of the staff's bearer. A thing of darkness, the *Shadowstaff* has had dozens of wielders, some powerful planes-walking arcanists, some desperate cads, but all losing the staff after instigating some tragic calamity. As often as not, the staff reappears soon after amid the shadowed market stalls of Sedeq.

As for its twin, the staff carried up the slopes of Mount Zhonar, its fate remains unknown.

Ramifications

Those who carry the *Shadowstaff* risk having their souls cast into darkness.

Revised Relic: The *Shadowstaff* offers its user a host of sinister abilities, but does not intrinsically threaten good-aligned users. GMs should decide for themselves the moral implications of using an artifact that relies on such tortured souls for its powers.





SHIELD OF ARODEN

A carving of a winged, radiant eye stares from the surface of this sturdy wooden shield, unflinching through the scars and gashes of innumerable battles.

SHIELD OF ARODEN

Aura strong abjuration; **CL** 20th

Slot shield; **Weight** 10 lbs.

DESCRIPTION

The *Shield of Aroden* is a +5 *light fortification spell resistance* (17) *heavy wooden shield*. Once per day, the bearer can invoke a form of *fire shield* that protects against cold attacks and damages opponents with fire and holy damage similarly to the spell *flame strike*. Once per round as an immediate action, if an adjacent ally is hit by a ranged or melee attack, the bearer can use the shield to redirect the attack to himself, taking all effects from that attack as if he were the intended target. All allies within 100 feet of the bearer gain the effect of *bless* and *prayer*. Additionally, all allies within 100 feet of the bearer know his relative position and condition, as per the spell *status*.

Beyond these properties, the *Shield of Aroden* is designed to protect its bearer from death. Any attack that would kill the bearer (not merely make him unconscious or dying) triggers this ability, redirecting the lethal attack fully upon the shield and leaving the bearer unharmed (even if the attack normally only works on living creatures). For example, if the bearer failed a saving throw against *flesh to stone*, the shield would turn to stone and shatter instead, whereas if the bearer failed his save against *horrid wilting*, the shield would turn to dry splinters. This power always destroys the shield, reducing it to 1d20 nearly invulnerable shards that suggest the way in which it was last destroyed.

The *Shield of Aroden* bestows two negative levels on any chaotic creature that attempts to wield it. These negative levels remain as long as the shield is held or carried. These negative levels never result in actual level loss, but they cannot be overcome in any way (including *restoration* spells) while the creature possesses the shield.

DESTRUCTION

The *Shield of Aroden* is designed to be destroyed, but the supposedly invulnerable shards left by its destruction can be utterly destroyed if they are consumed by a chaotic neutral being at least as powerful as a demigod, such as the proteans' Speakers of the Depths or the Eldest known as Count Ranalc.

History

In the final battle between the Whispering Tyrant and General Arnisant, the lich unleashed terrible magic in an attempt to murder the mortal hero. The *Shield of Aroden* saved the general's life, but in so doing, shattered into a dozen fragments, one of which pierced the lich's hand, searing him with holy fire. Struck by the might of his ancient foe, Aroden, the archlich retreated to the depths of Gallowspire, where the armies of the Shining Crusade erected a great seal, binding him within his dungeons for all time. Soon after, 11 of the *Shield of Aroden's* shards were collected and passed to the first watcher-lord of Vigil in the newly established nation of Lastwall, where they have remained ever since.

Today, the shards of the *Shield of Aroden* are on display amid the collections of the Crusader War College. Few still call these shards by the name they once bore—especially since Aroden's death—instead referring to the pieces as the *Shattered Shield of Arnisant*. Although still harboring Aroden's divine protection, the shards themselves are little more than historic relics. Only if reunited with the lost twelfth piece might the legendary *Shield of Aroden* be reformed.



Ramifications

Those who would take up the *Shield of Aroden* must first restore it—a nigh-impossible challenge.

A Legend Reforged: Those who possess all of the *Shield of Aroden's* shards can attempt to recreate the shield in one of two ways. The most difficult method is to petition a deity to personally intervene and recreate the shield. Barring this, lawful neutral mortals can recreate the shield by casting a *wish* spell upon the shards in an area consecrated to a lawful neutral deity. It requires a week to reforge the shield, and the creator must spend the entire time within the consecrated area, each day succeeding at a DC 35 Craft (armor) check.

While a deity can recreate the *Shield of Aroden* perfectly, even the most talented mortal's attempt has a subtle flaw. Anytime the bearer fails a saving throw by rolling a 1, the shield must also attempt the same saving throw. If the shield fails this save by rolling a 1, it shatters into 1d20 pieces.

Restoring the Shards: Eleven of the *Shield of Aroden's* 12 shards currently rest in the city of Vigil. The twelfth is said to be locked away within the haunted prison tower of Gallowspire, possibly still within the palm of the Whispering Tyrant. If this is true, recreating the *Shield of Aroden* would require the breaching of the *Great Seal* that bars the ancient lich's prison, potentially releasing the Whispering Tyrant back upon the world.



SKULL OF YDERSIUS

The skull of this impossibly huge viper seems to weep darkness from its ancient fangs in an endless, pestilent breath.

SKULL OF YDERSIUS

Aura overwhelming all; **CL** 30th

Slot none; **Weight** 150 lbs.

DESCRIPTION

More than just a powerful artifact, the *Skull of Ydersius* is the actual skull of a deity, the vessel through which the much-diminished god of serpents perceives and influences existence. Ydersius's clerics still receive spells from their prayers, granted by the skull regardless of its location or ownership. There is no way a mortal can block this effect. Possession of the skull grants several abilities.

Blessing of Scales: All reptilian creatures (including worshipers of Ydersius, sorcerers with the serpentine or draconic bloodline, and druids wild-shaped into reptilian forms) within 160 feet of the *Skull of Ydersius* gain spell resistance 25 and fast healing 10.

Unholy Aura: The skull treats the 80-foot-radius area around it as though an *unhallow* spell had been cast with the *Skull of Ydersius* as the point of origin. This effect carries with it two linked spells that affect only worshipers of Ydersius (*death ward* and *freedom of movement*), and two linked spells that affect all non-worshipers of Ydersius (*bane* and *dimensional anchor*).

Voice of the Serpent: Once per day, a creature that touches the skull may cast *commune* to speak with Ydersius. A non-worshiper of Ydersius who uses this power must make a successful DC 25 Will save each time the power is used to avoid succumbing to a *feeblemind* spell.

Any good-aligned creature that carries the *Skull of Ydersius*, even via an extradimensional space such as a *portable hole*, gains three negative levels. These negative levels remain as long as the skull is carried and disappear when the skull is released. These negative levels never result in actual level loss, but they cannot be overcome in any way (including *restoration* spells) while the skull is carried. A creature that suffers from these negative levels has a 50% spell failure chance on all divine spellcasting attempts.

DESTRUCTION

The only way to destroy the *Skull of Ydersius* is to reunite it with Ydersius's mindless, decapitated body. Doing so returns Ydersius to life, though in a weakened state. This manifestation can be combated and even slain, though it regenerates from nearly any wound short of re-decapitation. For an instant, before the whole body begins to regenerate, Ydersius's spirit is untethered from

his form. If Ydersius is dragged to the Boneyard and slain in Pharasma's presence, the goddess of death can judge the serpent god, causing his body and skull to disintegrate to dust.

History

When the first human cultures rose upon Golarion, the empire of the serpentfolk already sprawled across the surface and Darklands. Throughout the Age of Legend, humans did battle with the serpentfolk and their dark god, Ydersius, and in the shadow of their menace forged the empire of Azlant. The wars between humans and serpentfolk escalated as the innovative humans grew mighty in the ways of magic and prophecy. Eventually, the seers of Azlant became convinced of a great doom facing their people. Blaming their reptilian

enemies, they launched a crusade against the serpentfolk that led them all the way to the jungles of Garund and the subterranean city of Ilmurea. There the Azlanti hero Savith came face to face with the Ydersius himself. In the battle that ensued, Savith managed to behead Ydersius, sending his undying body thrashing into the lightless abysses of Orv, and casting his venom-spewing head into a pool of magma.

Though she was mortally poisoned by the god's lethal venoms, Savith had won, and the serpentfolk empire dwindled.

Though Ydersius was defeated, the serpent god is not dead, but merely locked away in his skull.

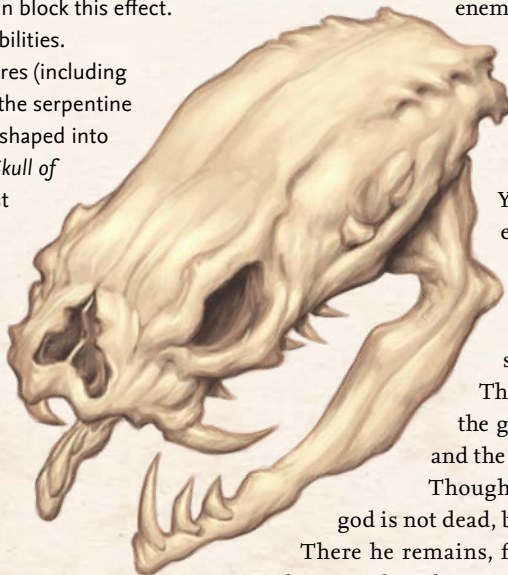
There he remains, fuming endlessly as he waits to be discovered and restored to his monstrous frame and deific status.

Ramifications

The *Skull of Ydersius* is nothing less than the corpse of a deity. Those who meddle with the skull meddle in the dealings of the gods themselves.

Cult of the Snake: Many who seek the *Skull of Ydersius* quickly discover they are not alone in their search. Although most of the remnants of Ydersius's faith hibernate in the depths of the Darklands, fanatical serpentfolk priests slink amid the cities of the surface world, seeking rumors of their god's remains and paving the way for his return.

Undying Power: The *Skull of Ydersius* allows the nearly dead god to retain his grip on existence, and the deity's followers to continue to tap into his dark might. Its destruction would finish the job of slaying Ydersius and leave his followers powerless—yet destroying the skull means first restoring Ydersius to life, albeit in a weakened state. Full details on the just-restored incarnation of Ydersius can be found in *Pathfinder Adventure Path #42: Sanctum of the Serpent God*.





SONG OF EXTINCTION

Images of ruin wind like worms across the surface of this midnight blue box—its size just large enough to contain a human skull.

SONG OF EXTINCTION (MUSIC BOX)

Aura strong transmutation; **CL** 20th

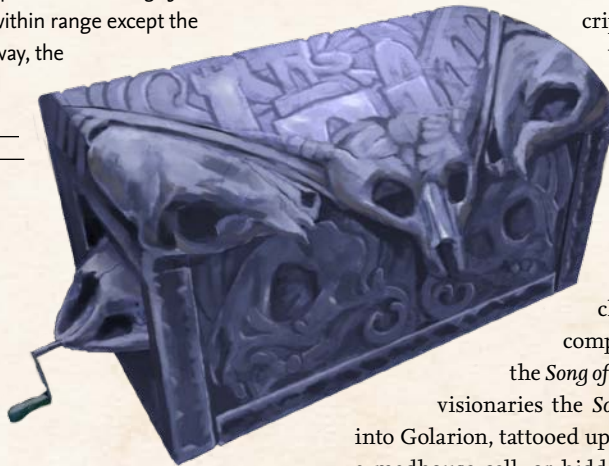
Slot none; **Weight** 3 lbs.

DESCRIPTION

Winding this music box causes it to play a haunting, 30-second-long melody. However, a bard can learn this tune as though it were a masterpiece (*Ultimate Magic* 21). When performed by a bard, the tune becomes the *Song of Extinction* masterpiece (see below). Once per week, as a standard action, the wielder can command the music box to perform the *Song of Extinction* masterpiece itself, affecting all within range except the bearer. After being used in this way, the music box cannot be reactivated in any way for 1 week.

DESTRUCTION

Any creature that makes a successful DC 35 Craft (traps) check while manipulating the music box can rig the device to play in reverse once. In this way, a bard can learn the *Song of Extinction* masterpiece, but backwards. Performing this reverse version of the *Song of Extinction* causes the music box to implode, but also kills the performer. The performer cannot be brought back to life by any means short of divine intervention.



Song of Extinction Masterpiece (Sing, String, Wind)

The clarion of the end times, this masterpiece is a meticulous cacophony that ends all life.

Prerequisite: Perform (sing, string, or wind) 15 ranks.

Cost: Feat or 6th-level bard spell known.

Effect: The area within 100 feet of the performer begins quaking and moaning as if the earth itself were in pain. The affected area is treated as per the spell *earthquake*. In addition, all creatures in the area except for the performer must make DC 25 Reflex saves, as individual earthen maws open beneath each. Those who fail fall into a 100-foot-deep pit that quickly grinds shut, trapping them as if they were in the bury zone of an avalanche and trapped without air (*Core Rulebook* 429). If any living, sentient creature is killed by the *Song of Extinction*'s effects, the performer ceases to age for 1 year.

Use: All of the performer's uses of bardic performance for that day.

Action: 5 full rounds.

History

When the heretical shaman Tyruwat forsook the totems of his people—the residents of the Mwangi city of Dokeran—his sickened soul turned to the seductive worship of the Midnight Lord, Zon-Kuthon. Tyruwat's poisonous evangelizing led the city's elders to exile him into the wilds. In his banishment, Tyruwat called out to his deity night after night, but no divine voice answered his prayers—rather, a mysterious melody did. Possessed by the music, he recreated it however he could, by his voice, on paper, and finally in the wood and iron of a delicate music box. So the *Song of Extinction*, the music that brought ruin upon Dokeran and an unholy, endless life to Tyruwat, was born.

The music box is not the only manifestation of this dreaded song, though. Some of the few crippled worshipers of Zon-Kuthon who have entered their deity's darkened, pain-wracked realm and returned claim to have heard music played upon bone and blade, the dark harmony of kyton demagogues channeling the torments of countless worlds into notes of clarion suffering. They are the true composers of a song that never ends, the *Song of Extinction*. From such doomsaying visionaries the *Song of Extinction* occasionally slips into Golarion, tattooed upon a scrap of flesh, scrawled upon a madhouse cell, or hidden within a greater piece. Always such snippets of this apocalyptic score cause unprecedented destruction, yet they are but a piece of the true symphony of suffering still being composed, the dirge that will ring as the last of the multiverse's stars dies in cinders.

Ramifications

Anyone who opens the *Song of Extinction* potentially unleashes the very sound of death.

Insubstantial Artifact: The *Song of Extinction* is in part a bardic masterpiece of artifact-level power. As difficult as artifacts can be to destroy, revoking the *Song of Extinction* once a character has attained it can be even more challenging. GMs should carefully consider allowing the song to fall into PC hands, lest a character gain great and dangerous power.

Intangible Weapon: Any bard with the ability to learn and perform the *Song of Extinction* carries with her an incredibly powerful and completely undetectable weapon. A performer needs less than a minute to unleash the dangerous harmony, which in and of itself sounds just like music, albeit eerie and haunting. Performed in a crowded area—or even woven into a greater work performed in a packed concert hall—this music can turn even the most innocuous artist into a walking calamity.

SWORDS OF SIN

Ancient Thassilon was not ruled by wizards and spells alone, for even the runelords had their martial champions. Also known as the *Alara'hai* or the *Seven Blades of Conviction*, the *Seven Swords of Sin* were the weapons of those champions, assorted blades imbued with the deadly might of the schools of magic that dominated Thassilon.

The Seven Swords of Sin

The following introduces all of the *Seven Swords of Sin* in their fully awakened states, along with details on their first wielder, the blade masters who served as the first champions of their respective runelord masters and from whom each blade takes its name and imbued intelligence.

Asheia

Accepting the burning blade intended for her champion, Runelord Sorshen strode directly into her harem and buried it between the legs of her least favorite consort. To the hundreds of shocked courtesans remaining, Sorshen made a simple promise: whoever returned the cleaned blade to her in her private chambers would be deemed her most devoted servant and gain the honor—among others—of being named her champion. Shouts and shrieks followed the runelord from her seraglio. Few survived that night, and none save one were fit to please their mistress in the aftermath. When they emerged from the royal chambers days later, Sorshen dubbed the exotic swordswoman Asheia her champion.

ASHEIA, SWORD OF LUST

Aura strong enchantment; **CL** 16th

Slot none; **Weight** 6 lbs.

DESCRIPTION

This beautiful blade is a +5 *flaming longsword*. While bearing the weapon, the wielder is immune to all enchantment effects. Any creature that casts an enchantment spell upon *Asheia's* wielder is led to believe its spell or effect worked as normal and that the sword's bearer is under its control, allowing the wielder to deceive his opponent if he so chooses (and doesn't give his enemy a reason to believe its magic failed). Whenever *Asheia* strikes an opponent, the target must succeed at a DC 20 Will save or fall under the effects of a *charm monster* spell. Only one creature can be charmed in this way at a time. If another creature becomes

charmed by the sword, the first is freed from this effect. If the sword instead scores a critical hit, the target must succeed at a DC 25 Will save or be affected by a *dominate monster* spell.

Baraket

Runelord Xanderghul had intended to personally wield the blade crafted by his servants at Runeforge. For weeks he studied the weapon, and though he would never admit a personal failing, he found his martial skills lacking. For a time he sought to further ensorcell the blade to allow it to wield itself, or create a simulacrum swordsman to wield it, but ultimately he settled on enslaving a peerless creature to serve as his guardian. The runelord conjured a princess of the ghaele azatas to his court, and for years subtly courted her while wrapping her in a phantasmagoria of masterful illusions and deceptions, twisting her perception of reality until she accepted the runelord as her master. Baraket rose as one of the most unlikely of the runelords' champions, a deceived celestial being whose consciousness lingered on even after she was slain over a century later by the agents of the empyreal lord Chadali—emissaries attempting to liberate her.

BARAKET, SWORD OF PRIDE

Aura strong illusion; **CL** 16th

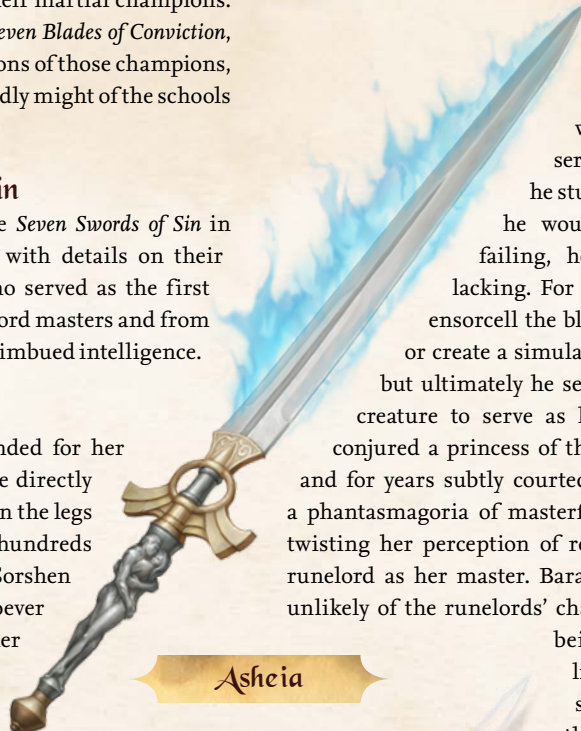
Slot none; **Weight** 2 lbs.

DESCRIPTION

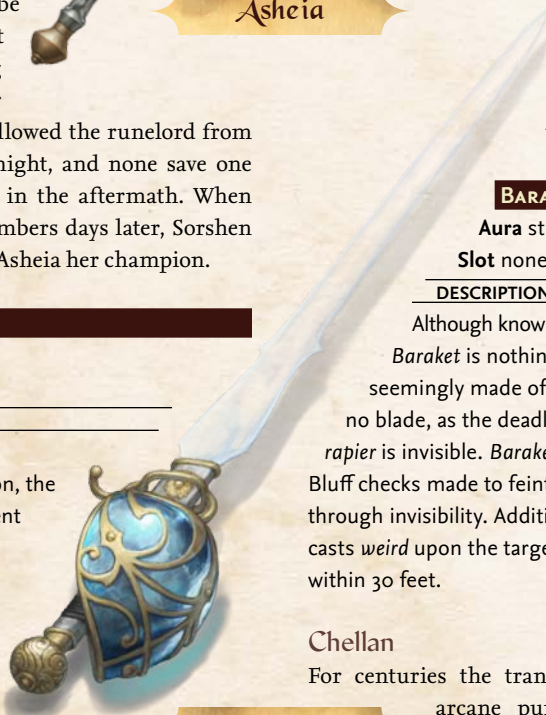
Although known as the *Sword of Pride*, in appearances, *Baraket* is nothing more than an elegant basket hilt seemingly made of glass or highly polished crystal with no blade, as the deadly length of this +5 *spell storing speed rapier* is invisible. *Baraket* grants its wielder a +5 bonus on Bluff checks made to feint, so long as his opponent cannot see through invisibility. Additionally, on a critical hit, the sword casts *weird* upon the target and all of that creature's allies within 30 feet.

Chellan

For centuries the transmuters of Shalast idealized the arcane pursuit of transfiguring lead into gold. Upon unlocking that secret, they sought even more challenging and dangerous transformations, among which was the quest to turn gold into living flesh. Presenting their master with the petrifying blade they'd created, the arcanists of Runeforge included a second wondrous gift, a woman of living gold



Asheia



Baraket



they called Chellan. She excelled at all things—art, dance, song, magic, swordsmanship—and it seemed fitting that she would bear the blade that birth from Runeforge made her sibling. But Chellan’s time proved short, and after 5 brief years of reducing the enemies of Shalast to rubble, her unperfected animating forces dissipated—all except for those vestiges of calculating fanaticism that imprinted upon the blade that came to bear her name.

CHELLAN, SWORD OF GREED

Aura strong transmutation; **CL** 16th

Slot none; **Weight** 25 lbs.

DESCRIPTION

A blade of magically hardened gold tempered to incredible durability, *Chellan* is a +5 *keen scimitar* that functions as an adamantine weapon for purposes of overcoming damage reduction and bypassing hardness. The ornate sword is incredibly dense, causing it to deal 1d8 points of damage as though it were a Large scimitar, but it can only be properly wielded by characters with a Strength of 18 or higher—all other characters must either wield it as a two-handed weapon or take a –2 penalty on attack rolls with the weapon. Whenever *Chellan* strikes a foe, the target must succeed at a DC 20 Fortitude save or be affected by the spell *slow*. If the sword instead scores a critical hit, the target must make a DC 25 Fortitude save or be turned into a crystalline statue, as if by *flesh to stone*. Characters turned to crystal by *Chellan* appear to be made of ruby, diamond, or some other valuable gem, but are in fact merely colored quartz of little value.

Garvok

Garvok was merely the first wielder to be cremated by the blade that took his name and consciousness. A particularly brutal member of the Shoanti caste, he was granted the weapon crafted by the evokers of Runeforge and, to display its might to the Runelord of Wrath, entered the arena of Xin-Bakrakhan. Facing wave after wave of soldiers, Garvok was finally brought down not by the spears of his foes, but by the explosions of his own sword and the resulting collapse of the royal arena. When the sword was dragged from the rubble, drops of Garvok’s blood still boiled upon the blade’s shattered edge—a fitting christening for the sword of wrath.

GARVOK, SWORD OF WRATH

Aura strong evocation; **CL** 16th

Slot none; **Weight** 10 lbs.

DESCRIPTION

This scarred piece of crimson stained metal functions similarly to a +5 *returning throwing greatsword*. Instead of the normal benefit of the *throwing* weapon special ability, *Garvok* can be thrown with a 25-foot range increment. Additionally, whenever *Garvok* strikes a foe, the target must succeed at a DC 20 Reflex save or take an additional 5d6 points of fire damage. If the sword scores a critical hit, it explodes in a *fireball* centered on the wielder’s opponent. All creatures within the *fireball*’s 20-foot-radius spread—including *Garvok*’s wielder and allies, if within range—take 10d6 points of fire damage (DC 25 Reflex for half). The wielder has no control over the sword’s eruption and cannot prevent it from exploding. The sword returns to its wielder’s hand, fully reformed, just before the beginning of his next turn.



Chellan

Shin-Tari

When the conjurers of Runeforge presented Runelord Ilthyrius with the blade he had bid them create, he immediately ordered their executions.

The tales he had heard of golden weapons and fortress-leveling might far exceeded the stunted short sword his lazy wizards had presented to him. Unable to enter Runeforge himself, he unleashed a contingent of xill raiders into his own servants’ midst, and bid the alien warband’s leader personally gut his lead arcanist with the disappointing blade. The xill did as commanded, but in wielding the weapon, discovered the extent of its remarkable properties. After carrying out their murderous rampage, they reported their victory and the versatility of the extraordinary sword their leader had come to call Shin-Tari—the Quicksilver Talon. In a rare display of thanks, Runelord Ilthyrius commanded the new conjurers he installed at Runeforge to etch the blade with images of their slain predecessors, whose collective intellects had take up residence within the sword.

SHIN-TARI, SWORD OF SLOTH

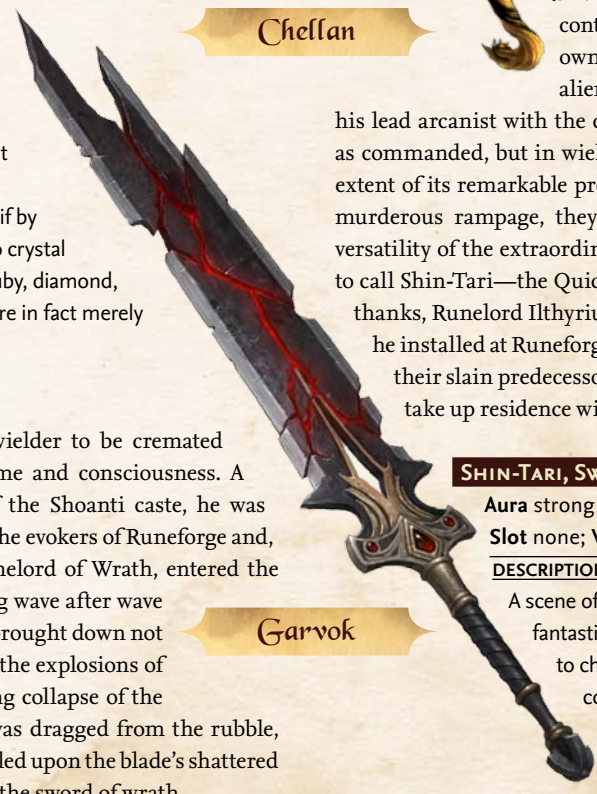
Aura strong conjuration; **CL** 16th

Slot none; **Weight** 2 lbs.

DESCRIPTION

A scene of imperial decadences depicted in fantastically fine etchings—which seem to change upon each consideration—covers the surface of this +5 *short sword*. Every time *Shin-Tari* successfully damages a creature, it gains the *bane* weapon special ability, with the target’s creature

type being its designated foe. This additional weapon quality activates after the weapon first strikes an opponent, granting additional damage to subsequent attacks but not the first attack.



Garvok



The *bane* weapon special ability persists for the rest of the day, or until the sword strikes a foe of a different creature type. Additionally, whenever *Shin-Tari* strikes a Large or smaller foe, the target must succeed at a DC 20 Will save or be affected as per the spell *dimension door*. This effect functions as the spell, but *Shin-Tari*'s wielder determines where his opponent is transported to, and the destination must be within the wielder's line of sight. The wielder cannot teleport an opponent into a space occupied by another creature or a solid object. Only one creature can be affected by this ability each round, and the target can act as normal on its next turn. If the sword scores a critical hit, the target must succeed at a DC 25 Will save or be affected by the spell *teleport*. The sword's wielder determines the destination, which must be very familiar to him.

Tannaris

One of the early bearers of the title Runelord of Envy, Runelord Tannaris sought to master every pursuit he applied himself to, harboring vicious jealousy toward experts of fields he'd not personally conquered. Unwilling to let the skills of others exceed him in any capacity, Tannaris sought to prove his bloodline's endless potential, and upon having his first son left him in the care of Edasseril's most talented weapons masters. Raised to be a champion of envy—and a strong host for Tannaris's consciousness should such ever be needed—the child, named Tannaris as well, grew along the paths the runelord dictated, becoming both a phenomenally skilled warrior and devoted bodyguard to his father, eventually accepting his lord's newly crafted dispelling blade. Yet for all his son's talents, Runelord Tannaris could not share in his offspring's accomplishments, and grew resentful of his skills. Finally the runelord attempted to murder his son, but Tannaris the swordsman was prepared. Expecting his father's betrayal, he was able to catch the runelord off guard and instigate a lengthy battle that left both slain. Yet one consciousness remained, trapped within the blade of the champion of envy, though it remains unclear whether it is the intellect of the fallen soldier or the scheming mind of his runelord father.

TANNARIS, SWORD OF ENVY

Aura strong abjuration; **CL** 16th

Slot none; **Weight** 7 lbs.

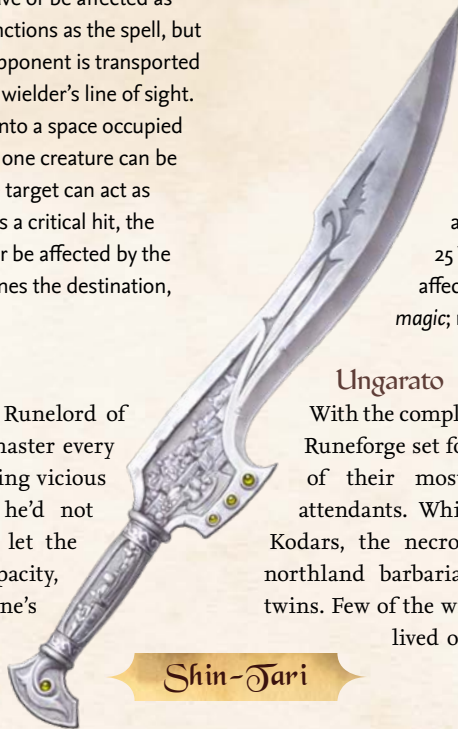
DESCRIPTION

A purely cosmetic magical effect causes the elegant blade of this +5 *defending bastard sword* to cycle through distinctive colors and textures, making it appear to be crafted from massive pieces of gemstone, coral, or precious metals. When used to augment the

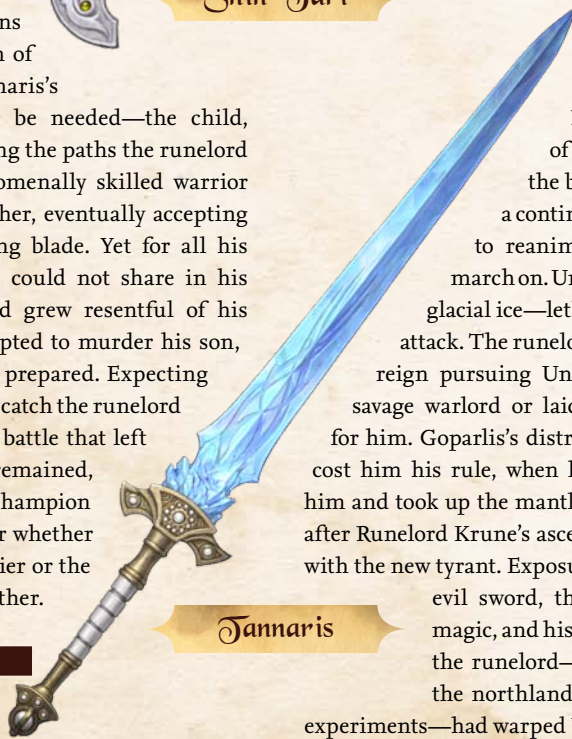
wielder's Armor Class, the sword's enhancement bonus does not cease augmenting attacks and damage. Additionally, whenever *Tannaris* strikes a creature under the effects of a spell, the target must succeed at a DC 20 Will save or have the highest level spell currently affecting it instantly dispelled (as if by the spell *dispel magic*; no additional dispel check is required). This ability has no special effect on summoned creatures or persistent spell effects. If the sword scores a critical hit, the target must succeed at a DC 25 Will save or have all of the spells currently affecting it dispelled (as per the spell *greater dispel magic*; no additional dispel checks are required).

Ungarato

With the completion of their work, the necromancers of Runeforge set forth for Xin-Gastash amid a contingent of their most potent—and conspicuous—undead attendants. While skirting the northern ridge of the Kodars, the necromancers fell under attack by savage northland barbarians aided by ferocious white dragon twins. Few of the wizards survived, and those who escaped lived only long enough to report to Runelord Goparlis the loss of their masterpiece and the name of the blood-haired barbarian dragon master: Ungarato. Runelord Goparlis sent a legion of his finest soldiers in pursuit of the blade, and when they fell, he sent a contingent of slaves and necromancers to reanimate their bones so they could march on. Ungarato's forces struck like axes of glacial ice—lethal, but melting away after every attack. The runelord spent much of his remaining reign pursuing Ungarato, but never captured the savage warlord or laid hand upon the blade crafted for him. Goparlis's distraction and obsession eventually cost him his rule, when his apprentice, Krune, betrayed him and took up the mantle of Runelord of Gluttony. Soon after Runelord Krune's ascension, Ungarato sought to meet with the new tyrant. Exposure to the twisted energies of the evil sword, the endless assault of Goparlis's magic, and his own drive for vengeance against the runelord—who for so long had harvested the northland tribes as materials for profane experiments—had warped Ungarato. Upon a chariot pulled by twin skeletal dragons, Ungarato revealed that he had fallen years ago, but conviction and rage had restored him as a graveknight. The warlord offered to trade his Thassilonian blade for Goparlis's body, so the northlanders might have a trophy of the tyrant's fall. Although impressed, Runelord



Shin-Tari



Tannaris



Krune proposed a different exchange: his predecessor's corpse in exchange for the blade and Ungarato's service as his personal champion. The graveknight accepted and took the fallen runelord's body north. When he returned, he did so at the head of an army of his kinsmen, who to show their devotion had sacrificed themselves upon his blade so they might follow their master even in death. Centuries later, when Ungarato finally fell—bearing with him a portion of his master's final creation, the *Gluttonous Tome*, amid the ruin of Thassilon—his essence and devotion passed on into the foul blade that now bears his name.

UNGARATO, SWORD OF GLUTTONY

Aura strong necromancy; **CL** 16th

Slot none; **Weight** 8 lbs.

DESCRIPTION

This +5 *ghost touch* vicious falchion has a misty, ethereal quality that makes it appear to be spectral in nature despite being perfectly tangible to the touch. Anytime *Ungarato's* wielder takes damage from the weapon's *vicious* special ability he adds an amount equal to that damage to his next attack roll. *Ungarato* faintly glows a sickly, unsettling green anytime there is an undead creature within 50 feet of the wielder. Whenever the falchion strikes a foe, the target must succeed at a DC 20 Fortitude save or take an additional 1d6 points of damage, which the sword's wielder gains as bonus hit points that last for the next hour. If the sword scores a critical hit, the target must succeed at a DC 25 Fortitude save or be slain outright, with half of its remaining hit points passing to the sword's wielder as bonus hit points. Any creature slain by *Ungarato*—either as the effect of a critical hit or otherwise—reanimates as a juju zombie (see *Bestiary* 2) 1d4 rounds later under the control of the sword wielder. The sword can control up to 32 HD worth of juju zombies in this way. If this amount is exceeded, undead are released from control as per *animate dead*.

Shared Properties

Despite their broad range of differences, the *Seven Swords of Sin* share a variety of powers.

Dormancy: The *Alara'hai* were crafted to serve the runelords of Thassilon. In modern times, however, these runelords lie dead or dormant. With no lords to serve, the weapons of their champions lie dormant as well, reducing each to a +2 weapon with the noted weapon special abilities (those detailed on page 469 of the *Core Rulebook*) but no other properties. The only way to awaken one of the blades is to restore its runelord master to active life or have some other legitimate ruler take up its master's mantle (the weapon determines what is considered legitimate). The swords can detect such restorations and flare to full

power immediately, demanding their wielder seek out the restored runelord and swear eternal fealty.

Intelligence: In addition to the unique powers possessed by each blade, every one of the *Alara'hai* is a sentient servant of a runelord. Fanatical in the extreme, the swords seek to force their wielders into serving the lords of Thassilon and furthering the ancient empire's goals. To enforce this purpose of their existence, each can manifest as a lawful evil intelligent item with 18 Intelligence, 25 Ego, telepathy, senses up to 30 feet, the ability to speak and read Common and Thassilonian, and the ability to cast *create food and water*, *endure elements*, and *cure serious wounds* 3 times per day. These properties only manifest while the sword is active, however.

Destruction: Each of the *Seven Swords of Sin* can be destroyed merely if commanded to break. That command, however, must come from the rightful runelord of the nation and school of magic associated with the blade.

History

The *Seven Blades of Conviction* share a common creation, forged in the arcane crucible known as Runeforge at the height of the Thassilonian Empire. With the empire's destruction at the start of the Age of Darkness, the *Seven Blades of Conviction* were lost. In modern times, some of the blades—now more commonly known as the *Seven Swords of Sin*—have resurfaced, typically in close proximity to Thassilon's ancient borders, though some may have wandered much farther from their fallen homelands.

Ramifications

Those who seek out the *Seven Swords of Sin* adopt the power of Thassilon, but also the potential to share in its grim end.

Return of the Runelords:

Although significant weapons even when dormant, the swords reveal their true power only when active, states that require the reawakening of Thassilon's infamous runelords. Either dead or locked in the grips of millennia-old dormancy, these runelords number among the most ingenious villains ever to walk the face of Golarion, and even the most selfish of the *Alara'hai's* wielders seek to awaken these archmages—even if only to empower their weapons. However, the swords also serve as a warning of the runelords' restoration, with an awakened *Sword of Sin* presaging a far greater threat.

Slave of Thassilon: Any creature who wields an awakened *Sword of Sin* constantly runs the risk of being dominated by the intelligent weapon (see page 535 of the *Core Rulebook*). For many characters, a *Sword of Sin* is only a boon if two runelords are awake and the blade is being employed in one's battle against the other.



Ungarato



THORNCROWN OF IOMEDAE

Shards of broken metal pierce this splintered wooden circlet, as though it were once part of a helmet that violently shattered.

THORNCROWN OF IOMEDAE

Aura overwhelming conjuration and evocation; **CL** 21st
Slot head; **Weight** 1 lb.

DESCRIPTION

The *Thorncrown of Iomedae* functions as a major crown of blasting that grants the wearer a deflection bonus to her Armor Class equal to her Charisma modifier. In the hands of a paladin, the *Thorncrown* reveals its true powers, bursting into flames and spinning above the wearer's head in a halo of divine power.

Paladins of any faith who wear the *Thorncrown* have their class abilities enhanced for as long as they wear it, gaining three additional mercies (from levels they have access to but have not selected), healing the maximum amount possible every time they use lay on hands, and gaining a number of additional uses of smite evil equal to their Charisma modifier. Additionally, if a paladin wearing the

Thorncrown is slain, she may choose to instantly be restored to full hit points for a number of minutes equal to her Charisma modifier. She may act as normal for this period, but at the end of this time she dies and cannot be restored by any means short of a *miracle* cast by a cleric of her faith.

The *Thorncrown of Iomedae* bestows two negative levels on any evil creature that wears it. These negative levels remain as long as the *Thorncrown* is held or worn—though they never result in actual level loss, they cannot be overcome in any way (including *restoration* spells) while the creature possesses the *Thorncrown*. Additionally, paladins who either break their code of conduct while wearing the *Thorncrown* or do not have access to their class features when they don the artifact must succeed at a DC 30 Will save or instantly be disintegrated. Those slain by the *Thorncrown* cannot be brought back to life by clerics with good or lawful components to their alignment—their spells simply fail—though clerics of other alignments can restore a paladin as normal. Even those who succeed at this save are treated as though they were evil creatures and gain negative levels. Paladins who receive atonement can wear the *Thorncrown* again without fear of ill effects.

DESTRUCTION

If a paladin temporarily restored to life by the *Thorncrown of Iomedae* forsakes her deity and, of her own free will, swears herself to an evil force, the crown consumes the wearer in holy flames, destroying itself and its wearer utterly. Nothing can restore a traitorous paladin killed in this way.



History

As Iomedae stepped from the Starstone Cathedral, her armor dripped from her body in streams of molten metal. Only after her departure from the world to enter the service of her patron Aroden did her new worshipers pay mind to the slag that marked the goddess's steps. Although much of this metal was crafted into relics of Aroden's church, a portion of the goddess's helmet survived the Test of the *Starstone* along with its mistress, becoming imbued with righteous power. This splintered band of wood, jagged with exploded shards of the goddess's helmet, became known as the *Thorncrown of Iomedae*, or among her worshipers, the *Truecrown of Iomedae*.

Upon their return to Lastwall, the Knights of Ozem began construction of the first cathedral dedicated to their leader, the Sancta Iomedaea. On the sanctuary's completion, the *Thorncrown* was meant to be installed within and permanently displayed. But on the eve of the dedication, the artifact's guardians were slain, and the *Thorncrown* went missing. Who stole it and how remain mysteries, but when the *Thorncrown* reappeared in Absalom in the hands of the Pathfinder Society 15 years later, Iomedae's church demanded its return—and was ignored.

For the following 8 centuries, the *Thorncrown* was smuggled from lodge to lodge across the Inner Sea as Pathfinders hoped to glean some insight into the Test of the *Starstone* and uncover the mystery of divine apotheosis. During Galt's Red Revolution, however, the *Thorncrown* was caught at the lodge in Woodsedge and disappeared. Since then it is rumored to have appeared in diverse hands from Qadira to Varisia. Today, both the Church of Iomedae and the Pathfinder Society search for the *Thorncrown of Iomedae*, with both groups willing to sacrifice anything for its recovery.

Ramifications

Those who take up the *Thorncrown of Iomedae* gain great power and a centuries-old conflict.

A Single Clue: The remnant of Iomedae's helm is the only object known to have emerged from the Test of the *Starstone*, and like its owner achieved remarkable power. Many believe that the *Thorncrown* may hold some hint to the powers within the *Starstone Cathedral*—and how to survive them.

Symbol of the Faith: Iomedae's faithful number the *Thorncrown of Iomedae* among the holiest relics of their religion. The fact that it lingers in the hands of nonbelievers is a festering insult to the church, and paladins and inquisitors of Lastwall often quest for the lost relic.



DESPER'S RAPIER

This elegant blade is tinged blue, a color repeated in the facets of three cabochons set in the crossguard. Scaly green-black leather wraps a hilt seemingly made of woven, hair-thin metallic fibers.

VESPER'S RAPIER

Aura strong conjuration; **CL** 20th

Slot none; **Weight** 2 lbs.

DESCRIPTION

Despite its best-known name, *Vesper's Rapier* is not necessarily a rapier. This weapon is a +3 *keen speed sword*, with the type of sword varying from wielder to wielder. Upon being taken up by a new owner, the weapon transforms into any type of sword of the wielder's choosing, mundane or exotic. From that point on, the weapon always transforms into that type of sword whenever it is held by that individual. While bearing *Vesper's Rapier*, the wielder gains a +4 bonus on Bluff and Diplomacy checks made to influence humanoids, and can use the rapier like a compass to point in the direction of the closest collection of gems, silver, or drinkable water as a standard action at will.

The sword also grants the wielder the ability to either slip or tighten the bonds of the physical world, granting her the ability to cast *dimension door*, *dimensional lock*, or *greater teleport*. These powers have limits, though, as they can drain the sword's magical abilities for the day—*dimensional lock* and *greater teleport* can be used once per day and drain the sword immediately after their use; *dimension door* can be used at will, but drains the sword after 3 uses, though the wielder can continue to use *dimension door* even if the sword is drained (this is the only effect that functions even when the sword is drained). If the sword becomes drained, it loses all of its magical properties (aside from *dimension door*), including its +3 enhancement bonus, skill bonuses, and the *keen* and *speed* special abilities.

All of these properties are restored every day at midnight.

DESTRUCTION

Vesper's Rapier is destroyed if it is taken into a demiplane where time doesn't pass. Although this is the end of the sword, its true owner's existence is such that earlier incarnations of the weapon will continue to exist for ages.

History

As shameless a self-promoter as any bard ever was, Vesper arrogantly held his own legend above that of any other. In doing so, though, he effectively obscured the most remarkable element of a life full of adventures, renaming his stolen sword after himself. For ages untold, both those past and those still to come, *Vesper's Rapier* didn't belong to Vesper—it belonged to Shyka the Many, one of the Eldest.

Belonging not to one individual but to an untold number, the name "Shyka" is a title held by all who have ever and will ever claim the name and its position of rulership among the Eldest. This multitude shares dominion over Shyka's realm anachronistically, allowing each the opportunity to rule for short periods at all points in existence, from the ancient past to modern times to the distant future. Most who visit Shyka's realm find the seemingly ageless being different with every visit, sometimes changing mid-conversation. So it was when Vesper entered Shyka's realm, where he met Shyka as a being with rust-colored skin and hair like fire. Unlike most visitors, however, Vesper found that Shyka had been waiting for him. Cryptically, the Eldest informed the mortal that his time hadn't yet come, that he still had much to learn on Golarion, and that if he was to survive to his "determined moment," he would need a protector. With that, Shyka granted Vesper his blade, a weapon that was at once his and also a host of swords carried by all those who were and would be Shyka. In Vesper's hands the weapon took the shape of a rapier—the weapon of one of Shyka's incarnations that the blade mistook him for.

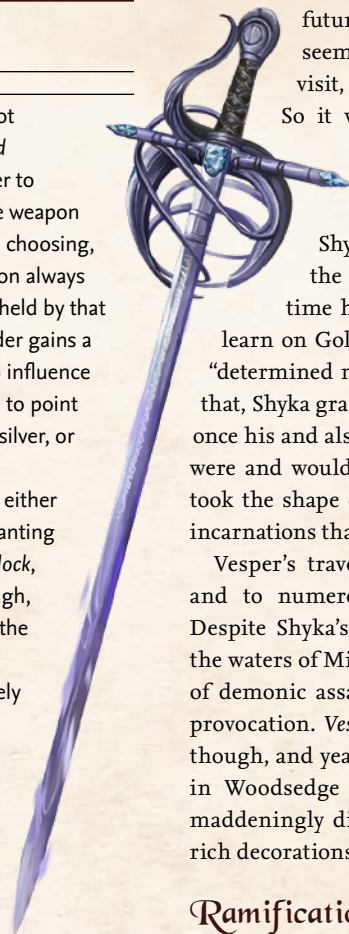
Vesper's travels eventually led him back to Golarion and to numerous other well-documented adventures. Despite Shyka's prophetic words, Vesper's life ended on the waters of Mist Lake in Bloodsworn Vale, when a group of demonic assassins ambushed him seemingly without provocation. *Vesper's Rapier* somehow eluded the demons, though, and years later turned up at the Pathfinder lodge in Woodsedge for a brief period. The weapon proves maddeningly difficult to track, as its shape—but not its rich decorations—changes from wielder to wielder.

Ramifications

Any who claim *Vesper's Rapier* find themselves embroiled in a mystery spanning lives and ages.

Eldest Enigma: Any fey creature that sees *Vesper's Rapier* recognizes it as being of First World craftsmanship, a blade more grown than forged. Although they don't immediately recognize the weapon's pedigree, gnomes—being relatives of the fey—find the weapon enthralling and vaguely familiar. Gnomes gain a +2 bonus on Knowledge or Spellcraft checks made to identify the weapon.

Shyka's Sword: Although unknown to Vesper or any other mortal, Shyka didn't give his blade away to Vesper—rather, Vesper was simply one of Shyka's embodiments who hadn't yet joined his brethren. Something appears to have gone wrong, though, as Vesper died before performing whatever deed would elevate him to Shyka's level and fulfill his destiny. What effects this will have on Shyka's existence and that of his sword remains a mystery.





LESSER ARTIFACTS

“OH, WHAT A WONDROUS DAY, A CURIOUS DAY, THE SORT OF DAY I ENJOY THE BEST! A SPLENDIFEROUS-SURPRISING-MAGICAL DAY THAT BRINGS SO UNUSUAL A GUEST!” THE PRINCE OF ALL RABBITS LEPT AND EXCLAIMED, NEARLY SOMERSAULTING WITH DELIGHT—PLEASURE SO GREAT HE HAD NARY A HOPE TO DODGE THE RAKSHASA’S STRIKE.

“QUIET YOU SOT, OR I’LL SNAP YOU UP. NOW WHAT DO WE HAVE WITH US HERE? A VISITOR ON LEAVE FROM LANDS BEYOND—LOOK HOW COYLY SHE QUIVERS IN FEAR.” THE RAKSHASA FLASHED CROCODILE TEETH, BUT ALWAYS USED HIS WORDS TO OVERWHELM. “I’M SORRY MY DEAR, BUT I’VE SAD NEWS TO TELL: YOU’LL NEVER BE LEAVING OUR HARROWED REALM.”

—FROM “THE HARROWED REALM,” IN *A TREASURY OF VARISIAN TALES*
BY THE BROTHERS TREYES

While nearly all major artifacts are unique, minor artifacts are typically distinguished as artifact-level treasures of which multiple copies exist. This doesn't mean minor artifacts actually prove significantly more common or less dangerous than major artifacts, though, or that GMs shouldn't consider the same issues when choosing to add such potent magic items to their game. The following pages present numerous minor artifacts from across Golarion. These artifacts supplement those presented on page 300 of *The Inner Sea World Guide*. As many of these artifacts have had less of an impact on Golarion's history than those in Chapter 1, they are presented in a more concise format.

BONE HOUSE

Aura strong conjuration and necromancy; **CL** 17th
Slot none; **Weight** 2 lbs.

DESCRIPTION

A *bone house* is a variant form of *instant fortress* most often employed by elite agents of Nidal and influential members of Zon-Kuthon's faith. These grim statuettes appear as skull-topped fortresses the size of a clenched fist. When activated by speaking a command word, a *bone house* grows to form a tower 20 feet square and 30 feet high, with arrow slits on all sides and a crenellated battlement on top. The bone walls extend 10 feet into the ground, rooting it to the spot and preventing it from being tipped over. The fortress has a small door that opens only at the command of the owner of the fortress—even *knock* spells can't open the door.

The bone walls are magically enhanced to be as hard as stone, and have 100 hit points and hardness 10. A *bone house* can be repaired by casting inflict spells on the walls, with every 10 points of negative energy repairing 1 point of damage. A *bone house* springs up in just 1 round, with the door facing the device's owner. The door opens and closes instantly at his command. People and creatures nearby (except the owner) must be careful not to be caught by the fortress's sudden growth. Anyone caught in the area takes 10d6 points of damage (DC 19 Reflex save for half damage). The interior of a *bone house* is under the constant effects of a *desecrate* spell and is considered an altar to Zon-Kuthon for the purposes of determining the *desecrate* modifiers.

Once a *bone house* is expanded into tower size, its owner can create up to four mummies per month from the drifts of bone ash and detritus that litter the inner rooms. Creating a



Bone House

mummy in this manner takes 10 minutes, and the owner must be inside of the *bone house* the entire time. Due to the *desecrate* effect, mummies created inside gain +2 hit points per Hit Die.

These undead guard the contents of the *bone house* without needing to be commanded. If the owner wishes to command these mummies to perform other tasks, he must use other means to do so. No more than four mummies may be active at one time.

A *bone house* is deactivated by speaking a command word (different from the one used to activate it). It cannot be deactivated unless it is empty.

DESTRUCTION

A *bone house* has hit points and hardness and can be destroyed largely by mundane means. However, to fully destroy a *bone house*, its final hit point must be taken by a positive energy effect, requiring a cure spell or similar effect to be cast on the nearly ruined structure.

CROWN OF THE SIMURGH

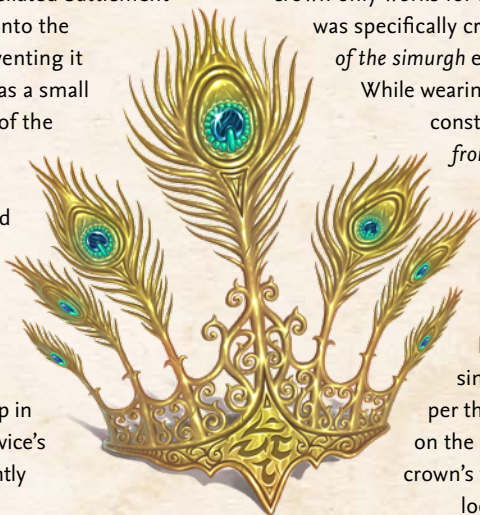
Aura strong divination and transmutation [good];
CL 18th
Slot head; **Weight** 1 lb.

DESCRIPTION

A *crown of the simurgh* grants the wearer the protection of the simurgh (*Bestiary* 3) who created it. The crown only works for a single creature for whom the crown was specifically crafted. A simurgh can create one *crown of the simurgh* every 500 years.

While wearing a *crown of the simurgh*, the wearer is constantly affected by the spell *protection from evil*. Once per day, the wearer of this crown can spend a full-round action concentrating to mentally contact the simurgh who created the crown. If the simurgh allows this connection to be made, the wearer instantly knows the distance and direction of the simurgh and can communicate with it as per the spell *sending*. Should the simurgh be on the same plane and both parties wish it, the crown's wearer can teleport to the simurgh's location. Ten minutes after teleporting to the simurgh's side, however, the crown's wearer teleports back to wherever he was before teleporting (or the nearest safe square), whether he wishes to or not.

As a final effort or in a time of great need, the wearer can take a full-round action to hold the crown to the sun and call out to the simurgh that created it. This summons the simurgh as per the spell *summon monster IX*. The simurgh remains for 1 minute, and follows the wearer's commands. At the end of this time, the simurgh vanishes and the crown is destroyed.



Crown of the Simurgh

Harrowed Realm Planar Traits

The Harrowed Realm possesses the following traits:

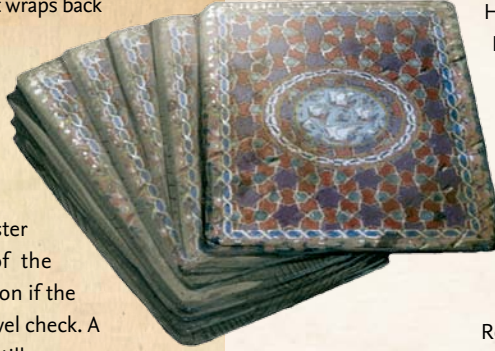
Normal Gravity

Ageless: Time itself passes normally here, but creatures in the Harrowed realm do not age, though they must eat, drink, and sleep normally.

Self-Contained Shape: The Harrowed Realm's flat expanse stretches roughly 80 miles across, but wraps back in on itself at the farthest edges.

Mildly Neutral-Aligned

Limited Magic: Spells that transport a character to another plane, such as *ethereal jaunt*, *plane shift*, or *shadow walk*, only function if the caster succeeds at a DC 30 caster level check. Conjunction spells of the (summoning) subschool only function if the caster succeeds at a DC 20 caster level check. A failed spell produces no effect, and still expends a spell slot.



Deck of Harrowed Tales

five or more individuals within 24 hours of regaining its properties, the helm permanently loses its magic properties.

DECK OF HARROWED TALES

Aura strong conjuration; **CL** 20th

Slot none; **Weight** 1 lb.

DESCRIPTION

The *Deck of Harrowed Tales* is a unique Harrow deck linked to the Harrowed Realm, a fantastical demiplane populated by whimsical and nefarious manifestations of characters from a Harrow deck's illustrations (see the sidebar for more details on this realm). Once per day, at a mental command from its wielder, the *Deck of Harrowed Tales* can create a swirling vortex to the Harrowed Realm, as per the spell *gate*. This ability does not function while the deck is in the Harrowed Realm, requiring those within to find another method

of escape. The Harrowed Realm is detailed in *Pathfinder Module: The Harrowing*.

DESTRUCTION

The *Deck of Harrowed Tales* can only be destroyed by completing a mythical series of 54 quests tied to each of the Harrow cards within. Only then can the final 55th quest be revealed, upon the completion of which the deck and the Harrowed Realm cease to exist.

DESTRUCTION

Aside from making use of the *crown of the simurgh's* summoning ability, this artifact is also destroyed if it is taken onto the Plane of Shadow.

DECENVIRATE HELM

Aura strong abjuration; **CL** 20th

Slot head; **Weight** 3 lbs.

DESCRIPTION

The members of the Pathfinder Society's administrative body, the Decemvirate, retain their anonymity by wearing close-faced, magically empowered helmets while fulfilling their official roles. The helms not only mask the wearers' faces, but also function as *helms of telepathy* combined with *amulets of proof against detection and location*. The wearer of a *Decemvirate helm* can use *disguise self* at will and benefits from *discern lies* and *true seeing* at all times. The helm provides 100% protection from all gaze attacks and all forms of magical control. Specific *Decemvirate helms* may have additional powers and all are said to be unique in physical appearance.

DESTRUCTION

Whatever their original purpose, *Decemvirate helms* seem designed to function as mantles of office. If one of these helms is worn by five or more individuals in one 24-hour period, it ceases to function for 1 day. If it is again worn by



Decemvirate Helm

HOURLASS OF SHADOWS

Aura strong necromancy [evil]; **CL** 17th

Slot none; **Weight** 350 lbs.

DESCRIPTION

The *Hourglass of Shadows* is a foul artifact that allows the user to process a creature's remains into an undead shadow. The unwieldy, 5-foot-tall device rests suspended on an iron stand fitted with pivots that allow its user to rotate a central chamber of etched, smoke-colored glass. To operate the device, the user must place the ashes of a Small, Medium, or Large sentient creature into the glass chamber along with a crushed onyx worth 100 gp. After the ashes have flowed through the chamber three times—a process that takes 3

hours—the contents can be emptied. If deposited into a clay pot filled with grave dirt and brackish water, the ashes transform the mundane container into a *shadow urn*. A creature whose remains have been defiled in this way cannot be restored to life by any method short of a *miracle* or *wish* until the *shadow urn* containing its spirit has been destroyed.

A *shadow urn* contains an unquiet spirit befouled by the *Hourglass of Shadows*. These fragile urns can be thrown, have a range increment of 10 feet, and shatter on contact with any creature or solid surface. When a *shadow urn* is broken, the single greater shadow contained within is released. This shadow is free-willed—owing no allegiance to the owner of the *Hourglass of Shadows* or whoever broke its urn—and typically attacks the nearest creature, seeking to sate its hunger for life energy. A *shadow urn* is destroyed when it is used. If not shattered, a *shadow urn* contains the soul within indefinitely.

DESTRUCTION

Casting a spell with the light descriptor on the *Hourglass of Shadows* renders it inoperative for 1 day per level of the spell. Casting *sunburst* on the *Hourglass* under the light of the noonday sun causes it to shatter. Similarly, a *shadow urn* broken in an area of full natural sunlight destroys the shadow within rather than releasing it.

ID PORTRAIT

Aura strong enchantment, necromancy, and universal; **CL** 20th

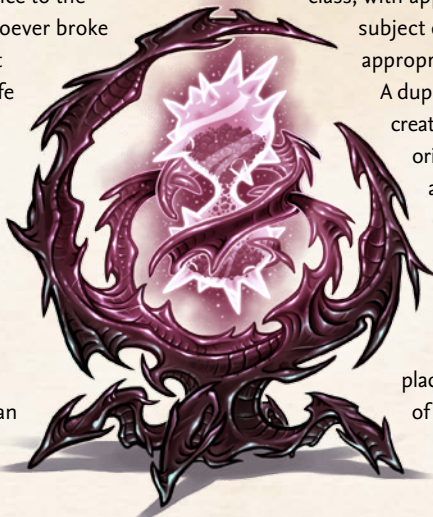
Slot none; **Weight** 50 lbs.

DESCRIPTION

This 4-foot-by-8-foot oil-on-wood masterwork painting depicts an elegant high-backed padded chair in the foreground of a gothic study with heavy curtains, polished tables supporting decorative lamps, plush rugs, and hundreds of books on shelves. The silver-and-gold frame is equally elegant and etched with faintly glowing arcane symbols.

The painting is a powerful minor artifact that can be used to create one or more duplicates of any living creature that has a Charisma score of at least 10. By touching the painting and uttering a command word, the subject creature is drawn into the painting and appears seated in the chair. The subject is under the effects of a *binding* spell.

Delving into the subconscious mind, the painting creates a duplicate of the subject that lasts for 1 day per Hit Die the creature possesses. If the subject creature has a positive Charisma modifier, additional duplicates equal to its Charisma modifier may be created. Each of these duplicates represents an alter ego of the subject. Some beings may have multiple alter egos. In this case, the subject creature determines exactly how many id duplicates he wants the *id portrait* to create, up to a maximum determined by his Charisma modifier.



Hourglass of Shadows

An id duplicate can be of a different class from the subject creature, and it has average hit points for that class, the same number of Hit Dice as the subject creature, and the same basic knowledge and goals as the subject creature (modified by any ability score changes). It is an average member of its class, with appropriate skills and feats. Reallocate the subject creature's ability scores to make them appropriate to the new class chosen.

A duplicate can carry out whatever tasks the original creature desires. If all duplicates are destroyed, the original creature is ejected from the *id portrait* and permanently loses 1 point of Charisma (this cannot be replaced by any means short of a *miracle* or *wish*). In addition, he is under the effects of *slow* and *dimensional anchor* for the following 24 hours. These effects cannot be dispelled. The portrait is usually placed somewhere hidden and safe, or in the care of trusted guardians, since the subject creature is significantly weakened until he recovers from the magical effects. When a duplicate has lived out its allotted time, it simply dies. Even if the duplicate is slain or dies before its duration expires, the body remains and behaves as a normal corpse. Spells such as

miracle, *raise dead*, and *resurrection* fail to affect a duplicate corpse created by the *id portrait*.

An id duplicate has a challenge rating equal to the base creature's CR -1.

DESTRUCTION

The *id portrait* can only be destroyed by painting a fresh portrait seated in the chair with *marvelous pigments*. The subject of this painting must be the original creator of the artifact.



Maleficus Spike

MALEFICUS SPIKE

Aura strong abjuration; **CL** 20th

Slot none; **Weight** 16 lbs.

DESCRIPTION

A *maleficus spike* is an ancient item forged of cold iron with an adamantine core designed to keep demons at bay. When driven into the wall of a building, a *maleficus spike* infuses the walls of the structure with a *dimensional lock* effect and a ward that repels evil outsiders. Any outsider with the evil subtype that tries to enter or damage the warded building must attempt a DC 30 Will save. If it fails, the outsider takes 12d6 points of damage and becomes nauseated for 1 hour. An outsider that remains inside a building warded in this manner must make a new Will save each round to avoid damage and nausea. The effect is lessened against non-outsider evil creatures, but they too are



affected—such creatures gain a +4 bonus on their Will saves, take only 4d6 points of damage on a failed save, and are nauseated for only 1 minute.

The stone and doors of a structure warded by a *maleficus spike* are considered to be magically treated (+20 to Break DCs, double hardness, and double hit points). Additionally, the structure self-repairs damage at the rate of 5 points of damage per round, provided the damage was inflicted while the *maleficus spike* was functioning; the spike can't repair existing damage when it is installed.

A *maleficus spike* consumes an enormous amount of magical energy. It contains enough energy to ward a structure for 24 hours, after which it becomes dormant until recharged. Recharging a *maleficus spike* requires a spellcaster to spend 10 minutes in contact with the spike, after which the spellcaster selects a number of spell slots totaling no fewer than 24 spell levels to expend to infuse the artifact with enough energy to ward the structure for another 24 hours. Prepared spells in these slots are lost for a day, and for spontaneous spellcasters those slots are used for a day. Spell-like abilities cannot be used to fuel a *maleficus spike*.

DESTRUCTION

To destroy a *maleficus spike*, it must be hammered into a structure on the Abyss using a tool bearing the unholy symbol of any demon lord.

MANTIS BLADE

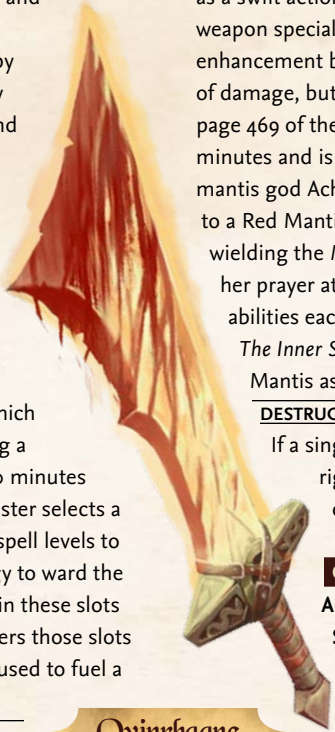
Aura strong evocation; **CL** 20th
Slot none; **Weight** 2 lbs.

STATISTICS

Alignment LE; **Ego** 16
Senses 60 ft., darkvision
Int 10, **Wis** 12, **Cha** 14
Communication telepathy
Special Purpose slay all
Spell-Like Abilities (CL 20th, concentration +22)
3/day—*alter self*, *darkness*, *spider climb*, *true strike*
1/day—*clairaudience*/*clairvoyance*, *deeper darkness*, *dimension door*, *greater invisibility*

DESCRIPTION

The *Mantis Blade* is an intelligent +2 *axiomatic sawtooth sabre* (*Inner Sea World Guide*) made of red chitin that forms a curved, serrated blade. It grants its wielder the ability to make a +1d6 sneak attack. This ability functions exactly like the rogue ability of the same name, and stacks with any sneak attack bonuses the wielder



Ovinrbaane

may already have. When a creature is wounded with the blade, as a swift action the wielder can activate the blade's *bane* weapon special ability (granting the weapon an additional +2 enhancement bonus and causing it to do an extra 2d6 points of damage, but only against the type of creature struck; see page 469 of the *Core Rulebook*). The *bane* ability lasts for 10 minutes and is usable once per day. Sacred to the faith of the mantis god Achaekek, the *Mantis Blade* also grants bonuses to a Red Mantis assassin who wields it. A Red Mantis assassin wielding the *Mantis Blade* gains a +2 bonus to the DC of her prayer attack, and may use her red shroud and fading abilities each an additional time per day. (See page 282 of *The Inner Sea World Guide* for more details on the Red Mantis assassin prestige class).

DESTRUCTION

If a single wielder uses the *Mantis Blade* to slay nine rightful ruling monarchs, the weapon can be destroyed by a successful sunder maneuver.

OVINRBAANE, ENEMY OF ALL ENEMIES

Aura strong evocation; **CL** 20th
Slot none; **Weight** 12 lbs.

STATISTICS

Alignment CN; **Ego** 25
Senses 60 ft.
Int 11, **Wis** 12, **Cha** 15

Communication empathy

Special Purpose defeat/slay all

Dedicated Power wielder gains *freedom of movement* and *dispel magic* (CL 20th) against opposing attacks and effects (the *dispel magic* power attempts to dispel any offensive effect only once and only as it first takes effect on the sword's wielder)

Spell-Like Abilities (CL 17th, concentration +19)
3/day—*aid*
1/day—*modify memory*

DESCRIPTION

Ovinrbaane (literally translated as "enemy of all enemies") is a cursed, intelligent +3 *wounding greatsword*. When *Ovinrbaane* succeeds at a contest of will (*Core Rulebook* 535), it uses *modify memory* to mislead its wielder into believing he's the barbarian warlord Armag and that anyone around him who isn't obviously a member of his tribe is a mortal enemy. The cursed greatsword also slowly changes the features of the wielder over the course of several days or even weeks to appear as those of the original Armag. If left



Phylactery of the Failed

unchecked, these powers seemingly bring the warlord back to life, recreating the savage warrior it deems to be its own true wielder.

DESTRUCTION

To destroy *Ovinrbaane*, its wielder must bring it to the Boneyard and strike three blows against his own gravestone, causing the sword to shatter.

PHYLACTERY OF THE FAILED

Aura strong necromancy [evil]; **CL** 18th
Slot none; **Weight** 5 lbs.

DESCRIPTION

Not every lich that attempts the transition to undeath succeeds. For most, this means an excruciating, spell-blasted death; for a small fraction of others, this means a typically brief but painful existence as a failed lich; but for an exceedingly rare few, this means something in between. A *phylactery of the failed* has a minute chance of coming into being anytime a spellcaster attempts to achieve lichdom and fails (equivalent to 1 in 100). In such cases, the magic-user's body is destroyed, but the phylactery he prepared remains and is invested with a remnant of his shattered consciousness. The creature that opens a *phylactery of the failed* must immediately succeed at a DC 30 Will saving throw or be affected by a disease-like curse known as a parasitic soul (detailed below). Those affected by a parasitic soul have their own personality and sanity overwhelmed by the remnant ambitions and memories of the would-be lich whose destruction created the phylactery. If the cursed creature is killed by the parasitic soul, her body is animated 1 day later as a lich with the same memories and abilities of the magic-user who created the phylactery, essentially allowing that spellcaster to finally achieve lichdom. The cursed creature cannot be returned to life until the lich is destroyed.

If the parasitic soul is excised from a victim, it returns to the phylactery and attempts to infect the next creature to open the box. The parasitic soul can only infect one creature at a time. While a creature is infected by a parasitic soul, the phylactery the soul is bound to has no dangerous properties and cannot infect other creatures.

The invasive nature of *phylacteries of the failed* has spawned the creation of several other pernicious magic items, such as the disease-spreading *death's head coffer* (see *Pathfinder Adventure Path* #8).

Parasitic Soul Curse and disease; *save* Will DC 30; *frequency* 1/day; *effect* 1d6 Intelligence damage; *cure* a parasitic soul can

only be cured by casting both a spell that prevents the target from being mentally controlled (like *protection from evil*) and *remove curse*.

DESTRUCTION

Casting *resurrection* upon a *phylactery of the failed* restores the would-be lich to life as a living spellcaster with the statistics the magic-user had before attempting the transformation into lichdom. This destroys the phylactery, but brings a powerful evil spellcaster back into being.

RAVEN'S HEAD

Aura strong conjuration (healing); **CL** 20th
Slot none; **Weight** 8 lbs.

DESCRIPTION

Holy to the church of Pharamasma, this gold-plated +3 *undead bane heavy mace* was the symbol of office for the Bishop of Caliphias until Prince Adamondais Virholt lost it in battle against the Whispering Tyrant. A character with the ability to channel positive energy gains the Channel Smite feat while wielding *Raven's Head*, if she does not already possess the feat. In the hands of a cleric of Pharamasma, *Raven's Head* gains the *disruption* weapon special ability, and the wielder can use the Channel Smite feat as if she were a cleric of four levels higher (+2 on the DC and +2d6 damage) and an extra three times per day.

DESTRUCTION

If successfully used as a component in the creation of a lich or other undead, *Raven's Head's* power is broken forever.

SERITHTIAL

Aura strong abjuration; **CL** 17th
Slot none; **Weight** 5 lbs.

STATISTICS

Alignment LG; **Ego** 14

Senses 60 ft.

Int 13, **Wis** 10, **Cha** 13

Communication empathy

Special Purpose defeat followers of Zon-Kuthon

Dedicated Power wielder gains *death ward* and *freedom of movement* against attacks and effects from followers of Zon-Kuthon

Spell-Like Abilities (CL 17; concentration +18)

3/day—*cure moderate wounds*, *zone of truth* (DC 13)

DESCRIPTION

Serithtial is a +4 holy Zon-Kuthon *bane bastard sword* used in several crusades from Chelixa against Nidal, and finally used by the hero Mandraivus in his assault on Scarwall. Although made



Raven's Head



Serithtial



of steel, *Seriththal* is treated as being made of both cold iron and silver for the purposes of overcoming damage reduction. *Seriththal* glows with the equivalent of *continual flame*, but her wielder can extinguish or ignite this glow as a move action. In addition, the weapon gains a further +2 enhancement bonus and deals an extra 2d6 points of damage against foes who serve or worship Zon-Kuthon.

Although *Seriththal* is lawful good, as long as her wielder is dedicated to the defeat of the dragon Kazavon and those he has corrupted (see page 36), she does not attempt to seize control of her wielder. If her wielder does go against her wishes, she tries to force him to relinquish her to a more appropriate wielder.

DESTRUCTION

Seriththal can only be destroyed if Kazavon—restored to life—or a great wurm shadow dragon worshiper of Zon-Kuthon uses its breath weapon on the blade while it is unattended.

TORC OF KOSTCHTCHIE

Aura overwhelming conjuration and enchantment [evil]; **CL** 25th

Slot neck; **Weight** 2 lbs.

DESCRIPTION

This golden collar contains a piece of the demon lord Kostchtchie's mortal soul, entrapped within by the witch Baba Yaga. The torc grants its wearer immunity to cold and the ability to command frost giants at will. This ability functions as *dominate monster*, but affects only frost giants, who take a –10 penalty on their saves. In addition, the wearer can cast *giant form II* three times per day. Anyone

who wears the torc for 1 week also gains the ability to summon an aspect of Kostchtchie's dark hunger once per day. This aspect takes the form of a wendigo (*Bestiary* 2) who faithfully serves the wearer of the torc for 1 hour. Using the torc in this way alerts Kostchtchie to the torc's whereabouts.

In addition, anytime one of the *Torc of Kostchtchie's* powers is used, there is a cumulative 5% chance the wearer goes berserk (gaining all the benefits and drawbacks of the barbarian's rage ability), attacking the nearest non-giant creature until unconscious or dead, or until no living non-giant remains within 30 feet.

DESTRUCTION

The *Torc of Kostchtchie* dissolves if boiled for 24 hours in the cauldron within the *Dancing Hut of Baba Yaga*.

TOTEM OF ANGAZHAN

Aura strong necromancy and transmutation; **CL** 20th
Slot none; **Weight** 150 lbs.

STATISTICS

Alignment CE; **Ego** 18

Senses 30 ft. hearing and tremorsense, *true seeing*

Int 7, **Wis** 14, **Cha** 13

Communication empathy

Special Purpose slay all non-Angazhan worshipers

Spell-Like Abilities (CL 20th, concentration +21)

At will—*weird* (DC 20)

1/day—*reincarnate* (charau-ka; see description)

1/year—*reincarnate* (dire ape; see description)

DESCRIPTION

Dangerous artifacts created by the demon lord Angazhan, several *totems of Angazhan* lie hidden in the depths of the Mwangi Expanse. Each is an intelligent artifact largely in control of itself. A totem radiates an aura that forces all non-worshippers of Angazhan within 30 feet to make a successful DC 15 Will save or become panicked for 1 round. This is a mind-affecting fear effect. A totem can also make use of its own spell-like abilities as it pleases, frequently lashing out with *weird* to attack. Its size and direct connection to Angazhan's power prevents it from easily being used by other creatures. Any who would employ its powers must touch the totem. Those who aren't chaotic evil worshipers of Angazhan must also enter into a contest of wills with the totem to make use of its powers for that day (see page 535 of the *Core Rulebook*). If a creature wins the contest, that creature can direct the totem to use its abilities. Additionally, the creature is immune to the totem's

panic aura for 24 hours and the totem cannot use its spell-like abilities against the creature for that day.

Once per day, a *totem of Angazhan* can reincarnate a single creature that dies within 30 feet of it. Unlike the spell of the same name, the reincarnated creature always returns to life as a chaotic evil charau-ka (*The Inner Sea World Guide*). A creature reincarnated as a charau-ka gains +4 Str, +2 Dex, and +4 Con. Once per year, the totem may instead use its *reincarnate* ability to bring a creature back to life as a chaotic evil dire ape—it is this ability that creates the creatures that go on to become Gorilla Kings. A creature reincarnated as a dire ape gains +8 Str, +4 Dex, and +6 Con. When a new dire ape champion is created, it becomes infused with a desire to seek out the current Gorilla King and challenge him to a fight to the death—the survivor rules as the Gorilla King for another year. As with all *reincarnate* effects, the creature being restored to life must be willing for the effect to work—the creature to be reincarnated knows that accepting



Torc of Kostchtchie

the offer to come back to life enslaves its soul to Angazhan (resulting in the shift to chaotic evil and the drive to seek out and replace the current Gorilla King).

If a *totem of Angazhan* is placed upon or adjacent to an altar of Angazhan that is under the effect of an *unhallow* spell cast by a worshiper of Angazhan, the *totem of Angazhan's* sensory range extends to 300 feet, and it can use its abilities in this extended range as long as it has line of sight to its target.

DESTRUCTION

A *totem of Angazhan* can be destroyed only by a Gorilla King (either acting on his own volition or while under the effects of magical control), who can damage the totem as if it were a normal item with hardness 8 and 100 hit points (or by succeeding at a DC 30 Strength check to break the totem in half). Of course, once a Gorilla King makes his first attack upon one of these totems, the blasphemy against Angazhan causes that Gorilla King to no longer count as a worshiper of Angazhan, and he can now be affected by the totem's panic aura. Worse, the affront allows the *totem of Angazhan* to attempt once per round to revoke that Gorilla King's reincarnated body. Each round the blasphemous Gorilla King remains within reach of the totem's senses, the Gorilla King must make a successful DC 25 Fortitude save to avoid being transformed back into whatever race the creature was before he was reincarnated. Once this occurs, the target is no longer a Gorilla King and can no longer damage the totem, but the totem can continue to use *weird* to attempt to slay the creature as long as it is able.



Warding Box

VERNAL KEY

Aura strong transmutation; **CL** 20th
Slot none; **Weight** 5 lbs.

DESCRIPTION

The *Vernal Key* consists of three lattice orbs, one inside the other, all carved from a single piece of blue mineral. The key was created to unlock a jarl's prison, but as a side effect it also protects the region around it from the ravages of winter.

Within a 5-mile radius of the *Vernal Key*, otherwise cold weather (below 40° F) becomes moderate, while severe cold (below 0° F) becomes only cold. A mild wind demarcates the edge of this effect. The key must remain stationary (unattended) to produce this effect; it takes 24 hours for the artifact to attune itself to its locale. The key only ameliorates natural weather; it has no effect on magically created effects or extraplanar environments.

DESTRUCTION

The power of the *Vernal Key* is intrinsically tied to the

Elemental Plane of Air, where it was created. It can only be destroyed by returning it to that plane and then using a *rod of cancellation* on it.

VISIONARY LENS

Aura strong divination, enchantment, and illusion; **CL** 20th
Slot none; **Weight** 50 lbs.

DESCRIPTION

This ornate mirror measures 4 feet in diameter, framed in gold and embellished with silver. The frame depicts dozens of stylized eyes from fey creatures that alternately open and close in wakefulness or slumber. During the day, these eyes influence the mirror's surface to act as a *crystal ball* with telepathy. At night, the eyes can cast *screaming* (looking into the dreams of subjects) and *nightmare* instead. Lastly, during the twilight hours between day and night, the eyes can be commanded to bestow one of the following effects upon any single person gazing into the mirror:

- *geas* (DC 21)
- *maze* (DC 22)
- *vision*

The mirror does not function outside of the First World or demiplanes that share characteristics of the First World (such as the Fellnight Realm).

DESTRUCTION

The *visionary lens* shatters if exposed to a *wail of the banshee* cast by someone wearing a *medallion of thought projection*.

WARDING BOX

Aura strong abjuration; **CL** 20th
Slot none; **Weight** 5 lbs.

DESCRIPTION

A *warding box* is a powerful magical container built to obscure and confound any attempt to locate objects kept inside. The box can hold one object no larger than 8 inches by 8 inches by 3 inches (or up to 25 pounds) in each of its three compartments at any one time. The box's lid and additional compartments are sealed, but the box can be opened or closed as a full-round action. While the lid is closed, the *warding box* and all objects inside it are protected from all divination spells. In this state, no divination spell save for those employed by the gods can detect the *warding box* or its contents.

DESTRUCTION

A *warding box* can be destroyed by placing a *portable hole* inside it, closing the lid, and then placing the box inside a second *portable hole*. This second *portable hole* must be closed, and then a *wish* must be used to switch the two *portable holes*. Doing so destroys both *portable holes* and the *warding box* along with them.

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