

Intimidation, or Perception when they roll initiative. Because a duelist might act twice in a row, durations that last until the beginning of a duelist's next turn might function oddly. A duelist acting second can choose to avoid such abilities that turn, or can choose to act second if they win initiative on the next round.

If the duelist is at least trained in whichever initiative choice they pick, they gain the corresponding dueling reaction that round: Bullying Press for Intimidation, Deceptive Sidestep for Deception, or Sense Weakness for Perception. Neither duelist is aware of what type of roll the other used for initiative—surprise and the use of dueling actions are a part of dueling strategies. Familiars and companions, even when allowed in the duel, can't use these actions, nor can bystanders.

BULLYING PRESS ↻

FLOURISH

Trigger You attempt a melee Strike against your opponent, but haven't rolled yet.

Requirements You're in a duel, you're trained in Intimidation, and you rolled an Intimidation check for initiative this round.

If you hit, your opponent becomes frightened 1. If your opponent is using Perception for initiative when this ability is used, they become frightened 2 instead.

DECEPTIVE SIDESTEP ↻

MISFORTUNE

Trigger An opponent hits, but does not critically hit you, with a melee Strike.

Requirements You're in a duel, you're trained in Deception, and you rolled a Deception check for initiative this round.

You draw your enemy in and pull away at the last moment. The triggering opponent must roll again and take the second result. If your opponent is using Intimidation for initiative when this ability is used, they also take a -2 circumstance penalty to the second attack roll.

SENSE WEAKNESS ↻

Trigger You attempt a melee Strike against your opponent, but haven't rolled yet.

Requirements You're in a duel, you're trained in Perception, and you rolled a Perception check for initiative this round.

You pick a precise moment to attack, giving you an edge. Your opponent is off-guard against the attack. If your opponent is using Deception for initiative when this ability is used, they are instead off-guard until the start of their next turn.

Ending the Duel

The duel ends when the duel's judge confirms the victory condition, when the judge determines one of the duelists has cheated, or when one of the duelists yields. Note that if either of the combatants attempts to continue the duel after its end, the combatants should roll initiative and proceed with normal combat.

SPELLCASTING DUELS

Like combat duels, spellcasting duels take place in encounter mode, but their rules are not available during normal combat. They are typically more organized affairs than combat duels. Many spellcasting duels prohibit any sort of combat but spellcasting. They typically have the duelists take turns casting a turn's worth of spells, giving their rivals a chance to counter the spells if they can.

Initiative and Dueling Actions

In most cases, each duelist rolls initiative normally and proceeds in that initiative order throughout the duel, unlike in a combat duel. Each duelist can roll an Arcana, Nature, Occultism, or Religion check instead of Perception. If they are trained at that skill, they gain the tradition focus of that skill, which allows them to hone in on a magical tradition corresponding to the check they made for their initiative roll. They also gain the Dueling Counter reaction, which enables a duelist to counter their opponent's spell if their tradition focus matches the tradition of that spell. They also gain the Change Tradition Focus action, which changes the duelist's tradition focus to a different tradition. Familiars and companions, even when allowed in the duel, can't use these actions, nor can bystanders.

When mixing a spellcasting duel and a combat duel, use the initiative rules for combat dueling, but allow the duelist to roll Arcana, Nature, Occultism, or Religion for their initiative checks. They still gain the Dueling Counter reaction and Change Tradition Focus action, though Change Tradition Focus is less useful in combat duels.

DUELING COUNTER ↻

MAGICAL

Trigger Your opponent Casts a Spell from the same tradition as your tradition focus.

Requirements You are in a duel and have a tradition focus.

Expend a prepared spell or spell slot. You then attempt to counteract the triggering spell with the expended spell.

CHANGE TRADITION FOCUS ↻

Requirements You are in a duel and are trained in the skill for the tradition you're changing your focus to (Arcana for arcane, Occultism for occult, Nature for primal, or Religion for divine).

You change your tradition focus to another magical tradition.

Ending the Duel

Just like a combat duel, a spellcasting duel ends when the duel's judge confirms the victory condition, when the judge determines one of the duelists has cheated, or when one of the duelists yields. As with a combat duel, if either of the combatants attempts to continue the duel after its end, the combatants should roll initiative and proceed with normal combat.

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LEADERSHIP

While many groups of PCs are isolated heroes who get the job done on their own, other groups enjoy gathering allies and building new organizations of their own. The leadership subsystem allows your PCs to do just that!

Leadership is a long-term subsystem wherein one or more PCs establish a fledgling organization and accumulate followers over time. This subsystem provides a flexible way to reflect the party's growing influence in and connection to the world around them through downtime events and periodic benefits similar to those gained from joining an existing in-world organization. The organization can come into play only during downtime, or it can provide adventure seeds or even play a major role in a campaign.

ORGANIZATION LEVELS

Every organization has a level from 1 to 20. Any organization below level 1 has no followers; it's just an ordinary group of PCs. Unlike many other subsystems in this chapter, leveling up an organization in the leadership subsystem does not involve accumulating points. Instead, the process of growing the organization itself is what causes it to level up! As a reward for quests, roleplaying

scenes, or succeeding at other subsystems (particularly influence or reputation), the PCs can add an NPC follower to their organization. At first, only a few level 0 NPCs follow the PCs, but as the party builds up more followers, they can also gain followers of higher and higher level, as well as a small number of higher-level lieutenants to lead groups of followers. Once an organization has recruited enough followers, the organization itself levels up, which increases the maximum level of followers, the number of lieutenants, and the level range of those lieutenants.

BASE OF OPERATIONS

Beyond the very smallest organizations, PCs need some kind of base of operations the organization calls home. This allows the organization to function and grow in its intended role. For instance, if the PCs run a mercenary army, it might have a keep for training and as a base for defending the nearby area. While organizations

usually gain a base of operations early in their existence, they must have one by 6th level unless the story of the organization demands otherwise. A base of operations is not necessarily immobile; a caravan, circus, or flagship (or fleet, for a larger organization) could serve well for wandering organizations.

ORGANIZATION NPCs

Followers and lieutenants are noncombatant NPCs of the levels indicated on Organization Statistics by Level. When an organization has followers or lieutenants of several levels, most of them are at the lowest possible level. As a rule of thumb, an organization has twice as many NPCs of a given level than of the next-higher level. This allows you to quickly estimate the level composition of the organization's members, but you can of course change the levels of various followers as much as you like. When the minimum level for lieutenants increases, either the lower-level lieutenants level up to the new minimum, or they become followers of more powerful lieutenants the PCs recruit, whichever fits best with the story.

Followers and lieutenants are loyal to the PCs and their organization, working to maintain the organization, its base of operations, and their own way of life. Because of this work, PCs don't need to pay for basic upkeep of their base of operations or for expansions to house the burgeoning activity as their organization grows in level—the followers and lieutenants take care of all of that. But similarly, these followers and lieutenants never get involved in the PCs' adventuring, nor do they provide a source of free magic or labor.

Cohorts and New PCs

While the followers and lieutenants who define an organization's advancement don't accompany the PCs on adventures, sometimes the organization is the perfect plot hook to introduce an NPC who will be traveling along with the party or a new PC hoping to join the party. For instance, if the PCs are running a mercenary army, a rising officer might become a new PC. Treat such NPC cohorts and PCs just like any other additional characters in the party, with an enriched story that ties them to the PCs.

RUNNING LEADERSHIP

When running a game with the leadership subsystem, adding new NPCs who join the PCs' cause becomes a type of reward you should grant the PCs consistently throughout the campaign. For a typical rate of growth, give the PCs enough followers for the organization to level up at roughly the same rate as the PCs. In some cases, you might want to vary that rate—sometimes drastically. Perhaps the 10th-level PCs have a 20th-level organization with top lieutenants nearly as powerful as the PCs, or maybe the PCs start gathering followers only at 15th level and start their organization from scratch as a 1st-level organization.

ORGANIZATION STATISTICS BY LEVEL

Level	Max Followers	Lieutenant Level	Lieutenants	Levels
1	1-2	0	—	—
2	3-4	0	—	—
3	5-6	0	1	1
4	7-9	0	1	1
5	10-13	0	1	1
6	14-18	1	2	2
7	19-27	1	2	2
8	28-36	1	3	2-3
9	37-53	1	4-5	2-3
10	54-75	2	6-7	3-4
11	76-99	2	8-10	3-4
12	100-150	2	11-15	3-5
13	151-215	2	16-22	3-5
14	216-300	3	23-30	4-6
15	301-425	3	31-42	4-6
16	426-600	3	43-60	4-7
17	601-850	3	61-85	4-7
18	851-1,200	4	86-120	5-8
19	1,201-1,700	4	121-170	5-8
20	1,701-2,400	4	171-240	5-9

Leadership Events

During downtime, or over the course of long stretches of time when the PCs aren't in downtime but their organization is operating in the background, you should periodically provide special leadership events. These are in addition to the events you would normally provide the PCs during downtime. These should generally be a good mix between the following three categories.

Opportunity: An opportunity offers the PCs a chance to make a consequential decision that shapes the organization moving forward. For instance, the Aspis Consortium offers the PCs a deal to store their goods in the PCs' mercenary fort. Accepting gives the PCs money, but they'll have to deal with the consortium's unsavory goods. Rejecting the proposal might upset the consortium, but it allows the PCs to show their priorities between conscience and coin.

Trouble: Something's gone wrong with the organization. Perhaps the thieves' guild is dealing with a clever new guard captain and needs help from the PCs to stay safe. Typically the resources the PCs need to invest to solve the troubles should be less than the benefits the PCs gain from windfalls to ensure that the organization is providing a substantial benefit to the PCs, rather than simply evening out.

Windfall: The organization has received an unexpected benefit that helps the PCs. This is typically access to an uncommon option: perhaps the organization researched a new spell or discovered the techniques for an uncommon feat. However, it could be extra money or resources, clues for the PCs' adventures, political prestige, or anything else you can think of. The players might even be able to suggest a few options for their followers and lieutenants to work toward to give you some ideas.

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HEXPLOURATION

Few activities epitomize adventure as much as pure exploration through an unknown wilderness. Leaving the city streets and trade roads behind and striking out into the unknown can test the mettle of the most experienced adventurers, but such efforts reward those seeking fantastical sites, natural resources, and unforeseen opportunities.

While you can represent long, heroic journeys using normal exploration, if you want something more detailed, you can use the hexploration subsystem instead. This is a method where the overland map is divided into individual hexagonal sections of territory. During their exploration, the PCs travel through and explore individual hexes, finding interesting sites, secrets, resources, and dangers.

The pace of travel is measured in days rather than hours or minutes. This means choosing hexploration activities are more akin to choosing downtime activities than exploration activities. Each day, the PCs explore or travel through a region of the wilderness measured in hexes on a map to survey, discover resources, forage, find sites, and reconnoiter potential foes and allies.

Hexploration is ideal for sandbox-style campaigns, where the players are at liberty to set the course of their own adventure. The GM populates a region with interesting locations and situations that the players explore in any order they see fit.

DESIGNING THE MAP

The best way to map the area is with a hex grid. Each hex represents a discreet area 12 miles from corner to corner, which can be traveled across and explored in about 1 day even by slower-moving groups. Hexes track the distance the party travels while exploring and define the bounds of certain types of terrain.

When designing your hex map, it's best to have each hex represent one primary terrain type. This doesn't mean that's the only feature of the land in this hex, but it is the predominant type and represents the challenges of traveling across and exploring that hex. You can also give your hex other elements: a river or a road might snake through the area, or it could contain a castle, cave, village, fort, or some other type of encounter setting. You can quickly draw your map using just a few colors, some basic symbols, and letters or numbers for reference.

But this is only the start. This detailed map is your GM map, holding all the secrets for the PCs to discover. Give the players a blank map that they can fill in as they explore the wilderness hex by hex. The more they explore, the more their map will look like yours.

Populating Hexes

When populating a hexploration map, keep in mind that you have little control over which areas the players choose to explore first—or if they'll explore those areas at all.

Because hexploration leads to nonlinear, player-guided play, consider providing hooks within encounters and sites for them to explore in several directions from their starting point. You can provide some direction by presenting jobs like exploring a site on behalf of an NPC, escorting travelers, delivering goods, or scouting a region for a local noble. This typically leads to a set encounter (see below).

Set Encounters

Even a sandbox adventure has a story or is the setting of multiple stories. Set encounters, be they just a simple encounter or an entire adventuring site, can serve as important beats in the story behind the PCs' exploration. These are typically the points on the hex maps the PCs are searching for, and the discovery of one set encounter will often incorporate story points that lead to the next.

Random Encounters

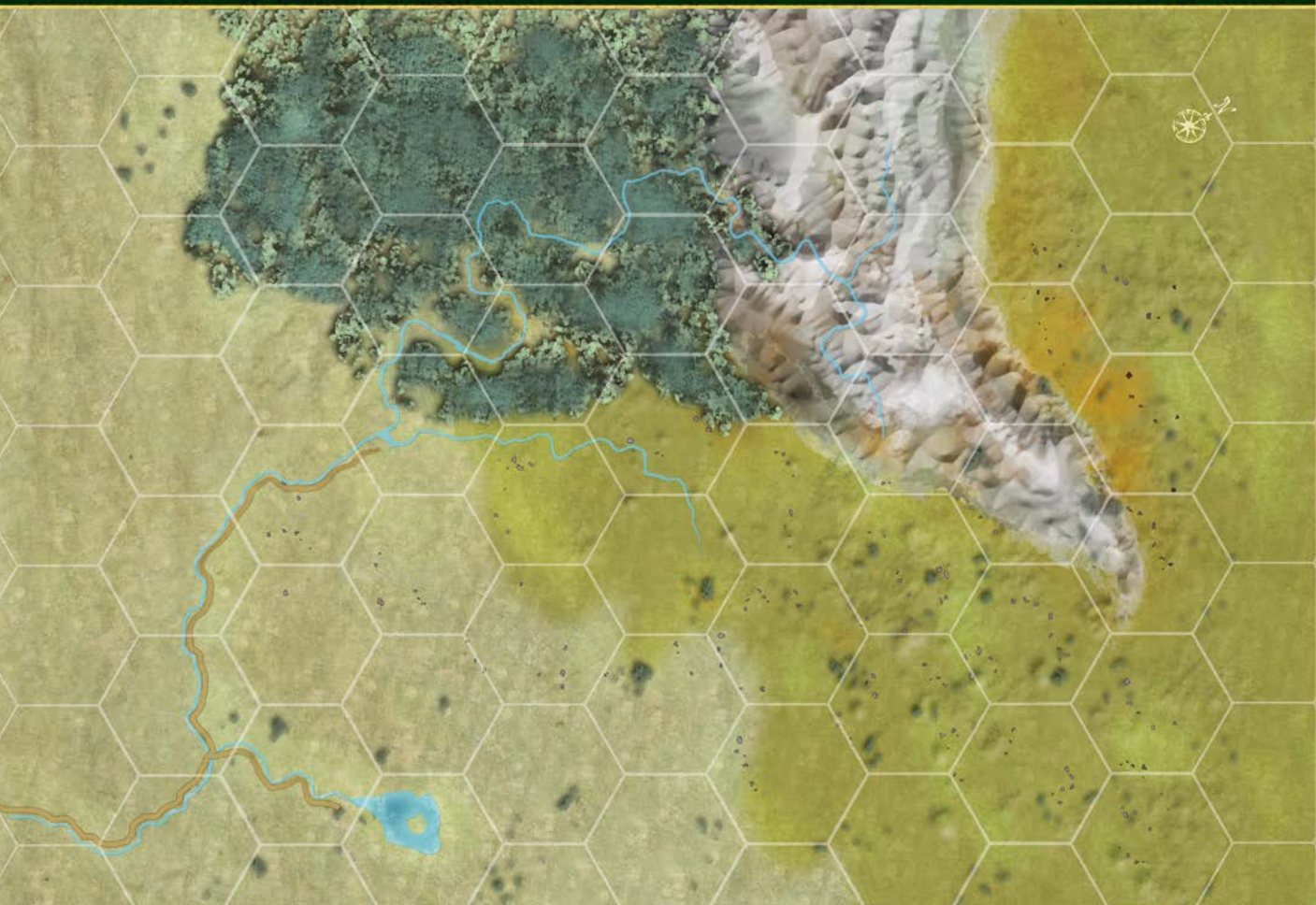
You can instill additional danger into your hexploration by including random encounters, whether they take the form of interesting features, natural hazards, or creatures native to the terrain. It can help to create a series of short lists in advance, each including a mix of three types of encounters: harmless, hazards, and creature encounters. Then create tables to randomize the results, or simply pick whichever encounter you think would work best for your hexploration narrative when these encounters occur (as described in Random Encounters on page 209). It's often easier to create a list by terrain rather than for each hex. The forest hexes could have their own random encounter list while the plains beyond have a different list, possibly with some overlap.

A harmless encounter is just that: the party is in no danger from it. Harmless encounters can be opportunities to flesh out the world with interesting bits of set-dressing, like a shrine on the side of the road dedicated to a minor god, opportunities for the party to interact with other travelers, or simply interesting or noteworthy moments on the road, like a distant and dazzling electrical storm.

Hazard encounters can include those located in the Hazards section on pages 98–108, primarily the environmental hazards and haunts. You can also create your own hazards (page 109).

Creature encounters can use the creatures found in *Monster Core*, or you can create your own using the rules found in Building Creatures on page 112.

Plan your hazard and monster encounters with a degree of flexibility so you can tailor them to the PCs'



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current level, perhaps by creating a lower-level encounter and including notes on how to scale it up. Alternatively, if you want to run a more challenging or open-world hexploration, don't adapt to your players at all. Make a variety of encounters, some of which are so powerful that the correct tactic is to flee. You can even create a chase to make the escape exciting (see Chases on page 192).

Terrain

While each hex should have a predominant terrain type, your terrain can come alive using the info in the Environments section on pages 90–97. A hex might also include a river or road. These can cut through the terrain, making it easier for the PCs to travel through the hex, so long as they follow the path. Additionally, each hex might have special features like resources and secrets (see the Types of Terrain sidebar on page 209).

Generating Random Hex Maps

If you'd like to create your map randomly, begin by selecting a hex on a blank map as the starting point. Then decide the type of terrain for that starting point or roll it on the Random Terrain Type table on page 208. From that point onward, let the players decide which direction they travel. If they enter an unexplored hex, generate that hex by rolling 1d20 on the Random Terrain Type

and Random Terrain Feature tables to determine a type and element for that hex. Apply common sense when producing terrain in this way. Unless magic is involved, it is unlikely a patch of arctic ice would appear in the heart of a desert—though figuring out a way for that to occur could lead to an interesting encounter or subplot later on.

RUNNING HEXPLORATION

Once you have your hexploration map ready, it's time for the PCs to start exploring! Each day, the PCs decide how they plan on exploring, either learning more about their current hex or traversing a new hex. They do this by declaring one or more hexploration activities for the day. These activities take two forms: group or individual. The number of hexploration activities a group can accomplish each day is based on the Speed of their slowest member. If a group is willing to split up, faster members can perform more hexploration activities based on their own Speed, but such a decision may be deadly given the threat of random encounters. A group moving at a Speed of 10 feet or less is so slow it can't even traverse an open hex in a single day; it takes such a group 2 days for each hexploration activity.

This rate assumes the PCs are taking time to camp and rest at healthy intervals. When a new day of hexploration begins, the group can decide to take a forced march as long as no one in the group is fatigued. Doing so allows them to

RANDOM TERRAIN TYPE

1d20	Result
1-3	Plains
4-5	Desert
6-7	Aquatic (lake, sea, or ocean)
8-9	Mountain
10-11	Forest
12	Swamp
13	Arctic
14-20	Match the previous hex

RANDOM TERRAIN FEATURE

1d20	Result
1-3	Landmark A feature of some significance that distinguishes the hex as noteworthy.
4-6	Secret The hex contains a secret the party uncovers upon exploring the hex.
7-9	Resource The hex contains some valuable resource appropriate to the terrain.
10-20	Standard A standard representation of the terrain type.

HEXPLOATION ACTIVITIES PER DAY

Speed	Activities per Day
10 feet or less	1/2
15-25 feet	1
30-40 feet	2
45-55 feet	3
60 feet or more	4

gain an extra Travel activity (or perform a full Travel activity each day if their Speed is 10 feet or less), but this is the only activity they can perform that day. A character can participate in a forced march safely for a number of days equal to the character's Constitution modifier (minimum 1 day). Any additional days of forced march make the character fatigued until they spend an entire day of downtime resting.

Group Activities

Group activities require the entire party to work together in order to be effective; these activities each count as one of the day's hexploration activities for the whole group. For instance, if the group had 2 hexploration activities per day and decided to Travel and Reconnoiter, no one would have any additional hexploration activities that day. There are two group activities: Travel and Reconnoiter.

TRAVEL

MOVE

You progress toward moving into an adjacent hex. In open terrain, like a plain, using 1 Travel activity allows you to move from one hex to an adjacent hex. Traversing a hex with difficult terrain (such as a typical forest or desert) requires 2 Travel activities, and hexes of greater difficult terrain (such as a steep mountain or typical swamp) require 3 Travel activities to traverse. Traveling along a road uses a terrain type one step

better than the surrounding terrain. For example, if you are traveling on a road over a mountain pass, the terrain is difficult terrain instead of greater difficult terrain.

The Travel activity assumes you are walking overland. If you are flying or traveling on water, most hexes are open terrain, though there are exceptions. Flying into storms or high winds count as difficult or greater difficult terrain. Traveling down a river is open terrain, but traveling upriver is difficult or greater difficult terrain.

RECONNOITER

CONCENTRATION

You spend time surveying and exploring a specific area, getting the lay of the land and looking for unusual features and specific sites. Reconnoitering a single hex takes a number of hexploration activities equal to the number of Travel activities necessary to traverse the hex—1 for open terrain, 2 for difficult terrain, and 3 for greater difficult terrain. Traveling on roads doesn't lessen the time required to Reconnoiter. Once the hex has been Reconnoitered, you can Map the Area to reduce your chance of getting lost in that hex (see below). You automatically find any special feature that doesn't require a check to find, and you attempt the appropriate checks to find hidden special features.

For instance, if you were looking for an obvious rock formation among some hills, you would spend 2 hexploration activities to Reconnoiter the hex, and you'd find the rock formation. But if you were looking for a hidden tengu monastery somewhere in some deep forests, after spending 2 activities to Reconnoiter the forest hex, you would have to succeed at a Perception check as part of your Reconnoiter activity to find the monastery.

Individual Activities

Not all hexploration activities need to be accomplished as a group. In place of using a hexploration activity to Travel or Reconnoiter, each individual group member can instead perform one of these individual activities.

FORTIFY CAMP

You can spend time fortifying your camp for defense with a successful Crafting check (typically at a trained or expert DC). Anyone keeping watch or defending the camp gains a +2 circumstance bonus to initiative rolls and Perception checks to Seek creatures attempting to sneak up on the camp.

MAP THE AREA

CONCENTRATION

As long as your group has successfully Reconnoitered the hex, you can use this activity to create an accurate map of the hex with a successful Survival check (typically at a trained or expert DC). When you have an accurate map of the hex, the DC of any check to navigate that hex is reduced by 2.

Existing Activities

Characters can use the Subsist downtime activity, which follows the same rules but assumes they're using it after 8

hours or less of exploration. Any skill feats or other abilities that apply to Substist normally still apply here. In general, the various exploration activities found in the sidebar on pages 438–439 of *Player Core* (except Hustle) can be used as individual hexploration activities, as can skill actions in Chapter 4 of *Player Core*, at the GM's discretion.

Random Encounters

When exploring, there is always a chance the PCs will stumble upon random encounters, depending on the terrain. At the start of each day of hexploration, roll a flat check and consult the appropriate terrain type on the Random Encounter Chance table. If the flat check is a success, the PCs have a random encounter, and on a critical success, they have two random encounters. Roll on the Random Encounter Type table to determine the type of encounter. Once you know the type of the encounter, either choose from the list you made for that region or choose your own.

RANDOM ENCOUNTER CHANCE

Terrain Type	Flat Check DC*
Aquatic	17
Arctic	17
Desert	17
Forest	14
Mountain	16
Plains	12
Swamp	14

*On a road or river, decrease the DC by 2. If PCs are flying, increase the DC by 3, but choose a hazard or monster that is relevant to flying PCs.

RANDOM ENCOUNTER TYPE

1d10	Encounter
1–5	Harmless
6–7	Hazard
8–10	Creature

Switching out of Hexploration

Most short encounters do not affect the number of hexploration activities that the PCs can perform during the day, but when the PCs take on multiple encounters or engage in activities that take hours rather than minutes, you'll want to deduct the time from their available hexploration activities. For the story's sake, it's best to think of hexploration activities as the various things that the PCs have time to do in the daylight hours. For instance, maybe the group spends 2 of their 3 hexploration activities Reconnoitering a hex, finding a tengu monastery, and learning that it is a sprawling complex underneath a small, wooded hill. You might decide that the PCs found it in the evening, and they have the choice between making a foray into the complex late in the day or pursuing some individual activities, camping for the night, and starting off fresh in the morning.

TYPES OF TERRAIN

The following are examples of the types of terrain you can use when creating your hexploration map. Each section provides the difficulty of traversing that terrain (either open, difficult, or greater difficult terrain) and the potential resources and secrets found there.

Aquatic

Terrain typically requires a boat or a swim speed; depends on the strengths of currents and the weather

Resources seafood, coral, pearls, shipwrecks

Secrets remote islands filled with monsters, isolated communities, pirates, flooded or underwater cities of aquatic creatures

Arctic

Terrain typically difficult or greater difficult terrain

Resources scarce food (broken ice floes that allow for fishing, breeding grounds for seals or whales)

Secrets thawed passes that allow ship travel, hidden caverns, isolated communities of arctic dwellers

Desert

Terrain typically difficult or greater difficult terrain

Resources water sources (underground springs, oases, and streams), mineral wealth

Secrets forgotten civilizations beneath the dunes

Forest

Terrain typically difficult terrain, or greater difficult terrain for a dense jungle

Resources diverse flora and fauna, natural remedies, plentiful game

Secrets bandit encampment, druid's henge, fey-touched glade or mushroom circle

Mountain

Terrain typically greater difficult terrain, or difficult terrain for hills

Resources minerals (including gold, silver, and gemstones)

Secrets hidden pass, watchtower or waypoint constructed by a nearby empire, dragon's lair, bandit hideout

Plains

Terrain open terrain

Resources useful plants (flax or cotton)

Secrets artifacts abandoned after a historic battle, valuables buried by outlaws for later retrieval

Swamp

Terrain typically greater difficult terrain

Resources materials useful for medicine or poison

Secrets river raider camps, remains and gear of unlucky travelers, sites of mystic significance

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VEHICLES

A villain on the run steals a carriage and sends the characters on a chase through the city, or the characters find an ancient airship and decide to take it for a spin. Whatever the case if vehicles are common throughout your world, they're likely to come up in your game. This section provides the tools you'll need when that happens.

Vehicles can play many roles in a game. They might simply be the means by which the party travels from one location to another, determining only the Price to be paid for passage. But a caravan wagon that gets attacked becomes part of an encounter. In a pirate campaign, the ship is both the party's home and its primary weapon.

The majority of the rules in this section are for using vehicles in encounters, but vehicles are also useful during exploration and even downtime play.

VEHICLE BASICS

Ultimately, vehicles are objects. They have object immunities (*Player Core* 269), and they can't act. In addition to the statistics most objects have, vehicles have several additional statistics and abilities. Vehicles have a size like any object, but their spaces are more specifically defined. Vehicles also have specialized movement rules.

Size, Space, and Capacity

Vehicles have size traits, but they don't occupy the same spaces that most creatures use. Instead, each vehicle has specific dimensions provided in its stat block.

Most vehicles are Large or larger, and many vehicles are made for the purpose of carrying cargo. Unless stated otherwise, the amount of cargo a vehicle can carry depends on its size, terrain, and propulsion. A draft horse or similar creature can usually pull around 100 Bulk of goods consistently throughout the day, so pulled vehicles can typically hold 100 Bulk per Large creature pulling. Water vehicles, such as ships, have limits that are more based on volume than weight; a ship can hold upwards of 1,000 Bulk. Flying vehicles can typically hold only 1/10 the Bulk of a water vehicle and still remain airborne. The GM might rule that unique or unusual vehicles can hold different amounts of Bulk.

Movement and Heading

A vehicle's movement type is determined by the vehicle itself, while its movement each round is based on the pilot's actions. Vehicles trigger reactions when they move, just like a creature does, as do the actions of the pilot and any passengers.

Creatures can rotate and turn freely, so when you play a creature, you usually don't need to keep track of which way it's facing. However, vehicles can't turn on a dime, so when controlling a vehicle, you need to keep track of which direction it's facing. This is called the vehicle's heading.

When a vehicle moves, it must move in the direction of its heading—it can't move backwards or sideways, though it can turn gradually as it moves forward. Most vehicles can turn up to 90 degrees for every vehicle length they move forward. For example, a 10-foot-long carriage could turn left in only 10 feet. A 100-foot-long warship, however, would need 100 feet to make the same turn; given the warship's 30-foot Speed, turning typically requires several actions' worth of movement.

Some rules specify that a vehicle must move in a straight line. This line is measured from the center of the vehicle's front edge, and it can skew up to 45 degrees from the vehicle's current heading.

When using a vehicle in exploration mode, the vehicle's Speed determines its travel speed just like a creature (for more information, see the Travel Speed table on page 438 of *Player Core*). No Drive actions or piloting checks are necessary to pilot a vehicle at these speeds.

Propulsion

Vehicles typically travel over land, on water, or through the air, and their Speeds indicate their terrain and movement types. But vehicles also have a form of propulsion—the way in which their movement is powered—and this propulsion often has additional considerations.

There are five main types of propulsion: alchemical, magical, pulled, rowed, and wind. A vehicle can have more than one means of propulsion, though it usually uses only one type of propulsion at a time. For instance, a galley has both the rowed and the wind propulsion traits, meaning it can sail when the winds are favorable, but the crew can also lower the sails and row the ship when necessary. The vehicle's means of propulsion informs the skills a pilot can use for piloting checks (page 212), and some means of propulsion have additional rules.

Alchemical

Powered by the reactions of alchemical reagents, controlled internal combustion, lighter-than-air gases, or steam, vehicles with alchemical propulsion tend to be powerful but have the potential to be wildly unpredictable. Alchemical vehicles can often be piloted using the Crafting skill.

Magical

Magically propelled vehicles are powered by spells, magic items, or an entirely magical engine. A magical propulsion system can be targeted with counteracting effects like *dispel magic*, using half the vehicle's level rounded up for its counteract rank and a standard DC for the vehicle's level for the counteract check. A creature can use Arcana, Nature, Occultism, or Religion (depending on the type of magic) for a magical vehicle's piloting checks.

Pulled

This method of propulsion is perhaps the most common, wherein a wheeled conveyance (such as a carriage or wagon) is pulled by one or more creatures. The Speed of the vehicle can never exceed that of the slowest creature pulling the vehicle. The creatures pulling the vehicle don't act on their own; they instead act as part of the vehicle's actions, and their movement as part of those actions triggers reactions just as it does for the vehicle itself and its pilot.

When a pulled vehicle takes collision damage, so do the creatures pulling that vehicle (though they can typically attempt the basic Reflex saving throw to mitigate that damage). The death of one or more pulling creatures might damage or slow the vehicle, and it might cause the pilot to lose control.

For a vehicle pulled by an animal or similarly unintelligent creature, a pilot can use Nature for piloting checks; for sapient pulling creatures, the pilot can instead use Diplomacy or Intimidation for piloting checks.

Rowed

These vehicles are propelled by the power of creatures rowing the vehicle from within. The creatures rowing the vehicle act only as part of the vehicle's actions, and their movement as part of those actions triggers reactions just as it does for the vehicle itself and its pilot (though rowers often have some degree of cover).

When a rowed vehicle takes collision damage, so do the creatures rowing that vehicle (though they can typically attempt the basic Reflex saving throw to mitigate that damage). The death of one or more creatures might cause the vehicle to go out of control or slow the vehicle, but usually doesn't damage the vehicle.

A pilot on a vehicle rowed by other people can use Diplomacy or Intimidation for piloting checks.

Wind

Wind-propelled vehicles require some form of air movement to power them, and adverse wind conditions can cause them to stall or even go out of control. Wind vehicles that rely on cloth sails typically have weakness to fire. Pilots of wind-powered vehicles can use Nature for piloting checks.

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PILOTING A VEHICLE

In encounter mode, a vehicle moves on its pilot's turn, and the pilot must use their actions to control it. A vehicle can take part in only 1 move action each round, even if multiple creatures Take Control as pilots on the same round.

Vehicle Momentum

A vehicle in motion builds up momentum that keeps it in motion. Each round, if the vehicle has moved in the previous round, the pilot must either use another move action or Stop the vehicle. If the pilot does neither of these things on their turn (even if the pilot Delays), the vehicle continues to move and becomes uncontrolled, as described in Uncontrolled Vehicles on page 212.

Piloting Checks

Many actions related to vehicles call for the pilot to attempt a piloting check. The skills a pilot can use for a piloting check are listed in the vehicle's stat block, but most vehicles use Driving Lore or Piloting Lore along with others determined by their propulsion. The creature piloting a vehicle when an encounter begins can usually roll an appropriate piloting skill for that vehicle for initiative.

The GM sets the DC of the piloting check using a standard DC for the vehicle's level, with adjustments based on the circumstances. Generally speaking, an action that would move a vehicle through difficult terrain increases the DC to a hard DC for its level, and moving through greater difficult terrain increases the DC to incredibly hard. Other factors, such as turbulent winds for a wind-powered vehicle, monsters threatening the creatures pulling a pulled vehicle, or rough seas for a water-based vehicle, could all increase the DC of a vehicle's piloting checks.

Piloting Actions

Characters use the actions listed below to move and interact with vehicles. The reckless trait is described below.

BOARD

MOVE

Requirements You are adjacent to a point of entry on the vehicle you are attempting to board.

You board a vehicle through an open top, a door, a portal, or a hatch; if you're already on board, you can instead use this action to disembark into an empty space adjacent to the vehicle's point of entry. Using this action while the vehicle is in motion is challenging, requiring a successful Acrobatics or Athletics check with a DC equal to the vehicle's AC.

DRIVE (VARIES)

MOVE

Requirements You are piloting a vehicle.

You pilot your vehicle to move. Decide how many actions you intend to spend before you begin Driving. The effects depend on the number of actions you spend. You can't Drive through spaces occupied by creatures, even if they are allies.

◆ Attempt a piloting check. On a success, the vehicle moves up to its Speed and can turn normally. On a failure, the vehicle moves its Speed in a straight line. On a critical failure, the vehicle moves its Speed in a straight line and becomes uncontrolled.

◆◆ (reckless) The vehicle moves up to twice its Speed in a straight line at the vehicle's current heading.

◆◆◆ (reckless) You take a -5 penalty on your piloting check to maintain control of the vehicle. The vehicle moves up to three times its Speed in a straight line at the vehicle's current heading.

RUN OVER

MOVE RECKLESS

Requirements You are piloting a vehicle.

You try to run over creatures with your vehicle, possibly also ramming one larger creature or object. If you maintain control of your vehicle, the vehicle moves up to twice its Speed in a straight line at the vehicle's current heading. You attempt to run over any creatures in your path two sizes smaller than the vehicle or smaller, and you can attempt to ram one target creature or object in your path one size smaller than the vehicle or larger.

Each creature in your path, including a rammed target, takes the vehicle's collision damage (basic Reflex save at vehicle's collision DC). If the rammed target is a vehicle, its pilot can attempt a piloting check in place of this Reflex save, with the same results. If the target of your ram takes damage, you and your vehicle each take collision damage (no save) and your movement ends.

STOP

MANIPULATE

Requirements You are piloting a vehicle in motion.

You bring the vehicle to a stop.

TAKE CONTROL

MANIPULATE

Requirements You are aboard the vehicle and adjacent to its controls.

You grab the reins, the wheel, or some other mechanism in order to control the vehicle. Attempt a piloting check; on a success, you become the vehicle's pilot, or regain control of the vehicle if it was uncontrolled. Some vehicles have complicated controls that cause this action to become a multi-action activity.

Reckless Piloting

Actions that have the reckless trait push the pilot and the vehicle beyond the normal parameters for safe operation, and the pilot risks losing control of the vehicle. When performing a reckless action, the pilot must first attempt an appropriate piloting check to keep control of the vehicle, with the following effects. Resolve this piloting check before resolving the action itself.

Success The action occurs as described.

Failure The vehicle moves its Speed in a straight line along its most recent heading, drifting up to 45 degrees at the GM's discretion, and becomes uncontrolled.

Uncontrolled Vehicles

Some situations can cause a pilot to lose control of their vehicle. Most commonly, this is due to a failed piloting check for a reckless action, but it can also occur if a round passes without a pilot using a move action to control the vehicle or Stopping the vehicle. A vehicle can also become uncontrolled if the pilot becomes unable to act during a move action to control the vehicle. For example, if a vehicle's movement triggers a Reactive Strike that knocks the pilot unconscious or paralyzes them, the vehicle becomes uncontrolled.

An uncontrolled vehicle continues to move each round at its most recent pilot's initiative position. The distance it moves each round is 10 feet less than on the previous round, always in a straight line at its current heading until it crashes or it comes to a stop. At your discretion, it could slow down more if it's on uneven terrain, difficult terrain, on an upward slope, or facing adverse wind conditions; by the same token, it could stay at the same speed or even accelerate if it's on a downward slope or being pushed by strong winds.

An uncontrolled vehicle in motion interacts with obstacles, other vehicles, and creatures using the effects of the Run Over action, except that the distance it moves is dictated by the factors above instead of the Speed specified in that action.

Vehicles in Combat

Whether driving a chariot in an arena or fighting off a boarding party, characters sometimes attack from a vehicle or target other creatures aboard a vehicle. Attacks made while on a vehicle that has moved within the last round take a -2 penalty, or a -4 penalty if the vehicle is uncontrolled or any action in the last round had the reckless trait.

While on a vehicle, a character might have cover from certain angles of attack. A vehicle with sides but no top, such as a chariot or a keel boat, usually provides lesser cover, or standard cover from an attacker on the ground. An enclosed vehicle, such as a carriage, provides greater cover or may prevent attacks entirely. Breaking the vehicle can reduce the cover it provides.

Some vehicles have special mounted weapons that can be used by the pilot or passengers. These are typically ranged weapons, such as a crossbow, and use the same rules as any other weapon, save that they might be able to target only creatures in a certain range or direction.

Broken Vehicles

When a vehicle is broken, it becomes harder to use. It takes a -2 penalty to its AC, saves, and collision DC, and the DC of all piloting checks related to the vehicle increase by 5. The broken vehicle's Speeds are halved.

A vehicle reduced to 0 HP is destroyed, like any other item. If the vehicle is in water when it's destroyed, it sinks; if it is flying, it falls and everyone aboard takes falling damage. A pulled or rowed vehicle that becomes wrecked, regardless of which method of propulsion the vehicle is using at the

time, deals its collision damage (no saving throw) to the creatures pulling or rowing it, and the creatures may have to be physically freed from the wreckage.

VEHICLE STATISTICS

Vehicles can be as simple as a farmer's cart, or as large and complex as an airship. Whatever the size or complexity of a vehicle, it uses the following stat block format.

VEHICLE NAME VEHICLE [LEVEL]

SIZE OTHER TRAITS

Price This entry lists the vehicle's Price. This does not include creatures for pulling a vehicle, materials needed to power the vehicle, or the cost of rowers.

Space This entry gives the vehicle's dimensions, not including any creatures pulling the vehicle.

Crew The crew members required to operate the vehicle;

Passengers The number of passengers the vehicle is typically configured to carry, if any, when the vehicle isn't carrying cargo. The number might be reduced if the vehicle is carrying cargo, at the GM's discretion.

Piloting Check This entry lists the skills that can be used for piloting checks while operating the vehicle. Some skills may increase the DC; these list the DC adjustment in parentheses following the skill name.

AC The vehicle's AC; **Saving Throws** The vehicle's saves (typically only Fortitude). If a vehicle needs to attempt a saving throw that isn't listed, the pilot attempts a piloting check at the same DC instead.

Hardness The vehicle's hardness, **HP** The vehicle's Hit Points, with its Broken Threshold in parenthesis; **Immunities** The vehicle's immunities; **Weaknesses** The vehicle's weaknesses, if any; **Resistances** The vehicle's resistances, if any.

Speed The vehicle's Speeds, each followed by the propulsion type for that Speed in parentheses. A pulled vehicle indicates the number and size of the pulling creatures.

Collision The vehicle's collision damage and the DC for saving throws to mitigate that damage. Unless otherwise stated, collisions deal bludgeoning damage. If the vehicle has any other form of attack, like mounted weaponry, they appear in their own entries below this one.

Special Abilities Any abilities unique to the vehicle are listed at the end of the stat block.

AIR VEHICLES

AIRSHIP

VEHICLE 12

RARE GARGANTUAN

Price 6,000 gp

Space 90 feet long, 30 feet wide, 60 feet high

Crew 1 pilot, 5 other crew; **Passengers** 15

Piloting Check Arcana (DC 32), Crafting (DC 32), Nature (DC 32), or Piloting Lore (DC 30)

AC 28; **Fort** +22

Hardness 20, **HP** 210 (BT 105); **Immunities** object immunities; **Weaknesses** fire 15 until broken

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AIRSHIP

Speed fly 50 feet (alchemical, magical)
Collision 9d10 (DC 30)
Sluggish This vehicle must move twice its length for each 90-degree turn it makes.

GLIDER VEHICLE 0

UNCOMMON LARGE

Price 15 gp
Space 5 long, 10 feet wide, 2 feet high
Crew 1 pilot
Piloting Check Piloting Lore (DC 14) or Nature (DC 16)
AC 10; **Fort** +6
Hardness 0, **HP** 16 (BT 8); **Immunities** object immunities;
Weaknesses fire 5
Speed fly 25 feet (wind)
Collision 2d4 (DC 14)
Starting Drop The only way to launch a glider is to jump off a steep incline with favorable wind conditions. The glider is uncontrolled and falls 60 feet each round until the pilot successfully Takes Control. If the glider hits the ground before the pilot successfully Takes Control, the pilot and the glider each take falling damage.

HOT AIR BALLOON VEHICLE 2

UNCOMMON HUGE

Price 100 gp
Space 15 long, 15 feet wide, 50 feet high
Crew 1 pilot; **Passengers** 5
Piloting Check Piloting Lore (DC 16) or Nature (DC 18)
AC 13; **Fort** +8
Hardness 0, **HP** 40 (BT 20); **Immunities** object immunities;
Weaknesses fire 10
Speed fly 20 feet (wind)
Collision 2d8 (DC 16)

Drifter The hot air balloon lacks steering and relies on favorable wind currents to carry it in the right direction. If the pilot fails to maintain control of the hot air balloon, the balloon drifts whichever way the wind carries it, moving up to four times its Speed each round as determined by the GM.

SKY CHARIOT, LIGHT VEHICLE 7

UNCOMMON LARGE

Price 1,000 gp
Space 10 feet long, 15 feet wide, 8 feet high
Crew 1 pilot; **Passengers** 1
Piloting Check Arcana (DC 25), Nature (DC 25 to 33 depending on pulling creature), or Piloting Lore (DC 23)
AC 20; **Fort** +14
Hardness 15, **HP** 80 (BT 40); **Immunities** critical hits, object immunities, precision damage
Speed the fly Speed of the slowest pulling creature (pulled by 2 Large creatures or 1 Huge creature)
Collision 5d10 (DC 23)

SKY CHARIOT, MEDIUM VEHICLE 10

UNCOMMON HUGE

Price 3,000 gp
Space 10 feet long, 20 feet wide, 8 feet high
Crew 1 pilot; **Passengers** 3
Piloting Check Arcana (DC 29), Nature (DC 29 to 37, depending on pulling creature), or Piloting Lore (DC 27)
AC 25; **Fort** +19
Hardness 15, **HP** 160 (BT 80); **Immunities** critical hits, object immunities, precision damage
Speed the fly Speed of the slowest pulling creature (pulled by 4 Large creatures, 2 Huge creatures, or 1 Gargantuan creature)
Collision 7d10 (DC 27)

SKY CHARIOT, HEAVY VEHICLE 13

UNCOMMON HUGE

Price 9,000 gp
Space 20 feet long, 20 feet wide, 8 feet high
Crew 1 pilot; **Passengers** 7
Piloting Check Arcana (DC 33), Nature (DC 33 to 41, depending on pulling creature), or Piloting Lore (DC 31)
AC 29; **Fort** +23
Hardness 20, **HP** 230 (BT 115); **Immunities** critical hits, object immunities, precision damage
Speed the fly Speed of the slowest pulling creature (pulled by 6 Large creatures, 2 Huge creatures, or 1 Gargantuan creature)
Collision 9d10 (DC 31)

LAND VEHICLES

CARRIAGE VEHICLE 2

LARGE

Price 100 gp

Space 10 feet long, 10 feet wide, 7 feet high

Crew 1 pilot; **Passengers** 4

Piloting Check Driving Lore (DC 16) or Nature (DC 18 to DC 26, depending on pulling creature)

AC 13; **Fort** +8

Hardness 5, **HP** 40 (BT 20); **Immunities** object immunities

Speed the Speed of the slowest pulling creature (pulled by 2 Large creatures)

Collision 2d8 (DC 16)

CART

VEHICLE 0

LARGE

Price 3 gp

Space 10 feet long, 5 feet wide, 4 feet high

Crew 1 pilot; **Passengers** 1

Piloting Check Driving Lore (DC 14) or Nature (DC 16 to DC 24, depending on pulling creature)

AC 10; **Fort** +6

Hardness 5, **HP** 14 (BT 7); **Immunities** object immunities

Speed the Speed of the pulling creature (pulled by 1 Large creature)

Collision 1d10 (DC 14)

CHARIOT, HEAVY

VEHICLE 3

LARGE

Price 150 gp

Space 10 feet long, 10 feet wide, 4 feet high

Crew 1 pilot; **Passengers** 3

Piloting Check Driving Lore (DC 18) or Nature (DC 20 to DC 28, depending on pulling creature)

AC 14; **Fort** +9

Hardness 5, **HP** 40 (BT 20); **Immunities** object immunities

Speed the Speed of the slowest pulling creature (pulled by 2 Large creatures)

Collision 2d10 (DC 18)

CHARIOT, LIGHT

VEHICLE 0

LARGE

Price 10 gp

Space 5 feet long, 5 feet wide, 4 feet high

Crew 1 pilot

Piloting Check Driving Lore (DC 14) or Nature (DC 16 to DC 24, depending on pulling creature)

AC 10; **Fort** +6

Hardness 5, **HP** 14 (BT 7); **Immunities** object immunities

Speed the Speed of the pulling creature (pulled by 1 Large creature)

Collision 1d12 (DC 14)

SLED

VEHICLE 0

MEDIUM

Price 3 gp

Space 5 feet long, 1 foot wide, 3 feet high

Crew 1 pilot

Piloting Check Driving Lore (DC 14) or Nature (DC 16 to DC 24, depending on pulling creature)

PULLING A SKY CHARIOT

Sky chariots naturally require flying creatures to pull them. Some options in *Monster Core* include giant bats, hippogriffs, griffons, drakes, and pterosaurs.

GALLOP

Horses and some other creatures have the Gallop action. When all creatures pulling a vehicle have this action, the pilot can take a -2 circumstance penalty to their piloting check for a 2-action or 3-action Drive to gain the circumstance bonus to Speed from the Gallop action.

AC 10; **Fort** +6

Hardness 5, **HP** 14 (BT 7); **Immunities** object immunities

Speed the Speed of the slowest pulling creature (pulled by 2 Medium creatures or 4 Small creatures)

Collision 1d12 (DC 14)

Ice Traverser Ice and snow are not difficult terrain to a sled, but all other terrains are difficult terrain for it.

Sluggish This vehicle must move twice its length for each 90-degree turn it makes.

SLEIGH

VEHICLE 1

LARGE

Price 50 gp

Space 10 feet long, 5 feet wide, 4 feet high

Crew 1 pilot; **Passengers** 1

Piloting Check Driving Lore (DC 15) or Nature (DC 17 to DC 25, depending on pulling creature)

AC 11; **Fort** +7

Hardness 5, **HP** 18 (BT 9); **Immunities** object immunities

Speed the Speed of the slowest pulling creature (pulled by 2 Large creatures or 6 Medium creatures)

Collision 2d6 (DC 15)

Ice Traverser Ice and snow are not difficult terrain to a sleigh, but all other terrains are difficult terrain for it.

Sluggish This vehicle must move twice its length for each 90-degree turn it makes.



HEAVY CHARIOT

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STEAM GIANT

VEHICLE 14

RARE HUGE

Price 12,500 gp

Space 20 feet long, 20 feet wide, 25 feet high

Crew 1 pilot, 3 crew; **Passengers** 4

Piloting Check Driving Lore (DC 32) or Crafting (DC 34)

AC 33; **Fort** +28

Hardness 20, **HP** 200 (BT 100); **Immunities** object immunities

Speed 20 feet (alchemical)

Collision 10d10 (DC 29)

Flame Jet ♦♦♦ (fire) Two crew members each perform a 3-action activity on their turn to produce a gout of flames that erupts at the end of the second character's turn from any corner of any space the steam giant occupies. The flames deal 6d8 fire damage to each creature in a 30-foot cone (DC 32 basic Reflex save). The flame jet stops working if the steam giant is broken.

STRIDER

VEHICLE 7

UNCOMMON LARGE

Price 1,200 gp

Space 10 feet long, 10 feet wide, 25 feet high

Crew 1 pilot; **Passengers** 2

Piloting Check Arcana (DC 25), Crafting (DC 25), Engineering Lore (DC 23), Piloting Lore (DC 23)

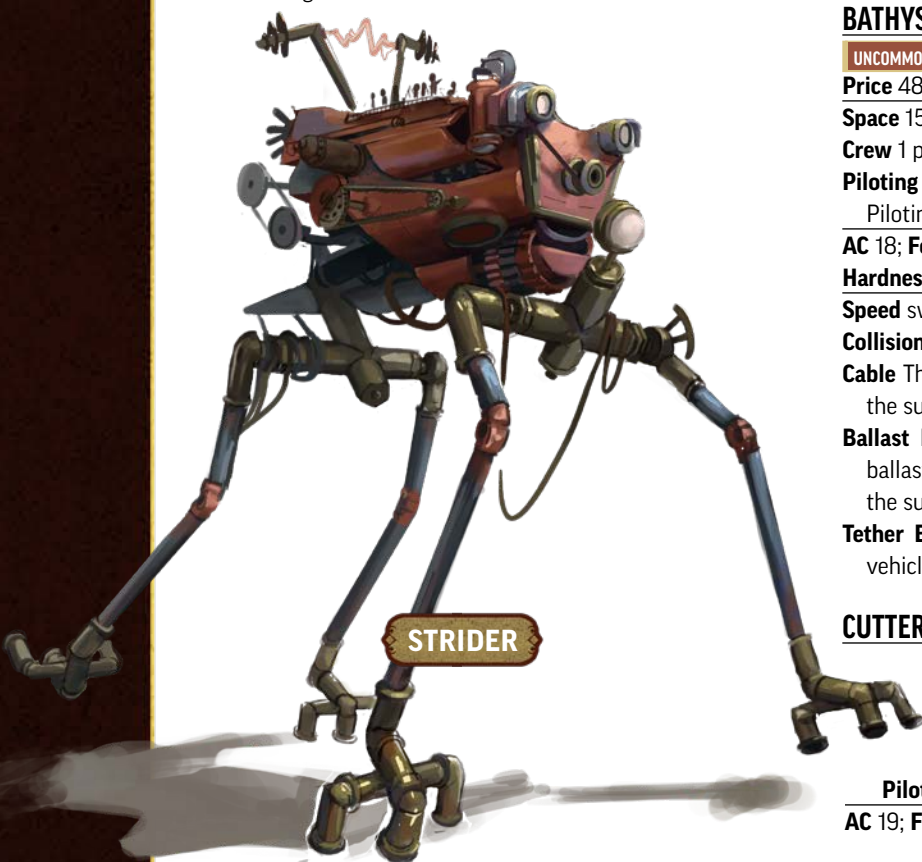
AC 24; **Fort** +13

Hardness 10, **HP** 120 (BT 60); **Immunities** object immunities

Speed 30 feet (alchemical, magical)

Collision 3d10 (DC 24)

Long Reach The strider can bridge a gap as wide as 30 feet by Striding over it.



VELOCIPEDE

VEHICLE 1

UNCOMMON MEDIUM

Price 60 gp

Space 5 feet long, 2 feet wide, 4 feet high

Crew 1 pilot

Piloting Check Athletics (DC 15), Piloting Lore (DC 17)

AC 11; **Fort** +6

Hardness 5, **HP** 15 (BT 7); **Immunities** object immunities

Speed the Speed of the pilot (pedaled [as rowed])

Collision 1d8 (DC 15)

Fragile Driving the velocipede over difficult terrain increases the DC by an additional 2 and gains the reckless trait.

Portable The velocipede can be pulled along the ground on its wheel by a Medium creature. The creature is encumbered.

WAGON

VEHICLE 1

LARGE

Price 25 gp

Space 10 feet long, 10 feet wide, 7 feet high

Crew 1 pilot; **Passengers** 4

Piloting Check Driving Lore (DC 15) or Nature (DC 17 to DC 25, depending on the pulling creature)

AC 11; **Fort** +7

Hardness 5, **HP** 18 (BT 9); **Immunities** object immunities

Speed the Speed of the slowest pulling creature (pulled by 2 Large creatures)

Collision 2d6 (DC 15)

SEA VEHICLES

BATHYSPHERE

VEHICLE 5

UNCOMMON LARGE

Price 480 gp

Space 15 feet long, 15 feet wide, 15 feet high

Crew 1 pilot; **Passengers** 4

Piloting Check Crafting (DC 22), Engineering Lore (DC 20), or Piloting Lore (DC 20)

AC 18; **Fort** +12

Hardness 10, **HP** 80 (BT 40); **Immunities** object immunities

Speed swim 20 feet (alchemical; underwater only)

Collision 2d10 (DC 20)

Cable The bathysphere is raised and lowered from a cable at the surface and can move only vertically.

Ballast Release ♦♦ The pilot releases the bathysphere's ballast. The bathysphere moves 3 times its Speed toward the surface at the end of the pilot's turn.

Tether Buoy Crew and passengers can breathe while the vehicle is underwater to a depth of 500 feet or less.

CUTTER

VEHICLE 6

HUGE

Price 750 gp

Space 30 feet long, 15 feet wide, 20 feet high

Crew 1 pilot, 3 crew; **Passengers** 6

Piloting Check Nature (DC 24), Sailing Lore (DC 22)

AC 19; **Fort** +14

Hardness 10, **HP** 100 (BT 50); **Immunities** object immunities;
Weaknesses fire 10 until broken

Speed swim 30 feet (wind)

Collision 4d10 (DC 22)

Sluggish This vehicle must move twice its length for each 90-degree turn it makes.

GALLEY

VEHICLE 10

GARGANTUAN

Price 3,000 gp

Space 130 feet long, 20 feet wide, 25 feet high

Crew 1 pilot, 20 rowers; **Passengers** 6

Piloting Check Sailing Lore (DC 27), Diplomacy (DC 29), or Intimidation (DC 29)

AC 25; **Fort** +19

Hardness 15, **HP** 170 (BT 85); **Immunities** object immunities;
Weaknesses fire 15 until broken

Speed swim 30 feet (rowed, wind)

Collision 7d10 (DC 27)

Maneuverable With a full complement of skilled rowers, a rowed galley can turn swiftly, turn in place, and even row backwards. Each 90-degree turn made in less than a vehicle length costs 5 extra feet of movement. It can row backwards no faster than half its speed, and it can't turn while rowing backwards.

LONGSHIP

VEHICLE 8

GARGANTUAN

Price 1,500 gp

Space 65 feet long, 15 feet wide, 25 feet high

Crew 1 pilot, 10 rowers; **Passengers** 4

Piloting Check Sailing Lore (DC 26), Diplomacy (DC 28), or Intimidation (DC 28)

AC 21; **Fort** +16

Hardness 15, **HP** 140 (BT 70); **Immunities** object immunities;
Weaknesses fire 15 until broken

Speed swim 40 feet (rowed, wind)

Collision 6d10 (DC 24)

Maneuverable With a full complement of skilled rowers, a rowed longship can turn swiftly, turn in place, and even row backwards. Each 90-degree turn made in less than a vehicle length costs 5 extra feet of movement. It can row backwards no faster than half its speed, and it can't turn while rowing backwards.

RAFT

VEHICLE -1

LARGE

Price 3 gp

Space 10 feet long, 10 feet wide, 2 feet high

Crew 1 pilot; **Passengers** 4

Piloting Check Athletics (DC 14) or Sailing Lore (DC 12)

AC 10; **Fort** +5

Hardness 1, **HP** 16 (BT 8); **Immunities** object immunities

Speed swim 10 feet (rowed)

Collision 1d4 (DC 14)

Portaged The raft can be carried overland by 2 Medium creatures or 1 Large creature. Those creatures are encumbered.

ROWBOAT

VEHICLE 0

LARGE

Price 15 gp

Space 10 feet long, 5 feet wide, 3 feet high

Crew 1 pilot; **Passengers** 2

Piloting Check Athletics (DC 16) or Sailing Lore (DC 14)

AC 10; **Fort** +6

Hardness 5, **HP** 16 (BT 8); **Immunities** object immunities

Speed swim 20 feet (rowed)

Collision 2d4 (DC 14)

Portaged The rowboat can be carried overland by 2 Medium creatures or 1 Large creature. Those creatures are encumbered..

SAILING SHIP

VEHICLE 9

GARGANTUAN

Price 2,000 gp

Space 75 feet long, 20 feet wide, 25 feet high

Crew 1 pilot, 8 crew; **Passengers** 10

Piloting Check Sailing Lore (DC 26), Diplomacy (DC 28), or Intimidation (DC 28)

AC 23; **Fort** +18

Hardness 15, **HP** 150 (BT 75); **Immunities** object immunities;
Weaknesses fire 15 until broken

Speed swim 40 feet (wind)

Collision 6d10 (DC 26)

Sluggish This vehicle must move twice its length for each 90-degree turn it makes.



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CHAPTER 5: TREASURE TROVE

Characters acquire treasure from the glittering hoards of their foes, as rewards for defending the innocent, and as favors from the grand personalities they treat with. As they progress through their adventures and improve their station in the world, characters collect ever more fabulous items, from enchanted armor and weapons to spell-infused wands and staves.

Treasure comes in all forms, from humble copper coins to incredibly powerful, valuable magic items. The GM controls the flow of items in the game as the PCs win them through adventures, find them for purchase, or acquire the formulas and skills to make the items themselves.

Items can support characters by granting bonuses to their statistics, allowing them to cast more spells, and creating all sorts of effects that can't be achieved in any other way. Magic items come in many varieties, from enchanted swords that can harm even incorporeal undead to containers that can store a king's ransom within a tiny space; many are permanent items that can be used repeatedly. Alchemical items, by contrast, are not intrinsically magical and are often consumed when used. Both types have a variety of uses, from curing the sick to lighting foes on fire. Some treasures are neither magical nor alchemical but are instead crafted from precious materials or using specialized expertise.

This chapter provides rules for using different kinds of items encountered in the game. Rules for distributing treasure and creating treasure hoards can be found on page 58.

USING ITEMS

This section presents the rules for how characters use alchemical items, magic items, and other special items during play. Some items function automatically, while others need to be activated. While you need only swing a *flaming greataxe* to scorch foes, you need to invest a *crown of intellect* for it to work, imbibe an elixir of life to heal yourself, activate *clawed bracers* to climb up a wall, and Cast a Spell using a magical scroll.

CONSTANT ABILITIES

Some magic items have abilities that always function. PCs don't have to use any actions to do anything special (beyond wearing and investing a worn item or wielding a held item) to make these abilities work. For example, an *everlight crystal* always sheds light, and a *flaming* weapon deals fire damage every time it deals damage.

INVESTING MAGIC ITEMS

Certain magic items convey their magical benefits only when worn and invested using the Invest an Item activity, tying them to the PC's inner potential. These items have the invested trait. Many invested items have constant abilities that function all the time or that always trigger when someone uses the item—but only when they're invested. If a PC doesn't have an item invested, these abilities won't work. If an invested item can be activated, they must have invested the item to activate it.

A PC can benefit from no more than 10 invested magic items each day. Because this limit is fairly high, and because it matters only for worn items, you probably won't need to worry about reaching the limit until the player characters reach higher levels, when they've acquired many useful magic items to wear.

A PC can still gain the mundane benefits of an item if they don't invest it. A suit of +1 *resilient armor* still gives its item bonus to AC when not invested, but it doesn't give its magical

bonus to saving throws, and *winged sandals* still protect feet even though they need to be activated to use them to fly. Entirely non-magical items don't need to be invested.

INVEST AN ITEM

You invest your energy in an item with the invested trait as you don it. This process requires 1 or more Interact actions, usually taking the same amount of time it takes to don the item. Once you've Invested the Item, you benefit from its constant magical abilities as long as you meet its other requirements (for most invested items, the only other requirement is that you must be wearing the item). This investiture lasts until you remove the item.

You can invest no more than 10 items per day. If you remove an invested item, it loses its investiture. The item still counts against your daily limit after it loses its investiture. You reset the limit during your daily preparations, at which point you Invest your Items anew. If you're still wearing items you had invested the previous day, you can typically keep them invested on the new day, but they still count against your limit.



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ITEM CATEGORIES

Items are grouped into the following categories, shown here with the page number where those items appear and a brief description of the category.

- **Armor & Armaments** includes rules for etching runes to enhance weapons and armor (page 224), armor runes (page 226), specific suits of armor (page 228), shields and the *reinforcing* rune (page 232), weapon runes (page 236), and specific weapons (page 240).
- **Alchemy** items are powered by the reactions of alchemical reagents. Almost all alchemical items are consumable items that are used up when you activate them. This category includes bombs (page 244), elixirs (page 246), poisons (page 248), and alchemical tools (page 251).
- **Materials** includes the statistics for standard items and structures along with rules for precious materials that can be used to make items with unique properties and other advantages (page 252).
- **Momentary Magic** has a plethora of magical consumables, including ammunition (page 255), oils applied to the surface of objects and people (page 257), potions to drink (page 259), scrolls used to cast more spells (page 262), talismans affixed to items (page 263), and wondrous consumables of all sorts (page 268).
- **Trappings of Power** are permanent and powerful. They include apex items that can increase an attribute modifier (page 270), companion items for pets (page 272), held items (page 273), magical staves for spellcasters (page 278), wands that can repeatedly cast more spells (page 282), and a vast collection of worn items (page 284).
- **Gems & Art Objects** (page 298) make for an interesting variety of treasures.
- **Artifacts** (page 300) are extraordinarily powerful magic items ideal to build adventures and plots around.
- **Intelligent Items** (page 304) provides options for conscious items.
- **Cursed Items** (page 306), used sparingly, can add danger and fun to items.
- **Relics** (page 308) let you build a special item that unlocks new powers over time through the story of a campaign.

ACTIVATING ITEMS

Some items produce their effects only when used properly in the moment. Others always offer the same benefits as their mundane counterparts when worn but have magical abilities that can only be gained by further spending actions. An activation lists the number of actions it takes and any traits of the activation and its effect. This information appears in the item's Activate entry.

If an item is used up when activated, as is the case for consumable items, its Activate entry appears toward the top of the stat block. For permanent items with activated abilities, the Activate entry is a paragraph in the description. This description usually has a name to indicate what's happening when you activate it. Activations are not necessarily magical—for instance, drinking an alchemical elixir isn't normally a magical effect.

Activating Invested Items

You can Activate an Item with the invested trait only if it's invested by you.

Manipulate Activations

If an activation has the manipulate trait, you can activate it only if you're wielding the item (if it's a held item) or touching it with a free hand (if it's another type of item).

Long Activation Times

Some items take minutes or hours to activate. You can't use other actions or reactions while activating such an item, though at the GM's discretion, you might be able to speak a few sentences. As with other activities that take a long time, these activations have the exploration trait, and you can't activate them in an encounter. If combat breaks out while you're activating one, your activation is disrupted (see the Disrupting Activations sidebar).

Limited Activations

Some items can be activated only a limited number of times per day, as described in the item's entry. This limit is independent of any costs for activating the item. The limit resets during your daily preparations. The limit is inherent to the item, so if an ability that can be used only once per day is used, it doesn't refresh if another creature later invests or tries to activate the item.

Cast a Spell

If an item lists "Cast a Spell" after "Activate," you have to use the same actions as casting the spell to Activate the Item, unless noted otherwise. This happens when the item replicates a spell. You must have a spellcasting class feature to Activate an Item with this activation. Refer to the spell's stat block to determine which actions you must spend to Activate the Item to cast the spell. You essentially go through the same process you normally do to cast the spell but draw the energy for the spell from the magic item. All the normal traits of the spell apply when you cast it by Activating an Item.

Sustaining Activations

Some items, once activated, have effects that can be sustained if you concentrate on them. Sustaining an effect requires using the Sustain action (*Player Core* 419). If an item's description states that you can sustain the effect, that effect lasts until the end of your turn in

the round after you Activated the Item. You can use a Sustain action on that turn to extend the duration.

Dismissing Activations

Some item effects can be dismissed, ending the duration early due to you or the target taking action. Dismissing an activation requires using the Dismiss action (*Player Core* 419).

READING ITEMS

Hundreds of items lie ahead. Each item is presented in a stat block, much like spells or feats. The example below shows the structure of an item stat block and gives a brief description of each entry. Entries appear only when applicable, so not all items will have every entry described here. Detailed rules governing aspects of the stat block specific to items appear after the stat block.

ITEM NAME

ITEM [LEVEL]

TRAITS

Price This entry lists the item's Price. An item that has multiple types includes Price for each type in its entry.

Ammunition Magic ammunition lists the types of ammunition available for that kind of item.

Usage This entry describes whether the item is held, worn, or etched or affixed onto another item; **Bulk** The item's Bulk is listed here (the rules for Bulk appear on page 269 of *Player Core*). Runes don't have a Bulk entry.

Activate The number of actions needed to Activate the Item appear here, followed by any traits of the activation and effect in parentheses. You can find activation rules on page 220. This entry appears here for consumables and lower in the stat block for permanent items that can be activated. This section might also have Frequency, Trigger, or Requirements entries as necessary.

Onset This entry appears if the item's effect is delayed, which most often occurs with alchemical poisons. The onset is the amount of time that elapses between when a character Activates an Item and any effect occurs.

The section after the line describes the item and its constant abilities. If the item can be activated and doesn't have an Activate entry above, that entry appears here in a paragraph beginning with "Activate."

Type If multiple types of the item exist, entries here indicate the name of each type, its level, its Price, and any other relevant details or alterations from the above description.

Craft Requirements An item that has special requirements to be Crafted details those requirements here.

Level

An item's level indicates what level of adventurer the item is best suited for, but there's no limit to the items a character can use based on level. A 3rd-level character who finds an item of 4th level or higher while adventuring can use it normally, and they can purchase the item if they can find it for sale and can afford it.

NOTABLE ITEM TRAITS

The following traits apply to items. Some specific categories of item have special traits—such as elixir or scroll—described in their sections.

Alchemical: Alchemical items are powered by the reactions of alchemical reagents. Alchemical items aren't magical, and they don't radiate a magical aura. Characters can Craft these items only if they have the Alchemical Crafting feat (*Player Core* 252).

Consumable: An item with this trait can be used only once. Unless stated otherwise, it's destroyed after activation, though part of it might be recoverable for other purposes. For instance, while a potion is consumable, the vial it comes in is not destroyed when you drink it. Consumable items include most alchemical items as well as ammunition, oils, potions, scrolls, talismans, and other magical consumables.

When a character creates consumable items, they can make them in batches of four, as described in the Craft activity (*Player Core* 236).

Focused: An item with this trait can give you an additional Focus Point. This focus point is separate from your focus pool and doesn't count toward the cap on your focus pool. You can gain this benefit only if you have a focus pool, and there might be restrictions on how the point can be used. You can't gain more than 1 Focus Point per day from focused items, no matter how many focused items you have.

Invested: A character can wear only 10 magical items that have the invested trait. None of the magical effects of the item apply if the character hasn't invested it, though the character still gains any normal benefits from wearing the physical item (like a hat keeping rain off a character's head).

Magical: Items with this trait are imbued with magical energies. A character can craft these items only if they have the Magical Crafting feat (*Player Core* 258). Some items are closely tied to a particular tradition of magic. In these cases, the item has the arcane, divine, occult, or primal trait instead of the magical trait. Any of these traits indicates that the item is magical.

When making items, a character can Craft only items whose level is equal to or lower than their own.

Multiple Types

If multiple types of an item exist, the title line gives the minimum level followed by a plus symbol ("+"). The description includes information on the base version of the item, and the Type entries at the bottom of the stat block lists the specifics for each version, including the level, Price, and any modified or added abilities of the different types. For some items, the types listed are upgrades to the base item. For other items, such as *aeon stones*, each type is distinct from the others.

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Price

If an item is available for purchase, a character can typically buy it for the listed Price, and the character uses this Price when they use the Craft activity to make the item. If a character wants to sell an item, they can sell it for half its Price (or full Price, if they made the item for someone else on commission), assuming they're able to find a buyer. The GM determines whether a buyer is available.

Usage

An item's stat block includes a Usage entry that indicates whether a character must be holding or wearing the item in order to use it, or whether they instead must have it etched or affixed onto another item.

Affixed

Talismans function only if affixed to other items. They have a Usage entry indicating the type or types of items to which a character can attach them, such as "affixed to armor." Rules for affixing a talisman are on page 263.

Etched

Runes must be etched onto permanent items, such as armor, shields, weapons, or *runestones* (found on page 269) to grant their benefit. Adding or transferring a

runes takes downtime to accomplish. The Usage entry indicates the type or types of items a rune can be etched into, such as "etched onto a weapon." More information about etching runes is on page 225.

Held

If a character must wield the item to use it, this entry in the item's stat block lists the word "held" along with the number of hands the character must use when wielding the item, such as "held in 1 hand." The rules for carrying and using items are provided on page 267 of *Player Core*.

Worn

An item that needs to be worn to function lists "worn" as its usage. This is followed by another word if the character is limited to only one of that type of item. For instance, a character can wear any number of rings, so the entry for a ring would list only "worn." However, if the Usage entry were "worn cloak," then a character couldn't wear another cloak on top of that one. It's assumed that items are meant to be worn by humanoid; any item that can or must be worn by a different type of creature either states this in its description or has the companion trait. Most magic items a character must wear have the invested trait, as described on page 219.

Craft Requirements

An item might require the crafter to provide specific raw materials, supply spells, or meet other special requirements to Craft it. These appear in the Craft Requirements entry of the stat block. Any of these Craft Requirements are in addition to the normal requirements for crafting the item.

CRAFTING ITEMS

In addition to anything special noted in the Craft Requirements entry, every item has default requirements. These are as follows, including anything listed in the Craft activity (*Player Core* 236).

- The **crafter's level** must be equal to or higher than the item's.
- If the item is **9th level or higher**, the crafter must be a master in Crafting, and if it's **16th or higher**, the crafter must be legendary.
- The crafter must have the **formula** for uncommon or rarer items.
- The crafter must have an appropriate **set of tools** and, in many cases, a workshop.
- The crafter must supply **raw materials worth at least half of the item's Price**.
- For an **alchemical item**, the crafter must have the Alchemical Crafting feat (*Player Core* 252).
- For a **magic item**, the crafter must have the Magical Crafting feat (*Player Core* 258).

Runes

Etching a rune largely follows the same process as Crafting items, though runes can be transferred and follow some other special rules detailed on page 225.

Multiple Types

Some items with multiple type entries get special treatment when it comes to formulas and upgrades. The existing knowledge you have about the item means you don't need to start from scratch with these items.

If you have the formula for an item, you don't need a different formula to Craft a different type of that item that's just a higher-level upgrade. For example, if you have the formula for a *+1 weapon potency rune*, you don't need to secure a new formula to etch a *+2 weapon potency rune*. This works similarly with items such as a *spacious pouch* with its multiple types or *doubling rings* with a base version and greater version.

You can also upgrade an item or rune to a stronger version. This essentially means you Craft a permanent item from a lower-level version of the same item. For example, you might upgrade *+1 weapon potency rune* to a *+2 weapon potency rune* or upgrade a *spacious pouch type I* to a *spacious pouch type II*. The cost for this upgrade is the full difference in Price between the items, and the Crafting check uses a DC for the item's new level. You don't have to upgrade step by step either! You could upgrade a *spacious pouch type I* directly to type III or type IV.

DISRUPTING ACTIVATIONS

Some abilities and effects can disrupt the process of Activating an Item. If something disrupts your item activation, you fail to Activate the Item and lose the actions you committed. If the item can be activated only a certain number of times per day, the failed activation still counts against that limit. If an item requires you to spend actions to Sustain an Activation, and one of those actions is disrupted, the item's effect ends.

ITEM RARITY

Like many other aspects of the rules, items have rarities. Player characters might find uncommon magic items for sale, but only infrequently and often by private sellers or in clandestine markets. Their formulas are often guarded and not readily available. Unless the GM decides otherwise, a character cannot purchase rare items, and their formulas are lost to time.

Rarities for uncommon and rare treasures are indicated by the first trait in the stat block (or by the items' level if only some types of the item have a different rarity). Unique items are indicated in the same way, though there are none in this book.

If the different types in an item entry are wildly different, such as with *aeon stones* or *marvelous miniatures*, you need separate formulas and can't directly upgrade the items. If a type of the item has a higher rarity, that type requires its own formula. The GM will make the determination if it's unclear and might bypass these rules in special circumstances or if it suits the theme of their game.

IMPORTANT ITEMS

Some magical items in the game are an important part of the game's progression, so ensure your players are getting enough of the following items.

- **Fundamental runes.** *Potency runes* for weapons and armor, resilient runes for armor, *reinforcing runes* for shields, and *striking runes* for weapons are all important to ensure characters have the attacks, damage, and defenses suited to their level. Read more about these runes starting on page 225.
- **Skill items.** Players seeking true mastery of a skill will be happy to get items that give bonuses to that skill. These are mostly in the categories of held items (pages 273–283) and worn items (pages 284–297).
- **Spellcaster items.** A staff is as important to a spellcaster as a magic sword is to a fighter. Learn more about staves on page 278. Scrolls and wands (pages 262 and 282) provide extra spells in a more limited capacity.
- **Weapon alternatives.** Characters using unarmed attacks need *handwraps of mighty blows* (page 290) or similar items instead of weapon runes.
- **Healing potions.** Keep them alive on page 259!

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ARMOR & ARMAMENTS

Magical weapons and armor are important tools for warriors, even those who do their best to stay out of life-or-death battles. Whether empowered by runes or the subject of mysterious enchantments, they can markedly increase a character's power in combat.

RUNES

Most magic weapons and armor gain their enhancements from potent eldritch runes etched into them. These runes allow for in-depth customization of items.

Runes must be physically engraved on items through a special process to convey their effects. They take two forms: fundamental runes and property runes. Fundamental runes offer the most basic and essential benefits: a *weapon potency* rune adds a bonus to a weapon's attack rolls, and the *striking* rune adds extra weapon damage dice. An *armor potency* rune increases the armor's item bonus to AC, and the *resilient* rune grants a bonus to the wearer's saving throws. A *reinforcing* rune increases a shield's durability. Property runes, by contrast, grant more varied effects—typically powers that take effect each time the weapon is used or that are constant while the armor is worn, such as a rune that grants energy resistance or one that adds fire damage to a weapon's attacks.

The number of property runes a weapon or armor can have is equal to the value of its potency rune. A +1 *weapon* can have one property rune, but it could hold another if the +1 *weapon potency* rune were upgraded to a +2 *weapon potency* rune. Since the *striking* and *resilient* runes are fundamental runes, they don't count

against this limit. A shield can't have property runes, only a *reinforcing* rune.

An item with runes is typically referred to by the value of its potency rune, followed by any other fundamental runes, then the names of any property runes, and ends with the name of the base item. For example, you might have a +1 *longsword* or +2 *greater resilient fire-resistant chain mail*.

Rune-etched items have the same Bulk and general characteristics as the non-magical version unless noted otherwise. The level of an item with runes etched onto it is equal to the highest level among the base item and all runes etched on it; therefore, a +1 *striking mace* (a 4th-level item) with a *frost* rune (an 8th-level rune) would be an 8th-level item.

Each rune can be etched into a specific type of armor, shield, or weapon, as indicated in the Usage entry of the rune's stat block. Explorer's clothing can have armor runes etched on it even though it's not armor, but because it's not in the light, medium, or heavy armor category, it can't have runes requiring any of those categories.

Investiture

If a suit of armor has any runes, it has the invested trait, requiring you to invest it to get its magical benefits.

PROPERTY RUNES

Fundamental Rune	Etched Onto	Benefit
<i>Armor potency</i>	Armor	Increase item bonus to AC and determine maximum number of property runes
<i>Resilient</i>	Armor	Grant item bonus to saves
<i>Reinforcing</i>	Shield	Increase Hardness, HP, and BT
<i>Weapon potency</i>	Weapon	Grant an item bonus to attack rolls and determine maximum number of property runes
<i>Striking</i>	Weapon	Increase weapon damage dice

ARMOR UPGRADE PRICES

Starting Armor	Improved Armor	Price and Process
+1 armor	+1 <i>resilient</i> armor	340 gp to etch <i>resilient</i> (8th level)
+1 <i>resilient</i> armor	+2 <i>resilient</i> armor	900 gp to etch +2 <i>armor potency</i> (11th level)
+2 <i>resilient</i> armor	+2 <i>greater resilient</i> armor	3,100 gp to etch <i>greater resilient</i> (14th level)
+2 <i>greater resilient</i> armor	+3 <i>greater resilient</i> armor	19,500 gp to etch +3 <i>armor potency</i> (18th level)
+3 <i>greater resilient</i> armor	+3 <i>major resilient</i> armor	46,000 gp to etch <i>major resilient</i> (20th level)

WEAPON UPGRADE PRICES

Starting Weapon	Improved Weapon	Price and Process
+1 weapon	+1 <i>striking</i> weapon	65 gp to etch <i>striking</i> (4th level)
+1 <i>striking</i> weapon	+2 <i>striking</i> weapon	900 gp to etch +2 <i>weapon potency</i> (10th level)
+2 <i>striking</i> weapon	+2 <i>greater striking</i> weapon	1,000 gp to etch <i>greater striking</i> (12th level)
+2 <i>greater striking</i> weapon	+3 <i>greater striking</i> weapon	8,000 gp to etch +3 <i>weapon potency</i> (16th level)
+3 <i>greater striking</i> weapon	+3 <i>major striking</i> weapon	30,000 gp to etch <i>major striking</i> (19th level)

Rune Formulas

The Price of a rune's formula is the same as the Price of a formula for an item of the same level; it can be acquired in the same way as an item formula (*Player Core* 294).

The Etching Process

Etching a rune onto an item follows the same process as using the Craft activity to make an item. You must be able to Craft magic items, have the formula for the rune, have the item you're adding the rune to in your possession throughout the etching process, and meet any special Craft Requirements. The rune has no effect until you complete the Craft activity. You can etch only one rune at a time.

Transferring Runes

You can transfer runes between two items. This uses the Craft activity, and you must be able to craft magical items. You can either move one rune from one item to another or swap a rune on one item with a rune on the other item (which can be a *runestone*; page 269). To swap, the runes must both be fundamental runes or both be property runes.

If an item can have two or more property runes, you decide which runes to swap and which to leave when transferring. If you attempt to transfer a rune to an item that can't accept it, such as transferring a melee weapon rune to a ranged weapon, you get an automatic critical failure on your Crafting check. If you transfer a potency rune, you might end up with property runes on an item that can't benefit from them. These property runes go dormant until transferred to an item with the necessary potency rune or until you etch the appropriate potency rune on the item bearing them.

The DC of the Crafting check to transfer a rune is determined by the item level of the rune being transferred, and the Price of the transfer is 10% of the rune's Price, unless transferring from a *runestone*, which is free. If you're swapping, use the higher level and higher Price between the two runes to determine these values. It takes 1 day (instead of the 4 days usually needed to Craft) to transfer a rune or swap a pair of runes, and you can continue to work over additional days to get a discount, as usual with Craft.

Fundamental Runes

Five fundamental runes produce the most essential magic of protection and destruction: *armor potency* and *resilient* runes for armor (page 226), the *reinforcing* rune for shields, and *weapon potency* and *striking* runes for weapons (page 232). A potency rune is what makes a weapon a *runic weapon* (page 240) or armor *magic armor* (page 229).

An item can have only one fundamental rune of each type, though etching a stronger rune can upgrade an existing rune to the more powerful version (as described in each rune's entry). As you level up, you typically alternate between increasing an item's potency rune and its *striking* or *resilient* rune when you can afford to.

RUNE TRANSFER EXAMPLES

You could transfer a *flaming* rune from a +1 *striking flaming greatsword* to a +2 *striking longsword*, resulting in a +2 *striking flaming longsword* and a +1 *striking greatsword*. You could swap the *weapon potency* runes from a +1 *longsword* and a +2 *greatsword*, resulting in a +2 *longsword* and a +1 *greatsword*. However, you couldn't swap a +1 *weapon potency* rune from one weapon with a *flaming* property rune from another weapon, as the two runes don't have the same form.

When transferring a rune to an item that can hold multiple property runes, you can decide whether you transfer a single rune or swap runes between the items. For example, a +2 *weapon* can hold two property runes. If you transferred a *flaming* rune from a +1 *striking flaming rapier* to a +2 *striking frost warhammer*, you would decide whether you wanted to end up with a +1 *striking rapier* and a +2 *striking flaming frost warhammer* or a +1 *striking frost rapier* and a +2 *striking flaming warhammer*.

UPGRADING RUNES

You'll often want to upgrade the fundamental runes of magic armor, a magic shield, or a magic weapon you already have. This requires upgrading each rune separately, using the upgrading process described on page 223. These tables summarize the Price of each step, with a number in parentheses indicating the item's level for the Craft activity. This follows the typical progression for an adventurer when upgrading their armor and weapons. The tables here don't include progressions that aren't as likely to come up, like turning a +1 *weapon* directly into a +1 *greater striking weapon*. You can upgrade *reinforcing* runes on shields and property runes that have multiple types as normal, but they aren't listed on the table because their progression is more straightforward.

SPECIFIC ARMOR AND WEAPONS

Unlike armor and weapons enhanced with runes, specific armor and weapons (such as *moonlit chain* or a *bloodletting kukri*) are created for a specific purpose and can work quite differently from other items of their type. Specific magic armor and weapons can't gain property runes, but you can add or improve their fundamental runes.

Property Runes

Property runes add special abilities to armor or a weapon in addition to the item's fundamental runes. If a suit of armor or a weapon has multiple etchings of the same rune, only the highest-level one applies. You can upgrade a property rune to a higher-level type of that rune in the same way you would upgrade a fundamental rune.

Rune abilities that must be activated follow the rules for activating magic items on page 220.

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ARMOR RUNES

Armor Fundamental Runes

ARMOR POTENCY

RUNE 5+

MAGICAL

Usage etched onto armor

Magic wards deflect attacks. Increase the armor's item bonus to AC by 1. The armor can be etched with one property rune.

You can upgrade the *armor potency* rune already etched on a suit of armor using the normal process for upgrading items and runes (page 223).

Type +1 *armor potency*; **Level** 5; **Price** 160 gp; **Craft Requirements** You're an expert in Crafting.

Type +2 *armor potency*; **Level** 11; **Price** 1,060 gp; **Craft Requirements** You're a master in Crafting.

Increase the armor's item bonus to AC by 2, and the armor can be etched with two property runes.

Type +3 *armor potency*; **Level** 18; **Price** 20,560 gp; **Craft Requirements** You're legendary in Crafting.

Increase the armor's item bonus to AC by 3, and the armor can be etched with three property runes.

RESILIENT

RUNE 8+

MAGICAL

Usage etched onto armor

Resilient runes imbue armor with additional protective magic. This grants the wearer a +1 item bonus to saving throws.

You can upgrade the *resilient* rune already etched on a suit of armor using the normal process for upgrading items and runes (page 223).

Type *resilient*; **Level** 8; **Price** 340 gp

Type *greater resilient*; **Level** 14; **Price** 3,440 gp

The armor grants a +2 item bonus to saving throws.

Type *major resilient*; **Level** 20; **Price** 49,440 gp

The armor grants a +3 item bonus to saving throws.

Armor Property Runes

ANTIMAGIC

RUNE 15

UNCOMMON **MAGICAL**

Price 6,500 gp

Usage etched onto armor

This intricate rune displaces spell energy, granting you a +1 status bonus to saving throws against magical effects.

Activate—Antimagic Armor \mathcal{P} (concentrate) **Frequency** once per day; **Trigger** A spell targets you or includes you in its area; **Effect** The armor attempts to counteract the triggering spell with the effect of a 7th-rank *dispel magic* spell and a counteract modifier of +26.

Craft Requirements Supply one casting of *dispel magic*.

ENERGY-RESISTANT

RUNE 8+

MAGICAL

Usage etched onto armor

These symbols convey protective forces from the Elemental Planes. You gain resistance 5 to acid, cold, electricity, or fire. The crafter chooses the damage type when creating the rune. Multiple energy-resistant runes can be etched onto a suit of armor; rather than using only the strongest effect, each must provide resistance to a different damage type. For instance, a +2 *acid-resistant greater fire-resistant breastplate* would give you acid resistance 5 and fire resistance 10.

Type *energy-resistant*; **Level** 8; **Price** 420 gp

Type *greater energy-resistant*; **Level** 12; **Price** 1,650 gp

You gain resistance 10 to the specified damage type.

FORTIFICATION

RUNE 12+

MAGICAL

Usage etched onto medium or heavy armor

A *fortification* rune wards against the deadliest attacks. Each time you're critically hit while wearing the etched armor, attempt a DC 17 flat check. On a success, it becomes a normal hit. This property thickens the armor, increasing its Bulk by 1 and the Strength required to reduce its penalties by 2.

Type *fortification*; **Level** 12; **Price** 2,000 gp

Type *greater fortification*; **Level** 18; **Price** 24,000 gp

The flat check DC is 14.

INVISIBILITY

RUNE 8+

ILLUSION **MAGICAL**

Usage etched onto light armor

Light seems to partially penetrate this armor.

Activate—Go Invisible \mathcal{D} (concentrate) **Frequency** once per day; **Effect** With a thought, you become invisible for 1 minute, gaining the effects of a 2nd-rank *invisibility* spell.

Type *invisibility*; **Level** 8; **Price** 500 gp

Type *greater invisibility*; **Level** 10; **Price** 1,000 gp

You can activate the armor up to three times per day.

Craft Requirements Supply one casting of *invisibility*.

RAIMENT

RUNE 5

ILLUSION **MAGICAL**

Price 140 gp

Usage etched onto armor

This armor can be disguised with a mere thought.

Activate—Costume Change \mathcal{D} (concentrate) **Effect** You change the shape and appearance of this armor to appear as ordinary or fine clothes of your imagining. The armor's statistics don't change. Only a creature that's benefiting from *truesight* or a similar effect can attempt to disbelieve this illusion, with a DC of 25.

READY

RUNE 6+

MAGICAL

Usage etched onto armor

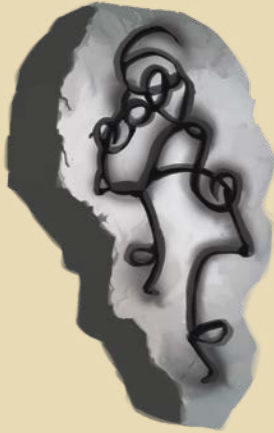
A *ready* rune draws component pieces of a suit of armor toward one another, making it extremely fast to get into. You can don light armor with a *ready* rune as a single action, or medium or heavy armor with a *ready* rune as a 2-action activity.



**ARMOR POTENCY
RUNESTONE**



**RESILIENT
RUNESTONE**



**SHADOW
RUNESTONE**



**SLICK
RUNESTONE**

Type ready; **Level** 6; **Price** 200 gp

Type greater ready; **Level** 11; **Price** 1,200 gp

You can don any armor with this rune as a single action.

SHADOW

RUNE 5+

MAGICAL **SHADOW**

Usage etched onto light or medium armor

Armor etched with this rune takes on a hazy black appearance. You gain a +1 item bonus to Stealth checks while wearing the armor.

Type shadow; **Level** 5; **Price** 55 gp

Type greater shadow; **Level** 9; **Price** 650 gp

The item bonus is +2.

Type major shadow; **Level** 17; **Price** 14,000 gp

The item bonus is +3.

SLICK

RUNE 5+

MAGICAL

Usage etched onto armor

This property makes armor slippery, as though it were coated with a thin film of oil. You gain a +1 item bonus to Acrobatics checks to Escape and Squeeze.

Type slick; **Level** 5; **Price** 45 gp

Type greater slick; **Level** 8; **Price** 450 gp

The item bonus is +2.

Type major slick; **Level** 16; **Price** 9,000 gp

The item bonus is +3.

SIZE-CHANGING

RUNE 7

MAGICAL

Price 350 gp

Usage etched onto armor

This armor can make itself and its wearer quickly change size.

Activate—Change Size ◆ (concentrate) **Frequency** once per day;

Effect The armor casts your choice of *enlarge* or *shrink* on you.

WINGED

RUNE 13+

MAGICAL

Usage etched onto armor

This rune is a swirling glyph on the front of the armor. A large pair of transparent, ephemeral wings floats out from the back of the armor.

Activate—Take to the Skies ◆◆ (concentrate, manipulate)

Frequency once per hour; **Effect** You trace the rune on the front of the breastplate, and the armor's ephemeral wings grow tangible, granting you a fly Speed of 25 feet or your land Speed, whichever is slower. This effect lasts for 5 minutes or until you Dismiss it. Once the effect ends, the wings disappear completely, reappearing in their ephemeral form 1 hour later.

Type winged; **Level** 13; **Price** 2,500 gp

Type greater winged; **Level** 19; **Price** 35,000 gp

Once activated, the wings remain tangible indefinitely. You can Dismiss the activation if you choose, and you don't have to wait an hour to activate the rune again.

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ARMOR

Suits of armor can be crafted from precious materials or infused with magic to grant them abilities exceeding those of typical armor. Many suits of magic armor are created by etching runes onto them, as described on page 225. The magic armor stat block lists the Price and attributes of the most common armors you can make with fundamental runes. Other special suits of armor might be made of precious materials, and some are specially crafted items all on their own.

Precious Material Armor

Suits of armor made of precious materials are more expensive and sometimes grant special effects. You can make metal armor out of any precious materials except for duskwood, or you can make wooden armor out of duskwood. Because armor's Bulk is reduced when the armor is worn, use its carried Bulk when determining its material Price. (Materials are on page 252.)

ADAMANTINE ARMOR

ITEM 12+

UNCOMMON

Usage worn armor; **Bulk** varies by armor

Adamantine armor has a shiny, black appearance and is amazingly durable.

Type standard-grade adamantine armor; **Level** 12; **Price** 1,600 gp + 160 gp per Bulk; **Craft Requirements** The initial raw materials must include adamantine worth at least 200 gp + 20 gp per Bulk.

Type high-grade adamantine armor; **Level** 19; **Price** 32,000 gp + 3,200 gp per Bulk; **Craft Requirements** The initial raw materials must include adamantine worth at least 16,000 gp + 1,600 gp per Bulk.

COLD IRON ARMOR

ITEM 5+

Usage worn armor; **Bulk** varies by armor

Cold iron armor sickens certain creatures that touch it. A creature with weakness to cold iron (such as most demons and fey) that critically fails an unarmed attack against a creature in cold iron armor becomes sickened 1. A creature with weakness to cold iron is sickened 1 as long as it wears cold iron armor.

Type low-grade cold iron armor; **Level** 5; **Price** 140 gp + 14 gp per Bulk; **Craft Requirements** The initial raw materials must include cold iron worth at least 70 sp + 7 sp per Bulk

Type standard-grade cold iron armor; **Level** 11; **Price** 1,200 gp + 120 gp per Bulk; **Craft Requirements** The initial raw materials must include at least 150 gp of cold iron + 15 gp per Bulk.

Type high-grade cold iron armor; **Level** 18; **Price** 20,000 gp + 2,000 gp per Bulk; **Craft Requirements** The initial raw materials must include cold iron worth at least 10,000 gp + 1,000 gp per Bulk.

DAWSILVER ARMOR

ITEM 12+

UNCOMMON

Usage worn armor; **Bulk** varies by armor

Dawnsilver armor is 1 Bulk lighter than normal (or light Bulk if its normal Bulk is 1, with no effect on armor that normally has light Bulk). It's easier to wear than normal metal armor, reducing the Strength score necessary to ignore its check penalty by 2 and reducing its Speed penalty by 5 feet.

Type standard-grade dawnsilver armor; **Level** 12; **Price** 1,600 gp + 160 gp per Bulk; **Craft Requirements** The initial raw materials must include dawnsilver worth at least 200 gp + 20 gp per Bulk.

Type high-grade dawnsilver armor; **Level** 19; **Price** 32,000 gp + 3,200 gp per Bulk; **Craft Requirements** The initial raw materials must include dawnsilver worth at least 16,000 gp + 1,600 gp per Bulk.

DUSKWOOD ARMOR

ITEM 12+

UNCOMMON

Usage worn armor; **Bulk** varies by armor

Duskwood armor is 1 Bulk lighter than normal (or light Bulk if its normal Bulk is 1, with no effect on armor that normally has light Bulk). It's easier to wear than normal wood armor, reducing the Strength score necessary to ignore its check penalty by 2 and reducing its Speed penalty by 5 feet. (There are no types of wood armor in this book.)

Type standard-grade duskwood armor; **Level** 12; **Price** 1,600 gp + 160 gp per Bulk; **Craft Requirements** The initial raw materials must include duskwood worth at least 200 gp + 20 gp per Bulk.

Type high-grade duskwood armor; **Level** 19; **Price** 32,000 gp + 3,200 gp per Bulk; **Craft Requirements** The initial raw materials must include duskwood worth at least 16,000 gp + 1,600 gp per Bulk.

ELVEN CHAIN

ITEM 13+

UNCOMMON

Usage worn armor; **Bulk** L

Elven chain is a chain shirt made of dawnsilver (page 253) that glitters in even the faintest light. Because it's constructed with small, supple rings, it has no check penalty.

Created by elven artisans employing ancient crafting techniques, elven chain is exceptionally quiet. Unlike other chain shirts—even other dawnsilver chain shirts—elven chain doesn't have the noisy trait. This suit of armor can be etched with runes like any other dawnsilver chain shirt.

Type standard-grade elven chain; **Level** 13; **Price** 2,500 gp; **Craft Requirements** The initial raw materials must include dawnsilver worth at least 3,125 sp.

Type high-grade elven chain; **Level** 20; **Price** 52,000 gp; **Craft Requirements** The initial raw materials must include dawnsilver worth at least 26,000 gp.

ORICALCUM ARMOR

ITEM 20

RARE

Usage worn armor; **Bulk** varies by armor

Orichalcum armor can be etched with four magic property runes instead of three due to the magical empowerment of orichalcum. If you're wearing armor made of orichalcum, the



**ADAMANTINE
ARMOR**



**COLD IRON
ARMOR**



**DUSKWOOD
ARMOR**



**ORICHALCUM
ARMOR**

armor grants you insights into the future, granting you a +1 circumstance bonus to initiative rolls.

Type high-grade orichalcum armor; **Level** 20; **Price** 55,000 gp + 5,500 gp per Bulk; **Craft Requirements** The initial raw materials must include orichalcum worth at least 27,500 gp + 2,750 gp per Bulk.

SILVER ARMOR

ITEM 5+

Usage worn armor; **Bulk** varies by armor

Silver armor sickens certain creatures that touch it. A creature with weakness to silver that critically fails an unarmed attack against a creature in silver armor becomes sickened 1. A creature with weakness to silver is sickened 1 as long as it wears silver armor.

Type low-grade silver armor; **Level** 5; **Price** 140 gp + 14 gp per Bulk; **Craft Requirements** silver worth at least 70 sp + 7 sp per Bulk

Type standard-grade silver armor; **Level** 11; **Price** 1,200 gp + 120 gp per Bulk; **Craft Requirements** The initial raw materials must include silver worth at least 150 gp + 15 gp per Bulk.

Type high-grade silver armor; **Level** 18; **Price** 20,000 gp + 2,000 gp per Bulk; **Craft Requirements** The initial raw materials must include silver worth at least 10,000 gp + 1,000 gp per Bulk.

Basic Magic Armor

The most common special armors are suits of armor with some combination of *armor potency* and *resilient* runes. The following stat block provides a quick reference for these types of armor.

MAGIC ARMOR

ITEM 5+

INVESTED MAGICAL

Usage worn armor; **Bulk** varies by armor

A suit of magic armor is simply a suit of armor or explorer's clothing etched with fundamental runes. An *armor potency* rune increases the armor's item bonus to AC, and a *resilient* rune adds an item bonus to saving throws.

The Prices here are for all types of armor. You don't need to adjust the Price from leather armor to full plate or the like. These armors are made of standard materials, not precious materials such as dawnsilver.

Type +1 armor; **Level** 5; **Price** 160 gp

This armor has a +1 *armor potency* rune (increase the item bonus to AC by 1).

Type +1 resilient armor; **Level** 8; **Price** 500 gp

This armor has a +1 *armor potency* rune (increase the item bonus to AC by 1) and a *resilient* rune (+1 item bonus to saves).

Type +2 resilient armor; **Level** 11; **Price** 1,400 gp

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ARMOR ALTERNATIVES

If you don't want to wear armor, or you're trained in only unarmored defense, you can wear either explorer's clothing or *bands of force*. Explorer's clothing can be etched with runes just like armor can, so it can provide item bonuses to AC or saves. *Bands of force* give a +1 item bonus to AC with a Dex modifier cap of +5, and they also grant a bonus to saves. This item can be found on page 286.

This armor has a +2 *armor potency* rune (increase the item bonus to AC by 2) and a *resilient* rune (+1 item bonus to saves).

Type +2 greater resilient armor; **Level** 14; **Price** 4,500 gp

This armor has a +2 *armor potency* rune (increase the item bonus to AC by 2) and a *greater resilient* rune (+2 item bonus to saves).

Type +3 greater resilient armor; **Level** 18; **Price** 24,000 gp

This armor has a +3 *armor potency* rune (increase the item bonus to AC by 3) and a *greater resilient* rune (+2 item bonus to saves).

Type +3 major resilient armor; **Level** 20; **Price** 70,000 gp

This armor has a +3 *armor potency* rune (increase the item bonus to AC by 3) and a *major resilient* rune (+3 item bonus to saves).

Specific Magic Armor

These suits of armor have abilities far different from what can be gained by etching runes. A specific magic armor lists its fundamental runes, which you can upgrade, add, or transfer as normal. You can't etch or transfer any property runes onto a specific armor that it doesn't already have or remove its property runes.

ELECTRIC EELSKIN

ITEM 10

INVESTED MAGICAL

Price 950 gp

Usage worn armor; **Bulk** 1

Shining, slippery eelskin covers the plates of this +1 *resilient greater slick leather armor*. The armor gives you the ability to breathe water and grants you a +2 item bonus to Athletics checks to Swim and Stealth checks you attempt in the water.

Activate—Unleash Charge ♦♦ (manipulate) **Frequency** once per hour; **Effect** You cast a 2nd-rank *thunderstrike* with a spell attack modifier of +19.

Craft Requirements Supply one casting of *thunderstrike*.

IMPENETRABLE SCALE

ITEM 17

UNCOMMON INVESTED MAGICAL

Price 12,800 gp

Usage worn armor; **Bulk** 3

Made of overlapping, lustrous black scales of standard-grade adamantine, this +2 *greater resilient fortification adamantine scale mail* seems to momentarily thicken at the point of impact

when hit. Whenever the armor's *fortification* rune successfully turns a significant foe's critical hit into a normal hit, one of the scales on the armor turns violet. You gain resistance to physical damage equal to the number of violet scales, to a maximum of 8.

At dawn each day, all the violet scales return to normal.

Craft Requirements The initial raw materials must include 1,600 gp of adamantine.

LION'S ARMOR

ITEM 12+

INVESTED MAGICAL

Usage worn armor; **Bulk** 3

Various parts of this +2 *resilient half plate* are forged into the shape of a lion's head. The golden lion heads grant you a commanding presence and seem to actively growl at your enemies, granting you a +2 item bonus to Intimidation.

The lions on the armor work in tandem with the lion on a *lion's shield* (page 235). If you critically hit with the *lion's shield* using *Lion Bite*, the lions on the armor roar in support of the shield, causing the target of the shield's *Strike* to become frightened 1.

Activate—Roar of the Pride ♦♦ (concentrate) **Frequency** once per day; **Effect** The lions on your armor roar, attempting to cow your enemies. Attempt a check to Demoralize each enemy within 30 feet of you. On a critical success, the target is also fleeing for 1 round.

Type lion's armor; **Level** 12; **Price** 2,000 gp

Type greater lion's armor; **Level** 19; **Price** 30,500 gp

The armor is +3 *greater resilient half plate*, the item bonus is +3, and you can use *Roar of the Pride* once per hour instead of once per day.

LIFE-SAVER MAIL

ITEM 14+

INVESTED MAGICAL

Usage worn armor; **Bulk** 3

This suit of +2 *resilient fortification splint mail* has a large, green gemstone inset in a prominent location. While wearing the armor, you feel at ease knowing the armor can protect you in even dire circumstances. The gemstone glows with life essence, casting green light as brightly as a torch. You can suppress or resume this light by using a single action, which has the concentrate trait.

Activate—Second Chance ↻ (concentration) **Frequency** once per day; **Trigger** You would die; **Effect** The armor's gemstone turns gray as it shares life energy with you. The armor casts *breath of life* on you.

Activate—Shielding Light ♦♦ (concentration, manipulate) **Effect** You tap on the gemstone, producing a protective screen of green light. You cast a 5th-rank *shield* spell. As normal with the spell, you can't cast *shield* again (using this activation or other means) for 10 minutes if you use it to *Shield Block*.

Type life-saver mail; **Level** 14; **Price** 4,000 gp

Type greater life-saver mail; **Level** 20; **Price** 52,500 gp

The armor is +3 *greater resilient greater fortification splint mail*. *Shielding Light* casts a 9th-rank *shield* spell.



LION'S ARMOR



ELECTRIC EELSKIN



MAGIC ARMOR



LIFE-SAVER MAIL



MOONLIT CHAIN



TIDEPLATE

MOONLIT CHAIN

ITEM 7

INVESTED MAGICAL

Price 360 gp

Usage worn armor; Bulk 2

This +1 *silver chain shirt* has a collar adorned with stitched images of the phases of the moon. You can see in moonlight as though you had low-light vision.

Activate—Dim Sight ◆ (manipulate) **Frequency** once per day;

Effect You touch the stitched image of the new moon on the armor's collar and suppress the dazzled condition for 1 minute.

Craft Requirements The initial raw materials must include 33 gp of silver.

TIDEPLATE

ITEM 10

INVESTED MAGICAL

Price 1,000 gp

Usage worn armor; Bulk 4

Rippling water motifs decorate this simple suit of +1 *resilient full plate*. The plate has been altered for underwater use, so it's

check penalty doesn't apply to Acrobatics or Athletics checks in water or similar liquids. While wearing the armor, you gain a +2 item bonus to Athletics checks to Swim, and you can breathe underwater.

Activate—Ride the Waves ◆◆ (concentrate, manipulate)

Frequency once per hour; **Effect** The ripples on the armor begin to undulate, matching the movement of any nearby water. The armor casts *water walk* on you.

Activate—Submerge ◆◆ (concentrate, manipulate, polymorph)

Frequency once per day; **Requirements** You're in water that covers at least half of your body.; **Effect** You merge with the water for 10 minutes. While merged, you can't move, you can see through the water if it's clear enough, and you can hear what's going on outside of the water. Water typically can't take damage, but if the water you're merged in is subject to electricity damage or an ability or effect that destroys or dries water, you're expelled from the water and take 10d6 damage. *Control water* expels you without dealing damage.

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SHIELD RUNE

Though shields can't be etched with weapon or armor runes, they can be improved by a specific type of fundamental rune (page 225) known as a *reinforcing* rune. *Reinforcing* runes can be etched only on shields, including specific shields, and every *reinforcing* rune includes maximum Hardness and Hit Point values. Since the runes work by increasing the structural integrity of a shield by a certain amount, they can't increase the durability of a shield beyond a listed maximum value. Shields can't be etched with property runes, only *reinforcing* runes.

REINFORCING RUNE

ITEM 4+

MAGICAL

Usage etched onto a shield

Reinforcing runes make a shield significantly more durable, allowing it to effectively block more powerful attacks.

Type *minor reinforcing rune*; **Level** 4; **Price** 75 gp

The shield's Hardness increases by 3, it gains an additional 44 Hit Points, and its BT increases by 22 (maximum 8 Hardness,

64 HP, and 32 BT).

Type *lesser reinforcing rune*; **Level** 7; **Price** 300 gp

The shield's Hardness increases by 3, it gains an additional 52 Hit Points, and its BT increases by 26 (maximum 10 Hardness, 80 HP, and 40 BT).

Type *moderate reinforcing rune*; **Level** 10; **Price** 900 gp

The shield's Hardness increases by 3, it gains an additional 64 Hit Points, and its BT increases by 32 (maximum 13 Hardness, 104 HP, and 52 BT).

Type *greater reinforcing rune*; **Level** 13; **Price** 2,500 gp

The shield's Hardness increases by 5, it gains an additional 80 Hit Points, and its BT increases by 42 (maximum 15 Hardness, 120 HP, and 60 BT).

Type *major reinforcing rune*; **Level** 16; **Price** 8,000 gp

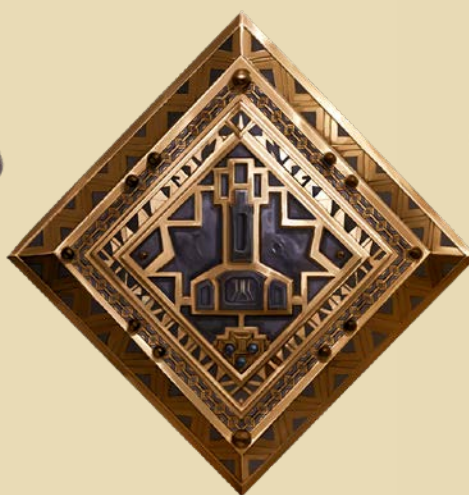
The shield's Hardness increases by 5, it gains an additional 84 Hit Points, and its BT increases by 42 (maximum 17 Hardness, 136 HP, and 68 BT).

Type *supreme reinforcing rune*; **Level** 19; **Price** 32,000 gp

The shield's Hardness increases by 7, it gains an additional 108 Hit Points, and its BT increases by 54 (maximum 20 Hardness, 160 HP, and 80 BT).



DUSKWOOD SHIELD



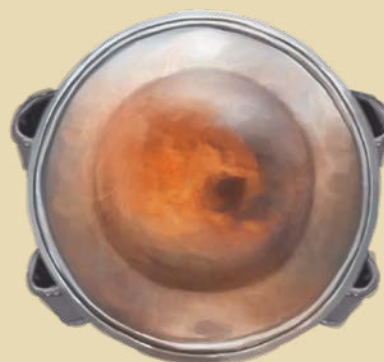
FORGE WARDEN



INDESTRUCTIBLE SHIELD



LION'S SHIELD



REFLECTING SHIELD

SHIELDS

All magic shields are specific items with a wide variety of protective effects, as described in their entries.

Precious Material Shields

Shields made of precious materials are more expensive and have different durabilities. You can make bucklers and most shields out of any of these precious materials, but only duskwood can be used to make tower shields.

ADAMANTINE SHIELD

ITEM 8+

UNCOMMON

Usage varies by shield

Adamantine shields are particularly sturdy, and when used for a shield bash, they're adamantine weapons.

Type standard-grade adamantine buckler; **Level** 8; **Price** 400 gp; **Bulk** L; **Craft Requirements** adamantine worth at least 50 gp

The shield has Hardness 8, HP 32, and BT 16.

Type standard-grade adamantine shield; **Level** 8; **Price** 440; **Bulk** 1; **Craft Requirements** adamantine worth at least 55 gp

The shield has Hardness 10, HP 40, and BT 20.

Type high-grade adamantine buckler; **Level** 16; **Price** 8,000 gp; **Bulk** L; **Craft Requirements** adamantine worth at least 4,000 gp

The shield has Hardness 11, HP 44, and BT 22.

Type high-grade adamantine shield; **Level** 16; **Price** 8,800 gp; **Bulk** 1; **Craft Requirements** adamantine worth at least 4,400 gp

The shield has Hardness 13, HP 52, and BT 26.

COLD IRON SHIELD

ITEM 2+

Usage varies by shield

Cold iron shields don't typically have an additional effect, though when used for a shield bash, they're cold iron weapons.

Type low-grade cold iron buckler; **Level** 2; **Price** 30 gp; **Bulk** L; **Craft Requirements** cold iron worth at least 15 sp

The shield has Hardness 3, HP 12, and BT 6.

Type low-grade cold iron shield; **Level** 2; **Price** 34 gp; **Bulk** 1; **Craft Requirements** cold iron worth at least 17 sp

The shield has Hardness 5, HP 20, and BT 10.

Type standard-grade cold iron buckler; **Level** 7; **Price** 300 gp; **Bulk** L; **Craft Requirements** cold iron worth at least 375 sp

The shield has Hardness 5, HP 20, and BT 10.

Type standard-grade cold iron shield; **Level** 7; **Price** 340 gp; **Bulk** 1; **Craft Requirements** cold iron worth at least 425 sp

The shield has Hardness 7, HP 28, and BT 14.

Type high-grade cold iron buckler; **Level** 15; **Price** 5,000 gp; **Bulk** L; **Craft Requirements** cold iron worth at least 2,500 gp

The shield has Hardness 8, HP 32, and BT 16.

Type high-grade cold iron shield; **Level** 15; **Price** 5,500 gp; **Bulk** 1; **Craft Requirements** cold iron worth at least 2,750 gp

The shield has Hardness 10, HP 40, and BT 20.

DAWSILVER SHIELD

ITEM 8+

UNCOMMON

Usage varies by shield

Dawnsilver shields are 1 Bulk lighter than normal (or light Bulk if their normal Bulk is 1, with no effect on a shield that normally has light Bulk). When used for a shield bash, they're treated as silver weapons.

Type standard-grade dawnsilver buckler; **Level** 8; **Price** 400 gp; **Bulk** L; **Craft Requirements** dawnsilver worth at least 50 gp

The shield has Hardness 3, HP 12, and BT 6.

Type standard-grade dawnsilver shield; **Level** 8; **Price** 440 gp; **Bulk** L; **Craft Requirements** dawnsilver worth at least 55 gp

The shield has Hardness 5, HP 20, and BT 10.

Type high-grade dawnsilver buckler; **Level** 16; **Price** 8,000 gp; **Bulk** L; **Craft Requirements** dawnsilver worth at least 4,000 gp

The shield has Hardness 6, HP 24, and BT 12.

Type high-grade dawnsilver shield; **Level** 16; **Price** 8,800 gp; **Bulk** L; **Craft Requirements** at least 4,400 gp of dawnsilver

The shield has Hardness 8, HP 32, and BT 16.

DUSKWOOD SHIELD

ITEM 8+

UNCOMMON

Usage varies by shield

Duskwood shields are 1 Bulk lighter than normal (or light Bulk if their normal Bulk is 1, with no effect on a shield that normally has light Bulk).

Type standard-grade duskwood buckler; **Level** 8; **Price** 400 gp; **Bulk** L; **Craft Requirements** duskwood worth at least 50 gp

The shield has Hardness 3, HP 12, and BT 6.

Type standard-grade duskwood shield; **Level** 8; **Price** 440 gp; **Bulk** L; **Craft Requirements** duskwood worth at least 55 gp

The shield has Hardness 5, HP 20, and BT 10.

Type standard-grade duskwood tower shield; **Level** 8; **Price** 560 gp; **Bulk** 3; **Craft Requirements** duskwood worth at least 70 gp

The shield has Hardness 5, HP 20, and BT 10.

Type high-grade duskwood buckler; **Level** 16; **Price** 8,000 gp; **Bulk** L; **Craft Requirements** duskwood worth at least 4,000 gp

The shield has Hardness 6, HP 24, and BT 12.

Type high-grade duskwood shield; **Level** 16; **Price** 8,800 gp; **Bulk** L; **Craft Requirements** duskwood worth at least 4,400 gp

The shield has Hardness 8, HP 32, and BT 16.

Type high-grade duskwood tower shield; **Level** 16; **Price** 11,200 gp; **Bulk** 3; **Craft Requirements** duskwood worth at least 5,600 gp

The shield has Hardness 8, HP 32, and BT 16.

ORICHALCUM SHIELD

ITEM 17+

RARE

Usage varies by shield

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Orichalcum shields' time-bending properties are particularly useful for keeping them intact. The first time each day an orichalcum shield would be destroyed, it's instead left with 1 Hit Point and the broken condition.

Type high-grade orichalcum buckler; **Level** 17; **Price** 12,000 gp; **Bulk** L; **Craft Requirements** orichalcum worth at least 6,000 gp

The shield has Hardness 14, HP 56, and BT 28.

Type high-grade orichalcum shield; **Level** 17; **Price** 13,200 gp; **Bulk** 1; **Craft Requirements** orichalcum worth at least 6,600 gp

The shield has Hardness 16, HP 64, and BT 32.

SILVER SHIELD ITEM 2+

Usage varies by shield

Silver shields don't typically have an additional effect, though when used for a shield bash, they're silver weapons.

Type low-grade silver buckler; **Level** 2; **Price** 30 gp; **Bulk** L; **Craft Requirements** silver worth at least 15 sp

The shield has Hardness 1, HP 4, and BT 2.

Type low-grade silver shield; **Level** 2; **Price** 34 gp; **Bulk** 1; **Craft Requirements** silver worth at least 17 sp

The shield has Hardness 3, HP 12, and BT 6.

Type standard-grade silver buckler; **Level** 7; **Price** 300 gp; **Bulk** L; **Craft Requirements** silver worth at least 375 sp

The shield has Hardness 3, HP 12, and BT 6.

Type standard-grade silver shield; **Level** 7; **Price** 340 gp; **Bulk** 1; **Craft Requirements** silver worth at least 425 sp

The shield has Hardness 5, HP 20, and BT 10.

Type high-grade silver buckler; **Level** 15; **Price** 5,000 gp; **Bulk** L; **Craft Requirements** silver worth at least 2,500 gp

The shield has Hardness 6, HP 24, and BT 12.

Type high-grade silver shield; **Level** 15; **Price** 5,500 gp; **Bulk** 1; **Craft Requirements** silver worth at least 2,750 gp

The shield has Hardness 8, HP 32, and BT 16.

Specific Shields

These shields have unique abilities that differentiate them from their typical counterparts.

DRAGONSLAYER'S SHIELD ITEM 9

UNCOMMON MAGICAL

Price 670 gp

Usage held in 1 hand; **Bulk** 1

A *dragonslayer's shield* is a steel shield covered with dragonhide from a specific dragon, which visually distinguishes each shield from the others. While raised, this steel shield (Hardness 8, HP 32, BT 16) grants its circumstance bonus to Reflex saves against area effects (as well as to AC, as normal).

While you hold the shield, it also grants you a +2 circumstance bonus to Will saves against a dragon's frightful presence ability. The shield has resistance 10 against the damage type corresponding to the dragon breath of the dragon whose hide was used in its creation (for example, a *dragonslayer's shield* made with the hide of a diabolic dragon

would grant resistance to fire); this applies after reducing the damage for Hardness, so when you use Shield Block, the *dragonslayer's shield* takes 18 less damage from attacks of that damage type. You can use Shield Block against effects that deal damage of that type.

Craft Requirements The initial raw materials must include at least 30 gp of dragonhide.

FLOATING SHIELD ITEM 11+

UNCOMMON MAGICAL

Usage strapped to 1 hand; **Bulk** L

A *floating shield* is usually carved with wing motifs. This buckler (Hardness 6, HP 24, BT 12) can protect you on its own.

Activate—Float ◆ (manipulate); **Frequency** once per day;

Effect The shield magically releases itself and floats off your arm into the air next to you, granting you its bonus automatically, as if you had Raised the Shield. Because you're not wielding the shield, you can't use reactions such as Shield Block with the shield, but you gain its benefits even when using both of your hands. After 1 minute, the shield drops to the ground, ending its floating effect. While the shield is adjacent to you, you can Interact to grasp it, ending its floating effect early.

Type floating shield; **Level** 11; **Price** 1,250 gp

Type greater floating shield; **Level** 16; **Price** 9,000 gp

You can activate the shield any number of times per day.

FORCE SHIELD ITEM 9

UNCOMMON FORCE MAGICAL

Price 650 gp

Usage held in 1 hand; **Bulk** L

The edges of this elaborately engraved steel shield (Hardness 8, HP 32, BT 16) bear tiny glass tiles set in mosaic patterns.

Activate—Force Bubble ◆ (concentrate, force) **Frequency**

once per day; **Effect** The shield surrounds you with a bubble of force that protects you from harm, granting you resistance 5 to physical damage for 1 minute. The activation ends if you cease holding the shield.

FORGE WARDEN ITEM 10

UNCOMMON MAGICAL

Price 975 gp

Usage held in 1 hand; **Bulk** 1

The religious symbol of Torag, the forge god—an ornate hammer of dwarven construction—adorns the face of this *lesser reinforcing steel shield* (Hardness 8, HP 72, BT 36). The shield is a religious symbol of Torag.

You and any adjacent allies have fire resistance 5 while you have the shield raised. When used for a Shield Block, the *forge warden* rings out like the hammer strike of a blacksmith, and the symbol glows as if lit by the fires of a furnace.

Activate—Forge Fires ◆ (concentrate, fire); **Trigger** You use

the *forge warden* to Shield Block an adjacent creature's attack, and the shield takes damage; **Effect** The attacking creature takes 2d6 fire damage.

INDESTRUCTIBLE SHIELD

ITEM 18

RARE MAGICAL

Price 24,000 gp

Usage held in 1 hand; Bulk 1

An *indestructible shield* is a *high-grade greater reinforcing adamantine shield* (Hardness 17, HP 136) that can withstand just about any damage. It can be damaged only by a *disintegrate* spell (roll damage as if against a creature that failed its save) or by an artifact tied to destruction.

Craft Requirements The raw materials must include at least 4,400 gp of adamantine.

LION'S SHIELD

ITEM 6

MAGICAL

Price 245 gp

Usage held in 1 hand; Bulk 1

This steel shield (Hardness 6, HP 36, BT 18) is forged into the shape of a roaring lion's head. The lion's head functions as +1 *striking shield boss* that can't be removed from the shield.

Activate—Lion's Bite ✧ (manipulate); **Frequency** once per day; **Requirements** Your shield is raised; **Effect** You animate the lion's head, making a melee Strike with it. The shield's biting maw is a martial melee weapon that deals 2d6 piercing damage and has the deadly d6 trait; it can't be enhanced by runes. The shield remains animated for 1 minute, during which time you can Strike with it each time you Raise the Shield, as well as with a Strike action.

LODESTONE SHIELD

ITEM 11

MAGICAL

Price 1,350 gp

Usage held in 1 hand; Bulk 1

This *moderate reinforcing cold iron shield* (Hardness 10, HP 92, BT 46) is inset with lodestones that draw ammunition toward it.

Activate—Attract Projectile ⤵ (manipulate) **Frequency** once per minute; **Trigger** A ranged weapon Strike targets a creature within 15 feet of you when you have this shield raised, and the attacker hasn't yet rolled their attack; **Effect** The triggering Strike targets you instead of its normal target. If it hits, you gain the effects of the Shield Block reaction.

REFLECTING SHIELD

ITEM 18

UNCOMMON MAGICAL

Price 18,000 gp

Usage held in 1 hand; Bulk L

This high-grade silver buckler (Hardness 6, HP 24, BT 12) is polished to a mirrorlike sheen. The shield functions as a *spellguard shield* (see below) that can also reflect spells.

Activate—Reflect Spell ⤵ (concentrate); **Frequency** once per day; **Trigger** You're targeted by a spell; **Requirements** The *reflecting shield* is raised; **Effect** You attempt to reflect

the spell on its caster. The shield attempts to counteract the spell, with a counteract rank of 9th and a counteract modifier of +30. If the spell is successfully counteracted, it's turned back on its caster.

Craft Requirements The initial raw materials must include at least 2,750 gp of silver.

SPELLGUARD SHIELD

ITEM 6

MAGICAL

Price 250 gp

Usage held in 1 hand; Bulk 1

This shield bears eldritch glyphs to guard against magic. While you have this steel shield (Hardness 6, HP 24, BT 12) raised, you gain its circumstance bonus to saving throws against spells that target you (as well as to AC), and you can Shield Block spells that target you if you have that action.

SPINED SHIELD

ITEM 7

MAGICAL

Price 360 gp

Usage held in 1 hand; Bulk 1

Five jagged spines project from the surface of this steel shield (Hardness 6, HP 24, BT 12). The spines are +1 *striking shield spikes*. When you use the Shield Block reaction with this shield, the spines take the damage before the shield itself does. When the shield would take damage (after applying Hardness), one spine snaps off per 6 damage, reducing the damage by 6. The shield takes any remaining damage. When there are no spines left, the shield takes damage as normal.

When all the spines are gone, you lose the ability to attack with them until the spines regenerate the next day.

Activate—Fire Spine ⤵ (manipulate); **Effect** You shoot one of the shield's spines at a target. A fired spine uses the spikes' statistics, but it's a martial ranged weapon with a range increment of 120 feet.

STURDY SHIELD

ITEM 4+

MAGICAL

Usage held in 1 hand; Bulk 1

With a superior design and excellent craftsmanship, this steel shield has higher Hardness than its non-magical counterparts, making it harder to break and destroy.

Type minor; **Level** 4; **Price** 100 gp

The shield has Hardness 8, HP 64, and BT 32.

Type lesser; **Level** 7; **Price** 360 gp

The shield has Hardness 10, HP 80, and BT 40.

Type moderate; **Level** 10; **Price** 1,000 gp

The shield has Hardness 13, HP 104, and BT 52.

Type greater; **Level** 13; **Price** 3,000 gp

The shield has Hardness 15, HP 120, and BT 60.

Type major; **Level** 16; **Price** 10,000 gp

The shield has Hardness 17, HP 136, and BT 68.

Type supreme; **Level** 19; **Price** 40,000 gp

The shield has Hardness 20, HP 160, and BT 80.

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WEAPON RUNES

Weapon Fundamental Runes

STRIKING

RUNE 4+

MAGICAL

Usage etched onto a weapon

A *striking* rune stores destructive magic in the weapon, increasing the weapon damage dice it deals to two instead of one. For instance, a +1 *striking dagger* would deal 2d4 damage instead of 1d4 damage.

You can upgrade the *striking* rune already etched on a weapon to a stronger version, increasing the values of the existing rune to those of the new rune. You must have the formula of the stronger rune to do so, and the Price of the upgrade is the difference between the two runes' Prices.

Type *striking*; **Level** 4; **Price** 65 gp

Type *greater striking*; **Level** 12; **Price** 1,065 gp

The weapon deals three weapon damage dice.

Type *major striking*; **Level** 19; **Price** 31,065 gp

The weapon deals four weapon damage dice.

WEAPON POTENCY

RUNE 2+

MAGICAL

Usage etched onto a weapon

Magical enhancements make this weapon strike true. Attack rolls with this weapon gain a +1 item bonus, and the weapon can be etched with one property rune.

You can upgrade the *weapon potency* rune already etched on a weapon to a stronger version, increasing the values of the existing rune to those of the new rune. You must have the formula of the stronger rune to do so, and the Price of the upgrade is the difference between the two runes' prices.

Type +1 *weapon potency*; **Level** 2; **Price** 35 gp; **Craft**

Requirements You are an expert in Crafting.

Type +2 *weapon potency*; **Level** 10; **Price** 935 gp; **Craft**

Requirements You are a master in Crafting.

The item bonus to attack rolls is +2, and the weapon can be etched with two property runes.

Type +3 *weapon potency*; **Level** 16; **Price** 8,935 gp; **Craft**

Requirements You are legendary in Crafting.

The item bonus to attack rolls is +3, and the weapon can be etched with three property runes.

Weapon Property Runes

ANIMATED

RUNE 13

UNCOMMON **MAGICAL**

Price 2,700 gp

Usage etched onto a melee weapon

An *animated* weapon flies autonomously and strikes your foes.

Activate—Set Free ♦♦ (concentrate, manipulate) **Effect** You Release the weapon and it flutters through the air, fighting on its own against the last enemy you attacked, or the

nearest enemy to it if your target has been defeated. At the end of your turn each round, the weapon can Fly up to its fly Speed of 40 feet, and then can either Fly again or Strike one creature within its reach.

The weapon has a space of 5 feet, but it doesn't block or impede enemies attempting to move through that space, nor does it benefit from or provide flanking. The weapon can't move through an enemy's space. The weapon can't use reactions, and its Fly actions don't trigger reactions.

While it's activated, an *animated* weapon makes Strikes with an attack modifier of +24 plus its item bonus to attack rolls. It uses the weapon's normal damage but has a +0 Strength modifier. The weapon's abilities that automatically trigger on a hit or critical hit still function, but the weapon can't be activated or benefit from any of your abilities while animated.

Each round, when the weapon finishes using its actions, attempt a DC 6 flat check. On a failure, the activation ends. The weapon falls to the ground and can't be Set Free again for 10 minutes.

ASTRAL

RUNE 8+

MAGICAL **SPIRIT**

Usage etched onto a weapon

Astral weapons command powerful spiritual energy from the Astral Plane. This rune has the same effects as a *ghost touch* rune, plus Strikes with it deal an extra 1d6 spirit damage. If used to attack a creature that's possessing another creature, this weapon deals no damage to the possessed creature. On a critical hit against a creature possessing another creature, the possessing creature must succeed at a DC 26 Will save or be expelled and unable to possess a creature for 1d4 rounds.

Type *astral*; **Level** 8; **Price** 450 gp

Type *greater astral*; **Level** 15; **Price** 6,000 gp

The save DC is 36. Spirit damage dealt by this weapon ignores the target's spirit resistance.

BRILLIANT

RUNE 12+

MAGICAL

Usage etched onto a weapon

This rune causes a weapon to transform into pure, brilliant energy. The weapon deals an additional 1d4 fire damage on a successful Strike, as well as 1d4 spirit damage to fiends and 1d4 vitality damage to undead. On a critical hit, the target must succeed at a DC 29 Fortitude save or be blinded for 1 round.

Activate—Shine Bright! ♦ (concentrate, light) **Effect** You plunge your weapon into darkness to return the light. Attempt a counteract check with a counteract rank of 5 and a +19 counteract modifier to end a magical darkness effect whose area is within reach of the weapon.

Type *brilliant*; **Level** 12; **Price** 2,000 gp

Type *greater brilliant*; **Level** 18; **Price** 24,000 gp

The save DC is 41, the counteract rank is 9, the counteract modifier is +31, and damage dealt by this weapon ignores the target's resistances to fire, spirit, and vitality.



STRIKING



QUICKSTRIKE



RETURNING



SHOCK

CORROSIVE**RUNE 8+****ACID** **MAGICAL****Usage** etched onto a weapon

Acid sizzles across the surface of the weapon etched with this rune. When you hit with the weapon, add 1d6 acid damage to the damage dealt. In addition, on a critical hit, the target's armor (if any) takes 3d6 acid damage (before applying Hardness); if the target has a shield raised, the shield takes this damage instead.

Type *corrosive*; **Level 8**; **Price** 500 gp**Type** *greater corrosive*; **Level 15**; **Price** 6,500 gp

The acid damage dealt by this weapon ignores the target's acid resistance. Increase the acid damage dealt to armor or a shield on a critical hit to 6d6.

DECAYING**RUNE 8+****ACID** **MAGICAL** **VOID****Usage** etched onto a weapon

Eerie waves of purplish energy dance across the surface of a weapon etched with this rune. When you hit with the weapon, add 1d4 void damage to the damage dealt. In addition, on a critical hit, the target takes 2d4 persistent void damage; if the target has a shield raised, the shield takes the same amount of persistent damage (its wielder rolls the flat check to see if the persistent damage ends, or the GM rolls if the shield is no longer in someone's possession). Unlike normal void damage, the void damage from a *decaying* rune damages objects, constructs, and the like by eroding them away.

Type *decaying*; **Level 8**; **Price** 500 gp**Type** *greater decaying*; **Level 15**; **Price** 6,500 gp

The void damage dealt by this weapon ignores the target's void resistance or immunity. Increase the persistent void damage dealt on a critical hit to 4d4.

EXTENDING**RUNE 9+****MAGICAL****Usage** etched onto a melee weapon

An *extending* rune allows you to extend your weapon to impossible lengths.

Activate—Extend **↔↔** (manipulate) **Effect** You extend your weapon, giving you an impossible reach. You Strike with the weapon, and you have reach 60 feet for the Strike.

Type *extending*; **Level 9**; **Price** 700 gp**Type** *greater extending*; **Level 13**; **Price** 3,000 gp

The activation grants you reach 120 feet for the Strike.

FEARSOME**RUNE 5+****EMOTION** **FEAR** **MAGICAL** **MENTAL****Usage** etched onto a weapon

When you critically hit with this weapon, the target becomes frightened 1.

Type *fearsome*; **Level 5**; **Price** 160 gp**Type** *greater fearsome*; **Level 12**; **Price** 2,000 gp

When you critically hit with this weapon, the target becomes frightened 2.

FLAMING**RUNE 8+****FIRE** **MAGICAL****Usage** etched onto a weapon

A weapon with this rune is empowered by flickering flame. The weapon deals an additional 1d6 fire damage on a successful Strike, plus 1d10 persistent fire damage on a critical hit.

Type *flaming*; **Level 8**; **Price** 500 gp**Type** *greater flaming*; **Level 15**; **Price** 6,500 gp

Increase the persistent damage on a critical hit to 2d10. Fire damage dealt by this weapon (including the persistent fire damage) ignores the target's fire resistance.

FROST**RUNE 8+****COLD** **MAGICAL****Usage** etched onto a weapon

This weapon is empowered with freezing ice. It deals an additional 1d6 cold damage on a successful Strike. On a critical hit, the target is also slowed 1 until the end of your next turn.

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unless it succeeds at a DC 24 Fortitude save.

Type frost; **Level** 8; **Price** 500 gp

Type greater frost; **Level** 15; **Price** 6,500 gp

The save DC is 34. Cold damage dealt by this weapon ignores the target's cold resistance.

GHOST TOUCH

RUNE 4

MAGICAL

Price 75 gp

Usage etched onto a weapon

A weapon etched with this rune can harm creatures without physical form. A *ghost touch* weapon is particularly effective against incorporeal creatures, which almost always have a specific vulnerability to *ghost touch* weapons. Incorporeal creatures can touch, hold, and wield *ghost touch* weapons (unlike most physical objects).

GRIEVOUS

RUNE 9

MAGICAL

Price 700 gp

Usage etched onto a weapon

When your attack roll with this weapon is a critical hit and gains the critical specialization effect, you gain an additional benefit depending on the weapon group.

Axe You can damage a third creature, with the same restrictions.

Bow The Athletics check to pull the missile free is DC 20.

Brawling The target takes a -4 circumstance penalty to its save.

Club You can knock the target up to 15 feet away.

Crossbow If the target of the critical hit is adjacent to a surface, it gets stuck to that surface by the missile, as the bow critical specialization (*Player Core* 283).

Dart The base persistent bleed damage increases to 2d6.

Firearm The target takes a -4 circumstance penalty to its save. (See *Pathfinder Guns & Gears* for information on firearms.)

Flail You move the target 5 feet. You can't move it away from you, but you can move it in another direction of your choice.

Hammer You can also knock the target 5 feet away from you.

Knife The target takes a -5-foot status penalty to its Speed while it has the persistent bleed damage.

Pick The extra damage from the critical specialization effect increases to 4 per weapon damage die.

Polearm You can move the target up to 10 feet.

Shield You can knock the target up to 10 feet away.

Sling The target also takes a -10-foot status penalty to its Speed for 1 round if it fails the save.

Spear The clumsy condition lasts for 2 rounds.

Sword The target is off-guard until the end of your next turn.

HOLY

RUNE 11

HOLY MAGICAL

Price 1,400 gp

Usage etched onto a weapon that isn't unholy

A *holy* weapon commands powerful celestial energy. Strikes made with it gain the holy trait and deal an extra 1d4 spirit damage, or an extra 2d4 against an unholy target. If you are unholy, you are enfeebled 2 while carrying or wielding this weapon.

Activate—Holy Healing ☞ (concentrate, healing, vitality)

Frequency once per day; **Trigger** You critically succeed at a Strike against an unholy creature with the weapon; **Effect** You regain HP equal to double the unholy creature's level.

Craft Requirements You are holy.

KEEN

RUNE 13

UNCOMMON MAGICAL

Price 3,000 gp

Usage etched onto a piercing or slashing melee weapon

The edges of a *keen* weapon are preternaturally sharp. Attacks with this weapon are a critical hit on a 19 on the die as long as that result is a success. This property has no effect on a 19 if the result would be a failure.

QUICKSTRIKE

RUNE 16

RARE MAGICAL

Price 10,000 gp

Usage etched onto a weapon

Attacks with a *quickstrike* weapon are supernaturally swift. While wielding a *quickstrike* weapon, you gain the quickened condition, but you can use the additional action granted only to make a Strike with the etched weapon.

RETURNING

RUNE 3

MAGICAL

Price 55 gp

Usage etched onto a thrown weapon

When you make a thrown Strike with this weapon, it flies back to your hand after the Strike is complete. If your hands are full when the weapon returns, it falls to the ground in your space.

SHIFTING

RUNE 6

MAGICAL

Price 225 gp

Usage etched onto a melee weapon

With a moment of manipulation, you can shift this weapon into a different weapon with a similar form.

Activate—Shift Weapon ♦ (manipulate) **Effect** The weapon takes the shape of another melee weapon that requires the same number of hands to wield. The weapon's runes and any precious material it's made of apply to the weapon's new shape. Any property runes that can't apply to the new form are suppressed until the item takes a shape to which they can apply.

The weapons a *shifting* weapon can turn into are based on the base attributes of the weapon, so reference the weapon's Hands entry in the weapons table to see what it can turn into. For example, a bastard sword requires one hand, even though it gets a benefit in two hands from the two-hand trait. Therefore, a *shifting bastard sword* could turn into a longsword, but not a greatsword. Activating this rune doesn't change how many hands you're currently using to hold the weapon.

SHOCK

RUNE 8+

ELECTRICITY MAGICAL

Usage etched onto a weapon

Electric arcs crisscross *shock* weapons, dealing an extra 1d6 electricity damage on a hit. On a critical hit, electricity arcs out to deal an equal amount of electricity damage to up to two other creatures of your choice within 10 feet of the target.

Type *shock*; **Level** 8; **Price** 500 gp

Type *greater shock*; **Level** 15; **Price** 6,500 gp

Electricity damage dealt by this weapon ignores the target's electricity resistance (and the other creatures' on a critical hit).

SHOCKWAVE

RUNE 13

UNCOMMON MAGICAL

Price 3,000 gp

Usage etched onto a bludgeoning melee weapon

Shockwave weapons magically increase their density and momentum when swung, creating a thudding impact on those nearby. Strikes with this weapon deal bludgeoning splash damage equal to the number of weapon damage dice. You're immune to this splash damage.

SPELL RESERVOIR

RUNE 13

UNCOMMON MAGICAL

Price 2,700 gp

Usage etched onto a melee weapon

A *spell reservoir* rune creates a pool of eldritch energy within the etched weapon. A spellcaster can spend 1 minute to cast a spell of 3rd rank or lower into the weapon. The spell must require 2 actions or fewer to cast and must be able to target a creature other than the caster. The spell has no immediate effect—it is instead stored for later.

When you wield a *spell reservoir* weapon, you immediately know the name and rank of the stored spell. A *spell reservoir* weapon found as treasure has a 50% chance of having a spell of the GM's choice stored in it.

Activate—Channeled Release ⬡⬡ (concentrate) **Requirements**

A spell is stored in the weapon; **Effect** Make a Strike with the weapon. You expend the stored spell as part of this Strike; this empties the spell from the weapon and allows a spell to be cast into it again. If the Strike hits, the spell targets the target of the attack. If the spell requires a spell attack roll, the result of your attack roll with the weapon determines the degree of success of the spell, and if the spell requires a saving throw, the DC is 30.

Activate—Safe Release ⬡ (concentrate) **Effect** Harmlessly expend the stored spell. This frees the weapon to have a new spell cast into it.

THUNDERING

RUNE 8+

MAGICAL SONIC

Usage etched onto a weapon

A *thundering* weapon lets out a peal of thunder when it hits, dealing an extra 1d6 sonic damage on a successful Strike. On a critical hit, the target must succeed at a DC 24 Fortitude save or be deafened for 1 minute (or 1 hour on a critical failure).

Type *thundering*; **Level** 8; **Price** 500 gp

Type *greater thundering*; **Level** 15; **Price** 6,500 gp

The save DC is 34, and the deafness is permanent. Sonic damage dealt by this weapon ignores the target's sonic resistance.

UNHOLY

RUNE 11

MAGICAL UNHOLY

Price 1,400 gp

Usage etched onto a weapon that isn't holy

An *unholy* rune instills fiendish power into the etched weapon. Strikes made with it gain the unholy trait and deal an extra 1d4 spirit damage, or an extra 2d4 against a holy target. If you are holy, you are enfeebled 2 while carrying or wielding this weapon.

Activate—Unholy Bloodshed ⬡ (concentrate) **Frequency** once per day; **Trigger** You critically succeed at an attack roll against a holy creature with the weapon; **Effect** The target takes persistent bleed damage equal to 1d8 per weapon damage die of the etched weapon.

Craft Requirements You are unholy.

VITALIZING

RUNE 5+

MAGICAL

Usage etched onto a weapon

A *vitalizing* weapon pulses with vital energy, dealing an extra 1d6 persistent vitality damage to undead. On a critical hit, the undead is also enfeebled 1 until the end of your next turn.

Type *vitalizing*; **Level** 5; **Price** 150 gp

Type *greater vitalizing*; **Level** 14; **Price** 4,300 gp

Increase the persistent vitality damage to 2d6. On a critical hit, the undead creature is enfeebled 1 and stupefied 1 as long as it has the persistent damage from this rune.

VORPAL

RUNE 17

RARE MAGICAL

Price 15,000 gp

Usage etched onto a slashing melee weapon

Originally created as a means of slaying the legendary jabberwock, *vorpal* weapons prove equally effective against nearly any foe with a head.

Activate—Snicker-Snack ⬡ (concentrate, death, incapacitation) **Trigger** You roll a natural 20 on a Strike with the weapon against a creature that has a head, critically succeed, and deal slashing damage; **Effect** The target must succeed at a DC 37 Fortitude save or be decapitated. This kills any creature except ones that don't require a head to live. For creatures with multiple heads, this usually kills the creature only if you sever its last head.

WOUNDING

RUNE 7

MAGICAL

Price 340 gp

Usage etched onto a piercing or slashing melee weapon

Weapons with *wounding* runes are said to thirst for blood. When you hit a creature with a *wounding* weapon, you deal an extra 1d6 persistent bleed damage.

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MAGIC WEAPONS

Weapons can be crafted from precious materials or infused with magic to grant them powerful and unusual abilities.

Precious Material Weapons

Weapons made of precious materials are more expensive and sometimes have special effects. You can make metal weapons out of any of these materials except duskwood, and wooden weapons out of duskwood. To determine the Price of 10 pieces of ammunition, use the base Price for a single weapon, without adding any extra for Bulk.

ADAMANTINE WEAPON

ITEM 11+

UNCOMMON

Usage varies by weapon; **Bulk** varies by weapon

Adamantine weapons have a shiny black appearance and cut through lesser items with ease. They treat any object they hit as if it had half as much Hardness as usual, unless the object's Hardness is greater than that of the adamantite weapon (page 253).

Type standard-grade adamantite weapon; **Level** 11; **Price** 1,400 gp + 140 gp per Bulk; **Craft Requirements** at least 175 gp of adamantite + 17.5 gp per Bulk

Type high-grade adamantite weapon; **Level** 17; **Price** 13,500 gp + 1,350 gp per Bulk; **Craft Requirements** at least 6,750 gp of adamantite + 675 gp per Bulk

COLD IRON WEAPON

ITEM 2+

Usage varies by weapon; **Bulk** varies by weapon

Cold iron weapons deal additional damage to creatures with weakness to cold iron, like demons and fey.

Type low-grade cold iron weapon; **Level** 2; **Price** 40 gp + 4 gp per Bulk; **Craft Requirements** at least 20 sp of cold iron + 2 sp per Bulk

Type standard-grade cold iron weapon; **Level** 10; **Price** 880 gp + 88 gp per Bulk; **Craft Requirements** at least 110 gp of cold iron + 11 gp per Bulk

Type high-grade cold iron weapon; **Level** 16; **Price** 9,000 gp + 900 gp per Bulk; **Craft Requirements** at least 4,500 gp of cold iron + 450 gp per Bulk

DAWSILVER WEAPON

ITEM 11+

UNCOMMON

Usage varies by weapon; **Bulk** varies by weapon

Dawnsilver weapons are slightly lighter than silver. A dawnsilver weapon is 1 Bulk lighter than normal (or light Bulk if its normal Bulk is 1, with no effect on a weapon that normally has light Bulk).

Type standard-grade dawnsilver weapon; **Level** 11; **Price** 1,400 gp + 140 gp per Bulk; **Craft Requirements** at least 175 gp of dawnsilver + 17.5 gp per Bulk

Type high-grade dawnsilver weapon; **Level** 17; **Price** 13,500 gp + 1,350 gp per Bulk; **Craft Requirements** at least 6,750 gp of dawnsilver + 675 gp per Bulk

DUSKWOOD WEAPON

ITEM 11+

UNCOMMON

Usage varies by weapon; **Bulk** varies by weapon

Duskwood weapons are as dark as ebony, with a slight purple tint. A duskwood weapon's Bulk is reduced by 1 (or to light Bulk if its normal Bulk is 1, with no effect on a weapon that normally has light Bulk).

Type standard-grade duskwood weapon; **Level** 11; **Price** 1,400 gp + 140 gp per Bulk; **Craft Requirements** at least 175 gp of duskwood + 17.5 gp per Bulk

Type high-grade duskwood weapon; **Level** 17; **Price** 13,500 gp + 1,350 gp per Bulk; **Craft Requirements** at least 6,750 gp of duskwood + 675 gp per Bulk

ORICALCUM WEAPON

ITEM 18

RARE

Usage varies by weapon; **Bulk** varies by weapon

Orichalcum weapons can have four magic property runes instead of three. Due to orichalcum's temporal properties, etching the *quickstrike* weapon property rune onto an orichalcum weapon costs half the normal Price (though transferring the rune to a weapon made of another material requires you to first pay the remaining Price and then pay the cost to transfer).

Type high-grade orichalcum weapon; **Level** 18; **Price** 22,500 gp + 2,250 gp per Bulk; **Craft Requirements** at least 11,250 gp of orichalcum + 1,125 gp per Bulk

SILVER WEAPON

ITEM 2+

Usage varies by weapon; **Bulk** varies by weapon

Silver weapons deal additional damage to creatures with weakness to silver, like werewolves, and ignore the resistances of some other creatures, like devils.

Type low-grade silver weapon; **Level** 2; **Price** 40 gp + 4 gp per Bulk; **Craft Requirements** at least 20 sp of silver + 2 sp per Bulk

Type standard-grade silver weapon; **Level** 10; **Price** 880 gp + 88 gp per Bulk; **Craft Requirements** at least 110 gp of silver + 11 gp per Bulk

Type high-grade silver weapon; **Level** 16; **Price** 9,000 gp + 900 gp per Bulk; **Craft Requirements** at least 4,500 gp of silver + 450 gp per Bulk

Basic Magic Weapon

Many magic weapons are created by etching runes onto them, as described on page 225. The *magic weapon* stat block covers the Prices and attributes of the most common weapons you can make with only fundamental runes.

MAGIC WEAPON

ITEM 2+

MAGICAL

Usage held in 1 hand

A *magic weapon* is a weapon etched with only fundamental runes. A *weapon potency* rune gives an item bonus to attack rolls with the weapon, and a *striking* rune increases the weapon's number of weapon damage dice.



**BLOODLETTING
KUKRI**



**SEARING
BLADE**



**RETRIBUTION
AXE**



GLOOM BLADE



SKY HAMMER



STORM FLASH

The Prices here are for all types of weapons. You don't need to adjust the Price from a club to a greataxe or the like. These weapons are made of standard materials, not precious materials such as cold iron.

Type +1 weapon; **Level** 2; **Price** 35 gp

This weapon has a +1 *weapon potency* rune (+1 item bonus to attack rolls with the weapon).

Type +1 striking weapon; **Level** 4; **Price** 100 gp

This weapon has a +1 *weapon potency* rune (+1 item bonus to attack rolls with the weapon) and a *striking* rune (one extra damage die).

Type +2 striking weapon; **Level** 10; **Price** 1,000 gp

This weapon has a +2 *weapon potency* rune (+2 item bonus to attack rolls with the weapon) and a *striking* rune (one additional damage die).

Type +2 greater striking weapon; **Level** 12; **Price** 2,000 gp

This weapon has a +2 *weapon potency* rune (+2 item bonus to attack rolls with the weapon) and a *greater striking* rune (two extra damage dice).

Type +3 greater striking weapon; **Level** 16; **Price** 10,000 gp

This weapon has a +3 *weapon potency* rune (+3 item bonus to attack rolls with the weapon) and a *greater striking* rune (two extra damage dice).

Type +3 major striking weapon; **Level** 19; **Price** 40,000 gp

This weapon has a +3 *weapon potency* rune (+3 item bonus to attack rolls with the weapon) and a *major striking* rune (three extra damage dice).

Specific Magic Weapons

These weapons have abilities far different from what can be gained by simply etching runes. A specific magic weapon lists its fundamental runes, which you can upgrade, add, or transfer as normal. You can't etch or transfer any property runes onto a specific weapon that it doesn't already have, and you can't remove its property runes.

BLOODLETTING KUKRI

ITEM 6

UNCOMMON MAGICAL

Price 240 gp

Usage held in 1 hand; **Bulk** L

This +1 *striking kukri* has a crimson blade that shimmers eerily in bright light. On a critical hit, the kukri deals 1d8 persistent bleed damage. If the target didn't already have persistent bleed damage when you scored the critical hit, you also gain 1d8 temporary Hit Points for 1 minute.

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CATERWAUL SLING

ITEM 5

MAGICAL

Price 155 gp

Usage held in 1 hand; Bulk L

Made of shiny brown leather, this +1 *striking sling* has a single white thread interwoven into its cord.

Activate—Unleash Roar ♦♦ (manipulate, sonic) **Frequency** once per day; **Effect** You pull the white thread free, then whirl the sling in circles at high speed. It lets out an ear-piercing wave of sound. Each creature in a 30-foot cone takes 4d6 sonic damage (DC 21 basic Fortitude save). Any creature that fails is deafened for 1 round, or 1 hour on a critical failure.

CHAPLAIN'S CUDGEL

ITEM 9

MAGICAL

Price 650 gp

Usage held in 1 or 2 hands; Bulk 1

This simple wooden +1 *striking mace* transforms in the hands of a wielder with great faith in a deity.

Activate—Bow to a Higher Power ♦ (concentrate) **Requirements** You worship a deity; **Effect** You supplicate yourself to your deity, and the *chaplain's cudgel* becomes a conduit for their power. It transforms into your deity's favored weapon (as the *shifting* rune), and etchings of your deity's religious symbol and other divine depictions spread across the weapon from end to end. This lasts until this activation is used again. While the weapon is attuned to you in this way, you get the following benefits.

- If you have the holy or unholy trait, you can add that trait to Strikes you make with the weapon.
- Whenever you cast a divine spell that takes 2 actions or more to cast, the next Strike you make with this weapon before the end of your next turn gets a status bonus to its damage roll equal to the weapon's number of damage dice. Casting a spell matching the options from your deity's divine font grants this benefit no matter how many actions you spent casting it.

FIGHTER'S FORK

ITEM 3

MAGICAL

Price 50 gp

Usage held in 1 or 2 hands; Bulk 1

This +1 *trident*, usually engraved with a decorative pattern resembling fish scales, is a common weapon among warriors of aquatic ancestries.

Activate—Fluid Length ♦ (manipulate) **Effect** You extend or shorten the trident's haft. When extended, the trident requires two hands to wield and gains the reach trait, but loses the trident's normal thrown trait.

GLOOM BLADE

ITEM 9

MAGICAL

Price 700 gp

Usage held in 1 hand; Bulk L

As black as coal, this blade grows more potent in darkness. While in bright light, it functions as a +1 *shortsword* and doesn't appear to radiate a magic aura to *detect magic* or similar spells unless the spells are 4th rank or higher.

In dim light or darkness, the *gloom blade* becomes a +2 *striking shortsword*. Whenever you use the *gloom blade* to attack a creature you're undetected by, you deal 1d6 additional precision damage.

To upgrade the *gloom blade's* fundamental runes, start with the base +1 *shortsword*, but if you improve it beyond a +2 *striking shortsword*, the runes apply in dim light or darkness as well.

HUNTER'S ANTHEM

ITEM 11

MAGICAL

Price 1,300 gp

Usage held in 1 hand; Bulk 2

This +2 *striking longbow* is carefully handcrafted from a length of flexible green-tinted wood, etched in a variety of runic symbols, and strung with a dawnsilver bowstring. When you shoot the bow in rapid succession, the echoing chords generated by the bowstring form a haunting dirge that evokes the inevitable end of all things. If you have the Hunt Prey class feature, the weapon gains the *thundering* rune on Strikes against your prey.

Activate—Song of the Bow ♦♦ (concentration) **Frequency** once per day; **Effect** You shoot an arrow thrumming with the song of the bow. Make a Strike with the bow that deals damage as normal. As long as the Strike isn't a critical failure, the arrow explodes in a 20-foot emanation around your target, dealing 5d10 sonic damage to creatures in the area, including the target, with a DC 28 basic Fortitude save. Any creature that critically fails is deafened for 1 minute. If any creature in the area is undetected or unnoticed by you, you learn its location, making it hidden to you instead.

ICICLE

ITEM 16

COLD MAGICAL

Price 10,000 gp

Usage held in 2 hands; Bulk 2

This +2 *greater striking greater frost longspear* appears to be a single continuous icicle stretching over 6 feet long. The *icicle* automatically extinguishes non-magical fires in a 20-foot emanation. While wielding it, you gain fire resistance 5.

Activate—Quench Flames ♦♦ (concentrate, manipulate) **Effect** You swing the *icicle* into the area of an ongoing magical fire, and the spear attempts to counteract the fire with a counteract modifier of +27. If it fails, it can't attempt to counteract the same fire again.

Activate—Ice Spike ♦♦ (concentrate, manipulate) **Frequency** once per day; **Effect** The *icicle* grows rapidly, piercing creatures in a 30-foot line. Each creature in the area takes 11d6 cold damage with a DC 35 Reflex save. A creature that fails its save also takes 3d6 persistent bleed damage (double on a critical failure).

RETRIBUTION AXE

ITEM 3

MAGICAL

Price 60 gp

Usage held in 2 hands; Bulk 2

The blade of this +1 *greataxe* bears a design of a human skull. Whenever a creature damages you with an attack, the skull changes its appearance to look like the face of that creature. You gain a +2 circumstance bonus to your next damage roll against that creature before the end of your next turn. Because the face reshapes each time you're damaged, you get the additional damage only if you attack the creature that damaged you most recently.

SEARING BLADE

ITEM 13+

FIRE MAGICAL

Usage held in 1 hand; Bulk 1

This +2 *greater striking flaming longsword* has an ornate brass hilt and a blade shaped like stylized flames. When wielded, the blade projects illumination resembling shimmering firelight, emitting dim light in a 10-foot radius.

Activate—Shoot Fire ◆◆ (concentrate, manipulate) **Effect** You cast the *ignition* cantrip from the sword as a 7th-rank arcane spell, using your melee attack modifier with *searing blade* as your spell attack modifier.

Type *searing blade*; Level 13; Price 2,800 gpType *greater searing blade*; Level 17; Price 13,800 gp

This is a +3 *greater striking greater flaming longsword*. When you activate the sword to cast *ignition*, the spell is 9th rank. This weapon also has the Radiate Flames activation.

Activate—Radiate Flames ◆ (aura, concentrate, fire)

Frequency once per day; **Effect** A 10-foot emanation of flame radiates from the *greater searing blade* for 1 minute.

All weapon and unarmed attacks by you and your allies within the area gain the effect of the *flaming* property rune.

SERPENT DAGGER

ITEM 5

MAGICAL POISON

Price 150 gp

Usage held in 1 hand; Bulk L

The serrated blade of this +1 *striking dagger* has a greenish tinge, and the hilt is sculpted to look like the head of a serpent about to strike. When you critically succeed at an attack roll with the *serpent dagger*, the target becomes sickened 1 unless it succeeds at a DC 19 Fortitude save. This is a poison effect. In addition, you can activate the dagger to poison a creature with a more potent poison.

Activate—Drip Poison ◆ (manipulate) **Frequency** once per day; **Trigger** You damage a creature with the *serpent dagger*;

Effect You poison the creature you hit with dagger venom.

Dagger Venom (poison) **Saving Throw** DC 21 Fortitude;

Maximum Duration 4 rounds; **Stage 1** 1d8 poison damage and enfeebled 1

SKY HAMMER

ITEM 20

RARE MAGICAL

Price 70,000 gp

Usage held in 1 hand; Bulk 1

The sturdy head of this +3 *major striking flaming shock orichalcum warhammer* is shaped like a blazing comet.

Activate—Comet Fall ⤵ (concentration) **Trigger** Your attack roll with the *sky hammer* is a critical success; **Effect** A 6th-rank arcane *fireball* spell explodes, centered on the *sky hammer*. The spell DC is 45. You are immune to the *fireball*'s effect, though your allies are not.

Craft Requirements Supply a casting of *fireball* (6th rank), and the initial raw materials must include 12,375 gp of orichalcum.

STORM FLASH

ITEM 14+

ELECTRICITY MAGICAL

Usage held in 1 hand; Bulk 1

This +2 *greater striking shock rapier* has a golden blade, and miniature electric arcs flash across its guard while it's wielded. When out of its sheath under an open sky, the blade causes storm clouds to gather slowly above.

Activate—Lightning Stab ⤵⤵ (concentrate, manipulate)

Frequency once per day; **Effect** You cast a 6th-rank *lightning bolt* (DC 33).

Activate—Divert Lightning ⤵ (concentrate) **Frequency** once per 10 minutes; **Trigger** An electricity effect targets you or a creature within 10 feet of you, or has you or a creature within 10 feet of you in its area; **Effect** You try to divert the electricity off course, to be absorbed by *storm flash*. Choose one eligible creature to protect and roll a melee attack roll against the DC of the electricity effect. If you succeed, the chosen creature takes no electricity damage from the triggering effect.

Type *storm flash*; Level 14; Price 4,000 gpType *greater storm flash*; Level 18; Price 21,000 gp

This is a +3 *greater striking greater shock rapier*. When activating the sword to cast *lightning bolt*, the spell is 8th rank (DC 38).

TWINING STAFF

ITEM 6

MAGICAL WOOD

Price 250 gp

Usage held in 1 or 2 hands; Bulk – to 2

Appearing to be just a small, flat disk made of twigs, this item can grow and shrink. Once formed, this oak staff is carved with twisting patterns along its length.

Activate—Form Staff ◆ (manipulate) **Effect** You cause the twigs to rapidly grow or contract, reshaping into a +1 *striking staff*, a +1 *striking bo staff*, or its disk form. In its disk form, it has negligible Bulk and must be held in one hand to be activated. In the other forms, it has the same Bulk as a normal weapon of its type. You can switch your grip as part of the activation.

When you expand the item, you can use the force of the expansion to High Jump or to try to Force Open a door or the like by wedging the disk into a gap before activation. The staff makes the Athletics check with a +15 modifier.

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ALCHEMY

Alchemical items are not magical. They instead use the properties of volatile chemicals, exotic minerals, potent plants, and other substances, collectively referred to as alchemical reagents. As such, alchemical items don't radiate magical auras, and they can't be dismissed or affected by dispel magic. Their effects last for a set amount of time or until they are countered in some way, typically physically.

Sometimes the reactions of alchemical reagents create effects that seem magical, and at other times they straddle the line between purely reactive and the inexplicable. Alchemists can infuse reagents with some of their own essence, allowing them to efficiently create short-lived alchemical items at no monetary cost. Even in these cases, alchemical items don't radiate magic auras, instead using the alchemist's infused essence as one additional catalyst for the item's alchemical effects.

Rules for creating alchemical items are found in the Craft activity (*Player Core* 236), and you must have the Alchemical Crafting skill feat to use Crafting to create alchemical items. Critically failing a Crafting check to make alchemical items often causes a dangerous effect, such as an explosion for a bomb or accidental exposure for a poison, in addition to losing some of the materials. Some alchemical items have additional requirements beyond those stated in the Craft activity; these items list their requirements in a Craft Requirements entry.

All alchemical items have the alchemical trait. Most also have the consumable trait, which means that the item is used up once activated. The bomb, elixir, and poison traits indicate special categories of alchemical items, each of which is described on the following pages. Alchemical items without any of these traits are called alchemical tools and are described further on page 248.

ALCHEMICAL BOMBS

An alchemical bomb combines volatile components that explode when the bomb hits a creature or object. Most alchemical bombs deal damage, though some produce other effects. Bombs have the bomb trait.

Bombs are martial thrown weapons with a range increment of 20 feet. When you throw a bomb, you make a weapon attack roll against the target's AC, as you would for any other weapon. It takes one hand to draw, prepare, and throw a bomb. The bomb is activated when thrown as a Strike—you don't have to activate it separately. As consumables, bombs can't have runes etched onto them, have talismans attached to them, or benefit from runes granted in other ways (such as from spells or from items that replicate runes from other items). Spells and magic items that give you a bonus to all your attacks (or to all thrown weapons, for example) can still apply to them.

Splash Trait

Most bombs also have the splash trait. When you use a thrown weapon with the splash trait, you don't add your Strength modifier to the damage roll. If an attack with a splash weapon fails, succeeds, or critically succeeds, all creatures within 5 feet of the target (including the target) take the listed splash damage. On a critical failure, the bomb misses entirely, dealing no damage. Add splash damage together with the initial damage against the target before applying the target's resistance or weakness. You don't multiply splash damage on a critical hit.

For example, if you throw a lesser acid flask and hit your target, that creature takes 1 acid damage, 1d6 persistent acid damage, and 1 acid splash damage. All other creatures within 5 feet of it take 1 acid splash damage. On a critical hit, the target takes 2 acid damage and 2d6 persistent acid damage, but the splash damage is still 1. If you miss, the target and all creatures within 5 feet take only 1 splash damage. If you critically fail, no one takes any damage.

ACID FLASK

ITEM 1+

ACID ALCHEMICAL BOMB CONSUMABLE SPLASH

Usage held in 1 hand; Bulk L

Activate ♦ Strike

This flask filled with corrosive acid deals 1 acid damage, the listed persistent acid damage, and the listed acid splash damage. Many types grant an item bonus to attack rolls.

Type lesser; Level 1; Price 3 gp

The bomb deals 1d6 persistent acid damage and 1 acid splash damage.

Type moderate; Level 3; Price 10 gp

You gain a +1 item bonus to attack rolls. The bomb deals 2d6 persistent acid damage and 2 acid splash damage.

Type greater; Level 11; Price 250 gp

You gain a +2 item bonus to attack rolls. The bomb deals 3d6 persistent acid damage and 3 acid splash damage.

Type major; Level 17; Price 2,500 gp

You gain a +3 item bonus to attack rolls. The bomb deals 4d6 persistent acid damage and 4 acid splash damage.

ALCHEMIST'S FIRE

ITEM 1+

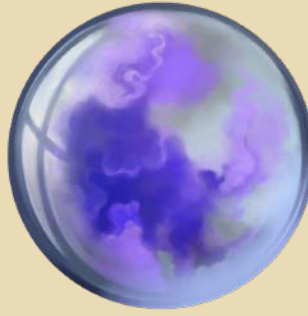
ALCHEMICAL BOMB CONSUMABLE FIRE SPLASH

Usage held in 1 hand; Bulk L

Activate ♦ Strike



ACID FLASK

ALCHEMIST'S
FIREDREAD
AMPOULE

GLUE BOMB

Alchemist's fire is a combination of volatile liquids that ignite when exposed to air. Alchemist's fire deals the listed fire damage, persistent fire damage, and splash damage. Many types grant an item bonus to attack rolls.

Type lesser; **Level** 1; **Price** 3 gp

The bomb deals 1d8 fire damage, 1 persistent fire damage, and 1 fire splash damage.

Type moderate; **Level** 3; **Price** 10 gp

You gain a +1 item bonus to attack rolls. The bomb deals 2d8 fire damage, 2 persistent fire damage, and 2 fire splash damage.

Type greater; **Level** 11; **Price** 250 gp

You gain a +2 item bonus to attack rolls. The bomb deals 3d8 fire damage, 3 persistent fire damage, and 3 fire splash damage.

Type major; **Level** 17; **Price** 2,500 gp

You gain a +3 item bonus to attack rolls. The bomb deals 4d8 fire damage, 4 persistent fire damage, and 4 fire splash damage.

DREAD AMPOULE

ITEM 1+

ALCHEMICAL BOMB CONSUMABLE EMOTION FEAR MENTAL POISON SPLASH

Usage held in 1 hand; **Bulk** L

Activate ◆ Strike

This flask is filled with a murky purple gas that briefly interferes with normal brain activity. A dread ampoule deals the listed mental damage and mental splash damage. On a hit, the target becomes frightened 1, or frightened 2 on a critical hit. Many types also grant an item bonus to attack rolls.

Type lesser; **Level** 1; **Price** 3 gp

The bomb deals 1d6 mental damage and 1 mental splash damage.

Type moderate; **Level** 3; **Price** 10 gp

You gain a +1 item bonus to attack rolls. The bomb deals 2d6 mental damage and 2 mental splash damage.

Type greater; **Level** 11; **Price** 300 gp

You gain a +2 item bonus to attack rolls. The bomb deals 3d6 mental damage and 3 mental splash damage.

Type major; **Level** 17; **Price** 3,000 gp

You gain a +3 item bonus to attack rolls. The bomb deals 4d6 mental damage and 4 mental splash damage.

GLUE BOMB

ITEM 1+

ALCHEMICAL BOMB CONSUMABLE

Usage held in 1 hand; **Bulk** L

Activate ◆ Strike

A glue bomb is a harmless explosive mechanism bursting with sticky substances. When you hit a creature with a glue bomb, that creature takes a status penalty to its Speeds for 1 minute. Many types of glue bomb also grant an item bonus on attack rolls.

On a critical hit, a creature in contact with a solid surface becomes stuck to the surface and immobilized for 1 round, and a creature flying via wings has its wings tangled, causing it to fall safely to the ground and become unable to Fly again for 1 round. Glue bombs are not effective when used on a creature that is in water.

The target can end any effects by Escaping or spending a total of 3 Interact actions to carefully remove the sticky substances. These Interact actions don't have to be consecutive, and other creatures can provide the actions as well.

Type lesser; **Level** 1; **Price** 3 gp

The target takes a -10-foot penalty, and the Escape DC is 17.

Type moderate; **Level** 3; **Price** 10 gp

You gain a +1 item bonus to attack rolls, the target takes a -15-foot penalty, and the Escape DC is 19.

Type greater; **Level** 11; **Price** 250 gp

You gain a +2 item bonus to attack rolls, the target takes a -15-foot penalty, and the Escape DC is 28.

Type major; **Level** 17; **Price** 2,500 gp

You gain a +3 item bonus to attack rolls, the target takes a -20-foot penalty, and the Escape DC is 37.

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ALCHEMICAL ELIXIRS

Elixirs are alchemical liquids that are used by drinking them. They have the elixir trait. These potent concoctions grant the drinker some alchemical benefits.

Activating Elixirs

You usually Interact to activate an elixir as you drink it or feed it to another creature. You can feed an elixir only to a creature within reach that is either willing or unable to prevent you from doing so. You usually need only one hand to consume an elixir or feed it to another creature.

ANTIDOTE

ITEM 1+

ALCHEMICAL CONSUMABLE ELIXIR HEALING

Usage held in 1 hand; **Bulk** L

Activate ◆ (manipulate)

An antidote protects you against toxins. Upon drinking an antidote, you gain an item bonus to Fortitude saving throws against poisons for 6 hours.

Type lesser; **Level** 1; **Price** 3 gp

You gain a +2 item bonus.

Type moderate; **Level** 6; **Price** 35 gp

You gain a +3 item bonus.

Type greater; **Level** 10; **Price** 160 gp

You gain a +4 item bonus.

Type major; **Level** 14; **Price** 675 gp

You gain a +4 item bonus, and when you drink the antidote, you can immediately attempt a save against one poison of 14th level or lower affecting you. If you succeed, the poison is neutralized.

ANTIPLAGUE

ITEM 1+

ALCHEMICAL CONSUMABLE ELIXIR HEALING

Usage held in 1 hand; **Bulk** L

Activate ◆ (manipulate)

Antiplague can fortify the body's defenses against diseases. Upon drinking an antiplague, you gain an item bonus to Fortitude saving throws against diseases for 24 hours; this applies to your daily save against a disease's progression.

Type lesser; **Level** 1; **Price** 3 gp

You gain a +2 item bonus.

Type moderate; **Level** 6; **Price** 35 gp

You gain a +3 item bonus.

Type greater; **Level** 10; **Price** 160 gp

You gain a +4 item bonus.

Type major; **Level** 14; **Price** 675 gp

You gain a +4 item bonus, and when you drink the antiplague, you can immediately attempt a saving throw against one disease of 14th level or lower affecting you. If you succeed, you are cured of the disease.

BOMBER'S EYE ELIXIR

ITEM 4+

ALCHEMICAL CONSUMABLE ELIXIR

Usage held in 1 hand; **Bulk** L

Activate ◆ (manipulate)

This tincture lets you pinpoint your foes. For the next 5 minutes, your alchemical bomb Strikes reduce the circumstance bonus to AC your targets gain from cover.

Type lesser; **Level** 4; **Price** 14 gp

Reduce your targets' circumstance bonus by 1.

Type greater; **Level** 14; **Price** 700 gp

Reduce your targets' circumstance bonus by 2.

BRAVO'S BREW

ITEM 2+

ALCHEMICAL CONSUMABLE ELIXIR MENTAL

Usage held in 1 hand; **Bulk** L

Activate ◆ (manipulate)

This flask of foaming beer grants courage. For the next hour after drinking this elixir, you gain an item bonus to Will saves, which is greater when attempting Will saves against fear.

Type lesser; **Level** 2; **Price** 7 gp

The bonus on Will saves is +1, or +2 against fear.

Type moderate; **Level** 10; **Price** 150 gp

The bonus on Will saves is +2, or +3 against fear.

Type greater; **Level** 15; **Price** 700 gp

The bonus on Will saves is +3, or +4 against fear. If you roll a success on a save against fear, you get a critical success instead.

CAT'S EYE ELIXIR

ITEM 2

ALCHEMICAL CONSUMABLE ELIXIR

Price 7 gp

Usage held in 1 hand; **Bulk** L

Activate ◆ (manipulate)

After you consume this elixir, your vision sharpens and you become sensitive to even the most minute movements. For the next minute, you reduce the flat check to target hidden creatures to 5, and you don't need to attempt a flat check to target concealed creatures. These benefits apply only against creatures within 30 feet of you.

CHEETAH'S ELIXIR

ITEM 1+

ALCHEMICAL CONSUMABLE ELIXIR

Usage held in 1 hand; **Bulk** L

Activate ◆ (manipulate)

Enzymatic compounds in this elixir strengthen and excite the muscles in your legs. You gain a status bonus to your Speed for the listed duration.

Type lesser; **Level** 1; **Price** 3 gp

The bonus is +5 feet, and the duration is 1 minute.

Type moderate; **Level** 5; **Price** 25 gp

The bonus is +10 feet, and the duration is 10 minutes.

Type greater; **Level** 9; **Price** 110 gp

The bonus is +10 feet, and the duration is 1 hour.

DARKVISION ELIXIR

ITEM 2+

ALCHEMICAL CONSUMABLE ELIXIR

Usage held in 1 hand; **Bulk** L

Activate ◆ (manipulate)

After you drink this elixir, your sight becomes sharper in darkness. You gain darkvision for the listed duration.

Type lesser; **Level** 2; **Price** 6 gp



ANTIPLAGUE

CHEETAH'S
ELIXIRELIXIR OF
LIFESEA TOUCH
ELIXIR

BOMBER'S EYE ELIXIR

EAGLE-EYE
ELIXIR

MISTFORM ELIXIR



STONE FIST ELIXIR

The duration is 10 minutes.

Type moderate; **Level** 4; **Price** 11 gp

The duration is 1 hour.

Type greater; **Level** 8; **Price** 90 gp

The duration is 24 hours.

EAGLE-EYE ELIXIR

ITEM 1+

ALCHEMICAL CONSUMABLE ELIXIR

Usage held in 1 hand; **Bulk** L

Activate ◆ (manipulate)

After you drink this elixir, you notice subtle visual details. For the next hour, you gain an item bonus to Perception checks that is greater when attempting to find secret doors and traps.

Type lesser; **Level** 1; **Price** 4 gp

The bonus is +1, or +2 to find secret doors and traps.

Type moderate; **Level** 5; **Price** 27 gp

The bonus is +2, or +3 to find secret doors and traps.

Type greater; **Level** 10; **Price** 200 gp

The bonus is +3, or +4 to find secret doors and traps.

Type major; **Level** 16; **Price** 2,000 gp

The bonus is +3, or +4 to find secret doors and traps. Each time you pass within 10 feet of a secret door or trap, the GM automatically rolls a secret check for you to find it.

ELIXIR OF LIFE

ITEM 1+

ALCHEMICAL CONSUMABLE ELIXIR HEALING

Usage held in 1 hand; **Bulk** L

Activate ◆ (manipulate)

Elixirs of life accelerate a living creature's natural healing processes and immune system. Upon drinking this elixir, you regain the listed number of Hit Points and gain an item bonus to saving throws against diseases and poisons for 10 minutes.

Type minor; **Level** 1; **Price** 3 gp

The elixir restores 1d6 Hit Points, and the bonus is +1.

Type lesser; **Level** 5; **Price** 30 gp

The elixir restores 3d6+6 Hit Points, and the bonus is +1.

Type moderate; **Level** 9; **Price** 150 gp

The elixir restores 5d6+12 Hit Points, and the bonus is +2.

Type greater; **Level** 13; **Price** 600 gp

The elixir restores 7d6+18 Hit Points, and the bonus is +2.

Type major; **Level** 15; **Price** 1,300 gp

The elixir restores 8d6+21 Hit Points, and the bonus is +3.

Type true; **Level** 19; **Price** 8,000 gp

The elixir restores 10d6+27 Hit Points, and the bonus is +4.

MISTFORM ELIXIR

ITEM 4+

ALCHEMICAL CONSUMABLE ELIXIR ILLUSION VISUAL

Usage held in 1 hand; **Bulk** L

Activate ◆ (manipulate)

A faint mist emanates from your skin, making you concealed for the listed duration. As usual, if you become concealed when your position is still obvious, you can't use this concealment to Hide or Sneak.

Type lesser; **Level** 4; **Price** 18 gp

The duration is 3 rounds.

Type moderate; **Level** 6; **Price** 56 gp

The duration is 1 minute.

Type greater; **Level** 10; **Price** 180 gp

The duration is 5 minutes.

SEA TOUCH ELIXIR

ITEM 5+

ALCHEMICAL CONSUMABLE ELIXIR POLYMORPH

Usage held in 1 hand; **Bulk** L

Activate ◆ (manipulate)

This briny concoction alters the skin on your hands and feet. The spaces between your fingers and toes become webbed, granting you a swim Speed of 20 feet for the listed duration.

Type lesser; **Level** 5; **Price** 22 gp

The duration is 10 minutes.

Type moderate; **Level** 12; **Price** 300 gp

The duration is 1 hour, and you can breathe underwater.

Type greater; **Level** 15; **Price** 920 gp

The duration is 24 hours, and you can breathe underwater.

STONE FIST ELIXIR

ITEM 4

ALCHEMICAL CONSUMABLE ELIXIR MORPH

Price 13 gp

Usage held in 1 hand; **Bulk** L

Activate ◆ (manipulate)

Your fists become hard as stone. For 1 hour, your fists deal 1d6 bludgeoning damage and lose the nonlethal trait.

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ALCHEMICAL POISONS

Alchemical poisons are potent toxins distilled or extracted from natural sources and made either stronger or easier to administer. Each poison's stat block includes the Price and features for a single dose. Poison doses are typically kept in a vial or some other type of safe and secure container.

Applying alchemical poisons uses Interact actions. A poison typically requires one hand to pour into food or scatter in the air. Applying a poison to a weapon or another item requires two hands, with one hand holding the weapon or item. The Usage entry for a poison indicates the number of hands needed for a typical means of application, but the GM might determine that using poisons in other ways functions differently.

The full rules for how poisons and other afflictions work are on page 430 of *Player Core*. A creature attempts the listed saving throw as soon as it's exposed to the poison; on a failed save, the creature advances to Stage 1 of the poison after any listed onset time elapses.

Virulent Poisons: Some poisons have the virulent trait. You must succeed at two consecutive saves to reduce a virulent affliction's stage by 1. A critical success reduces a virulent affliction's stage by only 1 instead of by 2.

Method of Exposure

Each alchemical poison has one of the following traits, which define how a creature can be exposed to that poison.

Contact: A contact poison is activated by applying it to an item or directly onto a living creature's skin. The first creature to touch the affected item must attempt a saving throw against the poison; if the poison is applied directly, the creature must attempt a saving throw immediately when the poison touches its skin. Contact poisons are infeasible to apply to a creature via a weapon attack due to the logistics of delivering them without poisoning yourself. Typically, the onset time of a contact poison is 1 minute.

Ingested: An ingested poison is activated by applying it to food or drink to be consumed by a living creature, or by placing it directly into a living creature's mouth. A creature attempts a saving throw against such a poison when it consumes the poison or the food or drink treated with the poison. The onset time of ingested poisons typically ranges anywhere from 1 minute to 1 day.

Inhaled: An inhaled poison is activated by unleashing it from its container. Once unleashed, the poison creates a cloud filling a 10-foot cube lasting for 1 minute or until a strong wind dissipates the cloud. Every creature entering this cloud is exposed to the poison and must attempt a saving throw against it; a creature aware of the poison before entering the cloud can use a single action to hold its breath and gain a +2 circumstance bonus to the saving throw for 1 round.

Injury: An injury poison is activated by applying it to a weapon or ammunition, and it affects the target of the first Strike made using the poisoned item. If that Strike

is a success and deals piercing or slashing damage, the target must attempt a saving throw against the poison. On a failed Strike, the target is unaffected, but the poison remains on the weapon and you can try again. On a critical failure, or if the Strike fails to deal slashing or piercing damage for some other reason, the poison is spent but the target is unaffected.

ARSENIC

ITEM 1

ALCHEMICAL CONSUMABLE INGESTED POISON

Price 3 gp

Usage held in 1 hand; Bulk L

Activate ♦ Interact

This toxin is a compound of arsenic and other substances. You can't reduce your sickened condition while affected.

Saving Throw DC 18 Fortitude; **Onset** 10 minutes; **Maximum Duration** 5 minutes; **Stage 1** 1d4 poison damage and sickened 1 (1 minute); **Stage 2** 1d6 poison damage and sickened 2 (1 minute); **Stage 3** 1d8 poison damage and sickened 3 (1 minute)

BLACK ADDER VENOM

ITEM 2

ALCHEMICAL CONSUMABLE INJURY POISON

Price 6 gp

Usage held in 2 hands; Bulk L

Activate ♦♦ Interact

Adder venom is a simple but effective way to enhance a weapon.

Saving Throw DC 18 Fortitude; **Maximum Duration** 3 rounds; **Stage 1** 1d4 poison damage (1 round); **Stage 2** 1d6 poison damage (1 round); **Stage 3** 1d8 poison damage (1 round)

BLACK LOTUS EXTRACT

ITEM 19

ALCHEMICAL CONSUMABLE CONTACT POISON VIRULENT

Price 6,500 gp

Usage held in 1 hand; Bulk L

Activate ♦ Interact

Black lotus extract causes severe internal bleeding.

Saving Throw DC 42 Fortitude; **Onset** 1 minute; **Maximum Duration** 6 rounds; **Stage 1** 13d6 poison damage and drained 1 (1 round); **Stage 2** 15d6 poison damage and drained 1 (1 round); **Stage 3** 17d6 poison damage and drained 2 (1 round)

BLIGHTBURN RESIN

ITEM 11

ALCHEMICAL CONSUMABLE CONTACT POISON

Price 225 gp

Usage held in 2 hands; Bulk L

Activate ♦ Interact

This tacky, hardened sap is harvested from trees infected by fungal blights and exposed to open flames.

Saving Throw DC 30 Fortitude; **Onset** 1 minute; **Maximum Duration** 6 rounds; **Stage 1** 6d6 poison damage (1 round); **Stage 2** 7d6 poison damage (1 round); **Stage 3** 9d6 poison damage (1 round)

BRIMSTONE FUMES

ITEM 16

ALCHEMICAL CONSUMABLE INHALED POISON

Price 1,500 gp



**BRIMSTONE
FUMES**



**GIANT SCORPION
VENOM**



SLUMBER WINE



WOLFSBANE

Usage held in 1 hand; **Bulk** L

Activate ♦ Interact

Fumes from the forges of Hell drain health and strength alike.

Saving Throw DC 36 Fortitude; **Onset** 1 round; **Maximum Duration** 6 rounds; **Stage 1** 7d8 poison damage and enfeebled 1 (1 round); **Stage 2** 8d8 poison damage and enfeebled 2 (1 round); **Stage 3** 10d8 poison damage and enfeebled 3 (1 round)

DEATHCAP POWDER

ITEM 13

ALCHEMICAL CONSUMABLE INGESTED POISON

Price 450 gp

Usage held in 1 hand; **Bulk** L

Activate ♦ Interact

The toxic deathcap mushroom can be dried, ground, and treated to form a flavorless powder with accelerated effects.

Saving Throw DC 33 Fortitude; **Onset** 10 minutes; **Maximum Duration** 6 minutes; **Stage 1** 7d8 poison damage (1 minute); **Stage 2** 9d6 poison damage and sickened 2 (1 minute); **Stage 3** 8d10 poison damage and sickened 3 (1 minute)

FEARFLOWER NECTAR

ITEM 4

ALCHEMICAL CONSUMABLE INJURY POISON

Price 16 gp

Usage held in 2 hands; **Bulk** L

Activate ♦♦ Interact

The nectar of a night-blooming desert flower attacks a victim's central nervous system and causes feelings of panic.

Saving Throw DC 21 Fortitude; **Maximum Duration** 6 rounds; **Stage 1** 1d6 poison damage and frightened 1 (1 round); **Stage 2** 1d6 poison damage and frightened 2 (1 round); **Stage 3** 1d6 poison damage and frightened 3 (1 round)

GIANT CENTIPEDE VENOM

ITEM 1

ALCHEMICAL CONSUMABLE INJURY POISON

Price 4 gp

Usage held in 2 hands; **Bulk** L

Activate ♦♦ Interact

Giant centipede venom causes severe muscle stiffness.

Saving Throw DC 17 Fortitude; **Maximum Duration** 6 rounds; **Stage 1** 1d4 poison damage (1 round); **Stage 2** 1d4 poison damage and fatigued (1 round); **Stage 3** 1d4 poison damage, clumsy 1, and fatigued (1 round)

GIANT SCORPION VENOM

ITEM 6

ALCHEMICAL CONSUMABLE INJURY POISON

Price 40 gp

Usage held in 2 hands; **Bulk** L

Activate ♦♦ Interact

Scorpion venom is excruciating and its effects are somewhat debilitating.

Saving Throw DC 22 Fortitude; **Maximum Duration** 6 rounds; **Stage 1** 2d6 poison damage and enfeebled 1 (1 round); **Stage 2** 2d8 poison damage and enfeebled 1 (1 round); **Stage 3** 2d10 poison damage and enfeebled 2 (1 round)

GRAVEROOT

ITEM 3

ALCHEMICAL CONSUMABLE INJURY POISON

Price 10 gp

Usage held in 2 hands; **Bulk** L

Activate ♦♦ Interact

The opaque white sap from the graveroot shrub clouds the mind.

Saving Throw DC 19 Fortitude; **Maximum Duration** 4 rounds; **Stage 1** 1d8 poison damage (1 round); **Stage 2** 1d10 poison damage and stupefied 1 (1 round); **Stage 3** 2d6 poison damage and stupefied 2 (1 round)

HEMLOCK

ITEM 17

ALCHEMICAL CONSUMABLE INGESTED POISON

Price 2,250 gp

Usage held in 1 hand; **Bulk** L

Activate ♦ Interact

Concentrated hemlock is a particularly deadly toxin that halts muscle action—including that of the victim's heart.

Saving Throw DC 38 Fortitude; **Onset** 30 minutes; **Maximum Duration** 60 minutes; **Stage 1** 16d6 poison damage and

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enfeebled 2 (10 minutes); **Stage 2** 17d6 poison damage and enfeebled 3 (10 minutes); **Stage 3** 16d6 poison damage and enfeebled 4 (10 minutes)

LETHARGY POISON

ITEM 2

ALCHEMICAL CONSUMABLE INCAPACITATION INJURY POISON SLEEP

Price 7 gp

Usage held in 2 hands; Bulk L

Activate ♦♦ Interact

Lethargy poison is commonly used in hit-and-run tactics by attackers who want their victims alive; the ambusher retreats until the poison sets in and the victim falls unconscious. Further exposure to lethargy poison does not require the target to attempt additional saving throws; only failing a saving throw against an ongoing exposure can progress its stage.

Saving Throw DC 18 Fortitude; **Maximum Duration** 4 hours;

Stage 1 slowed 1 (1 round); **Stage 2** slowed 1 (1 minute);

Stage 3 unconscious with no Perception check to wake up (1 round); **Stage 4** unconscious with no Perception check to wake up (1d4 hours)

MINDFOG MIST

ITEM 15

ALCHEMICAL CONSUMABLE INHALED POISON

Price 1,000 gp

Usage held in 1 hand; Bulk L

Activate ♦ Interact

Mindfog mist can be used to undermine spellcasters, as its effect on a victim's mental faculties is swift and powerful.

Saving Throw DC 35 Fortitude; **Onset** 1 round; **Maximum**

Duration 6 rounds; **Stage 1** stupefied 2 (1 round); **Stage 2** confused and stupefied 3 (1 round); **Stage 3** confused and stupefied 4 (1 round)

SLUMBER WINE

ITEM 12

ALCHEMICAL CONSUMABLE INGESTED POISON SLEEP

Price 325 gp

Usage held in 1 hand; Bulk L

Activate ♦ Interact

Slumber wine sees its greatest use in games of intrigue, where an absence can be more devastating than injury. Characters unconscious from slumber wine can't wake up by any means while the poison lasts, don't need to eat or drink while unconscious in this way, and appear to be recently dead unless an examiner succeeds at a DC 40 Medicine check.

Saving Throw DC 32 Fortitude; **Onset** 1 hour; **Maximum**

Duration 7 days; **Stage 1** unconscious (1 day); **Stage 2** unconscious (2 days); **Stage 3** unconscious (3 days)

SPIDER ROOT

ITEM 9

ALCHEMICAL CONSUMABLE CONTACT POISON

Price 110 gp

Usage held in 2 hands; Bulk L

Activate ♦ Interact

A paste made by mashing the fine, threadlike roots of a certain creeper vine, spider root renders a victim clumsy and maladroit.

Saving Throw DC 28 Fortitude; **Onset** 1 minute; **Maximum** **Duration** 6 minutes; **Stage 1** 3d6 poison damage and clumsy 1 (1 minute); **Stage 2** 4d6 poison damage and clumsy 2 (1 minute); **Stage 3** 6d6 poison damage and clumsy 3 (1 minute)

SPIDER VENOM

ITEM 5

ALCHEMICAL CONSUMABLE INJURY POISON

Price 25 gp

Usage held in 2 hands; Bulk L

Activate ♦♦ Interact

This venom erodes its target's defenses, aiding the spider in securing prey.

Saving Throw DC 22 Fortitude; **Maximum Duration** 6 rounds;

Stage 1 1d10 poison damage and sickened 1 (1 round);

Stage 2 1d12 poison damage, clumsy 1, and sickened 2 (1 round); **Stage 3** 2d6 poison damage, clumsy 2, and sickened 3 (1 round)

TEARS OF DEATH

ITEM 20

ALCHEMICAL CONSUMABLE CONTACT POISON VIRULENT

Price 12,000 gp

Usage held in 2 hands; Bulk L

Activate ♦ Interact

Tears of death are among the most powerful of alchemical poisons, distilled from extracts of five other deadly poisons in just the right ratios.

Saving Throw DC 44 Fortitude; **Onset** 1 minute; **Maximum**

Duration 10 minutes; **Stage 1** 20d6 poison damage and paralyzed (1 round); **Stage 2** 22d6 poison damage and paralyzed (1 minute); **Stage 3** 24d6 poison damage and paralyzed (1 minute)

WOLFSBANE

ITEM 10

ALCHEMICAL CONSUMABLE INGESTED POISON

Price 155 gp

Usage held in 1 hand; Bulk L

Activate ♦ Interact

Wolfsbane appears in folklore for its link to werereatures. If you are afflicted with the curse of a werereature and survive stage 3 of wolfsbane, you're immediately cured of the curse.

Saving Throw DC 30 Fortitude; **Onset** 10 minutes; **Maximum**

Duration 6 minutes; **Stage 1** 3d10 poison damage (1 minute); **Stage 2** 4d10 poison damage (1 minute); **Stage 3** 5d10 poison damage (1 minute)

WYVERN POISON

ITEM 8

ALCHEMICAL CONSUMABLE INJURY POISON

Price 80 gp

Usage held in 2 hands; Bulk L

Activate ♦♦ Interact

Properly harvested and preserved, the poison from a wyvern's sting is effective and direct.

Saving Throw DC 26 Fortitude; **Maximum Duration** 6 rounds;

Stage 1 3d6 poison damage (1 round); **Stage 2** 3d8 poison damage (1 round); **Stage 3** 3d10 poison damage (1 round)

ALCHEMICAL TOOLS

Alchemical tools are consumable items you don't drink.

GLOW ROD

ITEM 1

ALCHEMICAL CONSUMABLE LIGHT

Price 3 gp

Usage held in 1 hand; Bulk L

Activate \blacklozenge (manipulate)

This 1-foot-long, gold-tipped rod glows after it's struck on a hard surface. For the next 6 hours, it sheds bright light in a 20-foot radius (and dim light to the next 40 feet).

MATCHSTICK

ITEM 1

ALCHEMICAL CONSUMABLE FIRE

Price 2 sp

Usage held in 1 hand; Bulk –

Activate \blacklozenge (manipulate)

An alchemical substance applied to one end of this tiny wooden stick ignites when struck against a rough surface. Creating a flame with a matchstick is much faster than creating a flame with flint and steel. You can ignite the matchstick and touch it to a flammable object as part of the same Interact action.

SILVER SALVE

ITEM 2

ALCHEMICAL CONSUMABLE

Price 6 gp

Usage held in 2 hands; Bulk L

Activate \blacklozenge (manipulate)

You can slather this silvery paste onto one melee weapon, one thrown weapon, or 10 pieces of ammunition. Silver salve spoils quickly, so once you open a vial, you must use it all at

once, rather than saving it. For the next hour, the weapon or ammunition counts as silver instead of its normal material (such as cold iron) for any physical damage it deals.

SMOKE BALL

ITEM 1+

ALCHEMICAL CONSUMABLE

Usage held in 2 hands; Bulk L

Activate \blacklozenge (manipulate)

Upon smashing this ball on the ground, you instantly create a screen of thick, opaque smoke in a burst centered on one corner of your space. All creatures within that area are concealed, and all other creatures are concealed to them. The smoke lasts for 1 minute or until dispersed by a strong wind.

Type lesser; Level 1; Price 3 gp

The radius of the burst is 5 feet.

Type greater; Level 7; Price 53 gp

The radius of the burst is 20 feet.

SNAKE OIL

ITEM 1

ALCHEMICAL CONSUMABLE

Price 2 gp

Usage held in 2 hands; Bulk L

Activate \blacklozenge (manipulate)

You can apply snake oil onto a wound or other outward symptom of an affliction or condition (such as sores from a disease or discoloration from a poison). For the next hour, the symptom disappears and the wounded or afflicted creature doesn't feel as if it still has the wound or affliction, though all effects remain. A creature can uncover the ruse by succeeding at a DC 17 Perception check, but only if it uses a Seek action to specifically examine the snake oil's effects.



GLOW ROD



MATCHSTICK



SILVER SALVE



SNAKE OIL

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MATERIALS

Most items are made from readily available materials—usually leather, wood, or steel—but some weapons and armor are made from more exotic materials, giving them unique properties and other advantages. Weapons made from precious materials are better able to harm certain creatures, and armor of these materials provides enhanced protection.

Most materials are metals; they can be used to make metal weapons and armor. The GM is the final arbiter of what items can be made using a material. An item can be made with no more than one precious material, and only an expert in Crafting can create it. Some rare and exotic materials require master or even legendary proficiency.

A material's Price depends on how hard it is to work, its scarcity, and its purity; most items made with precious materials use an alloy, blend, or coating rather than using the material in its purest form. The three grades of purity for precious materials are low grade, standard grade, and high grade. Regardless of a precious material's purity, an item made from it gains the full effects of the precious material, but creating higher-level items and more powerful magic runes with precious material requires greater purity.

Some precious materials are available only at certain grades. For instance, adamantine can't be low grade, and orichalcum must be high grade. Items made of materials with a lower grade than expected for the item's level, or of a higher grade than necessary, will mention the precious material's grade.

MATERIAL STATISTICS

The table below provides the Hardness, Hit Points, Broken Threshold, and example items for some types of common materials. The table has separate entries for thin items (like shields), ordinary items (like armor), and reinforced or durable structures (such as walls).

Stone is a catchall for any hard stone, such as granite and marble. Likewise, wood covers ordinary woods, such as oak and pine. Metal weapons and armor are assumed to be made of iron or steel unless noted otherwise.

If an object consists of more than one material, the GM typically uses the statistics for the strongest material involved. For instance, breaking a wall made of paper panels over a woven wooden framework would require damaging thin wood, not paper. However, the GM might choose the weaker material based on the item's function. For instance, breaking the wooden handle of a hammer rather than its iron head would still render the item unusable. Sometimes an item is even less sturdy than the Hardness and Hit Points provided for a thin object; for instance, a twig doesn't take 9 damage to break, even though it's made of thin wood. Similarly, a particularly sturdy item or structure might have even

higher Hardness and Hit Points. Certain structures, particularly thick walls, are so reinforced that you have to break them down over time with tools. (Page 93 has more information on walls.)

MATERIAL HARDNESS, HIT POINTS, AND BROKEN THRESHOLD

Material	Hardness	HP	BT	Example Items
Paper	0	1	–	Book pages, paper fan, scroll
Thin cloth	0	1	–	Kite, silk dress, undershirt
Thin glass	0	1	–	Bottle, spectacles, window pane
Cloth	1	4	2	Cloth armor, heavy jacket, sack, tent
Glass	1	4	2	Glass block, glass table, heavy vase
Glass structure	2	8	4	Glass block wall
Thin leather	2	8	4	Backpack, jacket, pouch, strap, whip
Thin rope	2	8	4	Standard adventuring rope
Thin wood	3	12	6	Chair, club, sapling, wooden shield
Leather	4	16	8	Leather armor, saddle
Rope	4	16	8	Industrial rope, ship rigging
Thin stone	4	16	8	Chalkboard, slate tiles, stone cladding
Thin iron or steel	5	20	10	Chain, steel shield, sword
Wood	5	20	10	Chest, simple door, table, tree trunk
Stone	7	28	14	Paving stone, statue
Iron or steel	9	36	18	Anvil, iron or steel armor, stove
Wooden structure	10	40	20	Reinforced door, wooden wall
Stone structure	14	56	28	Stone wall
Iron or steel structure	18	72	36	Iron plate wall

PRECIOUS MATERIALS

Materials with the precious trait can be substituted for base materials. For example, a hammer's head could be made of adamantine instead of iron. Items made of a