



PHILOSOPHER'S EXTRACTOR



SERITHTIAL

**Destruction** If Kazavon or a great wyrm shadow dragon who is a worshipper of Zon-Kuthon uses its dragon breath on *Serithtial* while she is unattended, the sword melts into a pool of mundane iron.

## SHOT OF THE FIRST VAULT

ITEM 23

RARE ARTIFACT DIVINE

Ammunition any

Legends claim that some long-forgotten god stole the original bundle of *shots of the First Vault* from Abadar's repository. Since then, individual pieces have turned up throughout the multiverse. When you pick up a *shot of the First Vault*, it immediately reshapes itself to function with any ranged weapon and establishes you as its owner until another creature picks it up. As its owner, you can use the shot's single-action activation after shooting it.

Instead of rolling weapon damage dice, a *shot of the First Vault* deals 25 damage plus any bonuses or additional damage as if 25 were the result of the weapon's damage dice; the damage type matches that normally dealt by the weapon. Upon damaging a creature, the *shot of the First Vault* shatters, and the fragments ricochet to hit any other enemies within 30 feet, making attack rolls with the same attack bonus. The shattered fragments remain lodged in the creatures they damage; the creatures are clumsy 2 while the fragments remain in place. A total of 3 Interact actions are required to remove the fragments from yourself or an adjacent creature; alternatively, a single action and a successful DC 30 Medicine check can be used. A critical failure on this Medicine check deals 10 persistent bleed damage to the creature with the embedded fragment.

**Activate—Reload Order** ◆ (concentrate) **Effect** You recall the *shot of the First Vault*, which automatically reloads itself into your weapon. If the shot had fragmented, the fragments violently dislodge themselves, dealing 15 persistent bleed damage to each creature in which they were embedded. The fragments then unite to re-form the *shot of the First Vault*, which automatically reloads itself into your weapon.

**Activate—Vault Deposit** ◆◆◆ (manipulate) **Requirements** The shot is loaded in your ranged weapon, or at hand if your ranged weapon has a reload of 0; **Effect** You line up a perfectly aimed attack directly toward the First Vault. You Strike a creature, then the *shot of the First Vault* attempts to bring your target with it as it returns to the First Vault. Unless your attack roll is a critical failure, the creature must attempt a DC 45 Reflex save; this effect has the incapacitation trait. Regardless, the *shot of the First Vault* returns to the First Vault.

**Critical Success** The creature is unaffected.

**Success** The creature is moved 1d20x50 feet in the direction you fired. If this causes it to hit a solid object, it takes 50 bludgeoning damage.

**Failure** The creature is transported to a random location on the plane of Axis.

**Critical Failure** The creature is transported to the First Vault. Unless it is capable of eluding Abadar's precautions, it is likely unable to escape the Vault on its own.

**Destruction** If 10 *shots of the First Vault* are all fired at the same group of keketar or izfiitar proteans within 1 minute of each other, each shot was a hit, and the shots are then recalled, the shots collide as they attempt to re-form and crumble to dust.

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## INTELLIGENT ITEMS

*Magic items with a mind of their own have been a hallmark of myth and fantasy for millennia. When integrated into a campaign, they can become memorable characters in their own right.*

Intelligent items are a special kind of magic item that straddles the line between treasure and NPC. An intelligent item might be another type of item as well: it could be an artifact (like *Seriththial* on page 302), a cursed item (page 306), or even a relic (page 308) that grows with its wielder.

Introducing an intelligent item is an effective way to subtly alter the party dynamic. An intelligent item works well when its personality makes it a natural complement or foil for its partner: the PC investing, holding, or otherwise interacting with the item. An intelligent item that can communicate only with that particular PC is also a great way to engage players who are a bit quieter, or those slower to speak in a scene where all the PCs can talk to a particular NPC. Due to their inherently limited agency, intelligent items are at less of a risk for stealing the spotlight than other NPCs who travel along with the party.

### INTELLIGENT ITEM RULES

Every intelligent item has the intelligent trait. Intelligent items can't be crafted by normal means—typically an accident, a divine act, or a major sacrifice on the part of the creator is required to grant the item the mental essence it needs for sentience, and in some rare cases the spiritual essence it needs to have a soul of its own. Because of this, intelligent items are always rare or unique. The normal statistics and rules for wearing or using an item of its type still apply to an intelligent item. In addition, intelligent items have a few statistics other items lack.

### Perception and Senses

An intelligent item that has any sense of the world around them has a Perception modifier. Intelligent items have only the senses listed within their entry, rather than the assumed assortment of senses that most creatures have. If an intelligent item notices something its partner doesn't, it might be able to communicate with its partner and let them know.

### Communication and Languages

Intelligent items almost always have some means of communication—an easy way to demonstrate an item's intelligence! The most common ways are via empathy, speech, and telepathy. Speech and telepathy function as they do for any creature, while an empathic connection

allows the item to share only emotions. Empathic and telepathic connections are often limited either to the item's partner or to a certain distance.

If an intelligent item understands or speaks any languages, they are listed in parentheses in its Communication entry. If the item doesn't have speech listed, it can only understand the listed languages, not speak them.

### Skills

Intelligent items might have skill modifiers for Intelligence, Wisdom, or Charisma-based skills that fit their nature.

### Attribute Modifiers

Intelligent items have Intelligence, Wisdom, and Charisma modifiers, though as inanimate objects, they don't have Strength, Dexterity, or Constitution entries.

### Will Save

Since they have their own minds, intelligent items might be subject to mental effects that require a Will save.

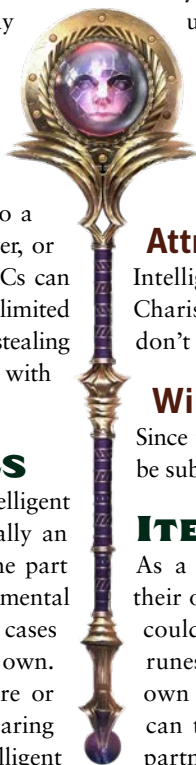
### ITEM AGENCY

As a default, intelligent items have control over all their own magic, meaning an intelligent magic weapon could deny the effects of its fundamental and property runes if it so chose, and intelligent items perform their own activations when they wish. Intelligent items can typically use 3 actions per turn, acting on their partner's turn. These actions don't count toward their partner's 3 actions. They have a reaction if any of their activations requires one.

Beyond denying magic effects and communicating their displeasure, intelligent items can usually influence or hinder their partners only in subtle ways. If the item is a weapon or tool necessary for an action (like a thieves' toolkit), it can at least be disruptive enough to make its partner take a –2 circumstance penalty to associated checks, much as if the partner were using an improvised weapon or tool. If an intelligent item can have a greater effect, such as seizing control of its partner's body for a time, the intelligent item's entry includes those abilities.

### DESIGNING INTELLIGENT ITEMS

When you first set out to create an intelligent item, ask yourself what role you expect the item will play in your game. Unlike any other item, the intelligent item is a character of its own and adds to the group dynamic,



usually in ways similar to a minor NPC who follows the party throughout the adventure. That means it's important to have a clear role in mind. Is the item an ally in the PCs' dangerous quest? A kindred spirit and confidante? A foil for the PC? A morally ambiguous ally worth handling for its great power? Or perhaps a bit of comic relief? Once you know what you want in the item, you can develop its personality and abilities in parallel, coming up with thematic links between them.

When choosing values for the intelligent item's statistics, you'll often want to use values suitable for a creature of its level. You could use much lower values if you want to give it a weakness, but keep in mind that a low Will modifier might make it particularly easy to control, which could be a problem if it can make life miserable for its partner. Because the item can usually activate its abilities on its own, the intelligent item is essentially adding a limited additional character to the PCs' team, so consider its effect on the encounters the PCs face. For example, a high-level normal item that lets a PC cast a 3rd-rank *fireball* every round might be reasonable given that it counts toward the PC's available actions, but an intelligent item is adding that *fireball* on top of everything else the PCs can do.

## SPECIFIC INTELLIGENT ITEMS

The following, as well as the intelligent artifact *Seriththal* on page 302, are a few example intelligent items to get you started.

### GENIUS DIADEM

ITEM 18

**RARE** **APEX** **ARCANE** **INTELLIGENT**

**Usage** worn circlet; **Bulk** L

**Perception** +22; precise vision 30 feet, imprecise hearing 30 feet, constant *detect magic*

**Communication** speech (Common, Draconic, and eight other common languages)

**Skills** Arcana +34, seven Lore skills +28, Occultism +28, Society +28

**Int** +8, **Wis** +0, **Cha** +4

**Will** +24

The *genius diadem* is a *crown of intellect* that typically acts like an arrogant professor or mentor, often boasting that it is a certified greater intellect and far superior to your own intelligence, even after the benefits the diadem grants you. The *genius diadem* encourages you to learn things for yourself rather than actually attempting to Recall Knowledge for you, though you or your allies might be able to play on its arrogance using Deception to trick it into doing so. In addition to allowing you to activate it, the diadem can use the Search Your Mind activation with its own actions, though if it does so, the diadem gains the benefits instead of you. Only the diadem can use the following activation.

**Activate—Brain Drain** ♦♦ (concentrate, manipulate)

**Frequency** once per hour; **Effect** The *genius diadem* casts 7th-rank *never mind*.

### MARTYR'S SHIELD

ITEM 7

**RARE** **DIVINE** **INTELLIGENT**

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

**Perception** +12; precise vision 30 feet, imprecise hearing 30 feet

**Communication** speech (Common and Empyrean)

**Skills** Diplomacy +15, Religion +13

**Int** +0, **Wis** +2, **Cha** +4

**Will** +15

A *martyr's shield* is a lesser sturdy shield imbued with the compassion of a devout champion of a righteous deity, like Iomedae or Vildeis, who sacrificed themselves to save an ally. In addition to good-naturedly attempting to convert you to its religion, the *martyr's shield* can use 1 reaction each round that, when raised, it uses to Shield Block to protect an ally adjacent to you. This follows the rules for Shield Block, but protects your ally instead. The *martyr's shield* uses this reaction whether you would prefer it did so or not. The *martyr's shield* can be upgraded to a stronger form of *sturdy shield* by paying the difference in cost between its current type of *sturdy shield* and the new type.

### SINGING SWORD

ITEM 5

**RARE** **INTELLIGENT** **OCCULT**

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

**Perception** +11; precise vision 30 feet, imprecise hearing 30 feet

**Communication** speech (Common and four other common languages)

**Skills** Performance +15

**Int** +2, **Wis** +2, **Cha** +4

**Will** +13 (+17 against attempts to quiet its singing)

A *singing sword* is a +1 striking longsword imbued with the consciousness of a boisterous bard, and therefore constantly sings at all times. A *singing sword* can't stop singing and in fact communicates in no way other than by singing. A successful Diplomacy or Intimidation check against its Will DC can convince it to quiet its singing to a whisper for 10 minutes, or 20 minutes on a critical success, though it quickly grows displeased at anyone who attempts this repeatedly. The *singing sword* can spend its actions to attack on its own, with the effects of a *dancing weapon's* activation, except that its attack modifier is +12. Additionally, it can perform the following activations; each casts a composition spell and follows all the usual rules for compositions.

**Activate—Courageous Anthem** ♦ (concentrate) **Frequency** once per minute; **Effect** The *singing sword* casts *courageous anthem* (Player Core 370).

**Activate—Rallying Anthem** ♦ (concentrate) **Frequency** once per minute; **Effect** The *singing sword* casts *rallying anthem* (Player Core 371).

**Activate—Counter Performance** ↻ (concentrate) **Frequency** once per hour; **Trigger** You or an ally within 60 feet rolls a saving throw against an auditory effect; **Effect** The *singing sword* casts *counter performance* (Player Core 370).

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## CURSED ITEMS

*While magical items can be potent weapons in any adventurer's arsenal, magic can be unpredictable and is not always benign. Cursed items are unusual magical creations that have a malicious effect on the unwary and can force its wielders into difficult choices.*

Cursed items are almost never made intentionally; even those who set out to curse an item find the task incredibly difficult or even impossible. These items are the results of magical mishaps, shoddy crafting, or sinister forces interfering with the creation. Many specify how their curses work, but curses are fickle, and you as the GM determine how curses play out in your game. Due to these factors, an item with the cursed trait is always rare.

**Identifying Cursed Items:** Cursed items often appear to be ordinary magical items, as the magic that warps their function also disguises their curses from detection. Unless you roll a critical success when attempting to Identify Magic on a cursed item, it simply appears as something helpful or benign. A critical success reveals both the presence of the curse and the exact nature of the curse.

**Removing Cursed Items:** Many cursed items can't be discarded. Some use magic to fuse to the wielder, making it impossible to remove the item, while others attune to their owner and return even if discarded. (This section uses the term "fuse" to describe either situation.) In many cases, this feature reveals itself only after the cursed item has been triggered for the first time or after investing the item for the first time, allowing the user to develop a false sense of security. Fused cursed items can be removed by targeting the item's owner with a *cleansing affliction* spell or similar magic. If the spell is successful, the item can be discarded, but nothing prevents the item from cursing the same creature again if the conditions are met, so it's best to dispose of the item quickly. Invested cursed items that can't be removed continue to count against a character's invested items, even without reinvesting them each day.

### SPECIFIC CURSED ITEMS

The following are a few examples of cursed items.

#### BAG OF WEASELS

ITEM 4

RARE CURSED EXTRADIMENSIONAL MAGICAL

**Usage** held in 2 hands; **Bulk** 1

This item appears to be and functions as a *type I spacious pouch*, until you try to retrieve an item from the bag. Whenever you retrieve an item from the *bag of weasels*, roll a DC 11 flat check. On a success, you retrieve the item as normal. On a failure, the item you retrieve is transformed into a weasel; this doesn't affect artifacts, cursed items, or other hard-to-destroy items.

This weasel uses either the weasel statistics (*Bestiary* 3 291) or a giant rat statistics (*Monster Core*) and exudes an aura of magic. The weasel has no loyalty to you and typically attempts to escape as quickly as possible. If the weasel is counteracted, it transforms

back into the original item that was taken from the *bag of weasels*. If it dies or is slain, the weasel disappears and the item is permanently destroyed. Because the weasel is a transformed item, you don't gain any benefit you would receive from attacking a creature, defeating one, damaging one, or the like, but you do gain any benefit you would gain from destroying an item.

#### CLOAK OF IMMOLATION

ITEM 7

RARE CURSED INVESTED MAGICAL

**Usage** worn cloak; **Bulk** L

Appearing as a magic cloak such as a *clandestine cloak*, this garment is made of highly volatile fabric. While wearing it, if you take fire damage, you also take 1d10 persistent fire damage. Taking fire damage while the persistent fire damage is in effect has no additional effect. You can extinguish the persistent fire damage as normal.

Any creature that hits you with a melee unarmed attack while you are taking this persistent fire damage takes fire damage equal to the persistent fire damage you took on your previous turn. Once the curse has activated for the first time, the boots fuse to you.

#### MEDUSA ARMOR

ITEM 14

RARE CURSED INVESTED MAGICAL

**Usage** worn armor; **Bulk** 3

This +2 *adamantine scale mail* appears to have a *fortification* rune but grants none of its effects. Whenever you are critically hit, after taking damage, you become petrified for 1 round. Once the curse has activated for the first time, the armor fuses to you.

#### MONKEY'S PAW

ITEM 20

RARE CURSED MAGICAL MISFORTUNE

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

This dried, gnarled hand is clenched in a fist, waiting for a creature to pick it up. When you pick up the *monkey's paw*, the hand opens, revealing three withered fingers. The *monkey's paw* grants you three wishes (with the effects of a success on the *wish* ritual), curling one finger after every one. Once you pick up the *monkey's paw*, you cannot discard the hand until it returns to a clenched fist by granting its three wishes. Any attempts to discard the hand, even with the effects of a *wish* ritual, are unsuccessful as the *monkey's paw* reappears among your possessions within 1d4 hours; it doesn't work for any other creature in the intervening time. The hand returns even if another creature steals it from you. Once you make all three wishes, the *monkey's paw* uses *interplanar teleport* to travel to a random point in the multiverse.



BAG OF WEASELS



MONKEY'S PAW

Whenever the monkey's paw hears you utter a statement that sounds like a wish, even if you don't use the words "I wish," it activates and grants a twisted, horrifying version of your wish, producing any effect within the possibility of wish ritual, and potentially a greater effect at the GM's discretion.

## ITEM CURSES

Item curses alter their base item, much like a property rune. A curse can be applied to the specific types of magic items listed in its Usage entry. Curses typically can't be removed or transferred from the item, though at your discretion, either might be possible after the curse is broken. If the PCs manage to break the curse, the newly uncursed item could be quite valuable.

### ARSONOUS

CURSE 7

RARE CURSED FIRE MAGICAL

**Usage** curses a ring, staff, or wand

An *arsonous* curse creates flaws in the mystic pathways that channel magic through an item, allowing excess power to escape as sparks. Whenever you activate the magic item, a random ally within 30 feet takes 1d10 persistent fire damage. If no ally is in range, you take the damage instead. At the GM's discretion, this curse might ignite an unattended object or the surrounding environment instead.

### BLOODBITER

CURSE 6

RARE CURSED MAGICAL

**Usage** curses a piercing or slashing weapon

A *bloodbiter* weapon is awakened by violence and fueled by blood. When you make a successful attack with the weapon, it inflicts a wound that deals 1d6 persistent bleed damage (in addition to its normal damage), but it also deals 1d6 persistent bleed damage to you. The curse remains dormant until the weapon hits a creature, at which point black thorns protrude from the weapon and dig into your body; the weapon fuses to you and you can't use the hand that holds the weapon for any other purpose. If the weapon is two-handed, it attaches itself to only a single hand (GM's choice).

### DEGENERATING

CURSE 5

RARE ACID CURSED MAGICAL

**Usage** curses a weapon

Failure makes the weapon crumble. Whenever you critically fail an attack roll with the weapon, the *degenerating* curse deals 1d10 acid damage to the weapon, ignoring its Hardness and resistances.

### GRANDSTANDING

CURSE 11

RARE CURSED MAGICAL

**Usage** curses a weapon

Weapons with the *grandstanding* curse inspire overconfidence in their wielders, demanding style over pragmatism. Whenever you reduce a foe to 0 Hit Points, you lose all remaining actions on your turn, as you are compelled to flourish, gloat, pose, or otherwise waste your time in response.

### RAUCOUS

CURSE 3

RARE CURSED MAGICAL

**Usage** curses gear or a weapon

While more annoying than deadly, a *raucous* curse is the bane of subtlety. Whenever you use the affected item, you must loudly yell what you are attempting to do with it, ruining any attempts at stealth. Failure to announce your action or speak at an appropriate volume automatically causes the attempted action to become a critical failure.

### RAVENOUS

CURSE 1

RARE CURSED MAGICAL

**Usage** curses a ring, staff, or wand

A *ravenous* curse draws power from the wielder's body. Whenever you activate the item, you become incredibly hungry and immediately begin to starve (page 43). You require 10 times as much food as normal for the next day.

### STAINING

CURSE 1

RARE CURSED MAGICAL

**Usage** curses gear or a weapon

This property is associated with a specific color, which is defined at the time of the curse's creation. Whenever you use the affected equipment while taking a manipulate action with another object, the second object is permanently stained the associated color. For instance, if you used a set of yellow *staining* lockpicks to open a door, the lock would permanently become yellow. This color change does not otherwise unnaturally persist and can be changed via any normal mundane or magical means.

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# RELICS

*Some extraordinary magic items grow in power along with a character, gaining abilities that add to an adventurer's legend. These are called relics, and owning one can define a character more than any other magic item.*

Relics begin as a simple item, called a relic seed, which is little more than a functional item with a minor magical effect associated with it. As the owner of the relic grows in power, so does the relic. It develops gifts, which are new magical abilities and activations. These abilities might be themed to the relic, the character, or the nature of the campaign. If a relic is passed to another character, this process begins anew, sometimes granting the same abilities again over time, but possibly unlocking entirely new powers. If someone else takes the relic from its owner, it usually works for a while, though it might lose its power incrementally over time if not returned to its owner. How the relic changes in such a circumstance is up to you and should fit the story.

The decision to add relics to the game is entirely up to you as the GM. If you decide to add them, you'll need to adjust treasure somewhat. It's also wise to consider how many players you expect to end up with relics. Will they each get one? Or will there be just one or two tied to the theme of the campaign?

## DISCOVERING A RELIC

Some relics might begin as ordinary items with a rich history. They might be part of a character's starting gear, only to have their true powers uncovered later during play. Other relics can be acquired during play as part of the ongoing story. Regardless of their origin, these powerful items might not appear to be much at first, but they contain the potential to become something truly great.

For example, an old, tarnished amulet found around the neck of a buried king might turn out to be an item of deep historical significance that awakens to great power. The seemingly ordinary family sword, passed down to each new generation, might unlock hidden potential through the deeds of its owner.

The PCs might immediately recognize a relic for its ability, or they might carry it for a time before its true nature becomes apparent. The story of a relic should be a tale of discovery. At first, a relic's wielder likely doesn't fully understand the item's power, or might be unable to use it, learning of its abilities only after a momentous event or fortuitous breakthrough. Ultimately, relics are powerful tools in service of the story, working as a valuable tie to the narrative, but their growth and development are in your hands. Because of the place relics hold in the story, they aren't available for purchase, nor can they be crafted.

Pay attention to the characters' backstories for potential relics, and look for spots in your narrative

that might be suitable for campaign relics. If you're planning to use relics in your game, let the players know in advance, since their ideas and plans can guide you and give them greater investment in the relics.

## Background Relics

A background relic is tied to the history of a character, and its form and abilities should draw inspiration from the story of their character's life or the past of the item. The relic could be a gift from a friend or mentor, an heirloom from the character's family, a found object from their upbringing, or even the first item they ever crafted. The player should select the form of the relic (a battered longsword, a copper ring, or a threadbare red cloak, for example).

## Campaign Relics

A campaign relic is drawn from the ongoing story of the campaign. You decide the entirety of the item, from its form to its aspects (described below) as part of the story of the campaign. Use campaign relics to reinforce and foreshadow the themes of your game. Relics come to those who need them to do great deeds, after all, so finding a relic with the perfect aspects for your future challenges is entirely likely. Unlike background relics, campaign relics typically have magical abilities when first found.

## RELIC ASPECTS

Each relic is associated with aspects—typically two—that speak to its overall concept and purpose. The individual gifts each have an associated aspect. You should almost always select gifts that have an aspect matching one of those found on the relic. For example, a brass dagger recovered from the Medina Mudii'a might have the fire and mind aspects, which means that it could have the flare bolt gift (which has the fire aspect), but not the rolling geode gift (which has the earth aspect).

Usually, you can determine at least one aspect of a relic easily by looking at the history of the item or personality of the character. For example, if a player decides that their background relic is a rusty mace wielded by the character's great grandmother in battle against rising undead hordes, the mace might have the life aspect, as it was used to slay countless undead creatures. There's no harm in letting the player choose an aspect for a background relic; through play, the item will reveal another aspect associated with it. In the previous example, the mace might reveal itself to have powers against demons as well, in which case its aspects might be celestial and life.



## ADVANCING A RELIC

As a relic's bearer performs mighty deeds and advances their story, the relic gets stronger. The most basic advancement for a relic is its level, which always matches that of its owner. Weapons and armor can gain fundamental runes normally. You decide what, if any, property runes can be added to a given relic; by default, they can't have property runes, like any other specific item.

The more complex advancement comes from gifts. The Relic Gifts table shows the typical number of gifts a relic should have at a given level, but relics don't follow this strictly. Rather, gifts arise according to the pace of the story, the needs of the campaign, and the relationship between the character and the relic. Generally speaking, this results in a relic gaining one gift for every 4 levels its bearer has, but this might fluctuate as the campaign progresses. For example, a relic might gain its first gift at 4th level after the bearer defeats a powerful foe. It might then gain its second at 7th, after they perform a special ritual. That same relic might not gain another gift until 13th level and then again at 16th as the player reaches other major milestones.

The gift types—minor, major, and grand—indicate their general power level. Again, the table indicates what's generally appropriate at certain levels, but you can alter them as you see fit. You should usually avoid giving a minor gift at 10th level or higher, because it just won't be that impressive, though some of them scale well enough to be interesting at higher levels. The Gold Piece Equivalent entry for each gift helps you determine how much you should reduce treasure when using relics (see Adjusting Treasure below).

### RELIC GIFTS

Number of Gifts	Minimum Level	Gift Type	Gold Piece Equivalent
1	1st	Minor	20 gp
2	5th	Minor	160 gp
3	9th	Major	700 gp
4	13th	Major	3,000 gp
5	17th	Grand	15,000 gp

You decide what gifts a relic gains, generally by either selecting a single gift or offering two paths for the relic to grow and allowing the player to choose, but this should be informed by the story and the nature of the character bearing the relic. A relic should complement the bearer, bolstering the bearer's strengths and helping to overcome their weaknesses. Within that framework, you should try to maintain a cohesive theme for the relic.

## ADJUSTING TREASURE

When you incorporate relics into your game, you can adjust the treasure gained by the party down to account for the relics increasing in power. Essentially, some of the treasure from the Party Treasure by Level table on page 59 should be replaced with relic seeds and gifts instead. You

can use the relic's minimum level, replacing a permanent item of that level, or you can use the gp equivalent. Keep in mind that relic gifts are often a little more powerful than other items with the same Price even when they start out, and they often scale without any additional costs, so PCs with relics will usually be a bit more powerful.

If you prefer, you can grant relics in addition to other rewards. This means PCs will be much more powerful, but you're rewarding their investment in the story.

## MAKING RELIC SEEDS

A relic seed can be quite simple: imagine a standard item with two aspects and an appearance that matches the theme. You can also use an existing magic item for a campaign relic; pick two aspects for it, and tweak its appearance or characteristics to make it clearly different from other items of its type. You can choose a tradition for the seed and apply that trait to the seed and all the gifts of the seed. This tradition might be derived from the background of the item, or it might appear or change through story moments involving the relic.

If you want a relic to have an additional special benefit, you can design it to grant a bonus to a skill, typically a +1 item bonus for a 3rd-level relic.

## RELIC GIFTS

Gifts are divided up into three tiers. Minor gifts grant useful, often scaling abilities and are available early in a character's career. Major gifts define a relic, determining its true purpose and granting powerful abilities. Grand gifts are the pinnacle of power, and most relics never have more than one.

The more gifts there are of one aspect, the more the relic reflects that aspect, and the more influence the aspect has on the character who wields it. An item with multiple shadow gifts might begin to lose its color. With four or five, the character that wields it might take on an ashen tone and the relic might become entirely made of shadow.

## Gift Saves and Spell Attack Modifiers

Many gifts allow for a saving throw or have other abilities that change as the relic goes up in level. The DC for any saving throw called for by a gift is the higher of its owner's class DC or spell DC. The spell attack modifier of a gift is 10 lower than that DC. A relic's counteract modifier is equal to its owner's counteract modifier.

## Air Gifts

### DEADLY SPARK

AIR ELECTRICITY

Aspect air

**Activate** ♦♦ (concentrate, manipulate); **Effect** A spark flashes out from the relic toward a creature within 20 feet. This spark deals 1d12 electricity damage (basic Reflex save). The damage increases by 1d12 at 6th level and by another 1d12 every 4 levels thereafter.

### MINOR GIFT

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## FEATHER STEPS

## MINOR GIFT

**AIR**

**Aspect** air; **Prerequisites** The relic is a worn item.

While wearing the relic, you do not trigger traps that use weight or pressure plates as a trigger. Also, whenever you fall, you reduce the falling damage by the level of the relic. If this would reduce the falling damage to 0, you land on your feet and are not prone. The relic grants a +1 item bonus to Athletics checks made to Jump, increasing to +2 at 9th level and +3 at 17th level.

## WIND BARRIER

## MINOR GIFT

**AIR**

**Aspect** air

**Activate** ◆ (concentrate) **Effect** An invisible barrier of air deflects ranged attacks, granting you a +2 circumstance bonus to AC against ranged attacks until the beginning of your next turn. At 13th level, this increases to a +3 circumstance bonus to AC against ranged attacks.

## LIGHTNING STORM

## MAJOR GIFT

**AIR** **ELECTRICITY**

**Aspect** air

**Activate** ◆◆ (concentrate) **Effect** The relic surrounds you with a storm of wind, rain, and lightning in a 30-foot emanation. This storm is difficult terrain for creatures other than you. Any creature other than you that enters or starts its turn in the storm takes 1d12 electricity damage, with a basic Reflex save (2d12 damage at 15th level). You can Sustain this activation up to 1 minute.

## PROPELLING WINDS

## MAJOR GIFT

**AIR**

**Aspect** air

**Activate** ◆◆ (concentrate, manipulate) **Frequency** once per hour; **Effect** The relic casts *fly* targeting you.

## LIVING STORM

## GRAND GIFT

**AIR** **ELECTRICITY**

**Aspect** air

The relic grants you a fly Speed equal to your Speed or 60 feet, whichever is greater. In addition, a creature that Strikes you with a melee attack takes 5 electricity damage, and you can cast 5th-level *lightning bolt* as an innate spell.

## Beast Gifts

### BEAST SENSES

### MINOR GIFT

**Aspect** beast; **Prerequisites** The relic is a worn item.

The relic grants you an animal's acute senses as long as you wear it. You gain low-light vision. If you already have low-light vision, you instead gain darkvision. At 10th level, the relic grants you imprecise scent with a range of 10 feet.

### CALL OF THE WILD

### MINOR GIFT

**Aspect** beast

**Activate** ◆◆ (concentrate, manipulate) **Frequency** once per day; **Effect** Your relic summons a creature to fight at your side, casting *summon animal* with a spell rank of half the item's level rounded up. You can Sustain this activation as you would the spell.

## FERAL CLAWS

## MINOR GIFT

**MORPH**

**Aspect** beast; **Prerequisites** The relic is a worn item.

**Activate** ◆ (concentrate) **Effect** Your hands transform into a pair of claws. These grant you a claw unarmed attack that deals 1d6 slashing damage and has the agile and finesse traits. This lasts until you Dismiss the effect.

## FORM OF FURY

## MAJOR GIFT

**Aspect** beast; **Prerequisites** The relic is a worn item.

**Activate** ◆◆ (concentrate) **Frequency** twice per day; **Effect** Calling upon the bestial nature within, you change shape into that of an animal. The relic casts *animal form* on you, transforming you into the same type of animal every time, chosen when the gift is gained; the spell rank is half the item's level, rounded down.

## TRACK OF THE BEAST

## MAJOR GIFT

**Aspect** beast

The spirit of an animal fills you. The relic gives one of the following benefits, chosen by the GM when the relic gains this gift.

- A +10-foot status bonus to your land Speed.
- A climb Speed equal to your land Speed.
- A swim Speed equal to your land Speed.

## FORM OF VENGEANCE

## GRAND GIFT

**Aspect** beast; **Prerequisites** form of fury gift

Whenever you use the relic's form of fury activation, it can cast *aerial form* or *dinosaur form* instead of *animal form*. Like form of fury, these spells also turn you into the same type of animal each time (so you have three forms you can assume in total, one from each spell). The spell rank is the same as defined in form of fury.

While transformed, you can switch from one of the three forms to another by Sustaining the activation. This doesn't change the duration.

## Celestial Gifts

### DIVINE RETRIBUTION

### MINOR GIFT

**HOLY**

**Aspect** celestial; **Prerequisites** The relic is a weapon.

**Activate** ◆◆ (concentrate) **Effect** Drawing upon divine fury, you single out a target that damaged you or an ally within the past round and fill your relic with divine vengeance against them. Make a Strike against that foe, dealing an additional damage die on a hit. If the target has the unholy trait, it's also enfeebled 1 until the start of your next turn on a hit (or enfeebled 2 on a critical hit).





AIR RELIC



BEAST RELIC



CELESTIAL RELIC



DEATH RELIC



EARTH RELIC



FIEND RELIC

## HEAVEN'S GRACE

## MINOR GIFT

HOLY

**Aspect** celestial; **Prerequisites** The relic is a worn item.

The heavens protect you from harm. While wearing the relic, you gain a +1 status bonus to AC against attacks by fiends and resistance to an energy type corresponding to the relic's celestial origin (such as sonic resistance from a choral angel). The resistance is equal to half the relic's level (minimum 1).

## WORD OF FAITH

## MINOR GIFT

HEALING HOLY VITALITY

**Aspect** celestial

**Activate** ♦♦ (concentrate, manipulate) **Frequency** once per hour; **Effect** Placing your hand on yourself or an ally, you heal their wounds and bolster their spirit. The target regains 1d8 HP per item level and reduces their frightened value by 1.

## RIGHTEOUS CALL

## MAJOR GIFT

HOLY

**Aspect** celestial

**Activate** ♦♦ (concentrate, manipulate) **Frequency** once per day; **Effect** Holy magic fills your armaments, making them true weapons against evil. For 1 minute, your weapons and

unarmed attacks gain the *holy* weapon rune while you hold them. If a weapon is at its limit on property runes, you can choose one property rune on the weapon to go dormant while the *holy* rune takes effect. In addition, Strikes your allies make while they're within 30 feet of you gain the holy trait.

## SACRED GLOW

## MAJOR GIFT

HOLY LIGHT

**Aspect** celestial

**Activate** ♦♦ (concentrate, manipulate) **Effect** Your relic shines with holy light. This creates bright light in a 30-foot emanation around the item. Unholy creatures in the area are frightened 1 and can't lower their frightened value below 1 as long as they remain in the light. Fiends in the area increase any weakness to holy they have by 5. You can Sustain this activation for up to 1 minute.

## ANGELIC VESSEL

## GRAND GIFT

HOLY

**Aspect** celestial

**Activate** ♦♦ (concentrate, manipulate) **Frequency** once per day; **Effect** At your invitation, a celestial imbues your body with the divine. You gain 50 additional Hit Points, increasing both your maximum and current Hit Points, as

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well as weakness 10 to unholy. If the relic has the righteous call gift, this activation grants the effects of that gift as well, without expending its daily use.

You can Dismiss the effect. If you do, you can unleash a wave of holy power, causing the relic to cast an 8th-rank *divine decree* with the holy trait.

## Death Gifts

### DEATH GAZE

### MINOR GIFT

VOID

**Aspect** death

**Activate** ◆◆ (concentrate, manipulate) **Effect** Your stare causes a creature's flesh to rot and wither away. Target a creature you can see within 30 feet. Your stare deals 1d6 void damage to the creature for every 2 levels the relic has (minimum 1d6; basic Fortitude save). An undead creature or other creature with void healing targeted this way is instead healed 1d6 HP per level of the relic and is temporarily immune to this effect for 10 minutes.

### LIVING DEATH

### MINOR GIFT

**Aspect** death

You stand on the threshold between the living and the dead. If you attempt a saving throw against an effect that would deal void damage to you, such as *harm*, your outcome is one degree of success better than what you rolled. If you roll a critical success and the effect is capable of healing undead, you regain HP equal to half the spell's full damage. Any vitality spell or effect that would heal you has only half the normal effect. All these effects apply only if you are a living creature.

### SHROUD OF THE AFTERLIFE

### MINOR GIFT

VOID

**Aspect** death

**Activate** ◆ (concentrate, manipulate) **Frequency** once per day; **Effect** You shroud yourself with powers from beyond the living realm for 1 minute. While this shroud is active, you take on a pallid appearance and gain poison resistance equal to half the relic's level and a +1 status bonus to saving throws against death effects, diseases, effects that would make you paralyzed, poison, and sleep effects. In addition, the DC for your recovery checks is 9 + your dying value instead of 10 + your dying value.

### PIERCE THE VEIL

### MAJOR GIFT

**Aspect** death; **Prerequisites** living death gift

The relic allows you to pierce the veil between life and death. While you are holding or wearing the relic, you have the void healing ability (as though you were undead; vitality energy harms you and void energy heals you). In addition, whenever you are healed by a void spell or effect, you gain resistance 5 to all damage (except force, *ghost touch*, spirit, and vitality) until the start of your next turn. Finally, you gain a +2 item bonus to all saves against death effects while you are the bearer of the relic; this increases to a +3 item bonus at 13th level.

## TIDE OF DEATH

## MAJOR GIFT

VOID

**Aspect** death; **Prerequisites** death gaze gift

You can Activate death gaze with 3 actions instead of 2. If you do, it targets all living creatures within 30 feet except for you. If you have the void healing ability, you can include yourself to be healed.

## GRIM SPECTER

## GRAND GIFT

POLYMORPH VOID

**Aspect** death

**Activate** ◆◆ (concentrate, polymorph, void) **Frequency** once per day; **Effect** You can call upon the terrifying powers that fuel your relic to transform yourself into a specter of death. You become incorporeal, having no physical body. You are immune to effects that require a physical body, including precision damage as well as exposure to most diseases and poisons. You also have resistance to all damage equal to half the relic's level; force damage, *ghost touch* attacks, spirit damage, void damage, and vitality damage ignore this resistance, and the resistance doubles against non-magical damage.

You can move through solid objects. When inside an object, you can't perceive, attack, or Interact with anything outside it, and you're always slowed 1 on turns you start in an object. Corporeal creatures can pass through you but can't end their movement in your space. You can't attempt Strength-based checks against corporeal creatures or objects, unless those objects have the *ghost touch* property rune. Likewise, corporeal creatures can't attempt Strength-based checks against you.

You can Sustain the activation up to 1 minute.

## Earth Gifts

### EASE BURDEN

### MINOR GIFT

EARTH

**Aspect** earth

Your relic draws strength from the earth underfoot to lighten your load. As long as your relic is on your person and you are standing on the ground, you can carry 1 more Bulk than normal before becoming encumbered, and you increase your maximum Bulk by 2. At 6th level and every 4 levels thereafter, increase the Bulk you can carry before becoming encumbered by 1 and your maximum Bulk by 2.

### ROLLING GEODE

### MINOR GIFT

EARTH

**Aspect** earth

**Activate** ◆◆ (concentrate) **Frequency** once per hour; **Effect** Stone and crystal form a sphere that chases your foes. You create a geode in an unoccupied square within 30 feet. You can spend a single action, which has the concentrate trait, to move the geode up to 30 feet along the ground. If the geode enters a creature's space, the creature must succeed at a basic Reflex save or take 2d6 bludgeoning damage; a creature can take damage this way only once per turn, even if you roll the geode through its space multiple times.

The geode persists for up to 1 minute or until destroyed or Dismissed; it has AC 5, Hardness 10, and 40 Hit Points, and is immune to critical hits and precision damage.

## SHATTERED EARTH

## MINOR GIFT

**EARTH**

**Aspect** earth

**Activate** **◆◆** (concentrate, manipulate) **Frequency** once per hour; **Effect** Seismic pulses from your relic ripple through the nearby ground, shaking sharp fragments to the surface. A 10-foot-radius patch of stone or earth within 60 feet is transformed into difficult terrain. A creature that enters an affected square during a move action must succeed at an Acrobatics check or Reflex save or take 1d6 piercing damage; it needs to roll only once per move action even if it moves through several squares. At 6th level and every 4 levels thereafter, increase the damage by 1d6.

## RAISE RAMPARTS

## MAJOR GIFT

**EARTH**

**Aspect** earth

**Activate** **◆◆◆** (concentrate, manipulate) **Frequency** once per day; **Effect** Your relic reshapes the earth around you. You cast 5th-level *wall of stone*.

## UNDERGROUND BOUNTY

## MAJOR GIFT

**EARTH METAL**

**Aspect** earth

Your relic produces metals and stones to empower your weapons. Each day during your daily preparations, your relic conjures a magical shard of silver, cold iron, gold, or a non-precious stone or metal material of your choice (such as bronze or granite). If your relic is a weapon, it immediately absorbs the shard, causing it to gain a magical sheen of that metal or stone until your next daily preparations. If your relic is not a weapon, the shard is not immediately used, and you can touch it to a stone or metal weapon using an Interact action to give it a magical sheen of that metal or stone for 10 minutes. While coated in the magical sheen, the weapon interacts with weaknesses, resistances, and the like as if it were made of the stone or metal from the shard rather than its own. The sheen and the shard are obviously magical in nature, and if you don't use the shard, it disappears when you make your next daily preparations. At 17th level, add adamantite and dawnsilver to the available options.

## LIVING STATUE

## GRAND GIFT

**EARTH**

**Aspect** earth

Your relic's energies have given you control over the boundary between flesh and stone. You can cast 6th-rank *petrify* and *sure footing* (to remove petrification only) as innate spells, each once per day. As long as you are standing on the earth, your body reflexively petrifies at the moment you are struck, granting you resistance 5 to physical damage (except adamantite). This increases to 8 in caves or subterranean environments.

## Fiend Gifts

### CURSE WOUND

### MINOR GIFT

**CURSE UNHOLY**

**Aspect** fiend; **Prerequisites** The relic is a weapon.

**Activate** **↻** (concentrate) **Trigger** Your Strike with your relic deals damage to a creature within 60 feet; **Effect** The evil within your relic curses an enemy's wound to ensure they won't heal. The triggering creature must attempt a Will save or be unable to restore the Hit Points lost by damage from the triggering Strike until its next daily preparations. If you use Curse Wound on a creature already affected by your Curse Wound, your previous application expires.

### FIENDISH DEFIANCE

### MINOR GIFT

**Aspect** fiend; **Prerequisites** The relic is a worn item.

The fiendish power of your relic offers you more protection against celestials and allows you to ignore harm. While wearing the relic, you gain a +1 status bonus to AC against attacks by celestials and resistance to an energy type corresponding to the relic's fiendish origin (such as fire resistance from a devil). The resistance is equal to half the relic's level (minimum 1).

### LITTLE HELPER

### MINOR GIFT

**UNHOLY**

**Aspect** fiend

Your relic awakens to sapience, developing a personality (usually one that clashes with your own). Your relic has a personality corresponding to the type of fiend associated with the item, the unholy trait, precise vision and imprecise hearing each out to 30 feet, the ability to understand and speak one language you know, and Intelligence, Wisdom, and Charisma modifiers of +0. Your item's total Perception and Will modifiers are equal to your proficiency modifiers in Perception and Will, respectively. It's trained in the Lore associated with its fiend type (such as Demon Lore), for a total modifier of 2 + the relic's level. Unlike most intelligent items, the relic has no actions or reactions and can't use any of its own activations.

### FIENDISH BARGAIN

### MAJOR GIFT

**UNHOLY**

**Aspect** fiend

**Activate** **◆** (concentrate) **Frequency** once per hour; **Effect** You bargain with the evil force empowering your relic for a boon, though you must trade something in return. Select one of the following benefits to gain.

- Your relic attempts to counteract a harmful condition affecting you.
- You regain 3d8+16 Hit Points. This is a healing effect.
- You gain a +2 status bonus to attack rolls for 1 minute.

One of the following randomly determined effects occurs to you in payment, after applying the benefit.

- You are stupefied 1 for 1 minute.
- You are clumsy 1 for 1 minute.
- You lose 1d8 Hit Points.
- You take a -1 penalty to damage rolls for 1 minute.

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## PROFANE FERVOR

## MAJOR GIFT

UNHOLY

Aspect fiend

**Activate** ⬢⬢ (concentrate, manipulate) **Frequency** once per day;

**Effect** Profane energies twist your weapons, filling them with rage toward everything good. For 1 minute, your weapons and unarmed attacks gain the *unholy* weapon rune while you hold them. If a weapon is at its limit on property runes, you can choose one property rune on the weapon to go dormant while the *unholy* rune takes effect. In addition, Strikes your allies make while they're within 30 feet of you gain the unholy trait.

## COMMAND LEGION

## GRAND GIFT

UNHOLY

Aspect fiend

**Activate—Call Legion** ⬢⬢⬢ (concentrate) **Frequency** once per day; **Effect** Your relic opens a gate within itself, overwhelming your enemies with fiends. You cast 6th-rank *summon fiend*, but summon two fiends instead of one, and you can command them both with 1 action to Sustain a spell. If the relic has the profane fervor gift, this activation grants the effects of that gift as well, without expending its daily use. For the next minute, you can use the following activation.

**Activate—Reinforce Legion** ⬢ (concentrate) **Trigger** One of the fiends summoned by Call Legion is banished; **Effect** You summon that same fiend again in an adjacent space. The fiend returns at full Hit Points and all conditions, spells, and other effects on it end before you summon it again. However, it does not recover any limited-use abilities it used before, such as innate spells or abilities with a Frequency entry.

## Fire Gifts

### FLARE BOLT

### MINOR GIFT

FIRE

Aspect fire

**Activate** ⬢⬢ (concentrate, manipulate) **Effect** A bolt of flames scorches out from the relic. Make a spell attack roll with your relic against a target within 30 feet. The bolt deals 1d6 fire damage for every 2 levels the relic has (minimum 1d6).

**Critical Success** The bolt deals double damage, as well as persistent fire damage equal to the level of the relic.

**Success** The bolt deals full damage.

### HEAT HAZE

### MINOR GIFT

FIRE

Aspect fire

Your relic's heat keeps the air around you pleasantly warm. While you are holding or wearing the relic, it protects you from severe environmental cold. At 9th level, it also protects you from extreme cold, and at 17th level, it protects you from incredible cold. At 4th level, the relic also gains the following activation.

**Activate** ⬢⬢ (concentrate) **Frequency** once per day; **Effect** Your relic erratically elevates the air temperature around

you, creating heat shimmers that distort your appearance and grant you the concealed condition for 1 minute. As the nature of this effect still leaves your location obvious, you can't use this concealment to Hide or Sneak.

## INCANDESCENT SIGHT

## MINOR GIFT

FIRE

Aspect fire

**Activate** ⬢⬢ (concentrate) **Frequency** once per day; **Effect** Your eyes become attuned to heat signatures as your vision extends into the infrared, granting you a heatsight precise sense for 1 minute. Your heatsight can see temperature gradients out to a range of 30 feet, allowing you to detect living creatures and warm objects even in the dark. Warm objects block your heatsight even if they are transparent, such as hot water.

## JET PROPULSION

## MAJOR GIFT

FIRE

Aspect fire

**Activate** ⬢ (concentrate) **Frequency** once per hour; **Effect** Flames from your relic channel through your body, erupting from your feet, hands, or other limbs with enough force to blast you across the ground and propel you through the air. For 1 minute, you gain a +10-foot status bonus to your Speed and gain a fly Speed equal to your new Speed or 20 feet, whichever is greater. You must end your turn on solid ground, or you fall.

## SEARING WAVE

## MAJOR GIFT

FIRE

Aspect fire

**Activate** ⬢⬢ (concentrate, manipulate) **Effect** You allow a portion of the fire magic housed in your relic to escape in a direction of your choice. You deal 1d10 fire damage for every 2 levels of the relic to all creatures in a 30-foot cone (basic Reflex). You can't use Searing Wave again for 1d4 rounds.

## BLAZING SOUL

## GRAND GIFT

FIRE

Aspect fire

Fire magic suffuses your body and soul, protecting you from lesser flames and allowing you to kindle even the smallest sparks into powerful infernos. You gain fire resistance 10. The first time each hour you are targeted by a fire effect that would deal damage, you regain 1d8 HP for every counteract rank of the effect, in addition to taking the damage.

**Activate** ⤵ (concentrate) **Trigger** A creature within 60 feet is critically hit by or critically fails a save against a fire effect and is not reduced to 0 Hit Points; **Effect** Flames roar forth from the triggering creature, dealing 6d6 fire damage to all creatures in a 15-foot burst centered on it, including that creature (basic Reflex). You aren't affected by the activation, though your allies are. If this damage reduces the triggering creature to 0 Hit Points, it's reduced to a fine ash, though its gear remains. You can't use this activation again for 1d4 rounds.



FIRE RELIC



LIFE RELIC



MIND RELIC



PLANT RELIC



SHADOW RELIC



WATER RELIC

## Life Gifts

### BESTOW LIFE

### MINOR GIFT

**VITALITY**

**Aspect** life

**Activate** ♦♦ (concentrate) **Frequency** once per day;

**Effect** An infusion of vitality energy from your relic can temporarily animate an unliving object. You transform an adjacent inanimate object into an animated object with a level equal to one-half the relic's level and appropriate to the object (so a broom would become an animated broom). The object pursues a single simple noncombat task you state when you use Bestow Life, ignoring any subsequent commands. The object is mindless and pursues the task single-mindedly and in an uncreative manner. The object remains animated for 1 hour.

### HEALING WAVE

### MINOR GIFT

**HEALING** **VITALITY**

**Aspect** life

**Activate** ♦♦ (concentrate) **Frequency** once per hour; **Effect**

You release a wave of vitality energy in a 15-foot cone. You and each living target in the area regain 1d4 HP per level of the relic.

### OVERFLOWING LIFE

### MINOR GIFT

**HEALING** **VITALITY**

**Aspect** life

Life force flows through you, and vitality energy causes your vital essence to burst through your skin like beads of liquid light. You gain an item bonus equal to half the relic's level (minimum 1) to the Hit Points you recover from healing vitality spells; this bonus applies only the first time per casting that a particular spell heals you.

### INEXTINGUISHABLE

### MAJOR GIFT

**VITALITY**

**Aspect** life

Your connection to life force makes you more difficult to snuff out than others. You die from the dying condition at dying 5, rather than dying 4. If you roll a success on a save against a death or void effect, you get a critical success instead.

### VITALITY SIPHON

### MAJOR GIFT

**HEALING** **VITALITY**

**Aspect** life

**Activate** ↻ (concentrate) **Trigger** An ally within 60 feet regains more Hit Points than it is currently down via a targeted healing vitality effect without a duration; **Effect** Your relic acts as a

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relay for vitality. You or an adjacent willing creature regain a number of Hit Points equal to the amount in excess of the triggering creature's maximum Hit Points; for instance, if the triggering creature was missing 5 Hit Points and was targeted by a *heal* spell that restored 12 Hit Points, you or an adjacent willing creature would regain the remaining 7 Hit Points.

## LIFE EVERLASTING

## GRAND GIFT

HEALING VITALITY

Aspect life

**Activate** ◆◆ (concentrate) **Frequency** once per day; **Effect** Massive amounts of vitality energy surge forth. For 1 minute, you emit vitality energy in a 10-foot emanation centered on you. At the end of your turn, you (if you are living) and allied living creatures in the emanation regain 10 Hit Points. If you or an allied creature would die due to an increased dying value, you can Dismiss the activation as a free action to prevent the death; if you do, their dying value doesn't increase.

## Mind Gifts

## LINGUISTIC NEXUS

## MINOR GIFT

MENTAL

Aspect mind

Your relic grants you a powerful neural plasticity, and as a result, you can learn languages more easily. You learn an additional language of your choice for every 2 levels of the relic (minimum 1). You can retrain one of the languages from the relic with only a single week of downtime.

## RECALCULATE

## MINOR GIFT

MENTAL

Aspect mind

**Activate** ◀ (concentrate) **Trigger** You fail an attack roll; **Effect** Analysis of angles, probabilities, and myriad other factors flows from your relic into your mind after you miss an attack, preparing you for the next one. You gain a +1 circumstance bonus to your next attack roll against the target you missed, as long as it's made before the beginning of your next turn.

## REPOSITORY OF KNOWLEDGE

## MINOR GIFT

MENTAL

Aspect mind

Your relic is imbued with the psychic impressions of ages past. While the relic is on your person, you are trained in 3 additional Lore skills of the GM's choice that fit the relic's history, decided at the time of gaining this gift. If the relic is 9th level, you instead have expert proficiency in these Lore skills, and if the relic is 17th level, you have master proficiency in these Lore skills.

## PERCEPTION FILTER

## MAJOR GIFT

MENTAL

Aspect mind

**Activate** ◆◆ (concentrate) **Frequency** once per day; **Effect** Your relic reaches into the minds of nearby creatures

and blocks your presence from their perceptions. For the next 10 minutes, a creature that enters a 120-foot-radius emanation, centered on you, must attempt a secret Will save, after which the creature is then temporarily immune for 1 day.

**Critical Success** The creature is unaffected.

**Success** The creature takes a -2 status penalty to Perception checks to Seek or otherwise detect you.

**Failure** You filter all of the creature's senses, making it difficult for it to notice you. When you are hidden or undetected from the creature, it doesn't observe you as soon as you do anything other than Hide, Sneak, or Step. If it rolls a Perception check to Seek or otherwise detect you, it gets the outcome one degree of success worse than what it rolled, and if you roll a Stealth check to Hide, Sneak, or otherwise escape its attention, you get the outcome one degree of success better than what you rolled against the creature. If you use a hostile action toward the creature, the effect ends for that creature after your hostile action is completed.

**Critical Failure** As failure, but the effect doesn't end for that creature if you use a hostile action against it.

## PSYCHIC SCREAM

## MAJOR GIFT

MENTAL

Aspect mind

**Activate** ◆◆ (concentrate) **Effect** Your thoughts build before spilling forth in a powerful telepathic scream. Enemies within a 20-foot-radius burst centered on you must attempt a basic Will save or take 1d10 mental damage for every 2 levels of the relic. On a critical failure, they are also stupefied 1 for 1 minute.

## MENTAL BASTION

## GRAND GIFT

MENTAL

Aspect mind

Your relic takes over some of your mental processes and enhances others. You gain telepathy; if you already have telepathy, you instead increase its range by 30 feet. Whenever you would become stupefied, reduce the value by 1. You are permanently quickened and can use the additional action to Recall Knowledge.

## Plant Gifts

## APOTHECARY'S GARDEN

## MINOR GIFT

PLANT

Aspect plant

Your relic grows potent natural medicines. Each night, two medicinal herbs (or other plants) grow from your relic and can be harmlessly harvested during your next daily preparations. A living creature that consumes an herb with an Interact action regains 1d8 Hit Points for every 2 relic levels (minimum 1d8). At 9th level, the relic grows three herbs each night, and at 17th level, the relic grows four herbs each night. Herbs wither away 1 day after being harvested.



## POLLEN SPRAY

## MINOR GIFT

## PLANT

Aspect plant

**Activate** ♦♦ (concentrate, manipulate) **Effect** Pollen and poison spores spray from your relic, dealing 1d6 poison damage for every 2 relic levels (minimum 1d6) to all creatures in a 15-foot cone (basic Fortitude save). On a critical failure, targets are also dazzled for 1 round. You can't use Pollen Spray again for 1d4 rounds.

## SPROUT ALLY

## MINOR GIFT

## PLANT

Aspect plant

**Activate** ♦♦ (concentrate, manipulate) **Frequency** once per day; **Effect** Your relic rapidly matures and animates nearby plant matter into an ally to fight by you, casting *summon plant or fungus*, with a rank of half the item's level rounded up. You can Sustain this activation as you would the spell.

## GRAPPLING VINE

## MAJOR GIFT

## PLANT

Aspect plant

**Activate** ♦ (manipulate) **Effect** Your relic launches a sticky, multi-stranded vine at a target within 50 feet. Make an attack roll as you would when using a grappling hook, but if you roll a critical failure on the check to secure the vine, you get a failure instead. Once the vine is anchored, creatures receive a +1 status bonus to Athletics checks to Climb the vine, and they gain a +5-foot status bonus to the distance they move with a successful check while Climbing using the vine.

The vine lasts for 1 day or until you use grappling vine again, at which point your older vine withers.

## PETAL DANCE

## MAJOR GIFT

## PLANT

Aspect plant

**Activate** ♦♦ (concentrate) **Frequency** once per hour; **Effect** You disincorporate into a cloud of petals and leaves. This grants you the swarm trait, immunity to falling damage, resistance 5 to bludgeoning and slashing damage, and weakness 5 to area and splash damage. You can fit into spaces only a few inches wide, moving your constituent petals through the gap. You don't gain the swarm mind ability, so you're still affected normally by mental effects. As a swarm, you can't speak, cast spells, use manipulate actions requiring your hands, activate your magic items, or make any of your Strikes with your normal body. You remain in this form for 1 minute or until you Dismiss the activation. At 13th level, the relic gains a reaction that triggers when you fall or take damage, applying this gift's resistances, weaknesses, and immunity to falling damage to the triggering effect.

## MEGAFLORA

## GRAND GIFT

## PLANT

Aspect plant

**Activate** ♦♦ (concentrate, manipulate) **Frequency** once per

day; **Effect** With a pulse of natural energy, your relic grows massive plants in an instant. The megaflora is of one of the following types, chosen by the GM when the relic gains this gift. A megaflora appears in an unoccupied 10-foot space within 30 feet and has 50 Hit Points, weakness 5 to fire, AC 37, Reflex +20, and Fortitude +30. It persists for 1 minute or until reduced to 0 Hit Points.

- **Corpseflower** A single putrid-smelling flower grows at the target location. While the flower persists, each round at the end of your turn, all creatures in a 20-foot burst centered on the plant except you must succeed at a Fortitude save or be sickened 2 (also stunned 2 on a critical failure). This is a poison effect.
- **Thorns** A 10-foot-tall thorned plant or bamboo stalk grows at the target location. While the stalk persists, each round at the end of your turn, sharp stakes erupt from the ground, dealing 6d8 piercing damage to all creatures in a 20-foot burst centered on the plant except you (basic Reflex).
- **Tree of Life** A large tree bearing life-giving fruit grows at the target location. While the tree persists, living creatures within reach of the tree can use an Interact action to pick and eat one of the tree's fruits, regaining 2d8+5 Hit Points; picking a fruit without eating it causes the fruit to instantly vanish. This is a healing and wood effect, and a given creature can heal from the tree only once per round.

## Shadow Gifts

## ENCOMPASSING DARKNESS

## MINOR GIFT

## SHADOW

Aspect shadow

The shadows at your feet can hold objects. You can Interact with your shadow to store or remove objects, just like you would a mundane container. Your shadow can contain 3 Bulk of objects, which don't count toward the Bulk you are carrying. At 6th level, and every 4 levels thereafter, you can store 1 additional Bulk of objects in your shadow. While the items are in your shadow and can be detected normally, you gain a +4 circumstance bonus to Stealth checks to Conceal the Objects unless someone knows to check your shadow for items.

## OBSCURE

## MINOR GIFT

## SHADOW

Aspect shadow

Your relic absorbs light and wraps shadow around you, hiding you in darkness. As long as you are in dim light in an area of shadows, you can attempt a Stealth check to Hide, even if you aren't concealed against the creature, such as with a creature with darkvision.

## SHADOW SMITH

## MINOR GIFT

## SHADOW

Aspect shadow

**Activate** ♦ (manipulate) **Effect** Your relic pulls at nearby shadows, twisting them into the shape of a simple weapon or a simple tool or item, such as a rope or crowbar. It lasts

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## PLAYER-DRIVEN RELICS

Though these rules assume you as the GM are providing relic gifts as a form of treasure with input from the players, you can instead have the players make all the decisions for their relics. Encourage the players to choose different styles of items and aspects to match their characters' themes, rather than simply choosing the most powerful combination of options. Have players describe how their relic gets more powerful in the story. What acts from previous sessions lent the relic power? What special meditations or practices did they perform to unlock new gifts? How does it feel to have the relic grow?

As the item and the character level up, the player chooses which gifts the item gets from the list as a part of character advancement. You still adjust treasure as normal for incorporating relics into your game. In fact, if the player tries to optimize the combinations, they will likely be more powerful than under the standard method.

until it's used for a single activity, until you use shadow smith again, or for 1 minute, whichever comes first, after which it dissipates.

### DANCING SHADOW

### MAJOR GIFT

SHADOW

**Aspect** shadow; **Prerequisites** The relic is a weapon.

**Activate** ♦♦ (concentrate, manipulate) **Frequency** once per hour; **Effect** Your relic's shadow detaches from your relic and dances through the air to attack an enemy. When you Activate the relic, designate a target. The relic's shadow flies up to 60 feet until it's adjacent to that foe and then makes a Strike against it, dealing 5d8 damage on a success or double that on a critical success; the damage type is of any type normally dealt by your relic. The shadow uses your attack bonus with the relic, and it uses and contributes to your multiple attack penalty. While this activation is in effect, you can use a single action, which has the attack and concentrate traits, to mentally direct the shadow to make another Strike against the same target. The shadow lasts until that target is reduced to 0 Hit Points, that target moves more than 400 feet from you, or that target moves to an area where no shadow could be cast, such as an area of complete darkness, whichever comes first.

The shadow doesn't take up space, grant flanking, or have any other attributes a creature would, and it automatically follows the chosen foe. The shadow can't make any attack other than its Strike, and feats or spells that affect weapons do not apply to it.

### DARK ROADS

### MAJOR GIFT

SHADOW TELEPORTATION

**Aspect** shadow

**Activate** ♦♦ (concentrate) **Effect** Your relic creates a path from your shadow to a nearby one, teleporting you and any

items you're wearing or holding from your current space to an unoccupied one within 30 feet that you can see. You can't use the dark roads gift again for 1d4 rounds.

If the destination is not within an area of bright light, the range is instead 60 feet. If this would bring another creature with you—even if you're carrying it in an extradimensional container—the gift fails.

### UMBRAL BODY

### GRAND GIFT

SHADOW

**Aspect** shadow

**Activate** ♦♦ (concentrate, manipulate) **Effect** Shadowy essence infuses your body, and you can reshape wisps of yourself into a variety of damaging shadows. This has the effect of a 6th-rank *shadow blast*, choosing from only bludgeoning, slashing, or piercing damage. You can't use this activation again for 1d4 rounds.

## Water Gifts

### LASHING CURRENTS

### MINOR GIFT

WATER

**Aspect** water; **Prerequisites** The relic is a weapon.

Water collects at the tip of your relic. You can adjust your grip on your relic with an Interact action to allow you to make lashing current weapon Strikes with your relic, which deal 1d4 bludgeoning damage; have the disarm, finesse, reach 10, trip, and versatile S traits; and are in the flail group. Your lashing current Strikes gain the benefit of your relic's fundamental and property runes, though any property runes that would not be applicable to the lashing currents are not applied. You can use another Interact action to return to your normal grip and make Strikes with the relic.

### MONSOON CURTAIN

### MINOR GIFT

AIR WATER

**Aspect** water

**Activate** ♦♦♦ (concentrate) **Frequency** once per day; **Effect** You call down a curtain of violent rain in a location within 120 feet. The wall is 5 feet thick, 30 feet long, up to 30 feet high, and lasts for 1 minute. The wall stands vertically, but you can shape its path. The wall has the following effects.

- If a fire effect crosses through the wall, it either uses the outcome one degree of success worse than the result of its attack roll or its targets use the outcome one degree of success better than the result of their saving throw, as appropriate.
- Creatures with a weakness to water that cross the wall or start their turn in the wall take damage equal to their weakness.
- The wall imposes a -2 status penalty to Perception checks to sense creatures or objects on the other side.

### TIDAL CRASH

### MINOR GIFT

WATER

**Aspect** water

## RUNES AS GIFTS

You can substitute runes for gifts. If you choose to allow property runes on the relic, you'll want them to take up rune slots. Otherwise, you can give as many or few as you prefer, just like any other gifts. Runes are sorted into minor, major, and grand categories, but you should use their normal level and Price when you adjust treasure, instead of the number and levels on the Relic Gifts table. If you're using the player-driven relics variant, it's recommended you do not include this option.

## Air

**Armor** (Major) *energy-resistant or greater energy-resistant (cold or electricity), invisibility*; **Armor** (Grand) *winged*

**Weapon** (Minor) *returning*; **Weapon** (Major) *animated, shock, thundering*; **Weapon** (Grand) *greater shock, greater thundering*

## Celestial

**Weapon** (Major) *holy*

## Death

**Weapon** (Minor) *ghost touch, wounding*

## Earth

**Armor** (Minor) *energy-resistant or greater energy-resistant (acid)*; **Armor** (Major) *fortification*; **Armor** (Grand) *greater fortification*

**Weapon** (Minor) *shifting*

## Fiend

**Armor** (Minor) *energy-resistant or greater energy-resistant (acid, cold, or fire)*

**Weapon** (Major) *unholy*

## Fire

**Armor** (Minor) *energy-resistant or greater energy-resistant (fire)*

**Weapon** (Minor) *flaming*; **Weapon** (Major) *greater flaming*

## Life

**Weapon** (Minor) *vitalizing*; **Weapon** (Major) *greater vitalizing*

## Mind

**Armor** (Minor) *raiment*; **Armor** (Major) *invisibility*

## Plant

**Weapon** (Minor) *shifting*

## Shadow

**Armor** (Minor) *shadow*; **Armor** (Major) *greater shadow*; **Armor** (Grand) *major shadow*

## Water

**Armor** (Minor) *energy-resistant or greater energy-resistant (cold or fire), slick*; **Armor** (Major) *greater or major slick*

**Weapon** (Minor) *shifting*

**Activate** ♦♦ (concentrate) **Frequency** once per day; **Effect** Your relic spews forth a dense sphere of water. Make a spell attack roll against a target within 30 feet. On a success, you deal 2d10 bludgeoning damage plus 2 bludgeoning splash damage. At 3rd level and every 2 levels thereafter, increase the initial damage by 1d10 and the splash damage by 1.

## BOTTOMLESS RESERVOIR

## MAJOR GIFT

EXTRADIMENSIONAL WATER

**Aspect** water

**Activate—Draw Water** ♦ (manipulate) **Effect** Your relic can absorb and release water, storing it in an endless reservoir. You either touch your relic to an adjacent body of water and absorb 1 gallon of it into the reservoir, or you release 1 gallon of a liquid from the reservoir. You can add another action to the activation to absorb water from a touched creature made entirely of water, like a water elemental. If you do, it takes 1d6 damage per relic level (basic Fortitude save).

**Activate—Liquid Shield** ◡ (manipulate) **Trigger** You are targeted by an acid or water effect; **Effect** Your relic attempts to counteract the effect, expending 1 gallon of stored liquid. At the GM's discretion, you can use this ability on effects made of other liquids, such as blood.

## FLOWING FOOTSTEPS

## MAJOR GIFT

WATER

**Aspect** water

Your relic ensures no water impedes your movement. You gain the effects of the *water walk* spell, and the ability to breathe water. You also gain a swim Speed equal to your Speed or 15 feet, whichever is higher.

## RIPPLES AND WAVES

## GRAND GIFT

WATER

**Aspect** water

You become attuned to the ebb and flow of all things, as if embodying water itself. You gain wavesense 60 feet as a precise sense and can cast 5th-rank *hydraulic push* at will as an innate spell.

**Activate** ♦♦ (concentrate) **Frequency** once per day; **Effect** Ankle-deep water floods outward from you, filling a 60-foot emanation centered on you for 1 minute. Enemies within the area without a swim Speed treat the area as difficult terrain for movement on land. While the effect persists, you can have any water effects you generate originate from any point within the emanation, in addition to their normal range and area.

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# TREASURE TABLE

The following tables include the items included in this book organized by level and category. A superscript “U” indicates the item is uncommon and a superscript “R” indicates it’s rare.

1st-level Consumables	Category	Price	Page
Shining ammunition	Ammunition	3 gp	256
Acid flask, lesser	Bomb	3 gp	244
Alchemist’s fire, lesser	Bomb	3 gp	244
Dread ampoule, lesser	Bomb	3 gp	245
Glue bomb, lesser	Bomb	3 gp	245
Antidote, lesser	Elixir	3 gp	246
Antiplague, lesser	Elixir	3 gp	246
Cheetah’s elixir, lesser	Elixir	3 gp	246
Eagle-eye elixir, lesser	Elixir	4 gp	247
Elixir of life, minor	Elixir	3 gp	247
Nectar of purification	Oil	3 gp	257
Oil of unlife, minor	Oil	4 gp	258
Holy water	Other	3 gp	268
Marvelous miniature, campfire	Other	1 gp	268
Marvelous miniature, ladder	Other	3 gp	268
Runestone	Other	3 gp	269
Unholy water	Other	3 gp	269
Arsenic	Poison	3 gp	248
Gecko potion	Potion	3 gp	259
Giant centipede venom	Poison	4 gp	249
Healing potion, minor	Potion	4 gp	259
Potion of emergency escape	Potion	3 gp	259
Potion of shared memories	Potion	4 gp	260
Scroll of 1st-rank spell	Scroll	4 gp	262
Potency crystal	Talisman	4 gp	266
Predator’s claw	Talisman	3 gp	266
Wolf fang	Talisman	4 gp	267
Glow rod	Tool	3 gp	251
Matchstick	Tool	2 sp	251
Smoke ball, lesser	Tool	3 gp	251
Snake oil	Tool	2 gp	251
1st-level Permanent Items	Category	Price	Page
Everlight crystal	Held	15 gp	273
Walking cauldron	Other	12 gp	297
Aeon stone, consumed <sup>U</sup>	Worn	9 gp	284
Ring of sigils	Worn	20 gp	294
2nd-level Consumables	Category	Price	Page
Bravo’s brew, lesser	Elixir	7 gp	246
Cat’s eye elixir	Elixir	7 gp	246
Darkvision elixir, lesser	Elixir	6 gp	246
Oil of potency	Oil	7 gp	257
Oil of weightlessness	Oil	6 gp	258
Black adder venom	Poison	6 gp	248
Lethargy poison	Poison	7 gp	250
Bronze bull pendant	Talisman	7 gp	263
Crying angel pendant	Talisman	7 gp	263
Effervescent ampoule	Talisman	7 gp	264
Jade cat	Talisman	6 gp	265
Mesmerizing opal	Talisman	7 gp	266

Monkey pin	Talisman	6 gp	266
Onyx panther	Talisman	7 gp	266
Savior spike	Talisman	7 gp	267
Silver salve	Tool	6 gp	251
2nd-level Permanent Items	Category	Price	Page
+1 weapon potency	Rune	35 gp	236
Cold iron buckler, low-grade	Shield	30 gp	233
Cold iron shield, low-grade	Shield	34 gp	233
Silver buckler, low-grade	Shield	30 gp	234
Silver shield, low-grade	Shield	34 gp	234
+1 weapon	Weapon	35 gp	240
Cold iron weapon, low-grade	Weapon	40+ gp	240
Silver weapon, low-grade	Weapon	40+ gp	240
+1 handwraps of mighty blows	Worn	35 gp	290
Masquerade scarf	Worn	30 gp	292
Wayfinder <sup>U</sup>	Worn	28 gp	297
3rd-level Consumables	Category	Price	Page
Beacon Shot	Ammunition	10 gp	255
Spellstrike ammunition I	Ammunition	12 gp	256
Vine arrow	Ammunition	10 gp	256
Acid flask, moderate	Bomb	10 gp	244
Alchemist’s fire, moderate	Bomb	10 gp	244
Dread ampoule, moderate	Bomb	10 gp	245
Glue bomb, moderate	Bomb	10 gp	245
Oil of mending	Oil	9 gp	257
Oil of unlife, lesser	Oil	12 gp	258
Marvelous miniature, chest	Other	10 gp	268
Graveroot	Poison	10 gp	249
Healing potion, lesser	Potion	12 gp	259
Potion of water breathing	Potion	11 gp	260
Scroll of 2nd-rank spell	Scroll	12 gp	262
Alloy orb, low-grade	Talisman	10 gp	263
Feather step stone	Talisman	8 gp	264
3rd-level Permanent Items	Category	Price	Page
Maestro’s instrument, lesser	Held	60 gp	275
Thurible of revelation, lesser	Held	55 gp	277
Returning	Rune	55 gp	238
Staff of fire	Staff	60 gp	279
Wand of 1st-rank spell	Wand	60 gp	282
Fighter’s fork	Weapon	50 gp	242
Retribution axe	Weapon	60 gp	243
Bracelet of dashing	Worn	58 gp	286
Bracers of missile deflection	Worn	52 gp	286
Channel protection amulet <sup>U</sup>	Worn	56 gp	286
Charlatan’s gloves	Worn	50 gp	286
Coyote cloak	Worn	60 gp	287
Crafter’s eyepiece	Worn	60 gp	288
Dancing scarf	Worn	60 gp	288
Doubling rings	Worn	50 gp	289
Mage’s hat	Worn	50 gp	292

<i>Pendant of the occult</i>	Worn	60 gp	293
<i>Persona mask</i>	Worn	50 gp	293
<i>Shining symbol</i>	Worn	55 gp	295
<i>Tracker's goggles</i>	Worn	60 gp	296
<i>Ventriloquist's ring</i>	Worn	60 gp	296

4th-level Consumables	Category	Price	Page
<i>Climbing bolt</i>	Ammunition	15 gp	255
<i>Bomber's eye elixir, lesser</i>	Elixir	14 gp	246
<i>Darkvision elixir, moderate</i>	Elixir	11 gp	246
<i>Mistform elixir, lesser</i>	Elixir	18 gp	247
<i>Stone fist elixir</i>	Elixir	13 gp	247
<i>Marvelous miniature, horse</i>	Other	13 gp	268
<i>Fearflower nectar</i>	Poison	16 gp	249
<i>Invisibility potion<sup>U</sup></i>	Potion	20 gp	259
<i>Oak potion</i>	Potion	15 gp	259
<i>Shrinking potion</i>	Potion	15 gp	261
<i>Bloodseeker beak</i>	Talisman	20 gp	263
<i>Dragon turtle scale</i>	Talisman	13 gp	264
<i>Fear gem</i>	Talisman	20 gp	264

4th-level Permanent Items	Category	Price	Page
<i>Spacious pouch I</i>	Held	75 gp	276
<i>Ghost touch</i>	Rune	75 gp	238
<i>Reinforcing, minor</i>	Rune	75 gp	232
<i>Striking</i>	Rune	65 gp	236
<i>Sturdy shield, minor</i>	Shield	100 gp	235
<i>Animal staff</i>	Staff	90 gp	278
<i>Mentalist's staff</i>	Staff	90 gp	279
<i>Staff of healing</i>	Staff	90 gp	280
<i>Wand of widening 1st</i>	Wand	100 gp	283
<i>+1 striking weapon</i>	Weapon	100 gp	240
<i>+1 striking handwraps of mighty blows</i>	Worn	100 gp	290
<i>Demon mask</i>	Worn	85 gp	288
<i>Healer's gloves</i>	Worn	80 gp	290
<i>Lifting belt</i>	Worn	80 gp	292
<i>Sleeves of storage</i>	Worn	100 gp	296
<i>Symbol of conflict<sup>U</sup></i>	Worn	90 gp	296

5th-level Consumables	Category	Price	Page
<i>Spellstrike ammunition II</i>	Ammunition	30 gp	256
<i>Cheetah's elixir, moderate</i>	Elixir	25 gp	246
<i>Eagle-eye elixir, moderate</i>	Elixir	27 gp	247
<i>Elixir of life, lesser</i>	Elixir	30 gp	247
<i>Sea touch elixir, lesser</i>	Elixir	22 gp	247
<i>Frozen lava</i>	Other	30 gp	268
<i>Spider venom</i>	Poison	25 gp	250
<i>Potion of leaping</i>	Potion	21 gp	260
<i>Scroll of 3rd-rank spell</i>	Scroll	30 gp	262
<i>Emerald grasshopper</i>	Talisman	30 gp	264
<i>Shark tooth charm</i>	Talisman	23 gp	267
<i>Sneaky key</i>	Talisman	22 gp	267
<i>Tiger menuki</i>	Talisman	30 gp	267

5th-level Permanent Items	Category	Price	Page
<i>+1 armor</i>	Armor	160 gp	229
<i>Cold iron armor, low-grade</i>	Armor	140+ gp	228
<i>Silver armor, low-grade</i>	Armor	140+ gp	229
<i>Eternal eruption</i>	Held	160 gp	273
<i>Pocket stage</i>	Held	138 gp	276

<i>Skeleton key</i>	Held	125 gp	276
<i>+1 armor potency</i>	Rune	160 gp	226
<i>Fearsome</i>	Rune	160 gp	237
<i>Raiment</i>	Rune	140 gp	226
<i>Shadow</i>	Rune	55 gp	227
<i>Slick</i>	Rune	45 gp	227
<i>Vitalizing</i>	Rune	150 gp	239
<i>Wand of 2nd-rank spell</i>	Wand	160 gp	282
<i>Wand of continuation 1st</i>	Wand	160 gp	282
<i>Wand of shardstorm 1st</i>	Wand	160 gp	283
<i>Caterwaul sling</i>	Weapon	155 gp	242
<i>Serpent dagger</i>	Weapon	150 gp	243
<i>Aeon stone, preserving<sup>U</sup></i>	Worn	150 gp	284
<i>Arboreal boots</i>	Worn	160 gp	285
<i>Diplomat's badge</i>	Worn	125 gp	289
<i>Obsidian goggles</i>	Worn	150 gp	293

6th-level Consumables	Category	Price	Page
<i>Antidote, moderate</i>	Elixir	35 gp	246
<i>Antiplague, moderate</i>	Elixir	35 gp	246
<i>Mistform elixir, moderate</i>	Elixir	56 gp	247
<i>Oil of unlife, moderate</i>	Oil	50 gp	258
<i>Oil of weightlessness, greater</i>	Oil	36 gp	258
<i>Salve of antiparalysis</i>	Oil	40 gp	258
<i>Giant scorpion venom</i>	Poison	40 gp	249
<i>Healing potion, moderate</i>	Potion	50 gp	259
<i>Potion of resistance, lesser</i>	Potion	45 gp	260
<i>Potion of swimming</i>	Potion	50 gp	260
<i>Truth potion<sup>U</sup></i>	Potion	46 gp	261
<i>Iron cube</i>	Talisman	50 gp	265

6th-level Permanent Items	Category	Price	Page
<i>Cloud pouch</i>	Held	225 gp	273
<i>Traveler's any-tool</i>	Held	200 gp	277
<i>Ready</i>	Rune	200 gp	226
<i>Shifting</i>	Rune	225 gp	238
<i>Lion's shield</i>	Shield	245 gp	235
<i>Spellguard shield</i>	Shield	250 gp	235
<i>Fluid form staff</i>	Staff	230 gp	278
<i>Staff of control</i>	Staff	230 gp	279
<i>Staff of elemental power</i>	Staff	230 gp	279
<i>Staff of phantasms</i>	Staff	230 gp	280
<i>Staff of protection</i>	Staff	230 gp	280
<i>Staff of summoning</i>	Staff	230 gp	280
<i>Staff of the dead</i>	Staff	230 gp	281
<i>Staff of the unblinking eye<sup>U</sup></i>	Staff	230 gp	281
<i>Verdant staff</i>	Staff	225 gp	281
<i>Wand of widening 2nd</i>	Wand	250 gp	283
<i>Bloodletting kukri</i>	Weapon	240 gp	241
<i>Twinning staff</i>	Weapon	250 gp	243
<i>Aeon stone, sprouting<sup>U</sup></i>	Worn	220 gp	284
<i>Charm of resistance</i>	Worn	245 gp	286
<i>Choker of elocution</i>	Worn	200 gp	287
<i>Clandestine cloak<sup>U</sup></i>	Worn	230 gp	287
<i>Primeval mistletoe</i>	Worn	230 gp	294
<i>Ring of sigils, greater</i>	Worn	225 gp	294

7th-level Consumables	Category	Price	Page
<i>Spellstrike ammunition III</i>	Ammunition	70 gp	256
<i>Frozen lava of Blackpeak</i>	Other	70 gp	268

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7th-level Consumables (cont.)	Category	Price	Page
Energy breath potion, lesser	Potion	70 gp	259
Serum of sex shift	Potion	60 gp	260
Scroll of 4th-rank spell	Scroll	70 gp	262
Grim trophy	Talisman	55 gp	265
Murderer's knot	Talisman	66 gp	266
Swift block cabochon <sup>U</sup>	Talisman	70 gp	267
Smoke ball, greater	Tool	53 gp	251
7th-level Permanent Items	Category	Price	Page
Moonlit chain	Armor	360 gp	231
Alacritous horseshoes	Companion	340 gp	272
Bottled air	Held	320 gp	273
Eternal eruption of Blackpeak	Held	360 gp	273
Spacious pouch II	Held	300 gp	276
Reinforcing, lesser	Rune	300 gp	232
Size-changing	Rune	350 gp	227
Wounding	Rune	340 gp	239
Cold iron buckler, standard-grade	Shield	300 gp	233
Cold iron shield, standard-grade	Shield	340 gp	233
Silver buckler, standard-grade	Shield	300 gp	234
Silver shield, standard-grade	Shield	340 gp	234
Spined shield	Shield	360 gp	235
Sturdy shield, lesser	Shield	360 gp	235
Wand of 3rd-rank spell	Wand	360 gp	282
Wand of continuation 2nd	Wand	360 gp	282
Aeon stone, delaying <sup>U</sup>	Worn	350 gp	284
Aeon stone, nourishing <sup>U</sup>	Worn	325 gp	284
Aeon stone, smoothing <sup>U</sup>	Worn	310 gp	284
Boots of bounding	Worn	340 gp	286
Clawed bracers	Worn	325 gp	287
Cloak of illusions	Worn	360 gp	287
Masquerade scarf, greater	Worn	340 gp	292
Retrieval belt <sup>U</sup>	Worn	340 gp	294
Ring of sustenance <sup>U</sup>	Worn	325 gp	294
8th-level Consumables	Category	Price	Page
Darkvision elixir, greater	Elixir	90 gp	246
Candle of truth <sup>U</sup>	Other	75 gp	268
Marvelous miniature, boat	Other	76 gp	268
Wyvern poison	Poison	80 gp	250
Potion of flying	Potion	100 gp	259
Potion of quickness	Potion	90 gp	260
Shrinking potion, greater	Potion	90 gp	261
Alloy orb, standard-grade	Talisman	80 gp	263
Bloodseeker beak, greater	Talisman	100 gp	263
Dragon turtle scale, greater	Talisman	75 gp	264
Gallows tooth	Talisman	100 gp	264
8th-level Permanent Items	Category	Price	Page
+1 resilient armor	Armor	500 gp	229
Collar of inconspicuousness	Companion	475 gp	272
Madcap top <sup>R</sup>	Held	459 gp	274
Astral	Rune	450 gp	236
Corrosive	Rune	500 gp	237
Decaying	Rune	500 gp	237
Energy-resistant	Rune	420 gp	226
Flaming	Rune	500 gp	237
Frost	Rune	500 gp	237
Invisibility	Rune	500 gp	226

Resilient	Rune	340 gp	226
Shock	Rune	500 gp	238
Slick, greater	Rune	450 gp	227
Thundering	Rune	500 gp	239
Adamantine buckler, standard-grade <sup>U</sup>	Shield	400 gp	233
Adamantine shield, standard-grade <sup>U</sup>	Shield	440 gp	233
Dawnsilver buckler, standard-grade <sup>U</sup>	Shield	400 gp	233
Dawnsilver shield, standard-grade <sup>U</sup>	Shield	440 gp	233
Duskwood buckler, standard-grade <sup>U</sup>	Shield	400 gp	233
Duskwood shield, standard-grade <sup>U</sup>	Shield	440 gp	233
Duskwood tower shield, standard-grade <sup>U</sup>	Shield	560 gp	233
Animal staff, greater	Staff	460 gp	278
Mentalist's staff, greater	Staff	460 gp	279
Staff of fire, greater	Staff	450 gp	279
Staff of healing, greater	Staff	470 gp	280
Staff of illumination	Staff	425 gp	280
Wand of widening 3rd	Wand	500 gp	283
Aeon stone, envisioning <sup>U</sup>	Worn	425 gp	284
Bands of force	Worn	500 gp	286
Lover's gloves	Worn	500 gp	292
9th-level Consumables	Category	Price	Page
Explosive ammunition	Ammunition	130 gp	255
Spellstrike ammunition IV	Ammunition	150 gp	256
Cheetah's elixir, greater	Elixir	110 gp	246
Elixir of life, moderate	Elixir	150 gp	247
Frozen lava of Pale Mountain	Other	150 gp	268
Trident of lightning	Other	110 gp	269
Spider root	Poison	110 gp	250
Scroll of 5th-rank spell	Scroll	150 gp	262
Basilisk eye	Talisman	150 gp	263
Emerald grasshopper, greater	Talisman	150 gp	264
Potency crystal, greater	Talisman	150 gp	266
9th-level Permanent Items	Category	Price	Page
Collar of empathy	Companion	600 gp	272
Eternal eruption of Pale Mountain	Held	700 gp	273
Extending	Rune	700 gp	237
Grievous	Rune	700 gp	238
Shadow, greater	Rune	650 gp	227
Dragonslayer's shield <sup>U</sup>	Shield	670 gp	234
Force shield <sup>U</sup>	Shield	650 gp	234
Wand of 4th-rank spell	Wand	700 gp	282
Wand of continuation 3rd	Wand	700 gp	282
Wand of shardstorm 3rd	Wand	700 gp	283
Chaplain's Cudgel	Weapon	650 gp	242
Gloom blade	Weapon	700 gp	242
Arboreal boots, greater	Worn	700 gp	285
Armbands of athleticism	Worn	645 gp	285
Bracers of missile deflection, greater	Worn	650 gp	286
Charlatan's gloves, greater	Worn	600 gp	286
Coyote cloak, greater	Worn	650 gp	287
Dancing scarf, greater	Worn	650 gp	288
Eyes of the cat	Worn	700 gp	290
Healer's gloves, greater	Worn	700 gp	290
Humbug pocket	Worn	650 gp	290



Mage's hat, greater	Worn	650 gp	292
Messenger's ring	Worn	700 gp	292
Pendant of the occult, greater	Worn	650 gp	293
Persona mask, greater	Worn	650 gp	293
Retrieval belt, greater <sup>U</sup>	Worn	600 gp	294
Shining symbol, greater	Worn	650 gp	295
Sleeves of storage, greater	Worn	600 gp	296
Tracker's goggles, greater	Worn	660 gp	296
Ventriloquist's ring, greater	Worn	670 gp	296
<b>10th-level Consumables</b>	<b>Category</b>	<b>Price</b>	<b>Page</b>
Antidote, greater	Elixir	160 gp	246
Antiplague, greater	Elixir	160 gp	246
Bravo's brew, moderate	Elixir	150 gp	246
Eagle-eye elixir, greater	Elixir	200 gp	247
Mistform elixir, greater	Elixir	180 gp	247
Spirit bulb <sup>U</sup>	Other	200 gp	269
Wolfsbane	Poison	155 gp	250
Potion of resistance, moderate	Potion	180 gp	260
Iron medallion	Talisman	175 gp	265
Mummified bat	Talisman	175 gp	266
Vanishing coin	Talisman	160 gp	267
<b>10th-level Permanent Items</b>	<b>Category</b>	<b>Price</b>	<b>Page</b>
Electric eelskin	Armor	950 gp	230
Tideplate	Armor	1,000 gp	231
Barding of the zephyr	Companion	900 gp	272
Explorer's yurt	Structure	880 gp	273
Maestro's instrument, moderate	Held	900 gp	275
Thurible of revelation, moderate	Held	900 gp	277
+2 weapon potency	Rune	935 gp	236
Invisibility, greater	Rune	1,000 gp	226
Reinforcing, moderate	Rune	900 gp	232
Forge warden <sup>U</sup>	Shield	975 gp	234
Sturdy shield, moderate	Shield	1,000 gp	235
Fluid form staff, greater	Staff	900 gp	278
Staff of control, greater	Staff	900 gp	279
Staff of elemental power, greater	Staff	900 gp	279
Staff of phantasms, greater	Staff	900 gp	280
Staff of protection, greater	Staff	900 gp	280
Staff of summoning, greater	Staff	900 gp	280
Staff of the dead, greater	Staff	900 gp	281
Staff of the unblinking eye, greater <sup>U</sup>	Staff	900 gp	281
Wand of widening 4th	Wand	1,000 gp	283
+2 striking weapon	Weapon	1,000 gp	240
Cold iron weapon, standard-grade	Weapon	880+ gp	240
Silver weapon, standard-grade	Weapon	880+ gp	240
+2 striking handwraps	Worn	1,000 gp	290
of mighty blows			
Accolade robe	Worn	1,000 gp	284
Charlatan's cape <sup>U</sup>	Worn	980 gp	286
Charm of resistance, greater	Worn	975 gp	286
Choker of elocution, greater	Worn	850 gp	287
Clandestine cloak, greater <sup>U</sup>	Worn	900 gp	287
Crown of witchcraft	Worn	1,000 gp	288
Daredevil boots	Worn	900 gp	288
Demon mask, greater	Worn	900 gp	288
Entertainer's cincture	Worn	1,000 gp	289
Living mantle	Worn	1,000 gp	292

Ring of lies <sup>U</sup>	Worn	850 gp	294
Shadow signet	Worn	1,000 gp	295
Symbol of conflict, greater <sup>U</sup>	Worn	900 gp	296
Winged sandals	Worn	850 gp	297
<b>11th-level Consumables</b>	<b>Category</b>	<b>Price</b>	<b>Page</b>
Spellstrike ammunition V	Ammunition	300 gp	256
Acid flask, greater	Bomb	250 gp	244
Alchemist's fire, greater	Bomb	250 gp	244
Dread ampoule, greater	Bomb	300 gp	245
Glue bomb, greater	Bomb	250 gp	245
Oil of keen edges <sup>U</sup>	Oil	250 gp	257
Oil of repulsion	Oil	175 gp	257
Frozen lava of Mhar Massif	Other	300 gp	268
Blightburn resin	Poison	225 gp	248
Potion of swimming, greater	Potion	250 gp	260
Scroll of 6th-rank spell	Scroll	300 gp	262
Grim trophy, greater	Talisman	250 gp	265
<b>11th-level Permanent Items</b>	<b>Category</b>	<b>Price</b>	<b>Page</b>
+2 resilient armor	Armor	1,400 gp	229
Cold iron armor, standard-grade	Armor	1,200+ gp	228
Silver armor, standard-grade	Held	1,200+ gp	229
Eternal eruption of Mhar Massif	Held	1,400 gp	273
Horn of exorcism	Held	1,250 gp	274
Skeleton key, greater	Held	1,250 gp	276
Spacious pouch III	Held	1,200 gp	276
+2 armor potency	Rune	1,060 gp	226
Holy	Rune	1,400 gp	238
Ready, greater	Rune	1,200 gp	226
Unholy	Rune	1,400 gp	239
Floating shield <sup>U</sup>	Shield	1,250 gp	234
Lodestone shield	Shield	1,350 gp	235
Wand of 5th-rank spell	Wand	1,500 gp	282
Wand of continuation 4th	Wand	1,400 gp	282
Adamantine weapon, standard-grade <sup>U</sup>	Weapon	1,400+ gp	240
Dawnsilver weapon, standard-grade <sup>U</sup>	Weapon	1,400+ gp	240
Duskwood weapon, standard-grade <sup>U</sup>	Weapon	1,400+ gp	240
Hunter's anthem	Weapon	1,300 gp	242
Countering charm <sup>U</sup>	Worn	1,200 gp	287
Crafter's eyepiece, greater	Worn	1,200 gp	288
Devoted vestments	Worn	1,250 gp	288
Doubling rings, greater	Worn	1,300 gp	289
Gorget of the primal roar	Worn	1,250 gp	290
Obsidian goggles, greater	Worn	1,250 gp	293
<b>12th-level Consumables</b>	<b>Category</b>	<b>Price</b>	<b>Page</b>
Penetrating ammunition	Ammunition	400 gp	255
Sea touch elixir, moderate	Elixir	300 gp	247
Oil of animation <sup>U</sup>	Oil	330 gp	257
Oil of potency, greater	Oil	400 gp	257
Oil of unlife, greater	Oil	400 gp	258
Salve of antiparalysis, greater	Oil	325 gp	258
Spirit bulb, greater <sup>U</sup>	Other	300 gp	269
Slumber wine	Poison	325 gp	250
Energy breath potion, moderate	Potion	400 gp	259
Healing potion, greater	Potion	400 gp	259

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12th-level Consumables (cont.)	Category	Price	Page
Potion of truespeech <sup>U</sup>	Potion	320 gp	260
Alloy orb, exquisite standard-grade <sup>U</sup>	Talisman	400 gp	263
Eye of apprehension	Talisman	400 gp	264
Fade band	Talisman	320 gp	264
12th-level Permanent Items	Category	Price	Page
Adamantine armor, standard-grade <sup>U</sup>	Armor	1,600+ gp	228
Dawnsilver armor, standard-grade <sup>U</sup>	Armor	1,600+ gp	228
Duskwood armor, standard-grade <sup>U</sup>	Armor	1,600+ gp	228
Lion's armor	Armor	2,000 gp	230
Flying broomstick	Held	1,900 gp	274
Marvelous medicines	Held	1,800 gp	275
Brilliant	Rune	2,000 gp	236
Energy-resistant, greater	Rune	1,650 gp	226
Fearsome, greater	Rune	2,000 gp	237
Fortification	Rune	2,000 gp	226
Striking, greater	Rune	1,065 gp	236
Animal staff, major	Staff	1,900 gp	278
Mentalist's staff, major	Staff	1,800 gp	279
Staff of arcane might <sup>R</sup>	Staff	1,900 gp	279
Staff of fire, major	Staff	1,800 gp	279
Staff of healing, major	Staff	1,800 gp	280
Verdant staff, greater	Staff	1,750 gp	281
Wand of widening 5th	Wand	2,000 gp	283
+2 greater striking weapon	Weapon	2,000 gp	240
+2 greater striking handwraps of mighty blows	Worn	2,000 gp	290
Cloak of illusions, greater	Worn	1,750 gp	287
Ring of climbing	Worn	1,750 gp	294
Ring of swimming	Worn	1,750 gp	295
13th-level Consumables	Category	Price	Page
Explosive ammunition, greater	Ammunition	520 gp	255
Spellstrike ammunition VI	Ammunition	600 gp	256
Elixir of life, greater	Elixir	600 gp	247
Frozen lava of Droskar's Crag	Other	600 gp	268
Deathcap powder	Poison	450 gp	249
Panacea <sup>U</sup>	Potion	450 gp	259
Time shield potion	Potion	600 gp	261
Scroll of 7th-rank spell	Scroll	600 gp	262
Mending lattice <sup>U</sup>	Talisman	525 gp	266
13th-level Permanent Items	Category	Price	Page
Elven chain, standard-grade <sup>U</sup>	Armor	2,500 gp	228
Eternal eruption of Droskar's Crag	Held	3,000 gp	273
Slate of distant letters	Held	2,450 gp	276
Spacious pouch IV	Held	2,400 gp	276
Animated <sup>U</sup>	Rune	2,700 gp	236
Extending, greater	Rune	3,000 gp	237
Keen <sup>U</sup>	Rune	3,000 gp	238
Reinforcing, greater	Rune	2,500 gp	232
Shockwave <sup>U</sup>	Rune	3,000 gp	239
Spell reservoir <sup>U</sup>	Rune	2,700 gp	239
Winged	Rune	2,500 gp	227
Sturdy shield, greater	Shield	3,000 gp	235
Wand of 6th-rank spell	Wand	3,000 gp	282
Wand of continuation 5th	Wand	3,000 gp	282
Wand of shardstorm 5th	Wand	3,000 gp	283
Searing blade	Weapon	2,800 gp	243

Eye of fortune	Worn	2,700 gp	289
Hellfire boots	Worn	3,000 gp	290
Propulsive boots	Worn	3,000 gp	294
Retrieval belt, major <sup>U</sup>	Worn	2,500 gp	294
14th-level Consumables	Category	Price	Page
Ghost ammunition	Ammunition	900 gp	255
Antidote, major	Elixir	675 gp	246
Antiplague, major	Elixir	675 gp	246
Bomber's eye elixir, greater	Elixir	700 gp	246
Spirit bulb, major <sup>U</sup>	Other	500 gp	269
Potion of resistance, greater	Potion	850 gp	260
Dazing coil	Talisman	900 gp	263
Viper's fang	Talisman	850 gp	267
14th-level Permanent Items	Category	Price	Page
+2 greater resilient armor	Armor	4,500 gp	229
Life-saver mail	Armor	4,000 gp	230
Alacritous horseshoes, greater	Companion	4,250 gp	272
Crystal ball, clear quartz <sup>U</sup>	Held	3,800 gp	273
Resilient, greater	Rune	3,440 gp	226
Vitalizing, greater	Rune	4,300 gp	239
Fluid form staff, major	Staff	4,000 gp	278
Staff of control, major <sup>U</sup>	Staff	4,000 gp	279
Staff of elemental power, major	Staff	4,000 gp	279
Staff of phantasms, major	Staff	4,000 gp	280
Staff of protection, major	Staff	4,000 gp	280
Staff of summoning, major	Staff	4,000 gp	280
Staff of the dead, major	Staff	4,000 gp	281
Staff of the unblinking eye, major <sup>U</sup>	Staff	4,000 gp	281
Wand of widening 6th	Wand	4,500 gp	283
Storm flash	Weapon	4,000 gp	243
Bands of force, greater	Worn	4,500 gp	286
Boots of bounding, greater	Worn	4,250 gp	286
Charm of resistance, major	Worn	4,400 gp	286
Primeval mistletoe, greater	Worn	3,900 gp	294
15th-level Consumables	Category	Price	Page
Spellstrike ammunition VII	Ammunition	1,300 gp	256
Stone bullet	Ammunition	1,300 gp	256
Bravo's brew, greater	Elixir	700 gp	246
Elixir of life, major	Elixir	1,300 gp	247
Sea touch elixir, greater	Elixir	920 gp	247
Obfuscation oil	Oil	1,200 gp	257
Frozen lava of Ka	Other	1,300 gp	268
Mindfog mist	Poison	1,000 gp	250
Potion of flying, greater	Potion	1,000 gp	259
Scroll of 8th-rank spell	Scroll	1,300 gp	262
Potency crystal, major	Talisman	1,300 gp	266
15th-level Permanent Items	Category	Price	Page
Crystal ball, selenite <sup>U</sup>	Held	7,000 gp	273
Eternal eruption of Ka	Held	6,500 gp	273
Antimagic <sup>U</sup>	Rune	6,500 gp	226
Astral, greater	Rune	6,000 gp	236
Corrosive, greater	Rune	6,500 gp	237
Decaying, greater	Rune	6,500 gp	237
Flaming, greater	Rune	6,500 gp	237
Frost, greater	Rune	6,500 gp	237
Shock, greater	Rune	6,500 gp	238
Thundering, greater	Rune	6,500 gp	239

Cold iron buckler, high-grade	Shield	5,000 gp	233
Cold iron shield, high-grade	Shield	5,500 gp	233
Silver buckler, high-grade	Shield	5,000 gp	234
Silver shield, high-grade	Shield	5,500 gp	234
<i>Wand of 7th-rank spell</i>	Wand	6,500 gp	282
<i>Wand of continuation 6th</i>	Wand	6,500 gp	282
<i>Countering charm, greater</i>	Worn	5,500 gp	287
<i>Earthglide cloak</i>	Worn	6,500 gp	289

16th-level Consumables	Category	Price	Page
Eagle-eye elixir, major	Elixir	2,000 gp	247
Brimstone fumes	Poison	1,500 gp	248
Truesight potion	Potion	1,500 gp	261
Alloy orb, high-grade	Talisman	1,500 gp	263
Ghost dust	Talisman	1,800 gp	265

16th-level Permanent Items	Category	Price	Page
<i>Crystal ball, moonstone<sup>U</sup></i>	Held	7,500 gp	273
+3 weapon potency	Rune	8,935 gp	236
Quickstrike <sup>R</sup>	Rune	10,000 gp	238
Reinforcing, major	Rune	8,000 gp	232
Slick, major	Rune	9,000 gp	227
Adamantine buckler, high-grade <sup>U</sup>	Shield	8,000 gp	233
Adamantine shield, high-grade <sup>U</sup>	Shield	8,800 gp	233
Dawnsilver buckler, high-grade <sup>U</sup>	Shield	8,000 gp	233
Dawnsilver shield, high-grade <sup>U</sup>	Shield	8,800 gp	233
Duskwood buckler, high-grade <sup>U</sup>	Shield	8,000 gp	233
Duskwood shield, high-grade <sup>U</sup>	Shield	8,800 gp	233
Duskwood tower shield, high-grade <sup>U</sup>	Shield	11,200 gp	233
<i>Floating shield, greater<sup>U</sup></i>	Shield	9,000 gp	234
<i>Sturdy shield, major</i>	Shield	10,000 gp	235
<i>Staff of arcane might, greater<sup>R</sup></i>	Staff	10,000 gp	279
<i>Staff of healing, true</i>	Staff	9,200 gp	280
<i>Wand of widening 7th</i>	Wand	10,000 gp	283
+3 greater striking weapon	Weapon	10,000 gp	240
Cold iron weapon, high-grade	Weapon	9,000+ gp	240
Icicle	Weapon	10,000 gp	242
Silver weapon, high-grade	Weapon	9,000+ gp	240
+3 greater striking handwraps of mighty blows	Worn	10,000 gp	290
Aeon stone, amplifying <sup>U</sup>	Worn	9,750 gp	284
Aeon stone, peering <sup>U</sup>	Worn	8,500 gp	284

17th-level Consumables	Category	Price	Page
<i>Spellstrike ammunition VIII</i>	Ammunition	3,000 gp	256
Acid flask, major	Bomb	2,500 gp	244
Alchemist's fire, major	Bomb	2,500 gp	244
Dread ampoule, major	Bomb	3,000 gp	245
Glue bomb, major	Bomb	2,500 gp	245
Frozen lava of Sakalaya	Other	3,000 gp	268
Hemlock	Poison	2,250 gp	249
<i>Energy breath potion, greater</i>	Potion	3,000 gp	259
<i>Scroll of 9th-rank spell</i>	Scroll	3,000 gp	262
<i>Dispelling sliver</i>	Talisman	2,400 gp	264

17th-level Permanent Items	Category	Price	Page
Belt of long life	Apex	15,000 gp	270
Bracers of strength	Apex	15,000 gp	270
Cloak of swiftness	Apex	15,000 gp	270
Crown of intellect	Apex	15,000 gp	270

<i>Headwrap of wisdom</i>	Apex	15,000 gp	270
<i>Necklace of allure</i>	Apex	15,000 gp	271
<i>Impenetrable scale<sup>U</sup></i>	Armor	12,800 gp	230
<i>Crystal ball, peridot<sup>U</sup></i>	Held	12,500 gp	273
<i>Eternal eruption of Sakalayo</i>	Held	15,000 gp	273
<i>Shadow, major</i>	Rune	14,000 gp	227
Vorpal <sup>R</sup>	Rune	15,000 gp	239
Orichalcum buckler, high-grade <sup>R</sup>	Shield	12,000 gp	233
Orichalcum shield, high-grade <sup>R</sup>	Shield	13,200 gp	233
<i>Wand of 8th-rank spell</i>	Wand	15,000 gp	282
<i>Wand of continuation 7th</i>	Wand	15,000 gp	282
<i>Wand of shardstorm 7th</i>	Wand	15,000 gp	283
Adamantine weapon, high-grade <sup>U</sup>	Weapon	13,500+ gp	240
Dawnsilver weapon, high-grade <sup>U</sup>	Weapon	13,500+ gp	240
Duskwood weapon, high-grade <sup>U</sup>	Weapon	13,500+ gp	240
<i>Searing blade, greater</i>	Weapon	13,800 gp	243
<i>Accolade robe, greater</i>	Worn	13,500 gp	284
<i>Armbands of athleticism, greater</i>	Worn	13,000 gp	285
<i>Daredevil boots, greater</i>	Worn	14,000 gp	288
<i>Dread blindfold</i>	Worn	15,000 gp	289
<i>Entertainer's cincture, greater</i>	Worn	13,000 gp	289
<i>Humbug pocket, greater</i>	Worn	12,500 gp	290
<i>Messenger's ring, greater</i>	Worn	13,500 gp	292
<i>Shining symbol, major</i>	Worn	13,500 gp	295
<i>Voyager's pack<sup>U</sup></i>	Worn	14,800 gp	297

18th-level Consumables	Category	Price	Page
<i>Oil of unlife, major</i>	Oil	5,000 gp	258
<i>Healing potion, major</i>	Potion	5,000 gp	259
<i>Potion of undetectability</i>	Potion	4,400 gp	260
<i>Alloy orb, exquisite high-grade<sup>U</sup></i>	Talisman	4,500 gp	263

18th-level Permanent Items	Category	Price	Page
+3 greater resilient armor	Armor	24,000 gp	229
Cold iron armor, high-grade	Armor	20,000+ gp	228
Silver armor, high-grade	Armor	20,000+ gp	229
<i>Maestro's instrument, greater</i>	Held	19,000 gp	275
<i>Marvelous medicines, greater</i>	Held	19,000 gp	275
<i>Possibility tome</i>	Held	22,000 gp	276
<i>Thurible of revelation, greater</i>	Held	19,000 gp	277
+3 armor potency	Rune	20,560 gp	226
Brilliant, greater	Rune	24,000 gp	236
Fortification, greater	Rune	24,000 gp	226
Indestructible shield <sup>R</sup>	Shield	24,000 gp	235
Reflecting shield <sup>U</sup>	Shield	18,000 gp	235
<i>Wand of widening 8th</i>	Wand	24,000 gp	283
Orichalcum weapon, high-grade <sup>R</sup>	Weapon	22,500+ gp	240
<i>Storm flash, greater</i>	Weapon	21,000 gp	243
<i>Countering charm, major<sup>U</sup></i>	Worn	20,000 gp	287
<i>Crown of witchcraft, greater</i>	Worn	21,000 gp	288
<i>Inexplicable apparatus</i>	Worn	19,000 gp	291
<i>Living mantle, greater</i>	Worn	21,000 gp	292
<i>Obsidian goggles, major</i>	Worn	20,000 gp	293
<i>Symbol of conflict, major<sup>U</sup></i>	Worn	19,000 gp	296

19th-level Consumables	Category	Price	Page
<i>Spellstrike ammunition IX</i>	Ammunition	8,000 gp	256
Elixir of life, true	Elixir	8,000 gp	247
<i>Oil of potency, major</i>	Oil	8,000 gp	257
<i>Frozen lava of Barrowsiege</i>	Other	8,000 gp	268

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19th-level Consumables (cont.)	Category	Price	Page
Black lotus extract	Poison	6,500 gp	248
Scroll of 10th-rank spell	Scroll	8,000 gp	262
19th-level Permanent Items	Category	Price	Page
Adamantine armor, high-grade <sup>U</sup>	Armor	32,000+ gp	228
Dawnsilver armor, high-grade <sup>U</sup>	Armor	32,000+ gp	228
Duskwood armor, high-grade <sup>U</sup>	Armor	32,000+ gp	228
Lion's armor, greater	Armor	30,500 gp	230
Crystal ball, obsidian <sup>U</sup>	Held	32,000 gp	273
Eternal eruption of Barrowsiege	Held	40,000 gp	273
Reinforcing, supreme	Rune	32,000 gp	232
Striking, major	Rune	31,065 gp	236
Winged, greater	Rune	35,000 gp	227
Sturdy shield, supreme	Shield	40,000 gp	235
Wand of 9th-rank spell	Wand	40,000 gp	282
Wand of continuation 8th	Wand	40,000 gp	282
+3 major striking weapon	Weapon	40,000 gp	240

+3 major striking handwraps	Worn	40,000 gp	290
of mighty blows			
Third eye	Worn	40,000 gp	296
20th-level Consumables	Category	Price	Page
Antimagic oil <sup>R</sup>	Oil	13,000 gp	257
Tears of death	Poison	12,000 gp	250
20th-level Permanent Items	Category	Price	Page
+3 major resilient armor	Armor	70,000 gp	229
Elven chain, high-grade <sup>U</sup>	Armor	52,000 gp	228
Life-saver mail, greater	Armor	52,500 gp	230
Orichalcum armor, high-grade <sup>R</sup>	Armor	55,000+ gp	228
Resilient, major	Rune	49,440 gp	226
Staff of arcane might, major <sup>R</sup>	Staff	90,000 gp	279
Wand of widening 9th	Wand	70,000 gp	283
Sky hammer	Weapon	70,000 gp	243
Bands of force, major	Worn	70,000 gp	286
Whisper of the first lie <sup>R</sup>	Worn	60,000 gp	297

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*Page references preceded with "PC" refer to pages in Player Core. All others refer to this book.*

**Abadar** (deity) 161

**Abaddon** (plane) 179

**aberration** (trait) Aberrations are creatures from beyond the planes or corruptions of the natural order.

**Absalom** 143, 146

**access** You can select an uncommon rules element if you meet the criteria listed in its access entry. 23

**accomplishment** XP 56, 57

**acid** (damage type) PC 409

**acid** (trait) Effects with this trait deal acid damage. Creatures with this trait have a connection to magical acid.

**activity** A category of action that typically takes more than a single action. Activities on your turn take 2 actions (◆◆) or 3 actions (◆◆◆). Exploration and downtime activities can take minutes, hours, or days.

exploration activities 39–42, PC 438–439

**adamantine** (material) 228, 233, 240, 253

**adjudicating rules** 15–17

adjudicating actions 27–28

**advancement speeds** 57

**adventure** A single narrative—including the setup, plot, and conclusion. The player characters play through an adventure over the course of one or more game sessions, and the adventure might be part of a larger campaign.

adventure design 68–74

adventure recipes 68–71

Paizo's published adventures 9

preparing adventures 8–9

story arcs 73

threats 71–72

**aeon** (trait) These monitors are the self-styled defenders of reality. Traditional aeons have dualistic natures and forms, and they hold a dichotomy of interests, though

axiomites and inevitables don't. Aeons other than axiomites and inevitables communicate via a strange telepathic hodgepodge of sensory sending called envisioning.

**aerial combat** 30, PC 437

**affliction** An affliction can affect a creature for a long time, over several different stages. The most common kinds are curses, diseases, and poisons. 86–89, PC 430–431

**Age of Lost Omens** 143–181

**agile** (weapon trait) The multiple attack penalty you take with this weapon on the second attack on your turn is –4 instead of –5, and –8 instead of –10 on the third and subsequent attacks in the turn.

**air** (trait) Effects with the air trait either manipulate or conjure air. Those that manipulate air have no effect in a vacuum or an area without air. Creatures with this trait consist primarily of air or have a connection to magical air. 173

**Akiton** 145

**alchemical** (trait) 221, 244–251 (items)

bombs 244–245

elixirs 246–247

poisons 248–250

tools 251

**alchemical** (vehicle propulsion trait) 211

**alghollthu** 160

**Alkenstar** 151

**ammunition** (magic item) 255–256

**amphibious** (trait) An amphibious creature can breathe in water and in air, even outside of its preferred environment, usually indefinitely but at least for hours. These creatures often have a swim Speed. Their bludgeoning and slashing unarmed Strikes don't take the usual –2 penalty for being underwater.

**Anastasia** 154

**Andoran** 153, 155, 167

**angel** (trait) This family of celestials is native to the plane of Nirvana. Most angels are holy, have darkvision, and have a weakness to unholy.

**animal** (trait) An animal is a creature with a relatively low intelligence. It typically doesn't have an Intelligence attribute modifier over -4, can't speak languages, and can't be trained in Intelligence-based skills.

**apex** (trait) 270

**apex item** (magic item) 270–271

**aquatic** (trait) Aquatic creatures are at home underwater. Their bludgeoning and slashing unarmed Strikes don't take the usual -2 penalty for being underwater. Aquatic creatures can breathe water but not air.

**aquatic combat** 30–31

**AR (Absalom reckoning)** 144

**Arazni** 151

**Arcadia** 145

**Arcadian Ocean** 150

**arcane** (trait) This magic comes from the arcane tradition, which is built on logic and rationality. Anything with this trait is magical.

**archetype** A special additional theme for your character that you can choose using your class feats. *PC* 215–223  
free archetype variant 84

**archon** (trait) Members of this family of celestials are the protectors of Heaven and are holy. They have darkvision and a weakness to unholy.

**Arclords of Nex** 151

**Armies of Exploration** 155

**armor** (magic item) 226–231, *PC* 271–273

**Aroden** 143, 144, 148

**art objects & gems** 298–299

**artifact** (trait) 300, 300–303 (items)

**Asmodeus** (deity) 153, 161, 180

**aspect** relic aspect 308

**Aspis Consortium** (faction) 152, 164

**astral** (trait) Astral creatures are natives of the Astral Plane. They can survive the basic environmental effects of the Astral Plane.

**Astral Plane** (plane) 177

**atheism** 163

**attack** (trait) An ability with this trait involves an attack. For each attack you make beyond the first on your turn, you take a multiple attack penalty.

**Aucturn** 145

**auditory** (trait) Auditory actions and effects rely on sound. An action with the auditory trait can be successfully performed only if the creature using the action can speak or otherwise produce the required sounds. A spell or effect with the auditory trait has its effect only if the target can hear it. This applies only to sound-based parts of the effect, as determined by the GM. This is different from a sonic effect, which still affects targets who can't hear it (such as deaf targets) as long as the effect itself makes sound.

**aura** (trait) An aura is an emanation that continually ebbs out from you, affecting creatures within a certain radius. Aura can also refer to the magical signature of an item.

**automatic bonus progression** (variant) 83

**avalanche** (natural disaster) 96

**Axis** (plane) 179

**azata** (trait) This family of celestials is native to Elysium. They are typically holy and have darkvision and a weakness to cold iron and unholy.

**Azlant** 145

**Baba Yaga** 154

**beast** (trait) A creature similar to an animal but with an Intelligence modifier of -3 or higher is usually a beast. Unlike an animal, a beast might be able to speak and reason.

**Bellflower Network** (faction) 164

**bleed** (damage type) A type of persistent damage. *PC* 409

**blizzard** (natural disaster) 96

**Bloodcove** 152

**bludgeoning** (damage type) A type of physical damage. *PC* 409

**bomb** (trait) 244, items (244–245)

**Boneyard** (plane) 179

**Brevoy** 147

**Bright Lions** 152

**Broken Lands** 147

**Broken Threshold (BT)** When an object's HP reaches this number, it becomes broken. 252, *PC* 269

**Calistria** (deity) 161

**campaign** A serialized story focusing on a single party of characters and taking place over multiple adventures. 64–67  
campaign structures 65  
ending the campaign 67

**Casmaron** 144

**Castrovel** 143, 145

**catfolk** 157

**Cayden Cailean** (deity) 161

**celestial** (trait) Creatures that hail from or have a strong connection to the holy planes are called celestials. Celestials can survive the basic environmental effects of planes in the Outer Sphere.

**character creation** 9

**chase** (subsystem) A short-term subsystem wherein the PCs progress through various situations and obstacles. 192–195

**cheating** 18

**Cheliox** 153, 155

**cities** 168–171

**city** (trait) 170

**civilization** (building worlds) 136–139

**climate** 95

**cold** (climate) 95

**cold** (damage type) *PC* 409

**cold** (trait) Effects with this trait deal cold damage. Creatures with this trait have a connection to magical cold.

**cold iron** (material) 228, 233, 240, 253

**collaboration** 8, 19–20

**collapse** (natural disaster) 96

**common** (trait) Anything that doesn't list another rarity trait (uncommon, rare, or unique) automatically has the common trait. This rarity indicates that an ability, item, or spell is available to all players who meet the prerequisites for it.

**companion** (trait) 272

**companion item** (magic item) 272

**complex** (trait) A hazard with this trait takes turns in an encounter.

**concentrate** (trait) An action with this trait requires a degree

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of mental concentration and discipline.

**construct** (trait) A construct is an artificial creature empowered by a force other than vitality or void. Constructs are often mindless; they're immune to bleed damage, death effects, disease, healing, nonlethal attacks, poison, vitality, void, and the doomed, drained, fatigued, paralyzed, sickened, and unconscious conditions; and they might have Hardness based on the materials used to construct their bodies. Constructs are not living creatures, nor are they undead. When reduced to 0 Hit Points, a construct creature is destroyed.

**consumable** (trait) **221**, (items) 244–251, 255–269

**contact** (trait) 248

**cosmology** 140–141

**cost of living** 50, *PC* 295

**Craft DCs** 53

**Creation's Forge** (plane) 175

**creature** An active participant in the story and world. This includes monsters and nonplayer characters (played by the Game Master) and player characters (played by the other players).

building creatures 112–129

building NPCs 128–129

creature trait abilities 126–127

designing abilities 123–125

road map for creature building 115

road map for NPC building 129

**critical specialization** *PC* 283

**Crown of the World** 145

**curse** (trait) A curse is an effect that places some long-term affliction on a creature. Curses are always magical and are typically the result of a spell or trap. Effects with this trait can be removed only by effects that specifically target curses. 86

cursed items 306–307

**cursed** (trait) 306

**daemon** (trait) A family of fiends spawned on the desolate plane of Abaddon, most daemons are unholy. They typically have darkvision and weakness to holy.

**daily preparations** During your morning preparations, you ready your gear, prepare spells, and otherwise get ready for your adventuring day. 35

**Darklands** 143, **145**

**dawnsilver** (material) 228, 233, 240, **253–254**

**days of the week** 145

**DC (Difficulty Class)** *See also* Difficulty Class 52–55, *PC* 401

**deadly** (weapon trait) *PC* 282

**death** (trait) An effect with the death trait kills you immediately if it reduces you to 0 HP. Some death effects can bring you closer to death or slay you outright without reducing you to 0 HP.

**Deception DCs** 55

**deities** 139–140, **161–163**

**demon** (trait) A family of fiends, demons hail from or trace their origins to the Outer Rifts. Most are irredeemably unholy and have darkvision. 160

**Deskari** 147

**Desna** (deity) 161

**Detect Magic** (exploration activity) 41, *PC* 438

**detection** (trait) Effects with this trait attempt to determine the presence or location of a person, object, or aura.

**devil** (trait) A family of fiends from Hell, most devils are

irredeemably unholy. They typically have greater darkvision, immunity to fire, and telepathy. 160

**difficult terrain** 92, *PC* 423

**Difficulty Class (DC)** The number you need to succeed at a check. To generate a DC from a modifier (like Perception DC), add 10 to the modifier. 52–55, *PC* 401

**Dimension of Time** (dimension) 181

**dimensions** 181

**dinosaur** (trait) These reptiles have survived from prehistoric times.

**Diplomacy DCs** 55

**disabilities** 21–22

**disaster** natural disasters 95–97

**disease** (trait) An effect with this trait applies one or more diseases. A disease is typically an affliction. 88–89

**divine** (trait) This magic comes from the divine tradition, drawing power from deities or similar sources. Anything with this trait is magical.

**doors, gates, and walls** 92–94

**downtime** A mode of play in which characters aren't adventuring. Days pass quickly at the table, and characters engage in long-term activities.

downtime events 46–48

long-term rest 50

money 49–50

retraining 50–51, *PC* 440–441

running downtime 44–51

**dragon** (trait) Dragons are reptilian creatures, often winged or with the power of flight. Most can exhale magical energy and are immune to sleep and paralysis. 160

**dream** (trait) Creatures native to the Dimension of Dreams can possess a diverse array of abilities, although those associated with the nightmare realm of Leng are almost always unholy and immune to that realm's freezing temperatures.

**Dreamlands** (dimension) 181

**Druma** 155

**duels** (subsystem) A subsystem for a one-on-one combat or spellcasting competition wherein the participants abide by specific rules agreed upon before the duel begins. 202–203

**dungeon** (environment) 94

**duskwood** (material) 228, 233, 240, **254**

**dwarf** 157

**Eagle Knights** (faction) 164

**Earn Income DCs** 53–54

**earth** (trait) Effects with the earth trait either manipulate or conjure earth. Those that manipulate earth have no effect in an area without earth. Creatures with this trait consist primarily of earth or have a connection to magical earth. 173

**Earthfall** 143, 144

**earthquake** (natural disaster) 96

**electricity** (damage type) *PC* 409

**electricity** (trait) Effects with this trait deal electricity damage. A creature with this trait has a connection to magical electricity.

**elemental** (trait) Elementals are creatures directly tied to an element and native to the elemental planes. Elementals don't need to breathe.

**elf** 158

**elixir** (trait) **246**, 246–247 (items)

**Elysium** (plane) 179

**emotion** (trait) This effect alters a creature's emotions.



Effects with this trait always have the mental trait as well. Creatures with special training or that have mechanical or artificial intelligence are immune to emotion effects.

**encounter** A mode of play in which time is measured in 6-second rounds and participants use precise actions. Combat takes place in encounters.

bypassed encounters 32

encounter design 75–81

ending the encounter 32

initiative 24, *PC* 435

running encounters 24–33, *PC* 435–437

social encounters 31–32, 80, 81

**energy** (damage type) An umbrella category including acid, cold, electricity, fire, force, sonic, vitality, and void damage. *PC* 409

**enhanced magic** planar phenomenon 175

**environment** 90–97

**environmental** (trait) A hazard with this trait is something dangerous that's part of the natural world, such as quicksand or harmful mold. 102–107

difficult and hazardous terrain 92

doors, gates, and walls 92–94

environmental damage 90

environmental details 39

**Erastil** (deity) 161

**erratic** (trait) 172

**Esoteric Order of the Palatine Eye** (faction) 149, **164**

**ethereal** (trait) Ethereal creatures are natives of the Ethereal Plane. They can survive the basic environmental effects of the Ethereal Plane.

**Ethereal Plane** (plane) 177

**expandable** (trait) 269

**Experience Points (XP)** Points that measure a player character's progress, accrued during play. Typically a *PC* gains a new level upon reaching 1,000 XP. 56–57, *PC* 6, 29  
encounter budget 75–76  
hazard XP 99

**exploration** A mode of play used for traveling, investigating, and otherwise exploring. The GM determines the flow of time. running exploration 34–43, *PC* 438–439

**exploration** (trait) An activity with this trait takes more than a turn to use and can usually be used only during exploration mode.

**extradimensional** (trait) This effect or item creates an extradimensional space. An extradimensional effect placed inside another extradimensional space ceases to function until it's removed.

**extreme** (encounter threat) 75

**Eye of Abendego** 150

**Eye of Dread** 148

**fear** (trait) Fear effects evoke the emotion of fear. Effects with this trait always have the mental and emotion traits as well.

**fey** (trait) Creatures of the First World are called the fey.

**fiend** (trait) Creatures that hail from or have a strong connection to unholy planes are called fiends. Fiends can survive the basic environmental effects of planes in the Outer Sphere.

**final blades** 155

**finite** (trait) 172

**fire** (damage type) *PC* 409

**fire** (trait) Effects with the fire trait deal fire damage or either

conjure or manipulate fire. Those that manipulate fire have no effect in an area without fire. Creatures with this trait consist primarily of fire or have a connection to magical fire. 173

**Firebrands** (faction) 164

**First World** (plane) 143, **177–178**

**Five Kings Mountains** 155

**flood** (natural disaster) 96

**flourish** (trait) Flourish actions are actions that require too much exertion to perform a large number in a row. You can use only 1 action with the flourish trait per turn.

**flowing** (trait) 172

**flying combat** See also aerial combat 30, *PC* 437

**focused** (trait) 221

**fog** (climate) 95

**Follow the Expert** (exploration activity) 41, *PC* 438

**force** (damage type) *PC* 409

**force** (trait) Effects with this trait deal force damage or create objects made of pure magical force.

**Force Open** 93, *PC* 234

**forceful** (weapon trait) *PC* 282

**fortune** (trait) A fortune effect beneficially alters how you roll your dice. You can never have more than one fortune effect alter a single roll. If multiple fortune effects would apply, you have to pick which to use. If a fortune effect and a misfortune effect would apply to the same roll, the two cancel each other out, and you roll normally. *PC* 401

**free archetype** (variant) 84

**Free Captains of the Shackles** (faction) 152, **164–165**

**fungus** (trait) Fungal creatures have the fungus trait. They're distinct from normal fungi.

**Galt** 153

**Gargantuan** (size) This size of creature takes up a space of at least 20 feet by 20 feet (16 squares on the grid) but can be much larger. Gargantuan creatures typically have a reach of 20 feet if they're tall, or 15 feet if they're long, but larger ones could have a much longer reach.

**Garund** 149

**gates, doors, and walls** 92–94

**Gather Information DCs** 54

**Geb** 151

**gems & art objects** 298–299

**genie** 160

**giant** (trait) Giants are massive humanoid creatures. 160

**gift** relic gift 309–319

**Glorious Reclamation** 153

**gnome** 158

**goblin** 158

**Goblinblood Wars** 153

**Goka** 145

**Golarion** Golarion is the most important world in the Lost Omens campaign setting. 143  
maps 142, 144

**Golden Road** 149

**Gorum** (deity) 162

**Gozreh** (deity) 162

**Gravelands** 148

**Great Beyond** The collective name for all of the planes of existence of the known multiverse. 145

**Green Faith** 163

**grids and miniatures** 25, **28**, 30

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**group composition** 20–21

XP for different party sizes 56–57

**halfling** 158

**Hardness** A statistic representing an object's durability. 252, PC 269

**haunt** (trait) A hazard with this trait is a spiritual echo, often of someone with a tragic death. Putting a haunt to rest often involves resolving the haunt's unfinished business. A haunt that hasn't been properly put to rest always returns after a time. 100–107

**hazard** 35–36, **98–108**

building hazards 109–111

hazards by level 101

**hazardous terrain** 38, **92**

**healing** (trait) A healing effect restores a creature's body, typically by restoring Hit Points, but sometimes by removing diseases or other debilitating effects.

**heat** (climate) 95

**Heaven** (plane) 180

**held item** (magic item) 273–277

**Hell** (plane) 180

**Hellknights** (faction) 165

**Hermea** 150

**Hero Point** These points last only within a session. You can spend 1 Hero Point to reroll a check, or all your Hero Points to avoid dying. 12, **57–58**, PC 413

**hexploration** (subsystem) A subsystem for exploration using an overland map divided into hexagonal sections. 206–209

**high gravity** (trait) 172

**High Seas** 150

**Hold of Belkzen** 148

**holy** (trait) Effects with the holy trait are tied to powerful magical forces of benevolence and virtue. They often have stronger effects on unholy creatures. Creatures with this trait are strongly devoted to holy causes and often have weakness to unholy. If a creature with weakness to holy uses a holy item or effect, it takes damage from its weakness.

**house rules** 17

**Huge** (size) A Huge creature takes up a 15-foot-by-15-foot space (9 squares on the grid). It typically has a reach of 15 feet if the creature is tall or 10 feet if the creature is long.

**human ethnicities** 156–157

**humanoid** (trait) Humanoid creatures reason and act much like humans. They typically stand upright and have two arms and two legs.

**Hurricane Queen** 150

**Identify Alchemy DCs** 54

**Identify Magic DCs** 54

**Ilizmagorti** 150

**illusion** (trait) Effects and magic items with this trait involve false sensory stimuli.

**immeasurable** (trait) 172

**impeded magic** planar phenomenon 175

**Impossible Lands** 151

**incapacitation** (trait) An ability with this trait can take a character completely out of the fight or even kill them, and it's harder to use on a more powerful character. If a spell has the incapacitation trait, any creature of more than twice the spell's level treats the result of their check to prevent being incapacitated by the spell as one degree of success

better, or the result of any check the spellcaster made to incapacitate them as one degree of success worse. If any other effect has the incapacitation trait, a creature of higher level than the item, creature, or hazard generating the effect gains the same benefits.

**incorporeal** (trait) An incorporeal creature or object has no physical form. It can pass through solid objects, including walls. When inside an object, an incorporeal creature can't perceive, attack, or interact with anything outside the object, and if it starts its turn in an object, it's slowed 1 until the end of its turn. A corporeal and an incorporeal creature can pass through one another, but they can't end their movement in each other's space.

An incorporeal creature can't attempt Strength-based checks against physical creatures or objects—only against incorporeal ones—unless those objects have the *ghost touch* property rune. Likewise, a corporeal creature can't attempt Strength-based checks against incorporeal creatures or objects.

Incorporeal creatures usually have immunity to effects or conditions that require a physical body, like disease, poison, and precision damage. They usually have resistance against all damage (except force damage and damage from Strikes with the *ghost touch* property rune), with double the resistance against non-magical damage.

**infiltration** (subsystem) A subsystem providing a framework for a party to achieve objectives through subtlety rather than direct confrontation. 196–199

**influence** (subsystem) A short-term subsystem wherein the PCs accumulate Influence Points during a social encounter with an NPC to represent their increasing influence. 187–189

**ingested** (trait) 248

**inhaled** (trait) 248

**initiative** At the start of an encounter, all participants involved roll for initiative to determine the order in which they act. 24–25, PC 10, 435

in social encounters 31

**injury** (trait) 248

**Inner Sea** This sea cradled between Avistan and Garund was created by the reshaping of the region during Earthfall. 144 map 142

**intelligent** (trait) 304

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**invested** (trait) **219**, 221

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**Irori** (deity) 162

**Irrisen** 154

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**Isle of Kortos** 143, **146**

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**item** An object you carry, hold, or use. Items sometimes grant an item bonus or penalty to certain checks.

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**Lamashnu** (deity) 162  
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**Large** (size) A Large creature takes up a 10-foot-by-10-foot space (4 squares on the grid). It typically has a reach of 10 feet if the creature is tall or 5 feet if the creature is long.  
**Lastwall** **148**, 165  
**leadership** (subsystem) A long-term subsystem wherein one or more PCs establish a fledgling organization and accumulate followers over time. 204-205  
**Learn a Spell DCs** 54  
**leshy** 158  
**level** A number that measures something's overall power. A character has a level from 1st to 20th, and other aspects of the game also have levels.

advancement speeds 57  
 level 0 characters variant 84-85  
 leveling up 56-57, *PC* **29**  
 non-combat level 31  
 story-based leveling 57  
**light** (trait) Light effects overcome non-magical darkness in the area, and can counteract magical darkness. You must usually target darkness magic with your light magic directly to counteract the darkness, but some light spells automatically attempt to counteract darkness.  
**lines and veils** 7  
**Lion Blades** (faction) 165  
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**magical** (trait) 221  
**magical** (vehicle propulsion trait) 211  
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**manipulate** (trait) You must physically manipulate an item or make gestures to use an action with this trait. Creatures without a suitable appendage can't perform actions with this trait. Manipulate actions often trigger reactions.  
**maps and miniatures** 25, **28**, 30  
**materials** 252-254  
**mechanical** (trait) A hazard with this trait is a constructed physical object. **98-99**, 101-108  
**Mediogalti Island** 150  
**Medium** (size) A Medium creature takes up a 5-foot-by-5-foot space (1 square on the grid) and typically has a reach of 5 feet.  
**Mendev** 147  
**mental** (damage type) *PC* 409  
**mental** (trait) A mental effect can alter the target's mind. It has no effect on an object or a mindless creature.  
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**metal** (trait) Effects with the metal trait conjure or manipulate metal. Those that manipulate metal have no effect in an area without metal. Creatures with this trait consist primarily of metal or have a connection to magical metal. 173  
**metamorphic** (trait) 173  
**metropolis** (trait) 170  
**microgravity** (trait) 172  
**mindless** (trait) A mindless creature has either programmed or rudimentary mental attributes. Most, if not all, of their mental attribute modifiers are -5. They're immune to all mental effects.  
**miniatures and maps** 25, **28**, 30  
**minimum proficiency** 53  
**misfortune** (trait) A misfortune effect detrimentally alters how you roll your dice. You can never have more than one misfortune effect alter a single roll. If multiple misfortune effects would apply, the GM decides which is worse and applies it. If a fortune effect and a misfortune effect would apply to the same roll, the two cancel each other out, and you roll normally. *PC* 401  
**moderate** (encounter threat) 75  
**Molthune** 148

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**monitor** (trait) Creatures that hail from or have a strong connection to Axis, the Boneyard, or the Maelstrom are called monitors. Monitors can survive the basic environmental effects of planes in the Outer Sphere.

**months and days** 145

**Mordant Spire** 150

**morph** (trait) Effects that slightly alter a creature's form have the morph trait. Any Strikes specifically granted by a morph effect are magical. You can be affected by multiple morph spells at once, but if you morph the same body part more than once, the second morph effect attempts to counteract the first (in the same manner as two polymorph effects, described in that trait).

Your morph effects might also end if you're polymorphed and the polymorph effect invalidates or overrides your morph effect. The GM determines which morph effects can be used together and which can't.

**mounted combat** 29–30

**move** (trait) An action with this trait involves moving from one space to another.

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**Mzali** 152

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**Nirvana** (plane) 180–181

**noisy** (armor trait) *PC* 272

**non-combat level** 31

**nonlethal** (trait) An effect or weapon with this trait is nonlethal. Damage from a nonlethal effect or weapon knocks a creature out rather than killing it. You can use a nonlethal weapon to make a lethal attack with a –2 circumstance penalty.

**nonplayer character (NPC)** A character controlled by the GM. 13–14, 128–129

**Norgorber** (deity) 162

**NPC (nonplayer character)** A character controlled by the GM. building NPCs 128–129 roleplaying NPCs 13–14

**Numeria** 147

**Obari Ocean** 151

**occult** (trait) This magic comes from the occult tradition, calling upon bizarre and ephemeral mysteries. Anything with this trait is magical.

**oil** (trait) 257, 257–258 (items)

**Old Cheliax** 153

**Old-Mage Jatembe** 152

**ooze** (trait) Oozes are creatures with simple anatomies. They tend to have low mental attribute modifiers and immunity to mental effects and precision damage.

**Oprak** 148

**orc** 159

**orichalcum** (material) 228–229, 233–234, 240, 254

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**Pathfinder Society** (faction) 165

**Pathfinder Society** running games for the organized play program 8, 20 organized play 8–9

**Performance DCs** 55

**Pharasma** (deity) 162

**physical** (damage type) A grouping of bludgeoning, piercing, and slashing damage. *PC* 409

**piercing** (damage type) A type of physical damage. *PC* 409

**Pillar-Watchers** 152

**planar scion** 159

**plane** A vast or infinite realm that embodies some foundational aspect of reality, existing beyond and in addition to the physical Universe. 172–181 planar traits 172–173

**Plane of Air** (plane) 175

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**Plane of Fire** (plane) 176

**Plane of Metal** (plane) 176

**Plane of Water** (plane) 176

**Plane of Wood** (plane) 176–177

**planets** 145

**plant** (trait) Vegetable creatures have the plant trait. They're distinct from normal plants. Magical effects with this trait manipulate or conjure plants or plant matter in some way. Effects that manipulate plants have no effect in an area with no plants.

**poison** (damage type) *PC* 409

**poison** (trait) 248, 248–250 (items)

**polymorph** (trait) *PC* 301

**Port Peril** (settlement) 171

**potion** (magic item) 259–261

**precious** (trait) Valuable materials with special properties have the precious trait. They can be substituted for base materials when you Craft items. 252–253

**precipitation** (climate) 95

**precision** (damage type) A type of damage that increases the attack's listed damage, using the same damage type, rather than adding a separate amount. *PC* 409

**preparations** 35

**primal** (trait) This magic comes from the primal tradition, connecting to the natural world and instinct. Anything with this trait is magical.

**proficiency** A measure of a character's aptitude at a specific task or quality, with five ranks: untrained, trained, expert, master, and legendary. Proficiency gives a proficiency bonus. Being untrained adds a +0 bonus. Being trained, expert, master, or legendary adds your level plus 2, 4, 6, or 8, respectively. *PC* 11, 400 minimum proficiency for checks 53 proficiency without level variant 85

**Promise** 150

**protean** (trait) A family of monitors spawned within the

Maelstrom, these creatures are guardians of disorder. They typically have darkvision, an amorphous anatomy.

**psychopomp** (trait) A family of monitors spawned within the Boneyard to convey souls to the Outer Planes, most psychopomps are true neutral. They typically have darkvision, lifesense, and spirit touch, and they're immune to death effects.

**pulled** (vehicle propulsion trait) 211

**Quest for Sky** 143, 148

**Rahadoum** 149, 167

**rain** (climate) 95

**rare** (rarity)

**rarity** How often something is encountered in the game world. The rarities are common, uncommon, rare, and unique. Anything that doesn't list a rarity is common. 22-23  
access 23

**ratfolk** 159

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**Recall Knowledge DCs** 54-55

**reckless** (trait) 212

**Red Mantis** (faction) 150, 165

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**reputation** (subsystem) A mid- to long-term subsystem wherein the *PCs* accumulate or lose Reputation Points with a particular group of people. 200-201

**research** (subsystem) A short-term subsystem used when the party needs to discover information within a time limit or other restrictions. 190-191

**resolving problems** 17-19

**resting** 42-43, *PC* 439  
long-term rest 50

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**revelation** (trait) Effects with this trait see things as they truly are.

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**scroll** (trait) 262 (trait and items)

**scrying** (trait) A scrying effect lets you see, hear, or otherwise

get sensory information from a distance using a sensor or apparatus, rather than your own eyes and ears.

**Sczarni** (faction) 165

**Search** (exploration activity) 41-42, *PC* 439

**secret** (trait) The GM rolls the check for this ability in secret. *PC* 405

**seed** relic seed 309

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**sentient** (trait) 173

**serpentfolk** 160

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**severe** (encounter threat) 75

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**shade** (trait) Shades are mortal souls who have been judged and then transformed into creatures native to other planes. Petitioners can survive the basic environmental effects of their home plane.

**shadow** (trait) 173

**Shelyn** (deity) 163

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**silver** (material) 229, 234, 240, 254

**Silver Ravens** 153

**simple DCs** 52-53

**slashing** (damage type) A type of physical damage. *PC* 409

**sleep** (trait) This effect can cause a creature to fall asleep or get drowsy.

**Small** (size) A Small creature takes up a 5-foot-by-5-foot space (1 square on the grid) and typically has a reach of 5 feet.

**snow** (climate) 95

**social encounters** 31-32, 80, 81

**social skill DCs** 55

**Sodden Lands** 152

**sonic** (damage type) *PC* 409

**sonic** (trait) An effect with the sonic trait functions only if it makes sound, meaning it has no effect in an area of silence or in a vacuum. This is different from an auditory spell, which is effective only if the target can hear it. A sonic effect might deal sonic damage.

**special battles** mounted, aerial, and aquatic combat 29-31, *PC* 437

**spellshape** (trait) Actions with the spellshape trait tweak the properties of your spells. You must use a spellshape action directly before casting the spell you want to alter. If you use any action (including free actions and reactions) other than casting a spell directly after, you waste the benefits of the spellshape action. Any additional effects added by a spellshape action are part of the spell's effect, not of the spellshape action itself.

**spirit** (damage type) *PC* 409

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**spirit** (trait) Spirits are ephemeral creatures defined by their spiritual essence. They often lack a material form.

**splash** (trait) 244

**staff** (trait) **278**, 278–281 (items)

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**strange gravity** (trait) 172

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**subtle** (trait) A spell with the subtle trait can be cast without incantations and doesn't have obvious manifestations.

**sun orchid elixir** 149

**surprise attacks** 38, 43

**swarm** (trait) A swarm is a mass or cloud of creatures that functions as one monster. Its size entry gives the size of the entire mass, though for most swarms, the individual creatures that make up that mass are Tiny. A swarm can occupy the same space as other creatures and must do so in order to use its damaging action. A swarm typically has weakness to effects that deal damage over an area (like area spells and splash weapons). Swarms are immune to the grappled, prone, and restrained conditions.

**sweep** (weapon trait) *PC* 283

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**talisman** (trait) **263**, 263–267 (items)

**Tanglebriar** 155

**Tar-Baphon** Whispering Tyrant 148, 153, 155, 163

**teleportation** (trait) Teleportation effects allow you to instantaneously move from one point in space to another. Teleportation doesn't usually trigger reactions based on movement.

**temperature** (climate) 95

**tengu** 159

**Thassilon** 154

**thirst and starvation** 43

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**time** (trait) Time creatures are natives of the Dimension of Time. They don't age, and while some might be driven by supernatural hungers, they don't need to eat or drink to survive. They can survive the basic environmental effects of the Dimension of Time.

**time** measuring time on Golarion 145

**timeless** (trait) 172–173

**Tiny** (size) A creature of this size takes up less than a 5-foot-by-5-foot space (1 square on the grid), and multiple Tiny creatures can occupy the same square on the grid. At least four Tiny creatures can occupy the same square, and even more can occupy the same square, at the GM's discretion. They can also occupy the same space as larger creatures, and if their reach is 0 feet, they must do so in order to attack.

**tool** (alchemical item) 251

**Torag** (deity) 163

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**town** (trait) 170

**TPK (total party kill)** 33

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**Train an Animal DCs** 55

**trap** (trait) A hazard or item with this trait is constructed to hinder interlopers. 100–108

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**undead** (trait) Once living, these creatures were infused after death with void energy and soul-corrupting unholy magic. When reduced to 0 Hit Points, an undead creature is destroyed. Undead creatures are damaged by vitality energy and are healed by void energy and don't benefit from healing vitality effects.

**underwater combat** *See also* aquatic combat 30–31

**unholy** (trait) Effects with the unholy trait are tied to powerful magical forces of cruelty and sin. They often have stronger effects on holy creatures. Creatures with this trait are strongly devoted to unholy causes, and often have weakness to holy. If a creature with weakness to unholy uses an unholy item or effect, it takes damage from its weakness.

**unique** (rarity)

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**Urgathoa** (deity) 163

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**Varisia** 154

**vehicles** (subsystem) Vehicles are various means of transportation, often with specific purposes, that come into play during encounters and exploration. 210–217

**Victory Points (VP)** (subsystem) A flexible point-based subsystem for tracking progress toward a goal. 184–186

**Vidrian** 152

**village** (trait) 170

**virulent** (trait) Afflictions with the virulent trait are harder to remove. 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.

**visual** (trait) A visual effect can affect only creatures that can see it. This applies only to visible parts of the effect, as determined by the GM.

**vitality** (damage type) Energy damage drawn from Creation's Forge, which damages only creatures with void healing (such as undead). *PC* 409

**vitality** (trait) 173

**void** (damage type) Energy damage drawn from the Void, which damages only living creatures. *PC* 409



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**water** (trait) Effects with the water trait either manipulate or conjure water. Those that manipulate water have no effect in an area without water. Creatures with this trait consist primarily of water or have a connection to magical water. 173  
**wealth** character wealth 61  
**weapon** (magic item) 236–243, *PC* 275–286  
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**werecreature** (trait) These shapechanging creatures either are naturally able to shift between animal, humanoid, and hybrid forms or are afflicted with a curse that forces them to shift involuntarily.

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**Whispering Tyrant** Tar-Baphon 148, 153, 155, 163  
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**wildfire** (natural disaster) 97  
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**wind** (vehicle propulsion trait) 211  
**wondrous consumable** (magic item) 268–269  
**wood** (trait) Effects with the wood trait conjure or manipulate wood. Those that manipulate wood have no effect in an area without wood. Creatures with this trait consist primarily of wood or have a connection to magical wood. 173  
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