

precious material cost more than typical items; not only does precious material cost more, but the crafter must invest more time working with it. In addition, more powerful items require precious materials of greater purity. A number of precious materials are described below. The Price entry for each material gives the Price of a simple non-magical item made of that material, based on its Bulk (if the item is lighter than 1 Bulk, use the price for 1 Bulk), as well as Prices for different amounts of the material itself. Prices for armor, shields, and weapons made of precious material are in the Armor (page 228), Shields (page 233), and Weapons (page 240) sections of this chapter.

Crafting with Precious Materials

Only an expert crafter can create a low-grade item, only a master can create a standard-grade item, and only a legendary crafter can create a high-grade item. In addition, to Craft with a precious material, your character level must be equal to or greater than that of the material.

Low-grade items can be used in the creation of magic items of up to 8th level, and they can hold runes of up to 8th level. Standard-grade items can be used to create magic items of up to 15th level and can hold runes of up to 15th level. High-grade items use the purest form of the precious material, and can be used to Craft magic items of any level holding any runes. Using purer forms of common materials is so relatively inexpensive that the Price is included in any magic item.

When you Craft an item that incorporates a precious material, your initial raw materials for the item must include that material; at least 10% of the investment must be of the material for low grade, at least 25% for standard grade, and all of it for high grade. For instance, a low-grade silver object of 1 Bulk costs 20 gp. Of the 10 gp of raw materials you provide when you start to Craft the item, at least 1 gp must be silver. The raw materials you spend to complete the item don't have to consist of the precious material, though the GM might rule otherwise in certain cases.

After creating an item with a precious material, you can use Craft to improve its grade, paying the Price difference and providing a sufficient amount of the precious material.

ADAMANTINE

MATERIAL 8+

UNCOMMON PRECIOUS

Mined from rocks that fell from the heavens, adamantine is one of the hardest metals known. It has a shiny, black appearance, and it is prized for its amazing resiliency and ability to hold an incredibly sharp edge.

Type adamantine chunk; **Price** 500 gp; **Bulk** L

Type adamantine ingot; **Price** 5,000 gp; **Bulk** 1

Type standard-grade adamantine object; **Level** 8; **Price** 350 gp per Bulk

Type high-grade adamantine object; **Level** 16; **Price** 6,000 gp per Bulk

Adamantine Items	Hardness	HP	BT
Thin Items			
Standard-grade	10	40	20
High-grade	13	52	26
Items			
Standard-grade	14	56	28
High-grade	17	68	34
Structures			
Standard-grade	28	112	56
High-grade	34	136	68

COLD IRON

MATERIAL 2+

PRECIOUS

Weapons made from cold iron are deadly to demons and fey alike. Cold iron looks like normal iron but is mined from particularly pure sources and shaped with little or no heat. This process is extremely difficult, especially for high-grade cold iron items.

Type cold iron chunk; **Price** 10 gp; **Bulk** L

Type cold iron ingot; **Price** 100 gp; **Bulk** 1

Type low-grade cold iron object; **Level** 2; **Price** 20 gp per Bulk

Type standard-grade cold iron object; **Level** 7; **Price** 250 gp per Bulk

Type high-grade cold iron object; **Level** 15; **Price** 4,500 gp per Bulk

Cold Iron Items	Hardness	HP	BT
Thin Items			
Low-grade	5	20	10
Standard-grade	7	28	14
High-grade	10	40	20
Items			
Low-grade	9	36	18
Standard-grade	11	44	22
High-grade	14	56	28
Structures			
Low-grade	18	72	36
Standard-grade	22	88	44
High-grade	28	112	56

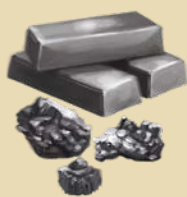
DAWSILVER

MATERIAL 8+

UNCOMMON PRECIOUS

Dawnsilver is renowned for its lightness, durability, and effectiveness against a range of creatures including devils and werecreatures. It has the same sheen as silver but a slightly lighter hue. Dawnsilver weapons and armor are treated as if they were silver for the purpose of damaging creatures with weakness to silver. A metal item made of dawnsilver is lighter than one made of iron or steel: the item's Bulk is reduced by 1 (reduced to light Bulk if its normal Bulk is 1, with no effect on an item that normally has light Bulk). The Price of an item made of this material is based on the item's normal Bulk, not its reduced Bulk for being made of dawnsilver, but reduce the Bulk before making any further Bulk adjustments for the size of the item.

Introduction
Running the Game
Building Games
Age of Lost Omens
Subsystems
Treasure Trove
Using Items
Armor & Armaments
Runes
Armor Runes
Armor
Shield Rune
Shields
Weapon Runes
Weapons
Alchemy
Bombs
Elixirs
Poisons
Tools
Materials
Momentary Magic
Ammunition
Oils
Potions
Scrolls
Talisman
Wondrous Consumables
Trappings of Power
Apex Items
Companion Items
Held Items
Staves
Wands
Worn Items
Gems & Art Objects
Artifacts
Intelligent Items
Cursed Items
Relics
Treasure Table
Glossary & Index



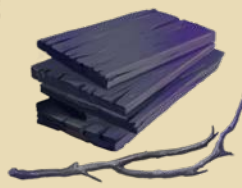
ADAMANTINE



COLD IRON



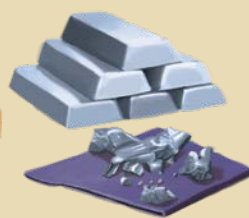
DAWSILVER



DUSKWOOD



ORICALCUM



SILVER

Type dawnsilver chunk; **Price** 500 gp; **Bulk** L

Type dawnsilver ingot; **Price** 5,000 gp; **Bulk** 1

Type standard-grade dawnsilver object; **Level** 8; **Price** 350 gp per Bulk

Type high-grade dawnsilver object; **Level** 16; **Price** 6,000 gp per Bulk

Dawnsilver Items	Hardness	HP	BT
Thin Items			
Standard-grade	5	20	10
High-grade	8	32	16
Items			
Standard-grade	9	36	18
High-grade	12	48	24
Structures			
Standard-grade	18	72	36
High-grade	24	96	48

DUSKWOOD

MATERIAL 8+

UNCOMMON PRECIOUS

Duskwood is a very lightweight wood found primarily in old-growth forests in south-central Avistan; it is dark as ebony but has a slight purple tint. A duskwood item's Bulk is reduced by 1 (or to light Bulk if its normal Bulk is 1, with no effect on an item that normally has light Bulk). The Price of an item made of duskwood is based on the item's normal Bulk, not its reduced Bulk for being made of duskwood, but reduce the Bulk before making any further Bulk adjustments for the size of the item.

Type duskwood branch; **Price** 500 gp; **Bulk** L

Type duskwood lumber; **Price** 5,000 gp; **Bulk** 1

Type standard-grade duskwood object; **Level** 8; **Price** 350 gp per Bulk

Type high-grade duskwood object; **Level** 16; **Price** 6,000 gp per Bulk

Duskwood Items	Hardness	HP	BT
Thin Items			
Standard-grade	5	20	10
High-grade	8	32	16
Items			
Standard-grade	7	28	14
High-grade	10	40	20
Structures			
Standard-grade	14	56	28
High-grade	20	80	40

ORICALCUM

MATERIAL 17+

RARE PRECIOUS

The most rare and valuable skymetal, orichalcum is coveted for its incredible time-related magical properties. This dull, coppery metal isn't as physically sturdy as adamantine, but orichalcum's time-bending properties protect it, granting it greater Hardness and Hit Points. If an orichalcum item takes damage but isn't destroyed, it repairs itself completely 24 hours later.

Type orichalcum chunk; **Price** 1,000 gp; **Bulk** L

Type orichalcum ingot; **Price** 10,000 gp; **Bulk** 1

Type high-grade orichalcum object; **Level** 17; **Price** 10,000 gp per Bulk

Orichalcum Items	Hardness	HP	BT
Thin Items			
High-grade	16	64	32
Items			
High-grade	18	72	36
Structures			
High-grade	35	140	70

SILVER

MATERIAL 2+

PRECIOUS

Silver weapons are a bane to creatures ranging from devils to werewolves. Silver items are less durable than steel items, and low-grade silver items are usually merely silver-plated.

Type silver chunk; **Price** 10 gp; **Bulk** L

Type silver ingot; **Price** 100 gp; **Bulk** 1

Type low-grade silver object; **Level** 2; **Price** 20 gp per Bulk

Type standard-grade silver object; **Level** 7; **Price** 250 gp per Bulk

Type high-grade silver object; **Level** 15; **Price** 4,500 gp per Bulk

Silver Items	Hardness	HP	BT
Thin Items			
Low-grade	3	12	6
Standard-grade	5	20	10
High-grade	8	32	16
Items			
Low-grade	5	20	10
Standard-grade	7	28	14
High-grade	10	40	20
Structures			
Low-grade	10	40	20
Standard-grade	14	56	28
High-grade	20	80	40

MOMENTARY MAGIC

This section includes consumable magic items. An item with the consumable trait can be used only once; unless stated otherwise, it's destroyed after activation. When a character creates consumable items, they can make them in batches of four, as described in the Craft activity.

AMMUNITION

These magic items are ammunition for ranged weapons. Each item's stat block includes an Ammunition entry that lists which type of ammunition it can be Crafted as, or "any" if it's not limited to any particular type. All stat blocks for ammunition omit the Usage and Bulk entries; use the standard rules for the type of ammunition to determine reloading times and Bulk.

When using magic ammunition, use your ranged weapon's fundamental runes to determine the attack modifier and damage dice. Don't add the effects of your weapon's property runes unless the ammunition states otherwise—the ammunition creates its own effects. Magic ammunition deals damage on a hit normally in addition to any listed effects unless its description states otherwise.

Regardless of whether an attack with magic ammunition hits or misses, launching the ammunition consumes its magic. Magic ammunition is made of normal materials, not precious materials, unless stated otherwise.

Activated Ammunition

If magic ammunition doesn't have an Activate entry, it's activated automatically when it's launched. Types of magic ammunition that have an Activate entry must be activated with additional actions before being used. Once you activate the ammunition, you must shoot it before the end of your turn. Otherwise, it deactivates (but it isn't consumed) and you must activate it again before you can use it. If you shoot the ammunition without activating it first, it functions as non-magical ammunition and is still consumed.

The action required to activate the ammunition doesn't alter how many actions it takes to reload. For example, you could activate a *beacon shot* arrow by touching it with 1 action, then draw and shoot the arrow as part of a Strike as normal. For a *beacon shot* bolt, you could activate it, load it into a crossbow, then shoot it, or load it into the crossbow, then activate it, and then shoot it.

BEACON SHOT

ITEM 3

CONSUMABLE MAGICAL

Price 10 gp

Ammunition arrow, bolt

Activate ♦ (manipulate)

The shaft of a *beacon shot* is studded with flecks of gemstones. When an activated *beacon shot* hits a target, it embeds itself into that target and spews sparks for 1 minute. If the target is invisible, it becomes merely hidden to creatures who would

otherwise be unable to see it. The sparks also negate the concealed condition if the target was otherwise concealed.

A creature can remove the arrow or bolt by using an Interact basic action and succeeding at a DC 20 Athletics check.

CLIMBING BOLT

ITEM 4

CONSUMABLE MAGICAL

Price 15 gp

Ammunition bolt

The shaft of this bolt is wrapped with fine twine. When the bolt strikes a solid surface, the twine unwinds and enlarges into a 50-foot-long rope, securely fastened to the surface the bolt struck. The rope can be pulled free with an Interact action and a successful DC 20 Athletics check.

EXPLOSIVE AMMUNITION

ITEM 9+

CONSUMABLE FIRE MAGICAL

Ammunition any

Activate ♦ (manipulate)

This piece of ammunition is coated in gritty black soot. When activated *explosive ammunition* hits a target, the missile explodes in a 10-foot burst, dealing 6d6 fire damage to each creature in the area (including the target). Each creature must attempt a DC 25 basic Reflex save.

Type *explosive ammunition*; Level 9; Price 130 gp

Type *greater explosive ammunition*; Level 13; Price 520 gp

The damage is 10d6 and the save DC is 30.

GHOST AMMUNITION

ITEM 14

MAGICAL

Ammunition any

Price 900 gp

Ghost ammunition is cool to the touch. This ammunition has the benefits of the *ghost touch* property rune and can fly through any obstacle except those that can block incorporeal creatures or effects. Though the ammunition penetrates barriers and ignores all cover, the target still benefits from the flat check from being concealed or hidden. You still can't target an undetected creature without guessing.

After it is launched, the ammunition vanishes into mist. However, in the dead of the night 1d4 days later, it reappears in the last quiver or other container it was taken from.

PENETRATING AMMUNITION

ITEM 12

CONSUMABLE MAGICAL

Price 400 gp

Ammunition arrow, bolt

Introduction

Running the Game

Building Games

Age of Lost Omens

Subsystems

Treasure Trove

Using Items

Armor & Armaments

Runes

Armor Runes

Armor

Shield Rune

Shields

Weapon Runes

Weapons

Alchemy

Bombs

Elixirs

Poisons

Tools

Materials

Momentary Magic

Ammunition

Oils

Potions

Scrolls

Talisman

Wondrous

Consumables

Trappings of Power

Apex Items

Companion Items

Held Items

Staves

Wands

Worn Items

Gems & Art Objects

Artifacts

Intelligent Items

Cursed Items

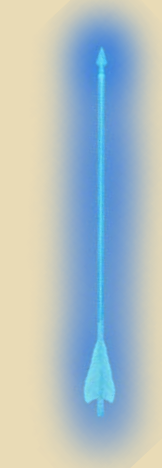
Relics

Treasure Table

Glossary & Index



CLIMBING BOLT



GHOST AMMUNITION



PENETRATING AMMUNITION



SPELLSTRIKE AMMUNITION



VINE ARROW

Activate ♦ Interact

This ammunition has a slender shape and a viciously pointed tip. When you activate and shoot *penetrating ammunition*, the Strike takes the shape of a 60-foot line originating from you. Roll one attack roll and compare the result to the AC of each target in the line. The ammunition ignores up to 10 of a target's resistance, and it can penetrate walls up to 1 foot thick with Hardness 10 or less. Each target that takes damage from this ammunition also takes 1d6 persistent bleed damage.

If your attack roll result is a natural 20, you improve your degree of success only against the first target in the line, but you can still score a critical hit on other targets if your result exceeds their AC by 10 or more. If you have access to your bow's critical specialization effect, *penetrating ammunition* applies that effect only against a target in the last square of the line.

SHINING AMMUNITION

ITEM 1

CONSUMABLE LIGHT MAGICAL

Price 3 gp

Ammunition any

Shining ammunition gives off a faint glow. When shot, it sheds bright light in a 20-foot radius (and dim light to the next 20 feet) for 10 minutes. If it hits a target, it sticks, causing the target to shed light in the same radius. A creature can remove the ammunition with an Interact action, but the ammunition itself continues to glow for the rest of the duration or until destroyed.

SPELLSTRIKE AMMUNITION

ITEM 3+

CONSUMABLE MAGICAL

Ammunition any

Activate ♦♦ Cast a Spell

Mystic patterns create a magic reservoir within this ammunition. You activate *spellstrike ammunition* by Casting a Spell on the ammunition. The spell must be of a spell rank the ammunition can hold, must take 1 or 2 actions to cast, and must be able to target a creature other than the caster. A creature hit by activated *spellstrike ammunition* is targeted by the spell. If the creature isn't a valid target for the spell, the spell is lost.

The ammunition affects only the target hit, even if the spell would normally affect more than one target. If the spell requires a spell attack roll, use the result of your ranged attack roll to determine the degree of success of the spell. If the spell requires a save, the target attempts the save against your spell DC.

The maximum rank of spell the ammunition can hold determines its item level and Price.

Type I; Level 3; Price 12 gp; Maximum Spell Rank 1st

Type II; Level 5; Price 30 gp; Maximum Spell Rank 2nd

Type III; Level 7; Price 70 gp; Maximum Spell Rank 3rd

Type IV; Level 9; Price 150 gp; Maximum Spell Rank 4th

Type V; Level 11; Price 300 gp; Maximum Spell Rank 5th

Type VI; Level 13; Price 600 gp; Maximum Spell Rank 6th

Type VII; Level 15; Price 1,300 gp; Maximum Spell Rank 7th

Type VIII; Level 17; Price 3,000 gp; Maximum Spell Rank 8th

Type IX; Level 19; Price 8,000 gp; Maximum Spell Rank 9th

STONE BULLET

ITEM 15

CONSUMABLE MAGICAL

Price 1,300 gp

Ammunition sling bullet

Activate ♦ (manipulate)

This sling bullet looks like a petrified serpent's eye. A creature hit by an activated *stone bullet* is subject to the effects of a 6th-rank *petrify* spell (DC 34).

Craft Requirements Supply one casting of *petrify*.

VINE ARROW

ITEM 3

CONSUMABLE MAGICAL

Price 10 gp

Ammunition arrow

Activate ♦ (concentrate)

Leafy stalks protrude from the shaft of this rustic arrow. When an activated *vine arrow* hits a target, the arrow's shaft splits and grows, wrapping the target in vines. The target takes a -10-foot circumstance penalty to its Speeds for 2d4 rounds, or until it Escapes against a DC of 19. On a critical hit, the target is also immobilized until it Escapes.

OILS

Oils are magical gels, ointments, pastes, or salves that are typically applied to an object (though sometimes to a creature). They're typically found in vials (similar to potions) or small tins. They have the oil trait. Like other consumables, oils are used up when activated.

Applying an oil usually takes two hands: one to hold the jar containing the oil and another to extract the oil and apply it. You can only apply an oil to an item or creature within your reach. Because the process is so thorough, it is usually impossible to apply an oil to an unwilling target or an item in the possession of an unwilling target unless that target is paralyzed, petrified, or unconscious.


ANTIMAGIC OIL

ITEM 20

RARE CONSUMABLE MAGICAL OIL

Price 13,000 gp

Usage held in 2 hands; Bulk L

Activate  (manipulate)

This oil contains energy that repels nearly all types of magic. When you apply this oil to armor, the creature wearing the armor becomes immune to all spells, effects of magic items (the wearer's and those of others), and effects with the magical trait for 1 minute. The oil affects neither the magic of the armor nor the fundamental runes of weapons attacking the wearer. Magical effects from a source of 20th level or higher, such as a deity, still function on the armor's wearer.


NECTAR OF PURIFICATION

ITEM 1

CONSUMABLE MAGICAL OIL

Price 3 gp

Usage held in 1 hand; Bulk L

Activate  (manipulate)

A shimmering liquid, *nectar of purification* is often stored in bottles similar to those used for vinegar. This oil casts a 1st-rank *cleanse cuisine* spell over any food or drink onto which it's poured. The nectar evaporates as it takes effect, leaving the taste and texture of the food or drink unaltered.

OBFUSCATION OIL

ITEM 15

CONSUMABLE MAGICAL OIL

Price 1,200 gp

Usage held in 2 hands; Bulk L

Activate  (manipulate)

You can spread this blue-gray gel on a single item with a Bulk of 3 or less to ward it against magical detection. It becomes undetectable to detection, revelation, and scrying magic of 8th rank or lower (such as *locate*). This oil is permanent, but it can be removed with acid. Removing the oil in this way usually takes 1 minute for objects with Bulk of 1 or less, or a number of minutes equal to the item's Bulk.

OIL OF ANIMATION

ITEM 12

UNCOMMON CONSUMABLE MAGICAL OIL

Price 330 gp

Usage held in 2 hands; Bulk L

Activate  (manipulate)

You can rub this bronze-colored oil onto a melee weapon to grant it the benefits of the *animated* rune (page 236). Once you fail a flat check for the weapon, causing it to fall, this effect ends.

OIL OF KEEN EDGES

ITEM 11

UNCOMMON CONSUMABLE MAGICAL OIL

Price 250 gp

Usage held in 2 hands; Bulk L

Activate  (manipulate)

When this silvery salve is applied to a melee weapon that deals piercing or slashing damage, the weapon grows sharper and more dangerous for 1 minute, granting it the benefits of the *keen* rune.

OIL OF MENDING

ITEM 3

CONSUMABLE MAGICAL OIL

Price 9 gp

Usage held in 2 hands; Bulk L

Activate 1 minute (manipulate)

A vial of *oil of mending* appears to have countless translucent threads swirling within. Applying this oil to an item casts a 2nd-rank *mending* spell to repair the item.

OIL OF POTENCY

ITEM 2+

CONSUMABLE MAGICAL OIL

Usage held in 2 hands; Bulk L

Activate  (manipulate)

When you apply this thick, viscous oil to a weapon or suit of armor, that item immediately becomes magically potent. If the item is a weapon, it temporarily becomes a +1 *striking weapon*, or, if it's armor, it temporarily becomes +1 *resilient armor*. This lasts for 1 minute.

Type *oil of potency*; Level 2; Price 7 gp

Type *greater oil of potency*; Level 12; Price 400 gp

The weapon becomes a +2 *greater striking weapon* or armor becomes +2 *greater resilient armor*.

Type *major oil of potency*; Level 19; Price 8,000 gp

The weapon becomes a +3 *major striking weapon* or armor becomes +3 *major resilient armor*.

OIL OF REPULSION

ITEM 11

CONSUMABLE MAGICAL OIL

Price 175 gp

Usage held in 2 hands; Bulk L

Activate  (manipulate)

This oil contains magnetically charged iron filings repelled into opposite ends of the vial. For 1 minute after you apply this oil to armor, any creature that hits you with a melee Strike must attempt a DC 28 Fortitude save with the following effects.

Success The creature is unaffected.

Failure The creature is pushed up to 10 feet away from you (the GM determines the direction).

Critical Failure As failure, and the creature is also knocked prone.

Introduction

Running the Game

Building Games

Age of Lost Omens

Subsystems

Treasure Trove
Using Items

Armor &
Armaments

Runes

Armor Runes

Armor

Shield Rune

Shields

Weapon Runes

Weapons

Alchemy

Bombs

Elixirs

Poisons

Tools

Materials

Momentary Magic

Ammunition

Oils

Potions

Scrolls

Talisman

Wondrous

Consumables

Trappings of
Power

Apex Items

Companion
Items

Held Items

Staves

Wands

Worn Items

Gems & Art
Objects

Artifacts

Intelligent Items

Cursed Items

Relics

Treasure Table

Glossary & Index



ANTIMAGIC OIL



NECTAR OF PURIFICATION



OBFUSCATION OIL



OIL OF ANIMATION



OIL OF POTENCY



OIL OF REPULSION



OIL OF WEIGHTLESSNESS



SALVE OF ANTIPARALYSIS

OIL OF UNLIFE

ITEM 1+

CONSUMABLE MAGICAL OIL VOID

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

Activate ◆ (manipulate)

This thin, black liquid imparts a bone-deep chill while rapidly repairing an undead creature's physical or spiritual form. When you dash *oil of unlife* onto an undead creature, or another creature with the void healing ability, the oil absorbs quickly into its body, and the creature regains the listed number of Hit Points. You can pour *oil of unlife* on an incorporeal undead; in this case, the creature absorbs the oil into itself.

Type minor; **Level** 1; **Price** 4 gp
The oil restores 1d8 Hit Points.

Type lesser; **Level** 3; **Price** 12 gp
The oil restores 2d8+5 Hit Points.

Type moderate; **Level** 6; **Price** 50 gp
The oil restores 3d8+10 Hit Points.

Type greater; **Level** 12; **Price** 400 gp
The oil restores 6d8+20 Hit Points.

Type major; **Level** 18; **Price** 5,000 gp
The oil restores 8d8+30 Hit Points.

OIL OF WEIGHTLESSNESS

ITEM 2+

CONSUMABLE MAGICAL OIL

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

Activate ◆ (manipulate)

You can spread this shimmering oil on an item of 1 Bulk or less to make it feel weightless. It has negligible Bulk for 1 hour.

Type *oil of weightlessness*; **Level** 2; **Price** 6 gp

Type *greater oil of weightlessness*; **Level** 6; **Price** 36 gp

This oil can affect an item of 2 Bulk or less and lasts 8 hours.

SALVE OF ANTIPARALYSIS

ITEM 6+

CONSUMABLE HEALING MAGICAL OIL

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

Activate ◆ (manipulate)

Applying this filmy salve to a creature helps it overcome magical paralysis. The salve attempts to counteract the paralysis (counteract rank 3rd, counteract modifier +22).

Type *salve of antiparalysis*; **Level** 6; **Price** 40 gp

Type *greater salve of antiparalysis*; **Level** 12; **Price** 325 gp

If the creature is petrified, it returns to normal, and for removing paralysis, the salve's counteract modifier is +31 and its counteract rank is 6th.

POTIONS

A potion is a magical liquid that is activated when you drink it, which uses it up. Potions have the potion trait. You can activate a potion with an Interact action as you drink it or feed it to another creature. You can feed a potion only to a creature that is within reach and willing or otherwise so helpless that it can't resist. You usually need only one hand to consume a potion or feed it to another creature.

ENERGY BREATH POTION

ITEM 7+

CONSUMABLE MAGICAL POTION

Usage held in 1 hand; **Bulk** L**Activate** ◆ (manipulate)

Distilled from the energy of dangerous spells, an *energy breath potion* grants you the Energy Breath action for 1 hour after you imbibe the concoction. The potency of the breath depends on the potion's type, based on how long the distilled ingredients were aged. This potion has the trait matching the damage type.

Energy Breath ◆ Each creature in an area takes damage depending on its basic saving throw. The damage amount and save DC depend on the potion's energy type. The damage type is the same as the potion's energy type. The area and save depend on the energy type, as seen in the table below. After you use Energy Breath, you can't do so again for 1d4 rounds.

Type lesser; **Level** 7; **Price** 70 gp

The damage is 4d6, and the save DC is 23.

Type moderate; **Level** 12; **Price** 400 gp

The damage is 6d6, and the save DC is 29.

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

The damage is 10d6, and the save DC is 37.

Energy Type	Area (Save)
Acid	30-foot line (Reflex)
Cold	15-foot cone (Reflex)
Electricity	30-foot line (Reflex)
Fire	15-foot cone (Reflex)
Sonic	15-foot cone (Fortitude)

GECKO POTION

ITEM 1

CONSUMABLE MAGICAL POTION

Price 3 gp**Usage** held in 1 hand; **Bulk** L**Activate** ◆ (manipulate)

A *gecko potion* is a sticky, tawny brown liquid with flecks of sand suspended in it. For 5 minutes after drinking this potion, your fingertips sprout thousands of microscopic, bristled hairs that cling to objects, granting you a +1 item bonus to Climb and Palm an Object, and to your Reflex DC against Disarm attempts.

HEALING POTION

ITEM 1+

CONSUMABLE HEALING MAGICAL POTION VITALITY

Usage held in 1 hand; **Bulk** L**Activate** ◆ (manipulate)

A *healing potion* is a vial of a ruby-red liquid that imparts a tingling sensation as the drinker's wounds heal rapidly. When you drink a *healing potion*, you regain the listed number of Hit Points.

Type minor; **Level** 1; **Price** 4 gp

The potion restores 1d8 Hit Points.

Type lesser; **Level** 3; **Price** 12 gp

The potion restores 2d8+5 Hit Points.

Type moderate; **Level** 6; **Price** 50 gp

The potion restores 3d8+10 Hit Points.

Type greater; **Level** 12; **Price** 400 gp

The potion restores 6d8+20 Hit Points.

Type major; **Level** 18; **Price** 5,000 gp

The potion restores 8d8+30 Hit Points.

INVISIBILITY POTION

ITEM 4

UNCOMMON CONSUMABLE ILLUSION MAGICAL POTION

Price 20 gp**Usage** held in 1 hand; **Bulk** L**Activate** ◆ (manipulate)

An *invisibility potion* is colorless and oddly lightweight. Upon drinking it, you gain the effects of a 2nd-rank *invisibility* spell.

OAK POTION

ITEM 4

CONSUMABLE PLANT POTION PRIMAL WOOD

Price 15 gp**Usage** held in 1 hand; **Bulk** L**Activate** ◆ (manipulate)

After you drink this bitter draft, your skin thickens like bark. You gain the effects of a 2nd-rank *oaken resilience* spell for 10 minutes.

PANACEA

ITEM 13

UNCOMMON CONSUMABLE HEALING MAGICAL POTION

Price 450 gp**Usage** held in 1 hand; **Bulk** L**Activate** ◆ (manipulate)

This potion appears to shift colors, and no two observers describe it in the same way. When consumed, it attempts to counteract all curses and diseases affecting you, as well as the blinded and deafened conditions from spells affecting you. The potion has a counteract rank of 7th and a +20 modifier for the roll.

POTION OF EMERGENCY ESCAPE

ITEM 1

CONSUMABLE MAGICAL POTION

Price 3 gp**Usage** held in 1 hand; **Bulk** L**Activate** ◆ (manipulate)

The stopper for a *potion of emergency escape* is crafted to easily snap open in dire circumstances. When you drink this potion, you become fleeing for 1 minute, and you gain a +40-foot status bonus to all your Speeds for the duration as long as you are fleeing. You immediately Stride.

POTION OF FLYING

ITEM 8+

CONSUMABLE MAGICAL POTION

Usage held in 1 hand; **Bulk** L**Activate** ◆ (manipulate)

Upon drinking this effervescent concoction, you gain a fly Speed of 40 feet for 1 minute.

Introduction

Running the Game

Building Games

Age of Lost Omens

Subsystems

Treasure Trove
Using ItemsArmor &
Armaments

Runes

Armor Runes

Armor

Shield Rune

Shields

Weapon Runes

Weapons

Alchemy

Bombs

Elixirs

Poisons

Tools

Materials

Momentary Magic

Ammunition

Oils

Potions

Scrolls

Talisman

Wondrous

Consumables

Trappings of
Power

Apex Items

Companion

Items

Held Items

Staves

Wands

Worn Items

Gems & Art
Objects

Artifacts

Intelligent Items

Cursed Items

Relics

Treasure Table

Glossary & Index

Type *potion of flying*; **Level** 8; **Price** 100 gp
Type *greater potion of flying*; **Level** 15; **Price** 1,000 gp
 The fly Speed lasts for 1 hour.

POTION OF LEAPING ITEM 5

CONSUMABLE MAGICAL POTION

Price 21 gp
Usage held in 1 hand; **Bulk** L
Activate ◆ (manipulate)

For 1 minute after you drink this fizzy potion, whenever you Leap, you gain the effect of the 1st-rank *jump* spell.

POTION OF QUICKNESS ITEM 8

CONSUMABLE MAGICAL POTION

Price 90 gp
Usage held in 1 hand; **Bulk** L
Activate ◆ (manipulate)

Drinking this silver potion grants you the effects of *haste* for 1 minute.

POTION OF RESISTANCE ITEM 6+

CONSUMABLE MAGICAL POTION

Usage held in 1 hand; **Bulk** L
Activate ◆ (manipulate)
 Drinking this thick, fortifying potion grants resistance against a single damage type for 1 hour. Each *potion of resistance* is created to defend against acid, cold, electricity, fire, or sonic damage (and is called a *lesser potion of fire resistance* or the like).

Type lesser; **Level** 6; **Price** 45 gp
 You gain resistance 5 to the appropriate energy type.
Type moderate; **Level** 10; **Price** 180 gp
 You gain resistance 10 to the appropriate energy type.
Type greater; **Level** 14; **Price** 850 gp
 You gain resistance 15 to the appropriate energy type.

POTION OF SHARED MEMORIES ITEM 1

CONSUMABLE MAGICAL MENTAL POTION

Price 4 gp
Usage held in 1 hand; **Bulk** L
Activate ◆ (manipulate)
 A *potion of shared memories* can transfer recollections from one creature to another. To place a memory in the potion, you must hold the vial and focus on a particular memory for 1 minute. This memory must be of a single event, location, person, or otherwise encompass a span of about 1 minute. The clear fluid takes on a shimmering hue reminiscent of the stored memory and gains a slightly sweet taste.

Upon consuming the potion, the drinker vividly recalls the memory, and thereafter can remember it as easily as a memory they actually experienced. An unwilling drinker can refuse to absorb the memory.

POTION OF SWIMMING ITEM 6+

CONSUMABLE MAGICAL POTION

Usage held in 1 hand; **Bulk** L
Activate ◆ (manipulate)

This potion tastes like salt water, and sandy grit settles at the bottom of its container. When you drink it, you gain a swim Speed equal to your land Speed for 10 minutes.

Type *potion of swimming*; **Level** 6; **Price** 50 gp

Type *greater potion of swimming*; **Level** 11; **Price** 250 gp
 The swim Speed lasts for 1 hour.

POTION OF TRUESPEECH ITEM 12

UNCOMMON CONSUMABLE MAGICAL POTION

Price 320 gp
Usage held in 1 hand; **Bulk** L
Activate ◆ (manipulate)

This sour potion enlivens your tongue with unusual flavors and uncommon eloquence, allowing you to speak and understand all languages for 4 hours after you drink it. This doesn't allow you to read these languages in their written form.

POTION OF UNDETECTABILITY ITEM 18

CONSUMABLE MAGICAL POTION

Price 4,400 gp
Usage held in 1 hand; **Bulk** L
Activate ◆ (manipulate)
 Drinking this dull-black liquid makes you undetectable to detection effects. This grants the same effects as *hidden mind* but without the bonus against mental effects. You also gain the effects of a 4th-rank *invisibility* spell, which protects against *see the unseen* spells of 8th rank and lower and has a DC of 36 against *truesight*. The potion's effects last for 10 minutes.

POTION OF WATER BREATHING ITEM 3

CONSUMABLE MAGICAL POTION

Price 11 gp
Usage held in 1 hand; **Bulk** L
Activate ◆ (manipulate)
 This filmy, gray potion reeks of ocean detritus and tastes even worse. After drinking this potion, you gain the effects of a 2nd-rank *water breathing* spell for 1 hour.

SERUM OF SEX SHIFT ITEM 7

CONSUMABLE MAGICAL POTION

Price 60 gp
Usage held in 1 hand; **Bulk** L
Activate ◆ (manipulate)
 Upon drinking this potion, your biology instantly transforms to take on a set of sexual characteristics of your choice, changing your appearance and physiology accordingly. You have mild control over the details of this change, but you retain a strong "family resemblance" to your former appearance.

The magic functions instantaneously and can't be counteracted. Your new anatomy is as healthy and functional as your previous body's, potentially allowing you to procreate (depending on your ancestry's biology). Drinking a subsequent *serum of sex shift* allows you to either revert back to your original form or adopt other sexual characteristics, as you choose. The serum has no effect if you are pregnant or from an



HEALING POTIONS



OAK POTION



PANACEA



POTION OF SWIMMING



POTION OF TRUESPEECH



SERUM OF SEX SHIFT



SHRINKING POTION

ancestry with no sexual differentiation. Most ancestries have a wide spectrum of sexual differentiation, some common, others more rare.

SHRINKING POTION

ITEM 4+

CONSUMABLE MAGICAL POTION

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

Activate ♦ (manipulate); **Onset** 1 minute

This fungus-flavored potion conveys the effects of the *shrink* spell to make you and all your gear smaller. After the onset, you remain small for 10 minutes.

Type *shrinking potion*; **Level** 4; **Price** 15 gp

Type *greater shrinking potion*; **Level** 8; **Price** 90 gp

This potion has no onset, lasts for 1 hour, and grants the effects of a 4th-rank *shrink* spell. In addition, you gain a +2 item bonus to Stealth checks while shrunken.

TIME SHIELD POTION

ITEM 13

CONSUMABLE MAGICAL POTION

Price 600 gp

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

Activate ♦ (manipulate)

This purple potion has a bitter taste and seems to blur with motion. When you drink a *time shield potion*, you are frozen in time for 2d4 rounds. You can't act or be targeted, you become immune to all effects, and you vanish from your space; as far as the universe is concerned, you simply don't exist as long as the potion lasts. The durations of any effects targeting you when you drink the potion are suspended until it wears off.

Once the potion's duration expires, you return to the normal flow of time and your former space; if that space is now occupied, you get shunted to the nearest unoccupied space. Effects with durations immediately resume affecting you,

elapsing as though no time has passed. If you are within the area of an effect created while you were outside of time, you immediately take those effects upon returning. The GM might determine that other changes that occurred while you were outside of time (such as the ground beneath you crumbling) also affect you upon your return.

TRUESIGHT POTION

ITEM 16

CONSUMABLE MAGICAL POTION

Price 1,500 gp

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

Activate ♦ (manipulate)

Upon drinking this clear, refreshing potion, you can see things as they actually are. You gain the benefits of a 7th-rank *truesight* spell that has a counteract modifier of +25.

TRUTH POTION

ITEM 6

UNCOMMON CONSUMABLE MAGICAL MENTAL POTION

Price 46 gp

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

Activate ♦ (manipulate)

For 10 minutes after drinking this astringent potion, you can't intentionally lie and may be compelled to tell the truth. Upon drinking the potion, attempt a DC 19 Will save. You can voluntarily fail or critically fail.

Success The potion does not affect you.

Failure When you speak, you must tell the truth.

Critical Failure As failure, and when someone asks you a question, you must attempt another DC 19 Will saving throw. If you fail this saving throw, you must answer the question truthfully if you are able to do so; if you succeed, you are temporarily immune to further attempts to ask the same question within the potion's duration.

Introduction

Running the Game

Building Games

Age of Lost Omens

Subsystems

Treasure Trove

Using Items

Armor &

Armaments

Runes

Armor Runes

Armor

Shield Rune

Shields

Weapon Runes

Weapons

Alchemy

Bombs

Elixirs

Poisons

Tools

Materials

Momentary Magic

Ammunition

Oils

Potions

Scrolls

Talisman

Wondrous

Consumables

Trappings of Power

Apex Items

Companion

Items

Held Items

Staves

Wands

Worn Items

Gems & Art Objects

Artifacts

Intelligent Items

Cursed Items

Relics

Treasure Table

Glossary & Index

SCROLLS

A scroll contains a single spell that you can cast without having to expend a spell slot. A scroll can be Crafted to contain nearly any spell. The exceptions are cantrips, focus spells, and rituals, none of which can be put on scrolls. The spell on a scroll can be cast only once, and the scroll is destroyed as part of the casting. The spell on the scroll is cast at a particular spell rank, as determined by the scroll. For instance, a scroll of *force barrage* (1st rank) can be used to cast the 1st-rank version of *force barrage*, but not a *force barrage* heightened to 2nd rank. If no rank is listed, the scroll can be used to cast the spell at its lowest rank.

If you find a scroll, you can try to figure out what spell it contains. If the spell is a common spell from your spell list or a spell you know, you can spend a single Recall Knowledge action and automatically succeed at identifying the scroll's spell. If it's not, you must Identify Magic.

Casting a Spell from a Scroll

Casting a Spell from a scroll requires holding the scroll in one hand and activating it with a Cast a Spell activity using the normal number of actions for that spell. The spell must appear on your spell list. Because you're the one Casting the Spell, use your spell attack modifier and spell DC. The spell also gains the appropriate trait for your tradition (arcane, divine, occult, or primal).

Any physical costs are provided when a scroll is created, so you don't need to provide them when casting from a scroll. If the spell requires a locus, you must have that locus to Cast the Spell from a scroll.

Scroll Statistics

All scrolls have the same base statistics unless noted otherwise. A scroll has light Bulk and must be held in one hand to be activated.

Varying Statistics

The *magic scroll* stat block indicates the item level and Price of a scroll, both of which are based on the rank of the spell in the scroll. Any costs to Cast the Spell are added to the scroll's Price when the scroll is crafted, so a scroll containing a spell with a Cost entry will have a higher Price than what's on the table. The scroll's rarity matches the spell's rarity.

The traits for a scroll vary based on the spell it contains. A scroll always has the consumable, magical, and scroll traits, plus any traits that might be relevant to identifying the item, such as illusion or fire. The GM determines the extra traits, if necessary.

Crafting a Scroll

The process to Craft a scroll is much like that to Craft any other magic item. When you begin the crafting

EXAMPLE MAGIC SCROLL

This example *magic scroll* contains a 1st-rank *illusory disguise* spell.

SCROLL OF ILLUSORY DISGUISE

ITEM 1

CONSUMABLE ILLUSION MAGICAL SCROLL

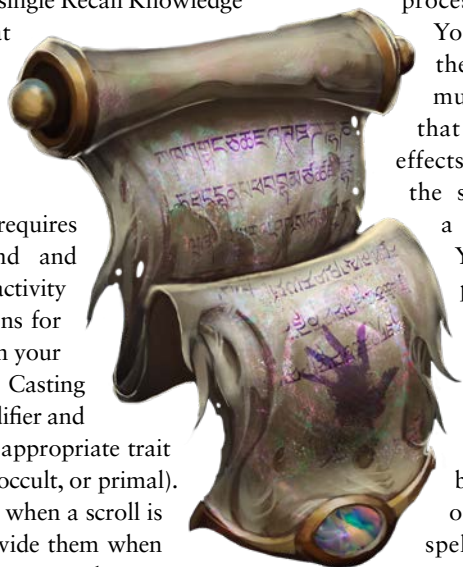
Price 4 gp

Usage held in 1 hand; Bulk L

Activate ♦♦ Cast a Spell

You cast *illusory disguise* as a 1st-rank spell.

Craft Requirements Supply one casting of *illusory disguise*.



process, choose a spell to put into the scroll.

You must either Cast that Spell during the crafting process, or someone else must do so in your presence. Casting that Spell doesn't produce its normal effects; instead, the magic is trapped inside the scroll. The casting must come from a spellcaster expending a spell slot. You can't Craft a scroll from a spell produced from another magic item, for example. The caster must provide any cost of the spell. A scroll's rarity is the same as that of the spell it contains.

Like other consumables, scrolls can be crafted in batches of four. All scrolls of one batch must contain the same spell at the same rank, and you must provide one casting for each scroll that is crafted.

Magic Scroll

A scroll's Price and level are based on the spell. The name is simply "scroll of," followed by the spell's name.

MAGIC SCROLL

ITEM 1+

CONSUMABLE MAGICAL SCROLL

Usage held in 1 hand; Bulk L

This roll of paper or parchment contains a single spell.

Activate Cast a Spell; Frequency once per day, plus overcharge;

You Cast the Spell at the indicated rank.

Type 1st-rank spell; Level 1; Price 4 gp

Type 2nd-rank spell; Level 3; Price 12 gp

Type 3rd-rank spell; Level 5; Price 30 gp

Type 4th-rank spell; Level 7; Price 70 gp

Type 5th-rank spell; Level 9; Price 150 gp

Type 6th-rank spell; Level 11; Price 300 gp

Type 7th-rank spell; Level 13; Price 600 gp

Type 8th-rank spell; Level 15; Price 1,300 gp

Type 9th-rank spell; Level 17; Price 3,000 gp

Type 10th-rank spell; Level 19; Price 8,000 gp

Craft Requirements Supply a listed-rank casting of the spell.

TALISMANS

An item with the talisman trait is a magical charm, gem, stone, or other small object affixed to armor, a shield, or a weapon (called the affixed item). Each talisman holds a sliver of combat knowledge or magical energy that can be unleashed for a momentary boost of power or enhanced ability. Many talismans can be activated as a free action when you use a particular action or activity. A talisman is a consumable item and has the talisman trait.

You must be wielding or wearing an item to activate a talisman attached to it. Once activated, a talisman burns out permanently, usually crumbling into a fine dust.

Affixing a Talisman

Each talisman's stat block indicates the type of item it can be affixed to. Affixing or removing a talisman requires using the Affix a Talisman activity. A single talisman can be affixed to only one item at a time, and an item can have only one talisman affixed to it at a time without suppressing them all.

AFFIX A TALISMAN

EXPLORATION MANIPULATE

Requirements You must use a repair toolkit (*Player Core* 290). You spend 10 minutes affixing a talisman to an item, placing the item on a stable surface and using the repair toolkit with both hands. You can also use this activity to remove a talisman. Attaching more than one talisman to an item deactivates all the talismans. They must be removed and re-affixed before they can be used again.

Talismans

These are but a few of the talismans available.

ALLOY ORB

ITEM 3+

CONSUMABLE MAGICAL TALISMAN

Usage affixed to a metal weapon; **Bulk** –

Activate ◆ (concentrate)

Although solid, this orb of metal swirls with bright silver and dark iron colors, as if made of liquid. When you activate the *alloy orb*, select cold iron or silver. The affixed weapon functions as the chosen material for 1 minute, suppressing its original material. Powerful weapons overwhelm the magic of this talisman, and it works only on weapons of 8th level or lower.

Type *low-grade alloy orb*; **Level** 3; **Price** 10 gp

Type *standard-grade alloy orb*; **Level** 8; **Price** 80 gp

This orb works on weapons of 15th level or lower.

Type *exquisite standard-grade alloy orb*; **Level** 12 (uncommon); **Price** 400 gp

When you activate this orb, you can select adamantine, cold iron, or dawnsilver. This orb works on weapons of 15th level or lower.

Type *high-grade alloy orb*; **Level** 16; **Price** 1,500 gp

This orb works on weapons of any level.

Type *exquisite high-grade alloy orb*; **Level** 18 (uncommon); **Price** 4,500 gp

When you activate this orb, you can select adamantine, cold iron, or dawnsilver. This orb works on weapons of any level.

BASILISK EYE

ITEM 9

CONSUMABLE MAGICAL TALISMAN VISUAL

Price 150 gp

Usage affixed to a shield

Activate ◆ (concentrate) **Trigger** You Shield Block a melee attack with the affixed shield.

This slimy green stone glows with whenever the shield it adorns blocks a melee attack. When the eye is activated, the attacker must succeed at a DC 25 Fortitude save or become slowed 1 for 1 minute as its body slowly stiffens in partial petrification.

BLOODSEEKER BEAK

ITEM 4+

CONSUMABLE MAGICAL TALISMAN

Usage affixed to a weapon; **Bulk** –

Activate ◆ (concentrate) **Trigger** You hit an off-guard creature with the affixed weapon.

This long, hollow proboscis is harvested from the notorious bloodseeker beast and drips a trickle of blood. When you activate the beak, you deal an extra 1d4 precision damage on your damage roll. If you deal sneak attack damage to the creature, you also deal 1d4 persistent bleed damage.

Type *bloodseeker beak*; **Level** 4; **Price** 20 gp

Type *greater bloodseeker beak*; **Level** 8; **Price** 100 gp

You deal an extra 2d4 precision damage on your damage roll and 2d4 persistent bleed damage if you deal sneak attack damage.

BRONZE BULL PENDANT

ITEM 2

CONSUMABLE MAGICAL TALISMAN

Price 7 gp

Usage affixed to armor; **Bulk** –

Activate ◆ (concentrate)

This pendant is forged from grainy steel and depicts a snorting bull's face. The pendant must be attached to the chest area or on a shoulder guard. When you activate the pendant, attempt an Athletics check to Shove with a +1 item bonus to check. Increase the distance you Shove your target to 10 feet on a success or 20 feet on a critical success.

CRYING ANGEL PENDANT

ITEM 2

CONSUMABLE DIVINE TALISMAN

Price 7 gp

Usage affixed to armor; **Bulk** –

Activate ◆◆ (concentrate)

When you activate this alabaster pendant, attempt to Administer First Aid using Medicine with a +1 item bonus to the check. If you succeed, and you were trying to stabilize, the target regains 1 Hit Point, losing the dying condition and becoming conscious as normal. If you succeed, and you were trying to stop bleeding, the bleeding ends.

DAZING COIL

ITEM 14

CONSUMABLE MAGICAL TALISMAN

Price 900 gp

Usage affixed to a weapon; **Bulk** –

Activate ◆ (concentrate) **Trigger** You deal damage to an off-guard creature with the affixed weapon.

Introduction

Running the Game

Building Games

Age of Lost Omens

Subsystems

Treasure Trove
Using Items

Armor &
Armaments

Runes

Armor Runes

Armor

Shield Rune

Shields

Weapon Runes

Weapons

Alchemy

Bombs

Elixirs

Poisons

Tools

Materials

Momentary Magic

Ammunition

Oils

Potions

Scrolls

Talisman

Wondrous
Consumables

Trappings of
Power

Apex Items

Companion
Items

Held Items

Staves

Wands

Worn Items

Gems & Art
Objects

Artifacts

Intelligent Items

Cursed Items

Relics

Treasure Table

Glossary & Index

This knot of copper wire reshapes itself in a new pattern every time its affixed weapon deals damage. When you activate the coil, the damaged creature must succeed at a DC 31 Will save or be stunned 1. If it critically fails, it instead becomes stunned 2.

DISPELLING SLIVER

ITEM 17

CONSUMABLE MAGICAL TALISMAN

Price 2,400 gp

Usage affixed to a weapon; Bulk –

Activate ◆ (concentrate) **Trigger** Your Strike damages a target. Made from a treated sliver of cold iron, this talisman allows you to counteract magical effects. When you activate the *dispelling sliver*, it attempts to counteract a single spell active on the target (counteract modifier +29), with the effects of an 8th-rank *dispel magic* spell.

If you activate the talisman on a successful Dispellng Slice, the talisman attempts to counteract all spells active on the target, in addition to your attempt from Dispellng Slice.

DRAGON TURTLE SCALE

ITEM 4+

CONSUMABLE MAGICAL TALISMAN

Usage affixed to armor; Bulk –

Activate ◆ (concentrate) **Requirements** You're trained in Athletics.

This shimmering green scale is usually attached to a golden clasp or chain. When you activate the scale, for 1 minute you gain a swim Speed equal to half your land Speed.

Type dragon turtle scale; **Level** 4; **Price** 13 gp

Type greater dragon turtle scale; **Level** 8; **Price** 75 gp

The swim Speed is equal to your land Speed.

EFFERVESCENT AMPOULE

ITEM 2

CONSUMABLE MAGICAL TALISMAN

Price 7 gp

Usage affixed to armor; Bulk –

Activate ◆ (manipulate) **Requirements** You're trained in Acrobatics.

Light spring water fizzes and bubbles within this small glass globe, spilling onto the affixed armor when activated. Until the end of your turn, you can move across water and other liquids as if they were solid ground. Your movement does not trigger any device or hazard that relies on a weight-sensitive pressure plate or similar device. When the ampoule's effect ends, you sink, fall, break through flimsy ground, or land on pressure plates as normal for your current location.

EMERALD GRASSHOPPER

ITEM 5+

CONSUMABLE MAGICAL TALISMAN

Usage affixed to armor; Bulk –

Activate ◆ (concentrate) **Requirements** You are trained in Athletics.

This metal grasshopper studded with emeralds is usually clasped to the legs of a suit of armor. When you activate it,

make a Leap, traveling up to 40 feet horizontally and up to 10 feet vertically. If you don't end your jump on solid ground, you flutter in the air until the end of your turn, then fall harmlessly at a rate of 60 feet per round until you reach the ground.

Type emerald grasshopper; **Level** 5; **Price** 30 gp

Type greater emerald grasshopper; **Level** 9; **Price** 150 gp

The distance of your Leap is up to 100 feet horizontally and up to 30 feet vertically. This benefit applies to any other Leaps you make before the end of your turn.

EYE OF APPREHENSION

ITEM 12

CONSUMABLE FORTUNE MAGICAL TALISMAN

Price 400 gp

Usage affixed to armor; Bulk –

Activate ◆ (concentrate) **Trigger** You are about to roll Perception for initiative but haven't rolled yet; **Requirements** You are a master in Perception.

This round piece of cymophane's silky inclusion makes it look like a cat's eye. While affixed, it makes you jittery. When you activate it, roll Perception twice and use the higher result.

FADE BAND

ITEM 12

CONSUMABLE ILLUSION MAGICAL TALISMAN

Price 320 gp

Usage affixed to armor; Bulk –

Activate ➤ (concentrate) **Trigger** An attack misses you; **Requirements** You are trained in Stealth.

This thin, silvery wire wraps around your armor. When you activate the band, it casts a 2nd-rank *invisibility* spell on you.

FEAR GEM

ITEM 4

CONSUMABLE EMOTION FEAR MAGICAL MENTAL TALISMAN

Price 20 gp

Usage affixed to a weapon; Bulk –

Activate ◆◆ (concentrate)

Dark smoke seems to writhe within this obsidian gem. When you activate the gem, make a melee Strike. If you hit and deal damage, the target is frightened 1, or frightened 2 on a critical hit.

If you have the Intimidating Strike feat, increase the frightened condition value caused by the Strike to frightened 2, or frightened 3 on a critical hit.

FEATHER STEP STONE

ITEM 3

CONSUMABLE MAGICAL TALISMAN

Price 8 gp

Usage affixed to armor; Bulk –

Activate ◆ (concentrate) **Trigger** You Stride or Step; **Requirements** You are trained in Acrobatics.

This stone, usually shaped as a cabochon, is a small chunk of amber with a bit of feather or a flying insect caught within it. When you activate the stone, you ignore the effects of any difficult terrain and greater difficult terrain you move through until the end of your turn.



EMERALD GRASSHOPPER



GALLOWS TOOTH



IRON MEDALLION



JADE CAT



MESMERIZING OPAL



MUMMIFIED BAT



POTENCY CRYSTAL



WOLF FANG

GALLOWS TOOTH

ITEM 8

CONSUMABLE MAGICAL TALISMAN

Price 100 gp

Usage affixed to a weapon; **Bulk** –

Activate ◆ (manipulate)

This grisly molar hangs from a cord threaded through a hole just above its dried, exposed root. When you activate this talisman, make a melee Strike against an adjacent creature. That creature is off-guard against the Strike and until the end of your turn.

GHOST DUST

ITEM 16

CONSUMABLE ILLUSION OCCULT TALISMAN

Price 1,800 gp

Usage affixed to armor; **Bulk** –

Activate ◆ (concentrate) **Requirements** You are trained in Stealth.

This small vial is filled with a grayish-green dust rendered from dried ectoplasm. When you activate the dust, it casts a 4th-rank *invisibility* spell on you. You may then Stride or Step. You can instead Burrow, Climb, Fly, or Swim if you have the corresponding Speed.

GRIM TROPHY

ITEM 7+

CONSUMABLE MAGICAL TALISMAN

Usage affixed to armor; **Bulk** –

Activate ◆ (concentrate)

This talisman comes in many forms, most often a severed piece of a humanoid creature displayed in some gruesome manner. When you activate the trophy, make an Intimidate check to Demoralize up to two targets, comparing your Intimidation check result to both of their DCs.

Type *grim trophy*; **Level** 7; **Price** 55 gp

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

You can Demoralize up to three targets, comparing your Intimidation check result to all three of their DCs.

IRON CUBE

ITEM 6

CONSUMABLE MAGICAL TALISMAN

Price 50 gp

Usage affixed to a weapon; **Bulk** –

Activate ◆◆ (concentrate)

This cube of blackened iron is affixed to a weapon with an iron chain. When you activate the cube, make a melee Strike. If it hits and deals damage, you can attempt an Athletics check to Trip the creature you hit. If this knocks the target prone, the target takes 2d6 bludgeoning damage from the force of the impact. If you're wielding a two-handed melee weapon, you can ignore Trip's requirement that you have a free hand. Both attacks count toward your multiple attack penalty, but the penalty doesn't increase until after you've made both of them.

If you have the Knockdown feat, ignore the normal size restrictions for the Trip and increase the damage dice if you knock the target prone to the damage die of your weapon if it's higher than d6.

IRON MEDALLION

ITEM 10

CONSUMABLE MAGICAL TALISMAN

Price 175 gp

Usage affixed to armor; **Bulk** –

Activate ◆ (concentrate) **Trigger** You attempt a Will save against a fear effect but haven't rolled yet.

This small medallion is shaped like a shield. When you activate it, you gain a +2 status bonus to the triggering save and other saves against fear for 1 minute. On the triggering save, if the outcome of your roll is a failure, you get a success instead. If the outcome is a critical failure, you get a failure instead.

JADE CAT

ITEM 2

CONSUMABLE MAGICAL TALISMAN

Price 6 gp

Introduction

Running the Game

Building Games

Age of Lost Omens

Subsystems

Treasure Trove
Using Items

Armor &
Armaments

Runes

Armor Runes

Armor

Shield Rune

Shields

Weapon Runes

Weapons

Alchemy

Bombs

Elixirs

Poisons

Tools

Materials

Momentary Magic

Ammunition

Oils

Potions

Scrolls

Talisman

Wondrous
Consumables

Trappings of
Power

Apex Items

Companion
Items

Held Items

Staves

Wands

Worn Items

Gems & Art
Objects

Artifacts

Intelligent Items

Cursed Items

Relics

Treasure Table

Glossary & Index

Usage affixed to armor; **Bulk** –

Activate ◆ (concentrate) **Trigger** You fall or attempt an Acrobatics check to Balance; **Requirements** You are trained in Acrobatics.

A thumb-sized feline carved of rare stone, the *jade cat* is typically worn as a pendant upon a suit of armor. For 1 minute after you activate the cat, you treat all falls as 20 feet shorter, you are not off-guard when you Balance, and narrow surfaces and uneven ground are not difficult terrain for you.

MENDING LATTICE

ITEM 13

UNCOMMON CONSUMABLE MAGICAL TALISMAN

Price 525 gp

Usage affixed to a shield or weapon; **Bulk** –

Activate ◆ (concentrate) **Trigger** The affixed item would take damage; **Requirements** You are trained in Crafting.

This lattice of reinforced iron is shaped into a perfect octagon. When you activate it, it negates the damage and instantly and completely repairs the affixed item.

MESMERIZING OPAL

ITEM 2

CONSUMABLE MAGICAL TALISMAN

Price 7 gp

Usage affixed to armor; **Bulk** –

Activate ◆ (concentrate)

This silver-bound opal pendant is afire with iridescence. When you activate it, attempt a Deception check to Feint. If the outcome is a success, you get a critical success instead. If the outcome is a critical failure, you get a failure instead.

MONKEY PIN

ITEM 2

CONSUMABLE MAGICAL TALISMAN

Price 6 gp

Usage affixed to armor; **Bulk** –

Activate ◆ (concentrate)

This small brass pin is shaped like a monkey climbing a tree. When you activate this talisman, use a Climb action with a +1 item bonus on the check. On this check and until the end of your turn, if you succeed on an Athletics check to Climb, you move your full Speed during the Climb. If you roll a critical failure, you get a failure instead.

MUMMIFIED BAT

ITEM 10

CONSUMABLE MAGICAL TALISMAN

Price 175 gp

Usage affixed to a weapon; **Bulk** –

Activate ◆ (concentrate)

This talisman is the magically treated corpse of a tiny bat bound in papyrus. When activated, the affixed weapon detects vibrations around you and guides your perception. For 1 minute, you don't need to succeed at a flat check to target concealed creatures. You're not off-guard to creatures that are hidden from you (unless you're off-guard to them for reasons other than the hidden condition), and you need only a successful DC 5 flat check to target a hidden creature. While you're adjacent to an undetected creature of your level or lower, it's instead only hidden from you.

If you have the Blind-Fight feat, you gain imprecise echolocation with a range of 30 feet for 1 minute. This makes creatures that would be undetected by you because you can't see them hidden instead.

MURDERER'S KNOT

ITEM 7

CONSUMABLE MAGICAL TALISMAN

Price 66 gp

Usage affixed to a weapon; **Bulk** –

Activate ◆ (concentrate) **Trigger** You damage an off-guard creature with a Strike using the affixed weapon.

This black strand of leather is tied to look like a peace knot when the weapon is worn, but it doesn't hamper drawing the weapon. When you activate the knot, the creature you damaged takes 1d6 persistent bleed damage and is off-guard until the bleed ends.

If you have the Twist the Knife feat, the talisman instead deals persistent bleed damage equal to your sneak attack damage.

ONYX PANTHER

ITEM 2

CONSUMABLE MAGICAL TALISMAN

Price 7 gp

Usage affixed to armor; **Bulk** –

Activate ◆ (concentrate)

This beautiful black pebble is sculpted into a stylized panther shape. When you activate it, use a Sneak action with a +1 item bonus to the check. You can move your full Speed (instead of half) on this Sneak action and any others you take this turn.

POTENCY CRYSTAL

ITEM 1+

CONSUMABLE MAGICAL TALISMAN

Usage affixed to a weapon; **Bulk** –

Activate ◆ (concentrate) **Trigger** You make an attack with the affixed weapon, but you haven't rolled yet.

This fluorite crystal glows with a strange phosphorescence. When you activate the crystal, the weapon becomes a +1 *striking weapon* on the Strike and until the end of this turn, gaining a +1 item bonus to the attack roll and increasing the damage to two weapon damage dice.

Type *potency crystal*; **Level** 1; **Price** 4 gp

Type *greater potency crystal*; **Level** 9; **Price** 150 gp

The weapon becomes a +2 *greater striking weapon* for the rest of the turn, gaining a +2 item bonus to the attack roll and increasing the damage to three weapon damage dice.

Type *major potency crystal*; **Level** 15; **Price** 1,300 gp

The weapon becomes a +3 *major striking weapon* for the rest of the turn, gaining a +3 item bonus to the attack roll and increasing the damage to four weapon damage dice.

PREDATOR'S CLAW

ITEM 1

CONSUMABLE MAGICAL TALISMAN

Price 3 gp

Usage affixed to a weapon; **Bulk** –

Activate ◆ (concentrate) **Trigger** You critically succeed at an attack roll with the affixed weapon.

This claw set in an iron clasp and chain is usually that of a large predator. When you activate the claw, the triggering attack gains the weapon's critical specialization effect.

SAVIOR SPIKE

ITEM 2

CONSUMABLE FORCE MAGICAL TALISMAN

Price 7 gp

Usage affixed to armor; **Bulk** –

Activate ◆ (concentrate) **Trigger** You attempt to Grab an Edge but haven't rolled.

This pyramid-shaped spike is attached to an armor's chest piece. When you activate the spike, it shoots a strand of force to help you gain purchase, giving you a +1 item bonus to the check. If you roll a success on the triggering attempt, you get a critical success instead. If you roll a critical failure, you get a failure instead.

SHARK TOOTH CHARM

ITEM 5

CONSUMABLE MAGICAL TALISMAN

Price 23 gp

Usage affixed to armor; **Bulk** –

Activate ◆ (concentrate)

This dried-seaweed bracelet is lined with charms shaped like small shark teeth. When you activate the bracelet, attempt to Escape using Acrobatics with a +1 item bonus to the check. If you roll a success, you get a critical success instead (if you roll a critical failure, you get a failure instead). If you fail the Acrobatics check against a grabbing creature, the creature must either release you as a free action or take 2d8 piercing damage as shark's teeth momentarily emerge from your skin.

SNEAKY KEY

ITEM 5

CONSUMABLE MAGICAL TALISMAN

Price 22 gp

Usage affixed to armor; **Bulk** –

Activate ◆ (manipulate) **Requirements** You are trained in Thievery.

This small silver skeleton key can be pinned to armor or a sleeve. When you turn the key to activate it, you gain a +1 status bonus to Thievery checks to Pick a Lock for 1 minute. The first time you get a success or critical success on an attempt to Pick a Lock, you achieve one additional success toward opening a complex lock.

SWIFT BLOCK CABOCHON

ITEM 7

UNCOMMON CONSUMABLE MAGICAL TALISMAN

Price 70 gp

Usage affixed to a shield; **Bulk** –

Activate ◆ (concentrate) **Trigger** You would take damage from a physical attack while you are wielding the affixed shield.

This clear quartz cabochon attaches to the center of your shield. When you activate the cabochon, use the Shield Block reaction even if you don't have the shield raised and even if you don't normally have that reaction. Increase the shield's Hardness by 5 against the triggering attack. The shield remains raised after the block.

TIGER MENUKI

ITEM 5

CONSUMABLE MAGICAL TALISMAN

Price 30 gp

Usage affixed to a weapon; **Bulk** –

Activate ◆ (concentrate) **Trigger** You Strike with the affixed weapon.

This tiger formed of pewter snarls viciously from your weapon's grip. When you activate the tiger, the weapon gains the forceful and sweep traits on the triggering Strike and all other Strikes for 1 minute.

VANISHING COIN

ITEM 10

CONSUMABLE ILLUSION MAGICAL TALISMAN

Price 160 gp

Usage affixed to armor; **Bulk** –

Activate ◆ (concentrate) **Trigger** You attempt a Stealth check for initiative, but you haven't rolled yet; **Requirements** You are trained in Stealth.

This copper coin dangles from a leather strip strung through a hole drilled in the center. Until activated, the coin becomes invisible for a few seconds at random intervals every few minutes. When you activate the coin, it casts a 2nd-rank *invisibility* spell on you, lasting until the end of your next turn.

VIPER'S FANG

ITEM 14

CONSUMABLE MAGICAL TALISMAN

Price 850 gp

Usage affixed to a weapon; **Bulk** –

Activate ◆ (concentrate) **Trigger** A creature within your reach uses a manipulate or move action, makes a ranged attack, or leaves a square during a move action it's using; **Requirements** You are a master with the affixed weapon.

When you activate this resin-strengthened viper skull, make a melee Strike against the triggering creature. If you have Reactive Strike, you can activate the *viper's fang* as a free action. If your attack is a critical hit and the trigger was a manipulate action, you disrupt that action. This Strike doesn't count toward your multiple attack penalty, and your multiple attack penalty doesn't apply to this Strike. If you hit with this attack, the creature is exposed to viper fang venom.

Viper Fang Venom (poison); **Saving Throw** Fortitude DC 32; **Maximum Duration** 4 rounds; **Stage** 1 3d10 poison damage and enfeebled 1.

WOLF FANG

ITEM 1

CONSUMABLE MAGICAL TALISMAN

Price 4 gp

Usage affixed to armor; **Bulk** –

Activate ◆ (concentrate) **Trigger** You successfully Trip a foe.

This wolf canine is bound in a strip of leather and tied to a buckle or strap on a suit of armor. When you activate the fang, you deal bludgeoning damage equal to your Strength modifier to the target of your Trip.

Introduction

Running the Game

Building Games

Age of Lost Omens

Subsystems

Treasure Trove Using Items

Armor & Armaments

Runes

Armor Runes

Armor

Shield Rune

Shields

Weapon Runes

Weapons

Alchemy

Bombs

Elixirs

Poisons

Tools

Materials

Momentary Magic

Ammunition

Oils

Potions

Scrolls

Talisman

Wondrous Consumables

Trappings of Power

Apex Items

Companion Items

Held Items

Staves

Wands

Worn Items

Gems & Art Objects

Artifacts

Intelligent Items

Cursed Items

Relics

Treasure Table

Glossary & Index

WONDROUS CONSUMABLES

Though many consumables are grouped into specific categories, such as potions and talismans, some consumables don't fit into those categories.

CANDLE OF TRUTH

ITEM 8

UNCOMMON CONSUMABLE MAGICAL MENTAL

Price 75 gp

Usage held in 1 hand; Bulk –

Activate ♦ (manipulate)

This tapered candle has a golden wick that burns with white fire. You activate the candle by lighting it, which causes creatures within 10 feet of the candle to find it difficult to tell falsehoods. Creatures in the area receive a –4 status penalty to Lie.

In addition, when first entering the affected area, each creature (including you) must succeed at a DC 26 Will save or be unable to tell any deliberate lies while within 10 feet of the lit candle. This lasts for as long as the candle is lit. Once lit, the candle burns for 10 minutes, and it cannot be extinguished.

FROZEN LAVA

ITEM 5+

CONSUMABLE FIRE MAGICAL

Usage held in 1 hand; Bulk –

Activate ♦ (manipulate)

This blueberry-sized bead appears to be a sphere of glass with a flickering light at its core. In truth, the "glass" is a bubble of solidified time magic, containing suspended lava at the exact point before a volcanic eruption. When activated, it becomes a tiny beacon of bright light before unleashing its power. After you Activate *frozen lava*, it quickly heats up. If you or anyone else hurls it (an Interact action), it detonates as a *fireball* where it lands. Your toss can place the center of the fireball anywhere within 70 feet, though at the GM's discretion, you might need to make an attack roll if the throw is unusually challenging. If no one hurls the bead by the start of your next turn, it pops like an ostentatious but harmless firework.

Frozen lava comes in many varieties, made of lava taken from notable volcanoes on Golarion and across the planes.

Type frozen lava; **Level** 5; **Price** 30 gp

5d6 damage (DC 21)

Type frozen lava of Blackpeak; **Level** 7; **Price** 70 gp

7d6 damage (DC 25)

Type frozen lava of Pale Mountain; **Level** 9; **Price** 150 gp

9d6 damage (DC 27)

Type frozen lava of Mhar Massif; **Level** 11; **Price** 300 gp

11d6 damage (DC 30)

Type frozen lava of Droskar's Crag; **Level** 13; **Price** 600 gp

13d6 damage (DC 32)

Type frozen lava of Ka; **Level** 15; **Price** 1,300 gp

15d6 damage (DC 36)

Type frozen lava of Sakalayo; **Level** 17; **Price** 3,000 gp

17d6 damage (DC 39)

Type frozen lava of Barrowsiege; **Level** 19; **Price** 8,000 gp

19d6 damage (DC 43)

HOLY WATER

ITEM 1

CONSUMABLE DIVINE HOLY SPLASH

Price 3 gp

Usage held in 1 hand; Bulk L

Activate ♦ Strike

This vial contains water blessed by a benevolent deity. You activate a vial of *holy water* by throwing it as a Strike. It's a simple thrown weapon with a range increment of 20 feet.

Holy water deals 1d6 spirit damage and 1 spirit splash damage. *Holy water* can damage only creatures with the unholy trait.

MARVELOUS MINIATURE

ITEM 1+

CONSUMABLE EXPANDABLE MAGICAL

Usage held in 1 hand; Bulk –

Activate ♦ (manipulate)

Every *marvelous miniature* is an exceptionally small replica of a real creature or object. The miniature is made from wood, pewter, or other simple materials, and features a rune etched into the underside of the replica's base. *Marvelous miniatures* sometimes come packaged together; for example, the camping set features the boat, campfire, and horse miniatures. Activating a *marvelous miniature* causes it to transform into another creature or object, which then can be used as normal for that object. Each miniature can be activated only once, with most of them permanently becoming the item in their description.

Type boat; **Level** 8; **Price** 76 gp

This miniature can be activated only when tossed into a large body of water, such as a lake or broad river. It transforms into a cutter (page 216). The cutter lasts 1 day.

Type campfire; **Level** 1; **Price** 1 gp

When activated, this miniature transforms into an active campfire. The campfire doesn't require attending and remains fully lit for 8 hours, though it can be quenched as any other campfire.

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

When you use this miniature, a small wooden chest appears and immediately opens. This chest can hold up to 10 Bulk worth of items. Once the chest is closed, it transforms again—this time into a key—taking all of the stored items with it. You can activate this key by spending an Interact action to turn it in an imaginary lock, which causes it to transform back into a chest with all of the items still inside. Once it has turned into a chest a second time, it forever remains a wooden chest.

Type horse; **Level** 4; **Price** 13 gp

When activated, this miniature transforms into a horse. The horse can't attack or use reactions, but otherwise uses all the statistics of a riding horse (*Monster Core*) and follows your basic commands. The horse doesn't need to eat or drink. After 8 hours, it reverts back to miniature form, then crumbles to dust.

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

When activated, this miniature transforms permanently into a 20-foot-long wooden ladder.

RUNESTONE

ITEM 1

CONSUMABLE MAGICAL

Price 3 gp

Usage held in 1 hand; Bulk L

This flat piece of hard stone is specially prepared for etching a magical fundamental rune or property rune. You can etch only one rune upon a stone. When a rune is transferred from the *runestone* to another object, the *runestone* cracks and is destroyed. The Price listed is for an empty stone; a stone holding a rune adds the Price of the rune.

SPIRIT BULB

ITEM 10+

UNCOMMON CONSUMABLE MAGICAL PLANT

Usage held in 1 hand; Bulk –

Activate ♦♦ (concentrate, manipulate)

This magical bulb is harvested from an ancient grove rich in primal plant magic. When you activate the bulb, you either eat it to have it cast a 5th-rank *plant form* spell affecting you, or plant it in the ground next to you to have it cast a 5th-rank *summon plant or fungus* spell. If you choose the summoning option, the plant or fungus appears where you planted the bulb, and you can Sustain the activation to keep control of the creature.

Type *spirit bulb*; Level 10; Price 200 gpType *greater spirit bulb*; Level 12; Price 300 gp

The spell is 6th rank.

Type *major spirit bulb*; Level 14; Price 500 gp

The spell is 7th rank.

TRIDENT OF LIGHTNING

ITEM 9

CONSUMABLE ELECTRICITY MAGICAL

Price 110 gp

Usage held in 1 hand; Bulk L

Activate ♦♦ (concentrate, manipulate)

EXPANDABLE TRAIT

An item with the expandable trait increases to a specific size when activated. Unless otherwise noted, this space must be adjacent to you and on the ground, and the item needs to have enough open space to expand into or else the activation has no effect. When the effect ends, the expanded item disintegrates if it's a consumable or shrinks back to its normal size if it's not a consumable.

This item looks like a normal trident carved with Gozren motifs. If thrown without being activated, it wobbles in the air and fails to strike true. When you Activate the trident, the carvings crackle with electricity. You then hurl the trident. It shatters immediately after leaving your hand and unleashes its magic as a 4th-rank *lightning bolt* originating from your space. The bolt deals 5d12 electricity damage and has a basic Reflex save DC of 25.

Craft Requirements Supply a casting of *lightning bolt* (4th rank).

UNHOLY WATER

ITEM 1

CONSUMABLE DIVINE SPLASH UNHOLY

Price 3 gp

Usage held in 1 hand; Bulk L

Activate ♦ Strike

A malicious deity's malice lies within this vial of water. You activate a vial of *unholy water* by throwing it as a Strike. It's a simple thrown weapon with a range increment of 20 feet.

Unholy water deals 1d6 spirit damage and 1 spirit splash damage. *Unholy water* can damage only creatures with the holy trait.



CANDLE OF TRUTH

FROZEN LAVA



HOLY WATER



RUNESTONE



UNHOLY WATER

Introduction

Running the Game

Building Games

Age of Lost Omens

Subsystems

Treasure Trove

Using Items

Armor & Armaments

Runes

Armor Runes

Armor

Shield Rune

Shields

Weapon Runes

Weapons

Alchemy

Bombs

Elixirs

Poisons

Tools

Materials

Momentary Magic

Ammunition

Oils

Potions

Scrolls

Talisman

Wondrous

Consumables

Trappings of Power

Apex Items

Companion Items

Held Items

Staves

Wands

Worn Items

Gems & Art Objects

Artifacts

Intelligent Items

Cursed Items

Relics

Treasure Table

Glossary & Index

TRAPPINGS OF POWER

This section includes magic items that you wear. Most of the items have the invested trait, described on page 219, which means you can wear no more than 10 of the item. If the “worn” usage for an item is followed by another word, like “worn belt,” you’re limited to wearing only one item of that type. If nothing’s listed after “worn,” as in the case of rings, you can wear any number.

APEX ITEMS

When you Invest an Item that has the apex trait, it improves one of your attributes, either increasing the attribute’s modifier by 1 or to a total of +4, whichever would give you a higher score. This gives you all the benefits of the new attribute modifier until the investiture runs out: increasing Intelligence lets you become trained in an additional skill and learn a new language, increasing Constitution gives you more Hit Points, and so on.

An apex item grants this benefit only the first time it’s invested within a 24-hour period, and you can benefit from only one apex item at a time. If you attempt to invest an apex item when you already have one invested, you don’t gain the attribute modifier increase, though you do gain any other effects of Investing the Item.

BELT OF LONG LIFE

ITEM 17

APEX INVESTED MAGICAL

Price 15,000 gp

Usage worn belt; Bulk –

This thick leather belt is engraved with imagery of an ancient tree. You gain 15 temporary Hit Points the first time you invest the belt in a day. When you invest the belt, you either increase your Constitution modifier by 1 or increase it to +4, whichever would give you a higher value.

Activate—Call Upon the Ancient Life ♦ (manipulate)

Frequency once per day; **Effect** You draw upon the life-giving energy of the tree on the belt to gain rapid healing. For 2d4 rounds, at the start of your turn each round, you recover 15 Hit Points.

BRACERS OF STRENGTH

ITEM 17

APEX INVESTED MAGICAL

Price 15,000 gp

Usage worn bracers; Bulk –

Etchings of powerful bears decorate these brass bracers. You gain a +3 item bonus to Athletics checks and a +2 circumstance bonus to Athletics checks to lift a heavy object, Escape, and Force Open. When you invest the bracers, you either increase your Strength modifier by 1 or increase it to +4, whichever would give you a higher value.

Activate—Bear Hug ♦ (manipulate) Attempt to Grapple a creature. If you succeed, you crush the creature in your grasp, dealing bludgeoning damage to it equal to your

Strength modifier. If you critically succeeded, the damage is equal to double your Strength modifier and the creature suffocates (Player Core, page 437) as long as it remains grabbed or restrained by you.

CLOAK OF SWIFTNESS

ITEM 17

APEX INVESTED MAGICAL

Price 15,000 gp

Usage worn cloak; Bulk –

This thin cloak is surprisingly light, as if clouds or the very wind were woven together to make the garment. The cloak grants you a +3 item bonus to Acrobatics checks. When you invest the cloak, you either increase your Dexterity modifier by 1 or increase it to +4, whichever would give you a higher value.

Activate—Ride the Wind ♦ (manipulate) **Frequency** once

per day; **Effect** You tug on the cloak, wrapping yourself in the power of wind. You gain a fly Speed of 30 feet for 1 hour. While wrapped in the cloak, you become translucent, causing you to become concealed for the duration.

CROWN OF INTELLECT

ITEM 17

APEX INVESTED MAGICAL

Price 15,000 gp

Usage worn circlet; Bulk –

A trio of brilliant gems have been set into this elegant golden crown. You gain a +3 item bonus to checks to Recall Knowledge, regardless of the skill. When you invest the crown, you either increase your Intelligence modifier by 1 or increase it to +4, whichever would give you a higher value. This gives you additional trained skills and languages, as normal for increasing your Intelligence modifier. You must select skills and languages the first time you invest the crown, and whenever you invest the same crown of intellect, you get the same skills and languages you chose the first time.

Activate—Search Your Mind ♦ (concentrate) **Frequency** once per hour; **Effect** You gain the effects of *hypercognition*.

HEADWRAP OF WISDOM

ITEM 17

APEX INVESTED MAGICAL

Price 15,000 gp

Usage worn circlet; Bulk –

This simple scarf is designed for wrapping around the head and comes with a gemmed pin for decoration. When you invest the headwrap, you either increase your Wisdom



BRACERS OF STRENGTH



BELT OF LONG LIFE



CLOAK OF SWIFTNESS



HEADWRAP OF WISDOM



CROWN OF INTELLECT



NECKLACE OF ALLURE

modifier by 1 or increase it to +4, whichever would give you a higher value.

Activate—Consider the Consequences ◆ (concentrate)

Frequency once per day; **Effect** When you are considering a course of action, you get a gut feeling about whether it's a good idea. You gain the effects of an *augury* spell, except that you receive the result from your own instincts rather than an external source.

Activate—Reclaim Your Mind ↻ (concentrate, fortune)

Frequency once per hour; **Trigger** You fail a saving throw against an effect that makes you confused, fascinated, or stupefied; **Effect** The *headwrap of wisdom* clears your mind. You can reroll the saving throw and use the better result.

NECKLACE OF ALLURE

ITEM 17

APEX INVESTED MAGICAL

Price 15,000 gp

Usage worn; **Bulk** —

Several sapphires are set along the length of this brilliant silver necklace. The necklace features an intricately carved pendant in the shape of a wolf's head. You gain a +2 item bonus to Deception and Diplomacy checks. When you invest the necklace, you either increase your Charisma modifier by 1 or increase it to +4, whichever would give you a higher value.

Activate—Win Them Over ◆◆ (concentrate) **Frequency** once per hour; **Effect** You cast a 4th-rank *charm* spell (DC 38).

Introduction

Running the Game

Building Games

Age of Lost Omens

Subsystems

Treasure Trove

Using Items

Armor &

Armaments

Runes

Armor Runes

Armor

Shield Rune

Shields

Weapon Runes

Weapons

Alchemy

Bombs

Elixirs

Poisons

Tools

Materials

Momentary Magic

Ammunition

Oils

Potions

Scrolls

Talisman

Wondrous

Consumables

Trappings of Power

Apex Items

Companion

Items

Held Items

Staves

Wands

Worn Items

Gems & Art

Objects

Artifacts

Intelligent Items

Cursed Items

Relics

Treasure Table

Glossary & Index

COMPANION ITEMS

You might want to acquire items that benefit a creature that assists you, such as an animal companion, familiar, or bonded animal. These items have the companion trait, meaning they function only for animal companions, familiars, and similar creatures. Normally, these are the only items a companion can use. Other items can qualify at the GM's discretion, but a companion can never Activate an Item.

Any worn companion item needs to be invested. However, your companion needs to invest it, rather than you doing so. This requires you to use the Invest an Item activity alongside your companion, helping them attune to the item and ensuring it is properly fit. A companion has an investiture limit of two items (instead of the 10-item limit a player character has).

ALACRITOUS HORSESHOES

ITEM 7+

COMPANION INVESTED PRIMAL

Usage worn horseshoes; **Bulk** 1

When you affix these simple iron horseshoes to the hooves of an ordinary horse or a quadrupedal animal companion and the animal companion invests them, that creature gains a +5-foot item bonus to its land Speed and a +2 item bonus to Athletics checks to High Jump and Long Jump. In addition, when it Leaps, it can move 5 feet farther if jumping horizontally or 3 feet higher if jumping vertically.

Type *alacritous horseshoes*; **Level** 7; **Price** 340 gp

Type *greater alacritous horseshoes*; **Level** 14; **Price** 4,250 gp

The bonus to Speed is +10 feet, and the bonus to Athletics checks is +3.

BARDING OF THE ZEPHYR

ITEM 10

COMPANION INVESTED PRIMAL

Price 900 gp

Usage worn barding; **Bulk** L

This light barding is covered in stylized wind motifs. When you suit up your animal companion, the barding adjusts to fit your animal companion regardless of its shape.

When your companion falls, wind picks it up from below; it gains the effects of *gentle landing*.

Activate—Take Flight ♦♦ (manipulate) **Frequency** once per day; **Effect** You trace a finger along the wind motifs on the barding, granting your companion wearing the barding a fly Speed of 30 feet for 10 minutes. Even if the companion doesn't have the mount special ability, it can still Fly while being ridden.

COLLAR OF EMPATHY

ITEM 9

COMPANION INVESTED PRIMAL

Price 600 gp

Usage worn collar (companion) and worn bracelet (you); **Bulk** 1

This ornate collar of intertwined leather strips of contrasting colors is paired with a bracelet of a similar construction. When you wear and invest the bracelet and your companion wears and invests the collar, you gain a stronger connection to each other. You and your companion can always sense each other's emotional states and basic physical wants and needs.

Activate—Empathic Link ♦ (concentrate) **Effect** You perceive through your animal companion's senses instead of your own. You can Sustain the activation. You are unaware of your own surroundings for as long as you are using your animal companion's senses. In addition to the obvious use when you are separated from your companion, this ability might allow you to notice sounds, scents, and other stimuli that your companion's senses register but yours alone don't.

COLLAR OF INCONSPICUOUSNESS

ITEM 8

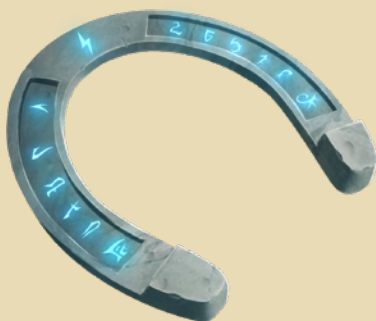
COMPANION INVESTED PRIMAL

Price 475 gp

Usage worn collar; **Bulk** 1

This leather collar's almost threadbare look belies its magical nature. When your companion wears and invests the collar, it gains the ability to change its appearance from that of a ferocious animal into a more inconspicuous form.

Activate—Adorable Guise ♦ (concentrate) **Effect** You touch your animal companion to transform it into a nonthreatening Tiny creature of the same family or a similar creature (for instance, a house cat instead of a tiger, or a puppy instead of a wolf). This has the effects of *pest form* (2nd rank, or 4th rank if your companion can fly). The effect lasts until you Dismiss it.



ALACRITOUS
HORSESHOES



COLLAR OF EMPATHY



COLLAR OF INCONSPICUOUSNESS

HELD ITEMS

These items need to be held to use them. Weapons, wands, and staves follow special rules and have their own sections.

BOTTLED AIR

ITEM 7

AIR MAGICAL

Price 320 gp

Usage held in 1 hand; Bulk L

Appearing to be an ordinary corked glass bottle, this item contains a limitless supply of fresh air. You must uncork the bottle with an Interact action before you can activate it.

Activate—Breathe In ♦ (manipulate) **Effect** You draw a breath of air from the bottle. This allows you to breathe even in an airless or toxic environment. Air doesn't escape the mouth of the bottle, so leaving the open bottle in an airless environment doesn't change the environment.

CLOUD POUCH

ITEM 6

MAGICAL WATER

Price 225 gp

Usage held in 1 hand; Bulk 1

This small bag is filled with a fine, silvery powder that feels silky to the touch.

Activate—Disperse ♦♦ (manipulate) **Frequency** once per hour; **Effect** You scatter the dust into the air around you, causing it to condense into a cloud in a 20-foot burst within 10 feet, as the *mist* spell. You can Sustain the activation to make the cloud Fly 20 feet. The cloud lasts 1 minute, and you can Dismiss it.

CRYSTAL BALL

ITEM 14+

UNCOMMON MAGICAL SCRYING

Usage held in 1 hand; Bulk L

This polished crystal sphere enhances scrying magic. Any visual information received through a spell with the scrying trait that was cast by the *crystal ball* appears within the sphere, and any auditory information sounds out from the surface of the sphere. When you cast a spell with the scrying trait by any other means while holding the sphere, you can relay any information you receive in the same way, allowing others to see or hear the target.

The base version of a *crystal ball* is a sphere of clear quartz, but other versions are made of different stones.

Activate—Clairvoyance 1 minute (concentrate, manipulate) **Frequency** once per hour; **Effect** The crystal ball casts *clairvoyance* to your specifications.

Activate—Scrying 10 minutes (concentrate, manipulate) **Frequency** twice per day; **Effect** The crystal ball casts a DC 33 *scrying* spell to your specifications.

Type clear quartz; **Level** 14; **Price** 3,800 gp

Type selenite; **Level** 15; **Price** 7,000 gp

Scrying is DC 36 and gives you the benefits of *see the unseen* on the target.

Type moonstone; **Level** 16; **Price** 7,500 gp

Scrying is DC 37 and gives you the benefits of *mind reading* on the target, using the same save DC.

Type peridot; **Level** 17; **Price** 12,500 gp

Scrying is DC 39 and gives you the benefits of *telepathy* for communicating with the target.

Type obsidian; **Level** 19; **Price** 32,000 gp

Scrying is DC 41 and gives you the benefits of *truesight* for anything you watch through it.

ETERNAL ERUPTION

ITEM 5+

FIRE MAGICAL

Usage held in 1 hand; Bulk L

Resembling *frozen lava*, an eternal eruption is made with the same type of time magic, but is built to loop through time, reforming itself after it's used. Determining the difference between the two requires a close examination to see a faint, repeating pattern of red runes.

Activate—Lava Bomb ♦♦ (concentrate, manipulate) **Effect** You fling the *eternal eruption*, with the effect of *frozen lava* of the same item level (page 268). After 2d4 hours, the *eternal eruption* reforms itself in a container on your person, typically the one you most recently stored it in.

Type *eternal eruption*; **Level** 5; **Price** 160 gp

Type *eternal eruption of Blackpeak*; **Level** 7; **Price** 360 gp

Type *eternal eruption of Pale Mountain*; **Level** 9; **Price** 700 gp

Type *eternal eruption of Mhar Massif*; **Level** 11; **Price** 1,400 gp

Type *eternal eruption of Droskar's Crag*; **Level** 13; **Price** 3,000 gp

Type *eternal eruption of Ka*; **Level** 15; **Price** 6,500 gp

Type *eternal eruption of Sakalayo*; **Level** 17; **Price** 15,000 gp

Type *eternal eruption of Barrowsiege*; **Level** 19; **Price** 40,000 gp

EVERLIGHT CRYSTAL

ITEM 1

LIGHT MAGICAL

Price 15 gp

Usage held in 1 hand; Bulk L

An *everlight crystal* is one of the most common applications of permanent magic. This stone or gem sheds magical light constantly, requiring no oxygen and generating no heat. The crystal can be covered, but the light can't be extinguished.

EXPLORER'S YURT

ITEM 10

MAGICAL STRUCTURE

Price 880 gp

Bulk 1 (when not activated)

Before activation, this item appears to be nothing more than a simple rolled-up tent, barely large enough to fit four Medium creatures. Despite attempts to clean it, the tent is perpetually smudged with dirt in various places.

Activate—Unroll 10 minutes (manipulate) **Frequency** once per day; **Effect** The rolled-up tent expands into a spacious yurt complete with a fire pit, 10 bedrolls, various cooking utensils, and basic food and water.

The yurt can house and feed you and up to nine other Medium creatures that eat roughly as much as a human does; they need not attempt a Survival check to Subsist when you use the yurt. Fires and light inside the yurt do not extend illumination into the area surrounding the yurt, making it harder to spot from a distance.

Introduction

Running the Game

Building Games

Age of Lost Omens

Subsystems

Treasure Trove
Using ItemsArmor &
Armaments

Runes

Armor Runes

Armor

Shield Rune

Shields

Weapon Runes

Weapons

Alchemy

Bombs

Elixirs

Poisons

Tools

Materials

Momentary Magic

Ammunition

Oils

Potions

Scrolls

Talisman

Wondrous

Consumables

Trappings of
Power

Apex Items

Companion
Items

Held Items

Staves

Wands

Worn Items

Gems & Art
Objects

Artifacts

Intelligent Items

Cursed Items

Relics

Treasure Table

Glossary & Index

THE STRUCTURE TRAIT

An item with the structure trait creates a magical building or other structure when activated. The item must be activated on a plot of land free of other structures. The structure adapts to the natural terrain, adopting the structural requirements for being built there. The structure adjusts around small features such as ponds or spires of rock, but it can't be created on water or other nonsolid surfaces. If activated on snow, sand dunes, or other soft surfaces with a solid surface underneath, the structure's foundation (if any) reaches the solid ground. If an item with this trait is activated on a solid but unstable surface, such as a swamp or an area plagued by tremors, roll a DC 3 flat check each day; on a failure, the structure begins to sink or collapse.

The structure doesn't harm creatures within the area when it appears, and it can't be created within a crowd or in a densely populated area. Any creature inadvertently caught inside the structure when the item is activated ends up unharmed inside the complete structure and always has a clear path of escape. A creature inside the structure when the activation ends isn't harmed, and it lands harmlessly on the ground if it was on an upper level of the structure.

A large loop of red cloth hangs from one wall. If this loop is pulled, which takes an Interact action, the entire yurt immediately folds back up into its deactivated form, ready for further travel.

FLYING BROOMSTICK

ITEM 12

MAGICAL

Price 1,900 gp

Usage held in 1 hand; Bulk 1

This broom has a tenuous connection to gravity, and it tends to drift even while stowed. You can ride on the broom using one hand to guide it, and the broom can carry up to one passenger in addition to you. The broom moves at a fly Speed of 20 feet. The broom can carry only so much, taking a -10-foot penalty to its Speed if laden with more than 20 Bulk, and crashing to the ground if it carries more than 30 Bulk.

Activate—Lift Off ♦♦ (concentrate, manipulate) **Effect** You name a destination on the same plane, and the broom speeds toward it at a fly Speed of 40 feet. You must either clutch the broom with two hands in order to ride it, or you need to release the broom to send it off with no rider. If you don't have a good idea of the location, layout, and general direction of the destination, or if your named destination is on another plane, the broom wanders aimlessly, circling back to its starting location after 30 minutes.

If the broom carries a rider, this activation lasts until 4 hours pass (typically 16 miles of travel), the broom reaches its destination, or you Dismiss the activation. If the broom doesn't have a rider, the activation lasts until the broom

reaches its destination. When the activation ends, the broom floats to the ground and can't be activated again for 1 hour.

HORN OF EXORCISM

ITEM 11

MAGICAL

Price 1,250 gp

Usage held in 1 hand; Bulk L

A *horn of exorcism* is an instrument made from an animal horn, or an object of the same shape from carved wood or ivory.

Activate—Rattle the Dead ♦♦ (auditory, manipulate) **Frequency** once per hour; **Effect** Blowing into the horn frightens ghosts and evil spirits who can hear its call. Make an Intimidation check to Demoralize against all creatures with the undead or unholy trait in a 30-foot emanation. This can affect even a mindless creature with that trait, and you don't take a penalty when you attempt to Demoralize a creature that doesn't understand your language.

Activate—Sacred Seeds ♦♦ (manipulate) **Frequency** once per day; **Effect** You fill the horn with sacred seeds and then scatter them around you with a twist of your wrist. The horn grants you and your allies in a 30-foot emanation the *ghost touch* property rune on all of your weapon and unarmed Strikes for 1 minute.

MADCAP TOP

ITEM 8

RARE MAGICAL

Price 459 gp

Usage held in 1 hand; Bulk L

This top has 20 divisions, painted in a chaotic mess of clashing colors. When spun, the top quickly settles on a side and generates a strange magical effect based on the side that lands face-up.

Activate—Spin the Top ♦♦♦ (concentrate, manipulate) **Effect** Choose a creature within 60 feet to target and roll a d20 on the table below to determine the top's effect. You make any decisions for a spell cast by the top unless otherwise indicated, except that it must target the creature you chose, or the creature you chose must be the center of the spell's area, if it has an area but no targets. If the spell's range is less than 60 feet, increase the range to 60 feet.

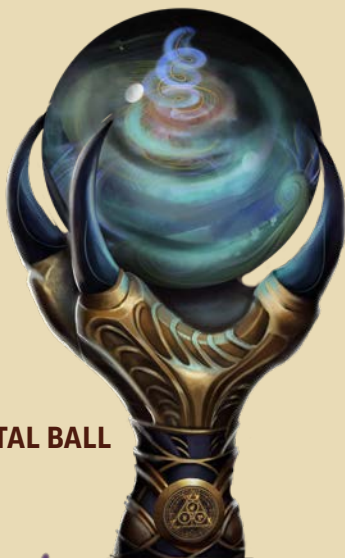
Any spell DC required is DC 27, and any spell attack roll required is +17. If the top casts a spell on you, you don't get a saving throw or other defense against it.

The top can't be activated again for 1d4 hours.

d20 Madcap Top Effect

- | | |
|---|--|
| 1 | You spin just like the top. You are stunned for 1 round and then confused for 1 round. |
| 2 | Slow affects the target. |
| 3 | Shrink affects you for 1 day. |
| 4 | A 3rd-rank <i>illusory disguise</i> makes you look like the target. |
| 5 | A statue of the target, made of chocolate or candy, appears adjacent to you. |
| 6 | Gravity reverses, sending you and the target 30 feet |

CRYSTAL BALL



FLYING BROOMSTICK



HORN OF EXORCISM



- in the air, immobilized. You both fall at the start of your next turn.
- 7 *Mind reading* affects the target, and the top loudly recites what it discovers.
- 8 *Laughing fit* affects the target.
- 9 A fountain erupts from the top, spraying wine for 10 minutes.
- 10 *Translocate* affects you, but you teleport through Hell.
- 11 *Invisibility* affects you.
- 12 Four singing skeletons appear to serenade you and your allies for 1 minute, granting a +1 status bonus to attack rolls, Perception checks, saving throws, and skill checks.
- 13 The top flings 1 cp at you.
- 14 *Confusion* affects the target.
- 15 You and the target change places; this is a teleportation effect.
- 16 *Banishment* affects the target, or *paralyze* if the target's on its home plane.
- 17 Rainbow dye explodes and covers you for 24 hours.
- 18 The top creates a *toxic cloud* centered on the target.
- 19 A random unattended object within 60 feet of you sprouts animal legs and follows you, reverting when the top's activation recharges.
- 20 Spin again, and the target also spins as though it had activated the top.

MAESTRO'S INSTRUMENT

ITEM 3+

MAGICAL

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

A *maestro's instrument* can be crafted in the form of any variety of handheld musical instruments. A *maestro's instrument* grants you a +1 item bonus to Performance checks while playing music with the instrument.

Activate—Charming Performance ♦♦ (manipulate) **Frequency** once per day; **Effect** You play the instrument, causing it to cast a DC 17 *charm* spell.

Type lesser; **Level** 3; **Price** 60 gp

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

The item bonus is +2, and the *charm* spell is 4th rank (DC 27).

Type greater; **Level** 18; **Price** 19,000 gp

The item bonus is +3, and the *charm* spell is 8th rank (DC 38).

Craft Requirements You must supply a casting of *charm* of the appropriate rank.

MARVELOUS MEDICINES

ITEM 12+

MAGICAL

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

This healer's toolkit contains a seemingly endless supply of bandages, herbs, and healing items of impeccable quality, granting you a +2 item bonus to Medicine checks. If you use the *marvelous medicines* when you Treat a Poison or Treat a Disease, before you roll your check, the medicines attempt

Introduction

Running the Game

Building Games

Age of Lost Omens

Subsystems

Treasure Trove

Using Items

Armor &

Armaments

Runes

Armor Runes

Armor

Shield Rune

Shields

Weapon Runes

Weapons

Alchemy

Bombs

Elixirs

Poisons

Tools

Materials

Momentary Magic

Ammunition

Oils

Potions

Scrolls

Talisman

Wondrous

Consumables

Trappings of Power

Apex Items

Companion

Items

Held Items

Staves

Wands

Worn Items

Gems & Art Objects

Artifacts

Intelligent Items

Cursed Items

Relics

Treasure Table

Glossary & Index

to counteract the poison or disease you're treating, with a counteract rank of 5 and a counteract modifier of +21. This is a healing effect. The medicines can't be used to treat the same affliction for that patient again.

Type *marvelous medicines*; **Level** 12; **Price** 1,800 gp

Type *greater marvelous medicines*; **Level** 18; **Price** 19,000 gp

The tools grant a +3 item bonus, the counteract rank is 8, and the counteract modifier is +30.

POCKET STAGE

ITEM 5

MAGICAL **STRUCTURE**

Price 138 gp

Bulk L (when not activated)

This item appears to be a miniature replica of a theater. It includes a small pocket full of minute set dressing and costumed paper dolls.

Activate—Play with Dolls 1 minute (concentrate, manipulate)

Effect You place the miniature theater on the ground, filling it with any set dressing and up to six figures you choose. Then, you tap a rhythm on the miniature, causing it to grow into a modest stage 20 feet wide and 15 feet deep. It's dressed with the decorations you selected, and simple mannequins wear the costumes you chose. A wooden proscenium arch frames the stage, and simple curtains along the sides conceal the wings. As a magical structure, the stage has the structure trait.

All the stage's set dressing is illusory and disappears if taken more than 20 feet from the stage. The costumes are physical but with illusory embellishments that fade at the same range, revealing only plain, white smocks.

POSSIBILITY TOME

ITEM 18

MAGICAL

Price 22,000 gp

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

An array of semiprecious stones is set into the ornate silver and beaten copper cover of this thick and weighty tome. If you open the book before it's been activated, its vellum pages are blank and pristine, but once activated, words dance and swim onto the pages before your eyes.

Activate—Skim 10 minutes (concentrate, manipulate) **Effect** As you flip through the book, you think about a broad topic you want to know more about. Choose one skill: Arcana, Crafting, Medicine, Nature, Occultism, Religion, Society, or a single subcategory of Lore. The book's pages fill with information about that skill, though only you can see the information. While the pages are full, you can spend an Interact action perusing the book just before attempting a check to Recall Knowledge with the chosen skill. This grants you a +3 item bonus to the check, and if you roll a critical failure, you get a failure instead. The information within the book disappears after 24 hours or when the tome is activated again.

SKELETON KEY

ITEM 5+

MAGICAL

Usage held in 1 hand; **Bulk** —

A grinning skull tops the bow of this macabre key. This key can be used in place of a thieves' toolkit when attempting to Pick a Lock, and it grants a +1 item bonus to the Thievery check. If the *skeleton key* becomes broken due to a critical failure on the check, it works as a normal thieves' toolkit and loses its benefits until repaired.

Activate—Loosen Lock ◆ (manipulate) **Frequency** once per day; **Trigger** You attempt to Pick a Lock but haven't rolled yet; **Effect** The key casts *breach* on the lock you're trying to pick.

Type *skeleton key*; **Level** 5; **Price** 125 gp

Type *greater skeleton key*; **Level** 11; **Price** 1,250 gp

The key grants a +2 item bonus, and you can activate the key once per hour.

SLATES OF DISTANT LETTERS

ITEM 13

MAGICAL

Price 2,450 gp

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

This matched pair of slates, roughly one handspan wide and tall, have identical ornate frames. Slates are crafted in pairs, and each works with only the other of its pair. If one slate of a pair is ever broken, the other shatters into non-magical shards. The listed price is for a pair of slates.

Activate—Send a Message ◆◆ (manipulate) **Frequency** once per hour; **Effect** You use a piece of chalk to write up to 25 words on a slate. As you write, the writing also appears on the other slate in its matched pair, no matter how far away it is, as long as it is on the same plane. Wiping one slate clean erases the writing from both slates. Each slate can be activated once per hour.

SPACIOUS POUCH

ITEM 4+

EXTRADIMENSIONAL **MAGICAL**

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

Though it appears to be a cloth bag decorated with panels of richly colored silk or stylish embroidery, a *spacious pouch* opens into a magical space larger than its outside dimensions. The Bulk held inside the bag doesn't change the Bulk of the *spacious pouch* itself. The amount of Bulk the bag's extradimensional space can hold depends on its type.

You can Interact with the *spacious pouch* to stow items in it or remove them just like a mundane sack. Though the bag can hold a great amount of material, an object still needs to be able to fit through the opening of the sack to be stored inside.

If the bag is overloaded or broken, it ruptures and is ruined, causing the items inside to be lost forever. If it's turned inside out, the items inside spill out unharmed, but the bag must be put right before it can be used again. A living creature placed inside the bag has enough air for 10 minutes before it begins to suffocate, and it can attempt to Escape against a DC of 13. An item inside the bag provides no benefits unless it's retrieved first. An item in the bag can't be detected by magic that detects only things on the same plane.

Type I; **Level** 4; **Price** 75 gp; **Capacity** 25 Bulk



SLATES OF DISTANT LETTERS



SKELETON KEY



SPACIOUS POUCH

Type II; Level 7; Price 300 gp; Capacity 50 Bulk
Type III; Level 11; Price 1,200 gp; Capacity 100 Bulk
Type IV; Level 13; Price 2,400 gp; Capacity 150 Bulk

THURIBLE OF REVELATION

ITEM 3+

DIVINE

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

This brass censer dangles on a length of chain. Most *thuribles of revelation* are adorned with swirling Empyrean text, though some are iron and feature Diabolic or Chthonian text.

Activate—Burn Incense ♦♦ (manipulate) **Cost** incense worth at least 5 gp; **Effect** You light the incense inside the censer, and it burns for 1 hour. During that time, as long you are holding the thurible, you gain a +1 item bonus to Religion checks, and any critical failure you roll when you Decipher Writing of a religious nature is a failure instead.

Type lesser; **Level 3; Price 55 gp**

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

The thurible grants a +2 bonus. Once per day, when you activate the thurible, you can increase its revelations. During that activation, you can hold the thurible up to your eyes with

an Interact action to gain the effects of *see the unseen* for 1 round by peering through the smoke.

Type greater; **Level 18; Price 19,000 gp**

The thurible grants a +3 bonus. The greater version shares the once-per-day enhanced revelations of the moderate version, except peering through the smoke also grants you the effects of *truesight*.

TRAVELER'S ANY-TOOL

ITEM 6

MAGICAL

Price 200 gp

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

Before it's activated, this item appears to be an ash rod capped with steel on either end.

Activate—Tap ♦♦ (concentrate, manipulate) **Effect** You imagine a specific simple tool, and the any-tool transforms into it. (Usually, you can choose from a tool listed in the gear from *Player Core*). This transforms the wooden portion into any haft and the metal caps into spades, hammer heads, or the like, allowing for most basic tools but nothing more complex. You can return the item to its rod form with an Interact action.

Introduction

Running the Game

Building Games

Age of Lost Omens

Subsystems

Treasure Trove

Using Items

Armor &
Armaments

Runes

Armor Runes

Armor

Shield Rune

Shields

Weapon Runes

Weapons

Alchemy

Bombs

Elixirs

Poisons

Tools

Materials

Momentary Magic

Ammunition

Oils

Potions

Scrolls

Talisman

Wondrous

Consumables

Trappings of
Power

Apex Items

Companion
Items

Held Items

Staves

Wands

Worn Items

Gems & Art
Objects

Artifacts

Intelligent Items

Cursed Items

Relics

Treasure Table

Glossary & Index

STAVES

A magical staff is an indispensable accessory for a spellcaster. A staff is tied to a person during a preparation process, after which the preparer, and only the preparer, can use the staff to produce magic. The spells that can be cast from a staff are listed in bullet points organized by rank. Staves can be found in multiple types, with more powerful types containing more spells—such a staff always contains the spells of all lower-level types of the staff, in addition to the spells listed in its own entry. All magical staves have the staff trait.

Casting Spells from a Staff

A staff gains charges when someone prepares it for the day. The person who prepared a staff can expend the charges to cast spells from it. You can Cast a Spell from a staff only if you have that spell on your spell list, are able to cast spells of the appropriate rank or higher, and expend a number of charges from the staff equal to the spell's rank. Casting a Spell from a staff requires holding the staff (typically in one hand) and Activating the staff by Casting the Spell, which takes the spell's normal number of actions.

Use your spell attack modifier and spell DC when Casting a Spell from a staff. The spell gains the appropriate trait for your magical tradition and can be affected by any modifications you can normally make when casting spells, such as spellshape feats. You must provide any cost or locus required by the spell, or you fail to cast it.

Prepared spellcasters and spontaneous spellcasters each have a unique way of altering how their staves gain charges and the ways they can be used (see the Prepared Spellcasters and Spontaneous Spellcasters sections below).

Casting Cantrips from a Staff

You can cast a cantrip from a staff without expending any charges, heightened to the same rank as cantrips you cast.

Preparing a Staff

During your daily preparations, you can prepare a staff to add charges to it for free. When you do so, that staff gains a number of charges equal to the rank of your highest spell slot. You don't need to expend any spells to add charges in this way. No one can prepare more than one staff per day, nor can a staff be prepared by more than one person per day. If the charges aren't used within 24 hours, they're lost, and preparing the staff anew removes any charges previously stored in it. You can prepare a staff only if you have at least one of the staff's spells on your spell list.

Prepared Spellcasters

A prepared spellcaster—such as a cleric, druid, witch, or wizard—can place some of their own magic in a staff to increase its number of charges. When a prepared spellcaster prepares a staff, they can expend a spell slot to add a number of charges equal to the rank of the spell. They can't expend more than one spell in this way each day. For example, if a wizard can cast 3rd-rank spells and prepared a staff, the staff

would gain 3 charges, but wizard could increase this to 6 by expending one of their 3rd-rank spells, 5 by expending a 2nd-rank spell, or 4 by expending a 1st-rank spell.

Spontaneous Spellcasters

A spontaneous spellcaster—such as a bard, oracle, or sorcerer—can reduce the number of charges it takes to Activate a staff by supplementing it with their own energy. When a spontaneous spellcaster Activates a staff, they can expend 1 charge from the staff and one of their spell slots to cast a spell from the staff of the same rank (or lower) as the expended spell slot. This doesn't change the number of actions it takes to cast the spell. For example, if a sorcerer can cast 3rd-rank spells and prepared a staff, the staff would gain 3 charges. They could expend 1 charge and one of their 3rd-rank spell slots to cast a 3rd-rank spell from the staff, or 1 charge and one of their 2nd-rank spell slots to cast a 2nd-rank spell from the staff. They could still expend 3 charges from the staff to cast a 3rd-rank spell from it without using any of their own slots, just like any other spellcaster.

Attacking with a Staff

Staves are also staff weapons (*Player Core* 277). They can be etched with fundamental runes but not property runes.

ANIMAL STAFF

ITEM 4+

MAGICAL STAFF

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

This staff is topped with carved animal and monster heads. While wielding the staff, you gain a +2 circumstance bonus to Nature checks to identify animals.

Activate Cast a Spell; **Effect** You expend a number of charges from the staff to cast a spell from its list.

Type *animal staff*; **Level** 4; **Price** 90 gp

- **Cantrip** *know the way*
- **1st** *runic body, summon animal*

Type *greater animal staff*; **Level** 8; **Price** 460 gp

- **2nd** *animal messenger, speak with animals, summon animal*
- **3rd** *animal form, summon animal*

Type *major animal staff*; **Level** 12; **Price** 1,900 gp

- **4th** *summon animal*
- **5th** *animal form, moon frenzy, summon animal*

Craft Requirements Supply one casting of all listed ranks of all listed spells.

FLUID FORM STAFF

ITEM 6+

MAGICAL STAFF

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

A glass orb atop this metal staff contains fine sand. While wielding the staff, you gain a +2 circumstance bonus to Perception checks to identify morph and polymorph magic.

Activate Cast a Spell; **Effect** You expend a number of charges from the staff to cast a spell from its list.

Type *fluid form staff*; **Level** 6; **Price** 230 gp

- **1st** *pest form*
- **2nd** *animal form, enlarge, shrink*

Type *greater fluid form staff*; **Level** 10; **Price** 900 gp

- **3rd** *feet to fins, insect form*
- **4th** *aerial form, animal form, dinosaur form*

Type *major fluid form staff*; **Level** 14; **Price** 4,000 gp

- **5th** *animal form, insect form*
- **6th** *cursed metamorphosis, dragon form, plant form*

Craft Requirements Supply one casting of all listed ranks of all listed spells.

MENTALIST'S STAFF

ITEM 4+

MAGICAL STAFF

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

This polished wooden staff bears a swirling motif reminiscent of the folds of a brain. While wielding the staff, you gain a +2 circumstance bonus to checks to identify mental magic.

Activate Cast a Spell; **Effect** You expend a number of charges from the staff to cast a spell from its list.

Type *mentalist's staff*; **Level** 4; **Price** 90 gp

- **Cantrip** *daze*
- **1st** *mindlink, phantom pain*

Type *greater mentalist's staff*; **Level** 8; **Price** 460 gp

- **2nd** *paranoia*
- **3rd** *hypercognition, phantom pain*

Type *major mentalist's staff*; **Level** 12; **Price** 1,800 gp

- **4th** *rewrite memory, telepathy*
- **5th** *hallucination, phantom pain, synaptic pulse*

Craft Requirements Supply one casting of all listed ranks of all listed spells.

STAFF OF ARCANES MIGHT

ITEM 12+

RARE MAGICAL STAFF

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

This staff of magically hardened wood is topped with a silver sculpture depicting magical runic symbols. A *staff of arcane might* is a +1 *striking staff*.

Activate—Sunder ♦♦ (death, force, manipulate); **Effect** You destroy the staff, unleashing a blast of arcane power in a 30-foot cone, dealing 2d6 force damage per charge remaining in the staff with a DC 30 basic Reflex save.

Activate Cast a Spell; **Effect** You expend a number of charges from the staff to cast a spell from its list.

Type *staff of arcane might*; **Level** 12; **Price** 1,900 gp

- **Cantrip** *detect magic*
- **1st** *phantasmal minion*
- **2nd** *everlight*
- **3rd** *force barrage, paralyze*
- **4th** *dispelling globe, mystic armor, translocate*
- **5th** *fireball, force barrage, lightning bolt*

Type *greater staff of arcane might*; **Level** 16; **Price** 10,000 gp

A *greater staff of arcane might* is a +2 *greater striking staff*. Sunder deals 2d8 force damage per charge and is DC 35.

- **6th** *disintegrate, mystic armor, wall of force*
- **7th** *howling blizzard, fireball, lightning bolt*

Type *major staff of arcane might*; **Level** 20; **Price** 90,000 gp

A *major staff of arcane might* is a +3 *greater striking staff*. Sunder deals 2d10 force damage per charge and is DC 40.

- **8th** *mystic armor, wall of force*
- **9th** *dispel magic, falling stars, howling blizzard*

Craft Requirements Supply one casting of all listed ranks of all listed spells.

STAFF OF CONTROL

ITEM 6+

MAGICAL STAFF

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

An array of dazzling gemstones lines the twisting head of the golden staff. While wielding the staff, you gain a +1 status bonus to Diplomacy checks to make a Request.

Activate Cast a Spell; **Effect** You expend a number of charges from the staff to cast a spell from its list.

Type *staff of control*; **Level** 6; **Price** 230 gp

- **Cantrip** *daze*
- **1st** *charm, command*
- **2nd** *laughing fit, stupefy*

Type *greater staff of control*; **Level** 10; **Price** 900 gp

- **3rd** *enthrall*
- **4th** *charm, confusion, suggestion*

Type *major staff of control*; **Level** 14 (uncommon); **Price** 4,000 gp

- **5th** *command, subconscious suggestion*
- **6th** *dominate, never mind*

Craft Requirements Supply one casting of all listed ranks of all listed spells.

STAFF OF ELEMENTAL POWER

ITEM 6+

MAGICAL STAFF

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

This staff is tapered at the base and carved into a gem-studded twist at the top. While wielding the staff, you gain a +2 circumstance bonus to checks to identify elemental creatures.

Activate Cast a Spell; **Effect** You expend a number of charges from the staff to cast a spell from its list.

Type *staff of elemental power*; **Level** 6; **Price** 230 gp

- **Cantrip** *frostbite*
- **1st** *breathe fire, pummeling rubble, thunderstrike*
- **2nd** *blazing bolt, resist energy*

Type *greater staff of elemental power*; **Level** 10; **Price** 900 gp

- **3rd** *fireball, lightning bolt*
- **4th** *resist energy, wall of fire*

Type *major staff of elemental power*; **Level** 14; **Price** 4,000 gp

- **5th** *howling blizzard, wall of ice*
- **6th** *chain lightning, fireball*

Craft Requirements Supply one casting of all listed ranks of all listed spells.

STAFF OF FIRE

ITEM 3+

MAGICAL STAFF

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

This staff resembles a blackened and burned length of ashen wood. You can Interact to touch the tip of this staff to a torch, tinder, or a flammable substance to ignite a flame.

Activate Cast a Spell; **Effect** You expend a number of charges from the staff to cast a spell from its list.

Introduction

Running the Game

Building Games

Age of Lost Omens

Subsystems

Treasure Trove
Using Items

Armor &
Armaments

Runes

Armor Runes

Armor

Shield Rune

Shields

Weapon Runes

Weapons

Alchemy

Bombs

Elixirs

Poisons

Tools

Materials

Momentary Magic

Ammunition

Oils

Potions

Scrolls

Talisman

Wondrous

Consumables

Trappings of
Power

Apex Items

Companion

Items

Held Items

Staves

Wands

Worn Items

Gems & Art
Objects

Artifacts

Intelligent Items

Cursed Items

Relics

Treasure Table

Glossary & Index

Type staff of fire; **Level** 3; **Price** 60 gp

- **Cantrip** ignition
- **1st** breathe fire

Type greater staff of fire; **Level** 8; **Price** 450 gp

- **2nd** breathe fire, floating flame
- **3rd** floating flame, fireball

Type major staff of fire; **Level** 12; **Price** 1,800 gp

- **4th** fire shield, fireball, wall of fire
- **5th** fireball, wall of fire

Craft Requirements Supply one casting of all listed ranks of all listed spells.

STAFF OF HEALING

ITEM 4+

MAGICAL STAFF

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

This white wood staff is capped at each end with a golden cross adorned with ruby cabochons. A staff of healing grants an item bonus to the Hit Points you restore anytime you cast the *heal* spell using your own spell slots or charges from the staff.

Activate Cast a Spell; **Effect** You expend a number of charges from the staff to cast a spell from its list.

Type staff of healing; **Level** 4; **Price** 90 gp

The item bonus granted to *heal* spells is +1.

- **Cantrip** stabilize
- **1st** heal

Type greater staff of healing; **Level** 8; **Price** 470 gp

The item bonus granted to *heal* spells is +2.

- **2nd** clear mind, heal, sound body
- **3rd** cleanse affliction, heal

Type major staff of healing; **Level** 12; **Price** 1,800 gp

The item bonus granted to *heal* spells is +3.

- **4th** cleanse affliction, clear mind, sound body
- **5th** breath of life, heal

Type true staff of healing; **Level** 16; **Price** 9,200 gp

The item bonus granted to *heal* spells is +4.

- **6th** clear mind, field of life, heal
- **7th** heal, regenerate

Craft Requirements Supply one casting of all listed ranks of all listed spells.

STAFF OF ILLUMINATION

ITEM 8

MAGICAL STAFF

Price 425 gp

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

This simple iron staff is capped with a faceted, clear gem.

Activate ♦ Interact; **Effect** The gem at the top of the staff glows as a torch, shedding bright light in a 20-foot radius (and dim light to the next 20 feet) for 10 minutes.

Activate Cast a Spell; **Effect** You expend a number of charges from the staff to cast a spell from its list.

- **Cantrip** light
- **2nd** everlight
- **3rd** everlight, holy light

Craft Requirements Supply one casting of all listed ranks of all listed spells.

STAFF OF PHANTASMS

ITEM 6+

MAGICAL STAFF

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

This ornate metal staff shines with precious inlays of gold. When you Cast a Spell from the staff, the illusory image of something you desire flashes across its surface. While wielding the staff, you gain a +2 status bonus to checks to disbelieve an illusion.

Activate Cast a Spell; **Effect** You expend a number of charges from the staff to cast a spell from its list.

Type staff of phantasms; **Level** 6; **Price** 230 gp

- **Cantrip** figment
- **1st** illusory disguise, illusory object
- **2nd** illusory creature, illusory object, item facade

Type greater staff of phantasms; **Level** 10; **Price** 900 gp

- **3rd** illusory disguise, item facade
- **4th** illusory creature, illusory disguise

Type major staff of phantasms; **Level** 14; **Price** 4,000 gp

- **5th** illusory creature, illusory scene
- **6th** hallucination, mislead

Craft Requirements Supply one casting of all listed ranks of all listed spells.

STAFF OF PROTECTION

ITEM 6+

MAGICAL STAFF

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

This wooden staff is remarkably sturdy and unyielding. While wielding the staff, you gain a +1 circumstance bonus to your DC to avoid being shoved or tripped.

Activate Cast a Spell; **Effect** You expend a number of charges from the staff to cast a spell from its list.

Type staff of protection; **Level** 6; **Price** 230 gp

- **Cantrip** shield
- **1st** alarm, mystic armor
- **2nd** dispel magic, environmental endurance, resist energy

Type greater staff of protection; **Level** 10; **Price** 900 gp

- **3rd** alarm, safe passage
- **4th** dispel magic, mystic armor, resist energy

Type major staff of protection; **Level** 14; **Price** 4,000 gp

- **5th** environmental endurance, safe passage
- **6th** dispel magic, mystic armor, repulsion

Craft Requirements Supply one casting of all listed ranks of all listed spells.

STAFF OF SUMMONING

ITEM 6+

MAGICAL STAFF

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

This ash staff is decorated with animals, elementals, and dragons. Creatures summoned using this staff gain a number of temporary Hit Points equal to the level of the spell used to summon them.

Activate Cast a Spell; **Effect** You expend a number of charges from the staff to cast a spell from its list.

Type staff of summoning; **Level** 6; **Price** 230 gp

- **Cantrip** tangle vine
- **1st** summon animal



STAFF OF ARCAN MIGHT



STAFF OF CONTROL



STAFF OF FIRE



STAFF OF HEALING

- **2nd** *marvelous mount, mist, summon animal, summon elemental*

Type *greater staff of summoning*; **Level** 10; **Price** 900 gp

- **3rd** *summon animal, summon elemental*
- **4th** *marvelous mount, summon animal, summon elemental*

Type *major staff of summoning*; **Level** 14; **Price** 4,000 gp

- **5th** *summon animal, summon dragon, summon elemental*
- **6th** *marvelous mount, summon animal, summon dragon, summon elemental*

Craft Requirements Supply one casting of all listed ranks of all listed spells.

STAFF OF THE DEAD

ITEM 6+

MAGICAL STAFF

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

This twisted and grim-looking staff is adorned with hideous skull and bone motifs. Creatures summoned using this staff gain a number of temporary Hit Points equal to the level of the spell used to summon them.

Activate Cast a Spell; **Effect** You expend a number of charges from the staff to cast a spell from its list.

Type *staff of the dead*; **Level** 6; **Price** 230 gp

- **Cantrip** *void warp*
- **1st** *grim tendrils, summon undead*
- **2nd** *peaceful rest, summon undead*

Type *greater staff of the dead*; **Level** 10; **Price** 900 gp

- **3rd** *summon undead, vampiric feast*
- **4th** *summon undead, vision of death*

Type *major staff of the dead*; **Level** 14; **Price** 4,000 gp

- **5th** *invoke spirits, peaceful rest, summon undead*
- **6th** *summon undead, vampiric exsanguination*

Craft Requirements Supply one casting of all listed ranks of all listed spells.

STAFF OF THE UNBLINKING EYE

ITEM 6+

UNCOMMON MAGICAL STAFF

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

The stone head piece of this smooth wooden staff is carved to look like a lidless eye. While wielding it, you gain a +1 status bonus to Perception checks made for initiative.

Activate Cast a Spell; **Effect** You expend a number of charges from the staff to cast a spell from its list.

Type *staff of the unblinking eye*; **Level** 6; **Price** 230 gp

- **Cantrip** *detect magic*
- **1st** *sure strike*
- **2nd** *darkvision, see the unseen, translate*

Type *greater staff of the unblinking eye*; **Level** 10; **Price** 900 gp

- **3rd** *darkvision, mind reading*
- **4th** *clairvoyance, detect scrying, telepathy*

Type *major staff of the unblinking eye*; **Level** 14; **Price** 4,000 gp

- **5th** *mind probe, scouting eye*
- **6th** *telepathy, truesight*

Craft Requirements Supply one casting of all listed ranks of all listed spells.

VERDANT STAFF

ITEM 6+

MAGICAL STAFF

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

This oak branch grows leaves in spring that change color in autumn and shed in winter. While wielding it, you gain a +2 circumstance bonus to checks to identify plants and fungi.

Activate Cast a Spell; **Effect** You expend a number of charges from the staff to cast a spell from its list.

Type *verdant staff*; **Level** 6; **Price** 225 gp

- **Cantrip** *tangle vine*
- **1st** *runic body, runic weapon*
- **2nd** *entangling flora, oaken resilience, one with plants, shape wood*

Type *greater verdant staff*; **Level** 12; **Price** 1,750 gp

- **3rd** *wall of thorns, speak with plants*
- **4th** *oaken resilience, speak with plants*
- **5th** *plant form, wall of thorns*

Craft Requirements Supply one casting of all listed ranks of all listed spells.

Introduction

Running the Game

Building Games

Age of Lost Omens

Subsystems

Treasure Trove

Using Items

Armor &

Armaments

Runes

Armor Runes

Armor

Shield Rune

Shields

Weapon Runes

Weapons

Alchemy

Bombs

Elixirs

Poisons

Tools

Materials

Momentary Magic

Ammunition

Oils

Potions

Scrolls

Talisman

Wondrous

Consumables

Trappings of Power

Apex Items

Companion

Items

Held Items

Staves

Wands

Worn Items

Gems & Art

Objects

Artifacts

Intelligent Items

Cursed Items

Relics

Treasure Table

Glossary & Index

WANDS

Short, slender items typically made of wood, wands let you cast a specific spell without expending a spell slot. They can be used once per day, but can be overcharged to attempt to cast them again at great risk. Each wand holds a spell of a certain rank, determined when the wand is created. Cantrips, focus spells, and rituals can't be placed in wands.

If you find a wand, you can try to deduce what spell is in it. If the spell is a common spell from your spell list or is a spell you know, you can use a single Recall Knowledge action and automatically succeed. If it's not, you must Identify Magic.

Casting Spells from a Wand

A wand contains a spell that can be cast once per day. Casting a spell from a wand requires holding the wand in one hand and activating the item with a Cast a Spell activity using the normal number of actions for the spell.

To cast a spell from a wand, it must be on your spell list. Because you're the one casting the spell, use your spell attack modifier and spell DC. The spell is of your spellcasting tradition.

If a spell requires a locus, you must still have that locus to cast the spell from a wand, and if the spell has a cost, you must still pay that cost to cast the spell from a wand.

Overcharging a Wand

After the spell is cast from the wand for the day, you can attempt to cast it one more time—overcharging the wand at the risk of destroying it. Cast the Spell again, then roll a DC 10 flat check. On a success, the wand is broken. On a failure, the wand is destroyed. If anyone tries to overcharge a wand when it's already been overcharged that day, the wand is automatically destroyed (even if it had been repaired) and no spell is cast.

Wand Statistics

A wand's base statistics are the same unless noted otherwise in a special wand. It has light Bulk, and must be held in one hand to be activated. Each wand contains a specific rank of the spell, but you can craft a wand with a heightened version of a spell.

Varying Statistics

Each type of wand has a level and Price determined by the spell's rank. The wand's rarity matches the spell's rarity, and it has its spell's traits. A wand has the normal Hardness, BT, and HP of a thin item of its material (see page 252).

The traits for a wand vary based on the spell it contains. A wand always has the magical and wand traits, plus any traits that might be relevant to identifying the item, such as illusion or fire. The GM determines the extra traits.

Crafting a Wand

For the most part, the process to Craft a wand is like that to Craft any other magic item. When you begin the crafting process, choose a spell to put into the wand. You have to either cast that spell during the process, or someone else must do so in your presence. That spell doesn't have its normal effects; instead, the magic is captured inside the wand. The caster doesn't need to pay any cost of the spell.

The casting must come from a spellcaster expending a spell slot. You can't make a wand from a spell that comes from another magic item, for example. A wand's rarity is the same as that of the spell it contains.

Magic Wand

The simplest form of wand contains a spell, with Price and level based on that spell. The name of a magic wand with a spell in it is simply "wand of," followed by the spell's name.

MAGIC WAND

ITEM 3+

MAGICAL WAND

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

This baton is about a foot long and contains a single spell. The appearance typically relates to the spell within.

Activate Cast a Spell; **Frequency** once per day, plus overcharge; **Effect** You Cast the Spell at the indicated rank.

Type 1st-rank spell; **Level** 3; **Price** 60 gp

Type 2nd-rank spell; **Level** 5; **Price** 160 gp

Type 3rd-rank spell; **Level** 7; **Price** 360 gp

Type 4th-rank spell; **Level** 9; **Price** 700 gp

Type 5th-rank spell; **Level** 11; **Price** 1,500 gp

Type 6th-rank spell; **Level** 13; **Price** 3,000 gp

Type 7th-rank spell; **Level** 15; **Price** 6,500 gp

Type 8th-rank spell; **Level** 17; **Price** 15,000 gp

Type 9th-rank spell; **Level** 19; **Price** 40,000 gp

Craft Requirements Supply a casting of the spell at the listed rank.

Specialty Wands

Specialty wands can contain only certain kinds of spells, as noted in the stat block, and either alter the spell's effects or affect how it can be cast. The Craft Requirements entry lists what kinds of spells the wand can hold.

WAND OF CONTINUATION

ITEM 5+

MAGICAL WAND

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

This wand increases a spell's duration. Yellow embers spiral over its surface until the spell ends.

Activate Cast a Spell; **Frequency** once per day, plus overcharge; the activation takes ♦♦ if the spell normally takes ♦ to cast, or ♦♦♦ if the spell normally takes ♦♦; **Effect** You Cast the Spell, and its duration is increased by half.

Type 1st-rank spell; **Level** 5; **Price** 160 gp

Type 2nd-rank spell; **Level** 7; **Price** 360 gp

Type 3rd-rank spell; **Level** 9; **Price** 700 gp

Type 4th-rank spell; **Level** 11; **Price** 1,400 gp

Type 5th-rank spell; **Level** 13; **Price** 3,000 gp

Type 6th-rank spell; **Level** 15; **Price** 6,500 gp

Type 7th-rank spell; **Level** 17; **Price** 15,000 gp

Type 8th-rank spell; **Level** 19; **Price** 40,000 gp

Craft Requirements Supply a casting of a spell of the appropriate rank. The spell must have a casting time of \diamond or $\diamond\diamond$ and a duration no less than 10 minutes and no greater than 1 hour.

WAND OF SHARDSTORM

ITEM 5+

MAGICAL **MAGIC** **WAND**

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

This wand features a carved dragon's head at its top and a polished metal sphere set in its midsection.

Activate Cast a Spell; **Frequency** once per day, plus overcharge;

Effect You cast *force barrage* of the indicated rank. After you cast the spell, an additional shard or shards are released from the wand at the start of each of your turns, as though you cast the 1-action version of *force barrage*. Choose targets each time. This lasts for 1 minute, until you're no longer wielding the wand, or until you try to activate the wand again.

Type 1st-rank spell; **Level** 5; **Price** 160 gp

Type 3rd-rank spell; **Level** 9; **Price** 700 gp

Type 5th-rank spell; **Level** 13; **Price** 3,000 gp

Type 7th-rank spell; **Level** 17; **Price** 15,000 gp

Craft Requirements Supply a casting of *force barrage* of the appropriate rank.

WAND OF WIDENING

ITEM 4+

MAGICAL **WAND**

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

The end of this wand is forked with a peridot setting.

EXAMPLE MAGIC WAND

This example *magic wand* contains a 1st-rank *heal* spell.

WAND OF HEAL

ITEM 3

MAGICAL **VITALITY** **WAND**

Price 60 gp

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

The golden caps on the ends of this white wooden wand are adorned with ruby cabochons.

Activate \diamond to $\diamond\diamond\diamond$ **Frequency** once per day, plus overcharge; **Effect** You cast a 1st-rank *heal* spell.

Craft Requirements Supply one casting of *heal*.

Activate Cast a Spell; **Frequency** once per day, plus overcharge; the activation takes $\diamond\diamond$ if the spell normally takes \diamond to cast, or $\diamond\diamond\diamond$ if the spell normally takes $\diamond\diamond$; **Effect** You Cast the Spell, and increase its area. Add 5 feet to the radius of a burst that normally has a radius of at least 10 feet; add 5 feet to the length of a cone or line that is normally 15 feet long or smaller; or add 10 feet to the length of a larger cone or line.

Type 1st-rank spell; **Level** 4; **Price** 100 gp

Type 2nd-rank spell; **Level** 6; **Price** 250 gp

Type 3rd-rank spell; **Level** 8; **Price** 500 gp

Type 4th-rank spell; **Level** 10; **Price** 1,000 gp

Type 5th-rank spell; **Level** 12; **Price** 2,000 gp

Type 6th-rank spell; **Level** 14; **Price** 4,500 gp

Type 7th-rank spell; **Level** 16; **Price** 10,000 gp

Type 8th-rank spell; **Level** 18; **Price** 24,000 gp

Type 9th-rank spell; **Level** 20; **Price** 70,000 gp

Craft Requirements Supply a casting of a spell of the appropriate rank. The spell must have a casting time of \diamond or $\diamond\diamond$, can't have a duration, and must have an area of burst (10 feet or more), cone, or line.



WAND OF HEAL



WAND OF CONTINUATION



WAND OF SHARDSTORM



WAND OF WIDENING

Introduction

Running the Game

Building Games

Age of Lost Omens

Subsystems

Treasure Trove

Using Items

Armor & Armaments

Runes

Armor Runes

Armor

Shield Rune

Shields

Weapon Runes

Weapons

Alchemy

Bombs

Elixirs

Poisons

Tools

Materials

Momentary Magic

Ammunition

Oils

Potions

Scrolls

Talisman

Wondrous

Consumables

Trappings of Power

Apex Items

Companion Items

Held Items

Staves

Wands

Worn Items

Gems & Art

Objects

Artifacts

Intelligent Items

Cursed Items

Relics

Treasure Table

Glossary & Index

WORN ITEMS

This section includes magic items you wear. Most have the *invested* trait, which means you can wear no more than 10 (page 219). Armor appears in its own section on page 226, high-level apex items that can increase ability modifiers are on page 270, and worn items for pets appear on page 272.

ACCOLADE ROBE

ITEM 10+

ARCANE FOCUSED INVESTED

Usage worn garment; **Bulk** L

Although not all wizards have gone through formal training, it's become tradition to enchant robes representing the arduous training required and festoon them with honors one has earned. Typically, an *accolade robe* is styled after a single wizard school, with appropriate colors and symbols. Wearing these robes grants a +2 item bonus to Arcana checks.

The pockets of the robe tie to an extradimensional space that can hold 1 Bulk of items, none of which can have greater than light Bulk. The items must be related to spellcasting and academics—spellbooks, scrolls, wands, scholarly journals, and other academic supplies the GM allows. These items do not count against your Bulk limit. You can Interact to retrieve or stow items normally.

Activate—Review ◆ (concentrate, manipulate) You retrieve an item of your choice from the robe's storage, then Recall Knowledge.

Activate—Extra Credit ◆ (concentrate) **Frequency** once per day; **Effect** You gain 1 Focus Point, which you can spend only to cast a school spell. If you don't spend this Focus Point by the end of this turn, it is lost.

Type *accolade robe*; **Level** 10; **Price** 1,000 gp

Type *greater accolade robe*; **Level** 17; **Price** 13,500 gp

The bonus to Arcana checks increases to +3. You can activate the robe's Review once per minute as a free action.

Craft Requirements You are a wizard of the associated school.

AEON STONE

ITEM 1+

UNCOMMON INVESTED MAGICAL

Usage worn; **Bulk** —

Over millennia, these mysterious, intricately cut gemstones have been hoarded by mystics and fanatics hoping to discover their secrets. Despite their myriad forms and functions, these stones are purportedly all fragments of crystal tools used by otherworldly entities to construct the universe in primeval times.

When you invest one of these precisely shaped crystals, the stone orbits your head instead of being worn on your body. You can stow an *aeon stone* with an Interact action, and an orbiting stone can be snatched out of the air with a successful Disarm action against you. A stowed or removed stone remains invested, but its effects are suppressed until you return it to orbit your head again.

There are various types of *aeon stones*, each with a different appearance and magical effect. Each *aeon stone* also gains a resonant power when slotted into a special magical item called a *wayfinder* (page 297).

Type amplifying; **Level** 16; **Price** 9,750 gp

An *amplifying aeon stone* must be activated to provide a benefit. The resonant power grants you a +2 item bonus to Arcana, Nature, Occultism, or Religion checks—whichever corresponds to the tradition of the last spell you enhanced with this *aeon stone*.

Activate—Amplify ◆ (concentrate, spellshape) **Effect** If your next action is to Cast a Spell, that spell's rank is 1 higher (maximum 10th rank) for the purposes of counteracting and being counteracted.

Type consumed; **Level** 1; **Price** 9 gp

A *consumed aeon stone* is a dull lump that has lost its magical properties. It still rotates your head like any other *aeon stone* and can thus serve as a stylish, hand-free option for various spells that target an object. This *aeon stone* has no resonant power.

Type delaying; **Level** 7; **Price** 350 gp

When you would die from the dying condition (typically at dying 4), this smooth pink stone automatically activates and reduces your dying value to 1 less than would normally kill you (typically to dying 3). The stone then permanently turns into a *consumed aeon stone*. You can benefit from this ability only once per day, even if you have multiple such stones.

The resonant power allows you to cast 1st-rank *heal* as a divine innate spell once per day.

Type envisioning; **Level** 8; **Price** 425 gp

This clear cube allows you to communicate with a limited form of telepathy to a range of 100 feet. The messages are transmitted as a simple image each round. These images are the quality of a hasty or childish sketch but can be roughly understood by creatures regardless of language. This provides no special ability to respond to your images.

The resonant power allows you to cast *translate* as an occult innate spell once per day.

Type peering; **Level** 16; **Price** 8,500 gp

This faintly colored prism catches and transforms light. If the *aeon stone* is in an area of bright light, shades of purple light provide dim light in a 30-foot radius. In that radius, magical items and effects are tinged with purple, the depth of the color revealing their counteract rank (*Player Core* 431).

The GM also secretly rolls a counteract check against any darkness or illusion effect the light touches. It has a counteract modifier of +25. If the light fails to counteract an effect, it won't try again for 24 hours.

Inside a *wayfinder*, the *aeon stone* cannot catch light. However, its resonant power lets you activate or deactivate the *aeon stone's* light emitting from the *wayfinder* as an Interact action.

Type nourishing; **Level** 7; **Price** 325 gp

After you've invested and worn this transparent stone for a week continuously, you no longer need to eat or drink. This time resets if you remove the *aeon stone* or it's invested by someone else. The resonant power allows you to cast *air bubble* as a primal innate spell once per day.

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

This red crystalline star covers you in a faint aura when you



AEON STONES

HANDWRAPS OF
MIGHTY BLOWS

DOUBLING RINGS

CHARLATAN'S CAPE

CLOAK OF
ILLUSIONS

are subject to lingering wounds. You gain resistance 3 to persistent damage. At the end of any turn where the persistent damage can't overcome this resistance, end that condition.

The resonant power allows you to cast *stabilize* as a primal innate cantrip.

Type smoothing; **Level** 7; **Price** 310 gp

This spherical piece of silvery stone helps you ignore minor issues. You can ignore status penalties to skill checks from clumsy, enfeebled, frightened, sickened, and stupefied conditions as long as the value of that condition is 1. Its resonant power allows you to cast *guidance* as an occult innate cantrip.

Type sprouting; **Level** 6; **Price** 220 gp

Encouraging the natural growth of life, this green ovoid can often be found surrounded by new seedlings. Its resonant power allows you to cast *tangle vine* as a primal innate cantrip.

Activate—Flow of Life ☞ (concentrate, vitality) **Frequency** once per hour; **Trigger** You are healed by a vitality effect or took void damage; **Effect** You gain 8 temporary Hit Points that last for 1 minute.

ARBOREAL BOOTS

ITEM 5+

INVESTED PRIMAL

Usage worn shoes; **Bulk** L

These soft leather boots are embossed with simple woodland scenes. The boots grant a +1 item bonus to Acrobatics and allow you to ignore difficult terrain from plants and fungi.

Type arboreal boots; **Level** 5; **Price** 160 gp

Type greater arboreal boots; **Level** 9; **Price** 700 gp

The boots grant a +2 bonus. You also gain a 10-foot climb Speed while climbing plants or fungi and don't need to use your hands to climb them.

ARMBANDS OF ATHLETICISM

ITEM 9+

INVESTED MAGICAL

Usage worn armbands; **Bulk** L

Skilled awl work has imprinted images of a muscled weightlifter into these tiered leather bands, which grant you enhanced stamina and skill when performing athletic exercises. While fastened to your upper arms, the armbands give you a +2 item bonus to Athletics checks. In addition, whenever you use an

Introduction

Running the Game

Building Games

Age of Lost Omens

Subsystems

Treasure Trove

Using Items

Armor &

Armaments

Runes

Armor Runes

Armor

Shield Rune

Shields

Weapon Runes

Weapons

Alchemy

Bombs

Elixirs

Poisons

Tools

Materials

Momentary Magic

Ammunition

Oils

Potions

Scrolls

Talisman

Wondrous

Consumables

Trappings of
Power

Apex Items

Companion

Items

Held Items

Staves

Wands

Worn Items

Gems & Art
Objects

Artifacts

Intelligent Items

Cursed Items

Relics

Treasure Table

Glossary & Index

action to Climb or Swim and you succeed at the Athletics check, add a +5-foot item bonus to the distance you move.

Type armbands of athleticism; **Level** 9; **Price** 645 gp

Type greater armbands of athleticism; **Level** 17; **Price** 13,000 gp

The bonus to Athletics checks is +3, and the bonus to a successful check to Climb or Swim is +10 feet.

BANDS OF FORCE

ITEM 8+

FORCE INVESTED MAGICAL

Usage worn armbands; **Bulk** L

Decorated with clear gemstones, these thick metal bands spread an inflexible layer of force over your body. The force grants you a +1 item bonus to AC and saving throws, and a maximum Dexterity modifier of +5 as armor. You can affix talismans to the bands as though they were light armor.

Activate—Return Force ⤵ (force, manipulate) **Trigger** A creature critically misses you with a melee Strike; **Effect** You Shove the creature using the bands' Athletics modifier of +14.

Type bands of force; **Level** 8; **Price** 500 gp

Type greater bands of force; **Level** 14; **Price** 4,500 gp

The item bonus to AC and saves is +2. The bands' Athletics modifier is +21.

Type major bands of force; **Level** 20; **Price** 70,000 gp

The item bonus to AC and saves is +3. The bands' Athletics modifier is +33.

BOOTS OF BOUNDING

ITEM 7+

INVESTED MAGICAL

Usage worn shoes; **Bulk** L

The springy soles of these sturdy leather boots cushion your feet and make each step lighter. These boots give you a +5-foot item bonus to your Speed and a +2 item bonus to Athletics checks to High Jump and Long Jump. In addition, when you use the Leap action, you can move 5 feet further if jumping horizontally or 3 feet higher if jumping vertically.

Type boots of bounding; **Level** 7; **Price** 340 gp

Type greater boots of bounding; **Level** 14; **Price** 4,250 gp

The bonus to Speed is +10 feet, and the bonus to High Jump and Long Jump is +3.

BRACELET OF DASHING

ITEM 3

INVESTED MAGICAL

Price 58 gp

Usage worn; **Bulk** L

This jangling, silvery bracelet makes you lighter on your feet, giving you a +1 item bonus to Acrobatics checks.

Activate—Jangling Dash ⬠ (concentrate) **Frequency** once per day; **Effect** You gain a +10-foot status bonus to Speed for 1 minute.

BRACERS OF MISSILE DEFLECTION

ITEM 3+

INVESTED MAGICAL

Usage worn bracers; **Bulk** L

These bracers are made from plates of durable dawnsilver and gleam like the summer sun.

Activate ⤵ (manipulate); **Frequency** once per day; **Trigger** A ranged weapon attack hits you but doesn't critically hit; **Requirements** You are aware of the attack and not off-guard; **Effect** The bracers send the missile off-course. You gain a +2 circumstance bonus to AC against the triggering attack. If this would cause the attack to be a failure, the attack misses you.

Type bracers of missile deflection; **Level** 3; **Price** 52 gp

Type greater bracers of missile deflection; **Level** 9; **Price** 650 gp

You can activate the bracers once every 10 minutes.

CHANNEL PROTECTION AMULET

ITEM 3

UNCOMMON INVESTED MAGICAL

Price 56 gp

Usage worn; **Bulk** —

This nugget of polished tektite is trapped in a cage of braided wire and hangs from a silken cord. When wearing this amulet, you gain resistance 5 against damage from *harm* spells if you're living, or against *heal* spells if you're undead.

CHARLATAN'S CAPE

ITEM 10

UNCOMMON INVESTED MAGICAL

Price 980 gp

Usage worn cloak; **Bulk** L

This bright red-and-gold cape is often interlaced with glittery threads and serves as a distraction. While wearing the cape, you gain a +2 item bonus to Deception checks.

Activate—Puff of Smoke ⬠⬠ (manipulate) **Frequency** once per day; **Effect** You cast *translocate*. The space you leave and the one you appear in are filled with puffs of smoke that make anyone within concealed until they leave the smoke or the end of your next turn, at which point the smoke dissipates. Strong winds immediately disperse the smoke.

CHARLATAN'S GLOVES

ITEM 3+

INVESTED MAGICAL

Usage worn gloves; **Bulk** L

Tiny silver hooks decorate these fine silk gloves. They grant a +1 item bonus to Thievery and allow you to cast *telekinetic hand* as an innate occult spell.

Type charlatan's gloves; **Level** 3; **Price** 50 gp

Type greater charlatan's gloves; **Level** 9; **Price** 600 gp

The gloves' bonus increases to +2. If you are also wearing a *charlatan's cape*, whenever you would move an object using *telekinetic hand*, you may instead have it disappear in a puff of smoke and reappear hovering in a space adjacent to yours. This is a teleportation effect. The item hovers until the end of your turn or until retrieved with an Interact action.

CHARM OF RESISTANCE

ITEM 6+

INVESTED MAGICAL

Usage worn; **Bulk** —

This charm, normally hung from the belt or worn around the neck, grants you resistance 5 against one type of energy damage: acid, cold, electricity, fire, or sonic. Each charm is crafted to protect against a particular type of energy damage,

and its design usually embodies the type of energy it protects the wearer from in some way. For instance, a *charm of cold resistance* could be carved in the shape of a yeti, whereas a *charm of fire resistance* would be made from volcanic glass.

Type *charm of resistance*; **Level** 6; **Price** 245 gp

Type *greater charm of resistance*; **Level** 10; **Price** 975 gp
The charm grants resistance 10.

Type *major charm of resistance*; **Level** 14; **Price** 4,400 gp
The charm grants resistance 15.

CHOKER OF ELOCUTION

ITEM 6+

INVESTED MAGICAL

Usage worn collar; **Bulk** L

This platinum choker bears characters from a language's alphabet, and it gives knowledge of that language and the associated culture's customs. You gain a +1 item bonus to Society checks and the ability to understand, speak, and write the chosen language. Your excellent elocution reduces the DC of the flat check to perform an auditory action while deafened from 5 to 3.

Type *choker of elocution*; **Level** 6; **Price** 200 gp

Type *greater choker of elocution*; **Level** 10; **Price** 850 gp
The item bonus is +2. The choker bears characters from three languages and grants fluency in all three.

Craft Requirements You know the language or languages the choker grants.

CLANDESTINE CLOAK

ITEM 6+

UNCOMMON INVESTED MAGICAL

Usage worn cloak; **Bulk** L

When you pull up the hood of this nondescript gray cloak (an Interact action), you become drab and uninteresting, gaining a +1 item bonus to Stealth checks and to Deception checks to Impersonate a forgettable background character, such as a servant, but also taking a -1 item penalty to Diplomacy and Intimidation checks.

Activate—Cloak Identity ♦♦ (concentrate, manipulate)
Frequency once per day; **Effect** You pull the cloak's hood up and gain the benefits of *veil of privacy* for 1 hour or until you pull the hood back down, whichever comes first.

Type *clandestine cloak*; **Level** 6; **Price** 230 gp

Type *greater clandestine cloak*; **Level** 10; **Price** 900 gp
The item bonus is +2, and when you activate the cloak, you gain the benefits of 5th-rank *veil of privacy* for 8 hours.

CLAWED BRACERS

ITEM 7

INVESTED PRIMAL

Price 325 gp

Usage worn bracers; **Bulk** L

Animal claws are woven into the thick leather of these bracers.

Activate—Extend Claws ♦ (manipulate, morph) **Frequency** once per hour; **Effect** The bracers fuse temporarily with your forearms, with the claws extending to your fingertips. You gain a climb Speed of 20 feet and a claw unarmed attack with the agile and finesse traits that deals 1d6 slashing damage. This lasts for 10 minutes or until you Dismiss it.

CLOAK OF ILLUSIONS

ITEM 7+

INVESTED OCCULT

Usage worn cloak; **Bulk** L

This cloak flows, covering and concealing the wearer's body. The cloak allows you to cast *figment* as an occult innate cantrip. Although naturally a dull gray, while invested the cloak picks up colors and patterns from its surroundings, granting a +1 item bonus to Stealth checks.

Activate—Draw Hood ♦♦ (manipulate) **Frequency** once per day; **Effect** You draw the hood up and gain the effects of *invisibility*, with the spell's normal duration or until you pull the hood back down, whichever comes first. While you are invisible, your *figment* innate cantrip gains the subtle trait, concealing the observable effects of your spellcasting.

Type *cloak of illusions*; **Level** 7; **Price** 360 gp

Type *greater cloak of illusions*; **Level** 12; **Price** 1,750 gp
The cloak grants a +2 item bonus and the effects of 4th-rank *invisibility*.

COUNTERING CHARM

ITEM 11+

UNCOMMON INVESTED MAGICAL

Usage worn; **Bulk** –

This glittering charm is made of a gemstone flawed with a leaden inclusion. Spellcasters can cast spells into *countering charms* that they've invested or that are invested by a willing creature. The spell's effect doesn't occur; the spell's power is instead stored within the charm, replacing any spell previously there. The charm can hold only spells cast from spell slots, not cantrips or focus spells. While the charm is invested, the creature who has invested it knows what spell is stored within and automatically identifies that spell when it's cast.

Activate—Counter ↻ (manipulate) **Trigger** You are targeted by or within the area of the spell stored within the charm; **Requirements** You have a free hand; **Effect** You present the charm and attempt to counteract (*Player Core* 431) the triggering spell, using the rank of the spell stored in the charm and a counteract modifier of +20. This expends the spell held in the charm.

Type *countering charm*; **Level** 11; **Price** 1,200 gp

Type *greater countering charm*; **Level** 15; **Price** 5,500 gp

The charm's counteract modifier is +25.

Type *major countering charm*; **Level** 18; **Price** 20,000 gp

The charm's counteract modifier is +30.

COYOTE CLOAK

ITEM 3+

INVESTED MAGICAL

Usage worn cloak; **Bulk** –

This dusty cloak is made of mangy brown-and-gray coyote fur. You gain a +1 item bonus to Survival checks. If you critically succeed at your Survival check to Subsist, you can feed twice as many additional creatures.

Type *coyote cloak*; **Level** 3; **Price** 60 gp

Type *greater coyote cloak*; **Level** 9; **Price** 650 gp

The cloak grants a +2 item bonus, and if you critically succeed at a Survival check to Subsist, you can feed four times as many additional creatures.

Introduction

Running the Game

Building Games

Age of Lost Omens

Subsystems

Treasure Trove
Using Items

Armor &
Armaments

Runes

Armor Runes

Armor

Shield Rune

Shields

Weapon Runes

Weapons

Alchemy

Bombs

Elixirs

Poisons

Tools

Materials

Momentary Magic

Ammunition

Oils

Potions

Scrolls

Talisman

Wondrous

Consumables

Trappings of
Power

Apex Items

Companion
Items

Held Items

Staves

Wands

Worn Items

Gems & Art
Objects

Artifacts

Intelligent Items

Cursed Items

Relics

Treasure Table

Glossary & Index

CRAFTER'S EYEPIECE

ITEM 3+

INVESTED MAGICAL

Usage worn eyepiece; **Bulk** –

This rugged metal eyepiece etched with square patterns is designed to be worn over a single eye. Twisting the lens reveals a faint three-dimensional outline of an item you plan to build or repair, with helpful labels on the component parts. You gain a +1 item bonus to Crafting checks. When you Repair an item, increase the Hit Points restored to 10 + 10 per proficiency rank on a success or 15 + 15 per proficiency rank on a critical success.

Type crafter's eyepiece; **Level** 3; **Price** 60 gp

Type greater crafter's eyepiece; **Level** 11; **Price** 1,200 gp

The eyepiece grants a +2 item bonus and can be activated.

Activate—Prototype 1 minute (manipulate); **Frequency** once per day; **Effect** You calibrate the eyepiece to have it cast a 5th-rank *creation* spell over the course of 1 minute to construct a temporary item.

CROWN OF WITCHCRAFT

ITEM 10+

FOCUSED INVESTED MAGICAL

Usage worn headwear; **Bulk** –

An elegant accoutrement for a witch who has come into the higher echelons of power, a *crown of witchcraft* typically looks like a garland of flowering twigs, a jeweled circlet, or a tall hat of fine fabric. You gain a +1 item bonus to Intimidation checks, and if you're a witch, you gain a +2 item bonus to your patron skill.

If you have a familiar, you can attach a small portion of the crown's material to your familiar, such as a strip of fabric from a hat tied around its tail or a sprig of natural material linked to its collar; the familiar doesn't need to invest the item itself. If you do this, your familiar gains the tough pet ability (*Player Core* 259) as long as the crown is invested by you.

Activate—Defiant Hex ◆ (concentrate) **Frequency** once per day; **Effect** Gain 1 Focus Point, which you can spend only to cast a witch hex spell. If you don't spend this point by the end of this turn, it is lost.

Type crown of witchcraft; **Level** 10; **Price** 1,000 gp

Type greater crown of witchcraft; **Level** 18; **Price** 21,000 gp

The bonus to Intimidation checks is +2 and the bonus to your patron skill is +3.

Craft Requirements You are a witch.

DANCING SCARF

ITEM 3+

INVESTED MAGICAL VISUAL

Usage worn belt; **Bulk** –

This long and billowing scarf is typically woven of silk or sheer fabric and adorned with bells or other jangling bits of shiny metal. It grants a +1 item bonus to Performance checks to dance.

Activate—Swirling Scarf ◆ (manipulate) **Requirements** On your most recent action, you succeeded at a Performance check to dance; **Effect** You become concealed until the beginning of your next turn.

Type dancing scarf; **Level** 3; **Price** 60 gp

Type greater dancing scarf; **Level** 9; **Price** 650 gp

The scarf grants a +2 bonus. When you activate the scarf, you can also Stride up to half your Speed or Step.

DAREDEVIL BOOTS

ITEM 10+

INVESTED MAGICAL

Usage worn shoes; **Bulk** L

These brightly colored, soft-soled boots motivate you to perform risky stunts and grant you the agility to succeed. The boots grant you a +2 item bonus to Acrobatics checks and a +1 circumstance bonus to checks to Tumble Through an enemy's space.

The boots can grip solid surfaces and help you avoid a fall, allowing you to use the Grab an Edge reaction even if your hands aren't free. You treat falls as 10 feet shorter or, if you have the Cat Fall feat, treat your proficiency rank in Acrobatics as one degree better to determine the benefits of that feat. If you have Cat Fall and are already legendary in Acrobatics, you can choose the speed of your fall, from 60 feet per round up to normal falling speed.

Type daredevil boots; **Level** 10; **Price** 900 gp

Type greater daredevil boots; **Level** 17; **Price** 14,000 gp

The bonus to Acrobatics checks is +3, and the bonus to Tumble Through is +2. The boots can be activated.

Activate—Daredevil Impulse ◆◆ (concentrate) **Frequency** once per day; **Effect** The boots cast *unfettered movement* on you.

DEMON MASK

ITEM 4+

INVESTED MAGICAL

Usage worn mask; **Bulk** L

This terrifying mask is crafted in the visage of a leering demon and grants a +1 item bonus to Intimidation checks.

Activate—Leering Mask ◆◆ (manipulate) **Frequency** once per day; **Effect** The mask casts a *fear* spell with a DC of 20.

Type demon mask; **Level** 4; **Price** 85 gp

Type greater demon mask; **Level** 10; **Price** 900 gp

The mask grants a +2 item bonus. It casts 3rd-rank *fear* with a DC of 29.

DEVOTED VESTMENTS

ITEM 11

DIVINE FOCUSED INVESTED

Price 1,250 gp

Usage worn garment; **Bulk** L

These vestments are made of panels showing various scenes from the legends of a particular deity. It serves as a religious symbol of that deity, and you gain a +2 item bonus to Religion checks. When you cast *harm* or *heal*, healing granted to followers of that deity is increased by the rank of the spell.

Activate—Domain Devotion ◆ (concentrate) **Frequency** once per day; **Effect** Gain 1 Focus Point, which you can spend only to cast a cleric domain spell for a domain belonging to the deity the vestments are dedicated to. If you don't spend this point by the end of this turn, it is lost.

Craft Requirements You are a cleric who worships the deity tied to the vestments.

DIPLOMAT'S BADGE

ITEM 5

INVESTED MAGICAL

Price 125 gp

Usage worn; Bulk –

When displayed prominently, this brass badge makes creatures find you more agreeable. You gain a +1 item bonus to Diplomacy checks.

Activate—Diplomat's Bearing ◆ (concentrate) **Frequency** once per day; **Effect** Attempt a DC 20 check to Recall Knowledge about people of a human ethnicity, a non-human ancestry, or some other type of creature. (The GM determines what your options are.) If you succeed, the badge's bonus increases to +2 for Diplomacy checks with creatures of that group for the rest of the day.

DOUBLING RINGS

ITEM 3+

INVESTED MAGICAL

Usage worn; Bulk –

This item consists of two magically linked rings: an intricate, gleaming golden ring with a square-cut ruby, and a thick, plain iron ring. When you wield a melee weapon in the hand wearing the golden ring, the weapon's fundamental runes are replicated onto any melee weapon you wield in the hand wearing the iron ring. (The fundamental runes are *weapon potency* and *striking*, which add an item bonus to attack rolls and extra weapon damage dice, respectively.) Any fundamental runes on the weapon in the hand wearing the iron ring are suppressed.

The replication functions only if you wear both rings, and it ends as soon as you cease wielding a melee weapon in one of your hands. Consequently, the benefit doesn't apply to thrown attacks or if you're holding a weapon but not wielding it (such as holding in one hand a weapon that requires two hands to wield).

Type doubling rings; **Level** 3; **Price** 50 gp

Type greater doubling rings; **Level** 11; **Price** 1,300 gp

The rings also replicate property runes from the weapon in the gold-ringed hand, so long as the weapon in the iron-ringed hand meets all the prerequisites for a given rune and is not a specific weapon. The weapon in the iron-ringed hand gains the benefits of those runes. All its own runes are suppressed. When you invest the rings, you can elect for the rings to transfer only fundamental runes, in which case they function as standard *doubling rings*.

DREAD BLINDFOLD

ITEM 17

EMOTION FEAR INVESTED MAGICAL MENTAL

Price 15,000 gp

Usage worn eyepiece; Bulk –

When tied over your eyes, this ragged strip of black linen gives you darkvision and a +3 item bonus to Intimidation checks. You can see through the blindfold, but only using darkvision.

The first time a particular creature sees you in a day, it must succeed at a DC 37 Will save or be frightened 1. This is an emotion, fear, and mental effect, and your allies become immune to it after a week.

Activate—Visions of Terror ◆ (concentrate) **Frequency** once per minute; **Trigger** You damage a creature with a Strike;

Effect Your target is gripped by intense fear. This has the effect of a DC 37 *vision of death* spell. The creature is then temporarily immune for 24 hours.

EARTHGLIDE CLOAK

ITEM 15

EARTH INVESTED OCCULT

Price 6,500 gp

Usage worn cloak; Bulk –

This brown-and-gold cloak covers you from head to toe. Its weighty fabric doesn't move with the wind, instead hanging still as if carved of stone.

Activate—Glide through Earth ◆ (manipulate); **Frequency** once per hour; **Effect** You Burrow through dirt and stone up to your land Speed, leaving no tunnels or signs of your passing. If you end your movement inside solid stone, you are forcibly expelled into the nearest open area, taking 1d6 bludgeoning damage for every 5 feet between the end of your movement and the open area.

ENTERTAINER'S CINCTURE

ITEM 10+

FOCUSED INVESTED OCCULT

Usage worn belt; Bulk –

The designs adorning these lush sashes often imitate the decor of famous opera houses, theaters, and museums. When you invest this item, choose Deception, Diplomacy, Intimidation, or Performance; you gain a +2 item bonus to that skill.

Activate—Encore! ◆ (concentrate) **Frequency** once per day; **Effect** Gain 1 Focus Point, which you can spend only to cast a bard composition spell. If you don't spend this point by the end of this turn, it is lost.

Activate—Transcribe ◆ (manipulate) **Frequency** once per day; **Effect** You tuck a small roll of paper into the cincture. For the next 10 minutes or until you Dismiss the activation, any performance you make is recorded on the paper, and the paper expands as necessary to accommodate it. Depending on the type of performance, this might take the form of sheet music, a transcript, or a diagram of dance moves.

Type entertainer's cincture; **Level** 10; **Price** 1,000 gp

Type greater entertainer's cincture; **Level** 17; **Price** 13,000 gp
The skill bonus is +3, and Transcribe lasts up to 1 hour.

Craft Requirements You are a bard.

EYE OF FORTUNE

ITEM 13

INVESTED MAGICAL

Price 2,700 gp

Usage worn eyepiece; Bulk –

Adherents of Erastil, god of the hunt, create these magical eye patches. An *eye of fortune* has a jeweled eye symbol on its front, allowing you to magically see through the eye patch as though it were transparent.

Activate—Luck Beyond Sight ◆ (concentrate, fortune) **Trigger** You attack a concealed or hidden creature and haven't attempted the flat check yet; **Effect** You can roll the flat check for the concealed or hidden condition twice and use the higher result.

Introduction

Running the Game

Building Games

Age of Lost Omens

Subsystems

Treasure Trove
Using ItemsArmor &
Armaments

Runes

Armor Runes

Armor

Shield Rune

Shields

Weapon Runes

Weapons

Alchemy

Bombs

Elixirs

Poisons

Tools

Materials

Momentary Magic

Ammunition

Oils

Potions

Scrolls

Talisman

Wondrous

Consumables

Trappings of
Power

Apex Items

Companion
Items

Held Items

Staves

Wands

Worn Items

Gems & Art
Objects

Artifacts

Intelligent Items

Cursed Items

Relics

Treasure Table

Glossary & Index

EYES OF THE CAT

ITEM 9

INVESTED MAGICAL

Price 700 gp

Usage worn eyepiece; Bulk –

These lenses of amber crystal fit over your eyes. They grant you low-light vision and a +2 item bonus to Perception checks that involve sight.

GORGET OF THE PRIMAL ROAR

ITEM 11

INVESTED MAGICAL

Price 1,250 gp

Usage worn collar; Bulk L

This engraved duskwood gorget seems to vibrate with ferocity, granting you a +2 item bonus to Intimidation checks.

Activate—Primal Roar ♦ (auditory, concentrate, emotion, fear, mental) **Frequency** once during the duration of each polymorph effect; **Requirements** You're in a non-humanoid form via a polymorph effect; **Effect** You unleash a bestial roar, attempting a single Intimidation check compared to the Will DCs of all enemies within 30 feet to impose the effects below.

Critical Success The creature is frightened 2.

Success The creature is frightened 1.

Failure The creature is unaffected.

HANDWRAPS OF MIGHTY BLOWS

ITEM 2+

INVESTED MAGICAL

Usage worn gloves; Bulk –

As you invest these embroidered strips of cloth, you must meditate and slowly wrap them around your hands. These handwraps have weapon runes etched into them to give your unarmed attacks the benefits of those runes, making your unarmed attacks work like magic weapons. For example, +1 *striking handwraps of mighty blows* would give you a +1 item bonus to attack rolls with your unarmed attacks and increase the damage of your unarmed attacks from one weapon die to two (normally 2d4 instead of 1d4, but if your fists have a different weapon damage die or you have other unarmed attacks, use two of that die size instead).

You can upgrade, add, and transfer runes to and from the handwraps just as you would for a weapon, and you can attach talismans to the handwraps. Treat the handwraps as melee weapons of the brawling group with light Bulk for these purposes. Property runes apply only when they would be applicable to the unarmed attack you're using. For example, a property that must be applied to a slashing weapon wouldn't function when you attacked with a fist, but you would gain its benefits if you attacked with a claw or some other slashing unarmed attack.

The entries below list the most typical combinations of fundamental runes.

Type +1 *handwraps of mighty blows*; **Level** 2; **Price** 35 gp

Type +1 *striking handwraps of mighty blows*; **Level** 4; **Price** 100 gp

Type +2 *striking handwraps of mighty blows*; **Level** 10; **Price** 1,000 gp

Type +2 *greater striking handwraps of mighty blows*; **Level** 12; **Price** 2,000 gp

Type +3 *greater striking handwraps of mighty blows*; **Level** 16; **Price** 10,000 gp

Type +3 *major striking handwraps of mighty blows*; **Level** 19; **Price** 40,000 gp

HEALER'S GLOVES

ITEM 4+

INVESTED MAGICAL

Usage worn gloves; Bulk L

These clean, white gloves never show signs of blood, even after they're used to stitch up wounds or treat other ailments. They give you a +1 item bonus to Medicine checks.

Activate—Healer's Touch ♦ (manipulate) **Frequency** once per day; **Effect** You soothe the wounds of a willing, living, adjacent creature, restoring 2d6+7 Hit Points to that creature. This is a healing vitality effect. You can't harm undead with this healing.

Type *healer's gloves*; **Level** 4; **Price** 80 gp

Type *greater healer's gloves*; **Level** 9; **Price** 700 gp

The gloves provide a +2 bonus and restore 4d6+15 Hit Points.

HELLFIRE BOOTS

ITEM 13

FIRE INVESTED OCCULT

Price 3,000 gp

Usage worn; Bulk 1

These heavy boots are made of blackened metal and always feel warm to the touch, with streams of glowing embers cascading off their heels. While wearing *hellfire boots*, you gain resistance 10 to fire damage.

Activate—Devil's Dance ♦♦ (manipulate); **Frequency** once per minute; **Effect** You Stride. Each square you move through during your Stride is scorched with hellish flames, becoming hazardous terrain for 1 minute. A creature that moves through one of these spaces takes 3d6 fire damage.

HUMBUG POCKET

ITEM 9+

INVESTED OCCULT

Usage worn; Bulk –

Fine silk lines this fashionable pocket, which is typically cinched to a belt or tailored into a piece of formal clothing. The pocket can hold no more than one item of light Bulk, plus incidental items of negligible Bulk. The pocket grants you a +2 item bonus to Society and to Stealth checks to Conceal an Object in the pocket.

The pocket can produce stationery and writing implements of high quality. When you Create a Forgery, you can use the pocket to produce ideal materials to make the forgery. Any materials must be able to fit through the opening of the pocket, such as a roll of parchment, an inkwell, or a loupe. Though they're excellent tools, they don't have any value if sold and disappear once their function in making a forgery is fulfilled.

Activate—Papers Please ♦ (concentrate, manipulate) **Frequency** once per hour; **Effect** You create a temporary forgery by imagining the document you need and pulling it from the pocket. Attempt to Create a Forgery of the document you desire, with the GM rolling the secret check as



LOVER'S GLOVES



MAGE'S HAT



OBSIDIAN GOGGLES

PENDANT OF THE
OCCULT

PERSONA MASK

normal. Its quality is based on your check, but the document disintegrates after 1 hour.

Type humbug pocket; **Level** 9; **Price** 650

Type greater humbug pocket; **Level** 17; **Price** 12,500

The item bonus is +3. You can forge up to five documents with Papers Please, but they must serve a similar purpose—five invitations to the same party for different attendees, for example. Attempt only one check for all the documents.

INEXPLICABLE APPARATUS

ITEM 18

INVESTED MAGICAL

Price 19,000 gp

Usage worn garment; **Bulk** 2

This strange and intricate harness fits snugly to the torso. Once you invest the apparatus, numerous artificial limbs with various tools, clamps, and lenses whirl into action, following your mental commands effortlessly.

When using this apparatus, you gain a +3 item bonus to Crafting checks to Craft, Earn Income, and Repair, and you reduce the minimum time required to Craft an item to 1 day. If you succeed at your Crafting check and spend more downtime to continue work on the item after the minimum number of days, each day you spend reduces the remaining raw material cost by an amount based on your level + 1 and your proficiency rank in Crafting; on a critical success, each day reduces the remaining raw material cost by an amount based on your level + 2 and your proficiency rank. If you are 20th level, on a critical success your progress is 50 gp, 100 gp, 200 gp, or 350 gp for trained, expert, master, or legendary proficiency, respectively.

Activate—Inexplicable Patch ♦♦ (concentrate, manipulate)

Frequency once per day; **Effect** You command the apparatus to magically jury-rig an item you hold or that's within 5 feet of you. The item is repaired, as a 3rd-rank *mending* spell. This lasts for 10 minutes, after which the

Introduction

Running the Game

Building Games

Age of Lost Omens

Subsystems

Treasure Trove

Using Items

Armor &
Armaments

Runes

Armor Runes

Armor

Shield Rune

Shields

Weapon Runes

Weapons

Alchemy

Bombs

Elixirs

Poisons

Tools

Materials

Momentary Magic

Ammunition

Oils

Potions

Scrolls

Talisman

Wondrous

Consumables

Trappings of
Power

Apex Items

Companion
Items

Held Items

Staves

Wands

Worn Items

Gems & Art
Objects

Artifacts

Intelligent Items

Cursed Items

Relics

Treasure Table

Glossary & Index

item returns to its previous state of disrepair unless you've Repaired it before then.

LIFTING BELT ITEM 4

INVESTED MAGICAL

Price 80 gp

Usage worn belt; Bulk L

This wide leather belt grants you a +1 item bonus to Athletics checks and increases the amount you can easily carry. You can carry Bulk equal to 6 + your Strength modifier before becoming encumbered, and you can hold and carry a total Bulk up to 11 + your Strength modifier.

Activate—Assisted Lift ♦♦ (manipulate) **Effect** You lift an object of up to 8 Bulk as though it were weightless. This requires two hands, and if the object is locked or otherwise held in place, you can attempt to Force it Open using Athletics as part of this activation. The object still has its full weight and Bulk for all other purposes—you just ignore that weight. The effect lasts until the end of your next turn.

LIVING MANTLE ITEM 10+

FOCUSED INVESTED PLANT PRIMAL

Usage worn cloak; Bulk L

The base of this cloak is a thick layer of moss, but it slowly picks up native plants from each area it spends time in. You gain a +2 item bonus to Nature checks. You also suffer no effects from severe cold and severe heat.

Activate—Druidic Secrets ♦ (concentrate) **Frequency** once per day; **Effect** You gain 1 Focus Point, which you can spend only to cast an order spell. If you don't spend this Focus Point by the end of this turn, it is lost.

Type living mantle; Level 10; Price 1,000 gp

Type greater living mantle; Level 18; Price 21,000 gp

The bonus to Nature checks increases to +3. You also suffer no effects from extreme cold and extreme heat.

Craft Requirements You are a druid.

LOVER'S GLOVES ITEM 8

EMOTION INVESTED MAGICAL MENTAL

Price 500 gp

Usage worn gloves; Bulk —

These white silk gloves are adorned in red hearts that glow faintly whenever you are adjacent to someone you feel particularly strongly toward. They buoy your spirit, giving you a +1 item bonus to Diplomacy checks.

Activate—Bond ♦ (manipulate) **Frequency** once per day; **Effect** You grasp the hands of a willing creature you have strong positive feelings about, regardless of the nature of those feelings. The creature gains a +1 status bonus to saving throws and 10 temporary Hit Points for 10 minutes. If the creature shares your feelings, you gain the same benefits, and for the duration, when you both roll a success on a saving throw against an emotion effect that causes negative emotions, you both get a critical success instead.

MAGE'S HAT ITEM 3+

ARCANE INVESTED

Usage worn headwear; Bulk —

This hat comes in many forms, such as a colorful turban or a pointy hat with a brim, and is adorned with symbols or runes. It grants you a +1 item bonus to Arcana checks and allows you to cast the *prestidigitation* cantrip as an arcane innate cantrip.

Type mage's hat; Level 3; Price 50 gp

Type greater mage's hat; Level 9; Price 650 gp

This larger, fancier hat grants a +2 bonus and can be activated. Each *greater mage's hat* has a specific 4th-rank summon spell from the arcane list woven into its fabric, typically *summon animal* or *summon elemental*. If you prepare arcane spells, you can change the spell to a different 4th-rank arcane summon spell you know when you invest it.

Activate—Hat Spell Cast a Spell; **Frequency** once per day; **Effect** You doff the hat, causing magical energy to pour from it. You cast the spell stored in the hat.

MASQUERADE SCARF ITEM 2+

INVESTED MAGICAL

Usage worn; Bulk —

This delicately embroidered scarf matches with every outfit and can even complete a costume or disguise with illusions.

Activate—Masquerade 1 minute (manipulate); **Frequency** once per day; **Effect** You arrange the scarf over your lower face, and it casts a 1st-rank *illusory disguise* spell on you, which ends immediately if the scarf is removed. You can alter the scarf's appearance or make it invisible as part of the *illusory disguise*, but it can still be felt if touched.

Type masquerade scarf; Level 2; Price 30 gp

Type greater masquerade scarf; Level 7; Price 340 gp

The activation is a 2-action activity, you can activate it any number of times per day, and the *illusory disguise* is 2nd rank.

MESSENGER'S RING ITEM 9+

INVESTED MAGICAL

Usage worn; Bulk —

This silver signet ring changes to match the insignia of a leader or organization you serve (or your own face, if you serve no one else). It grants you a +2 item bonus to Diplomacy checks and lets you cast *message* as an arcane innate spell at will.

Activate—Dispatch Messenger 1 minute (concentrate); **Frequency** once per day; **Effect** The ring casts *animal messenger* to your specification. The animal is a magical creature that springs from the ring, and its appearance suits the iconography or heraldry of the leader or organization represented by the ring.

Type messenger's ring; Level 9; Price 700 gp

Type greater messenger's ring; Level 17; Price 13,500 gp

The ring grants a +3 bonus and can be activated in an additional way.

Activate—Sending ♦♦♦ (concentrate) **Frequency** once per hour; **Effect** The ring casts *sending* to your specifications.



PRIMEVAL MISTLETOE



PROPULSIVE BOOTS



RING OF CLIMBING



SHADOW SIGNET



SYMBOL OF CONFLICT

OBSIDIAN GOGGLES

ITEM 5+

INVESTED MAGICAL

Usage worn eyepiece; **Bulk** –

The sleek, black lenses of these goggles somehow make everything seem more brightly lit. While wearing the goggles, you gain a +1 item bonus to Perception checks involving sight.

Activate–Darkvision ◆ (manipulate) **Frequency** once per day; **Effect** Adjusting your goggles, you gain darkvision for 1 hour.

Type *obsidian goggles*; **Level** 5; **Price** 150 gp

Type *greater obsidian goggles*; **Level** 11; **Price** 1,250 gp

The item bonus is +2, the goggles can be activated any number of times per day, and the activation lasts until you deactivate it as an Interact action or the item is no longer invested by you, whichever comes first.

Type *major obsidian goggles*; **Level** 18; **Price** 20,000 gp

The item bonus is +3, the goggles can be activated any number of times per day, the activation grants *greater darkvision*, and the activation lasts until you deactivate it as an Interact action or the item is no longer invested by you, whichever comes first.

PENDANT OF THE OCCULT

ITEM 3+

INVESTED OCCULT

Usage worn; **Bulk** –

This amulet is hollow and shaped in the form of an unblinking eye. Its cavity typically holds some fragment of

occult text. While wearing the pendant, you gain a +1 item bonus to Occultism checks, and you can cast the *guidance* cantrip as an occult innate spell.

Type *pendant of the occult*; **Level** 3; **Price** 60 gp

Type *greater pendant of the occult*; **Level** 9; **Price** 650 gp

The pendant grants a +2 item bonus and can be activated.

Activate–Dream Message 10 minutes (concentrate, manipulate); **Frequency** once per day; **Effect** You cast a 4th-rank *dream message* spell.

PERSONA MASK

ITEM 3+

FORTUNE INVESTED MAGICAL

Usage worn mask; **Bulk** –

Despite covering the entire face, this alabaster mask does not hinder vision or other senses. Wearing the mask grants a +1 item bonus to Performance checks while acting, orating, performing comedy, or singing.

Activate–Assume Role ◆ (concentrate) **Effect** You change the mask's appearance into an artistic rendition of a dramatic character of your choice.

Type *persona mask*; **Level** 3; **Price** 50 gp

Type *greater persona mask*; **Level** 9; **Price** 650 gp

The mask grants a +2 bonus and gains another activation.

Activate–Sacrifice Role ♯ (concentrate, fortune)

Frequency once per day; **Trigger** You fail a Performance check that benefits from the mask's bonus; **Effect** You change the mask's character and reroll the Performance check, using the second result.

Introduction

Running the Game

Building Games

Age of Lost Omens

Subsystems

Treasure Trove

Using Items

Armor &
Armaments

Runes

Armor Runes

Armor

Shield Rune

Shields

Weapon Runes

Weapons

Alchemy

Bombs

Elixirs

Poisons

Tools

Materials

Momentary Magic

Ammunition

Oils

Potions

Scrolls

Talisman

Wondrous

Consumables

Trappings of
Power

Apex Items

Companion
Items

Held Items

Staves

Wands

Worn Items

Gems & Art
Objects

Artifacts

Intelligent Items

Cursed Items

Relics

Treasure Table

Glossary & Index

PRIMEVAL MISTLETOE

ITEM 6+

INVESTED MAGICAL

Usage worn; **Bulk** –

This sprig of berry-festooned holly and mistletoe doesn't wilt or rot. It can be used as a primal locus, and it grants a +1 item bonus to Nature checks while you wear it.

Activate—Anoint ♦♦ (manipulate) **Frequency** once per 10 minutes; **Effect** You squeeze juice from one of the berries and smear it onto a weapon made primarily of wood to cast *runic weapon* on it, or onto a creature to cast *runic body* on it.

Activate—Bind ♦♦ (manipulate) **Frequency** once per day; **Effect** You touch the sprig, then a tree to cast *one with plant* upon yourself, turning into a vine on the touched tree.

Type *primeval mistletoe*; **Level** 6; **Price** 230 gp

Type *greater primeval mistletoe*; **Level** 14; **Price** 3,900 gp

The sprig grants a +2 item bonus to Nature checks, the spell from Anoint is heightened to 6th rank, and the sprig can be activated in one additional way:

Activate—Cultivate ♦♦ (manipulate) **Frequency** once per day; **Effect** You plant the *greater primeval mistletoe* into an area of natural earth or stone. Once planted, the plant immediately sprouts into an area of holly bushes that don't impede movement and that pulse with vitality energy, replicating the effects of a *field of life* spell. You can Sustain the activation up to 1 minute. When this magic ends, the holly bushes revert back into the original *greater primeval mistletoe*.

PROPULSIVE BOOTS

ITEM 13

INVESTED MAGICAL

Price 3,000 gp

Usage worn shoes; **Bulk** L

These sleek red boots make your legs feel like they're bursting with energy. You gain a +5-foot item bonus to your land Speed and to any climb or swim Speeds you have.

Activate—Quickening Stomp ♦ (manipulate) **Frequency** once per day; **Effect** You stomp three times and gain the quickened condition for 1 minute. You can use the extra action to Stride, Climb, or Swim. (You must still attempt an Athletics check for the Climb and Swim actions unless you have the appropriate movement type.)

RETRIEVAL BELT

ITEM 7+

UNCOMMON EXTRADIMENSIONAL INVESTED MAGICAL

Usage worn; **Bulk** –

This belt is covered in small pouches that clasp with buttons of painstakingly carved stone. The belt is tied to an extradimensional space that can hold one item of 1 Bulk or less. Anyone holding the belt can sense its contents, but only those who've invested it can store or retrieve items. Many *retrieval belts* are found with an item already inside.

Activate—Store Item ♦ (manipulate) **Requirements** There is room for an item in the belt; **Effect** One item you're holding with a Bulk of 1 or less vanishes into the belt's extradimensional space.

Activate—Retrieve Item ♦ (manipulate) **Requirements** An item is stored in the belt and you have a free hand; **Effect** The item stored in the belt appears in your hand. Neither Store Item nor Retrieve Item can be activated again for 1 minute.

Type *retrieval belt*; **Level** 7; **Price** 340 gp

Type *greater retrieval belt*; **Level** 9; **Price** 600 gp

The belt can store up to three items at a time.

Type *major retrieval belt*; **Level** 13; **Price** 2,500 gp

The belt can store up to 10 items at a time.

RING OF CLIMBING

ITEM 12

INVESTED MAGICAL

Price 1,750 gp

Usage worn; **Bulk** –

Claw-like prongs on this thick golden band bears extend to dig deep into sheer surfaces when you are Climbing. This ring grants you a climb Speed equal to half your land Speed. Penalties to your Speed (including those from your armor) apply before halving.

RING OF LIES

ITEM 10

UNCOMMON INVESTED MAGICAL

Price 850 gp

Usage worn; **Bulk** –

This plain silver ring has an almost oily sheen. While wearing the ring, you gain a +2 item bonus to Deception checks.

Activate—Sweeten Lies ♦♦ (manipulate) **Frequency** once per day; **Effect** Snapping your fingers on the hand that wears the ring causes the ring to cast *honeyed words* on you with no visual manifestations of a spell being cast.

RING OF SIGILS

ITEM 1+

ARCANE INVESTED

Usage worn; **Bulk** –

This silver band is carved with the personal sigils of different individuals, adding one to represent you when you invest it. The ring allows you to cast *sigil* as an arcane innate cantrip.

Activate—Track Sigil ♦ (concentrate, detection) **Frequency** once per 10 minutes; **Effect** You detect the general direction toward the most recent *sigil* you created using the ring. This activation fails if the *sigil* is more than 5 miles away or if there's lead or running water between you and the *sigil*.

Type *ring of sigils*; **Level** 1; **Price** 20 gp

Type *greater ring of sigils*; **Level** 6; **Price** 225 gp

When you use Track Sigil, the maximum range is 100 miles. In addition, if the *sigil* was placed on a living creature, you also determine whether the creature is alive, its distance from you, and any conditions affecting it.

RING OF SUSTENANCE

ITEM 7

UNCOMMON INVESTED MAGICAL

Price 325 gp

Usage worn; **Bulk** –



THIRD EYE



WAYFINDER

WALKING
CAULDRONWHISPER OF
THE FIRST LIE

WINGED SANDALS

This polished wooden ring constantly refreshes your body and mind. You don't need to eat or drink while wearing it, and you need only 2 hours of sleep per day to gain the benefits of 8 hours of sleep. A *ring of sustenance* doesn't function until it's been worn and invested continuously for a week. Removing it resets this interval.

RING OF SWIMMING**ITEM 12****INVESTED** **MAGICAL****Price** 1,750 gp**Usage** worn; **Bulk** –

This blue metal ring grants you a swim Speed equal to half your land Speed. Penalties to your Speed (including from your armor) apply before halving.

SHADOW SIGNET**ITEM 10****INVESTED** **MAGICAL****Price** 1,000 gp**Usage** worn; **Bulk** –

This obsidian ring allows you to partially warp your spells through the Netherworld, allowing them to strike directly at a target's body.

Activate **◆** (concentrate, spellshape) **Effect** If your next action is to Cast a Spell that requires a spell attack roll against Armor Class, choose Fortitude DC or Reflex DC. You make your spell attack roll against that defense instead of AC. If the spell has multiple targets, the choice of DC applies to all of them.

SHINING SYMBOL**ITEM 3+****DIVINE** **INVESTED** **LIGHT****Usage** worn; **Bulk** –

If you worship a deity, this golden amulet transforms into your deity's religious symbol when you invest it. You gain a +1 item bonus to Religion. The symbol casts dim light in a 20-foot emanation.

Activate—Spiritual Light **◆◆** (concentrate, light, revelation) **Frequency** once per day; **Effect** The light cast by the symbol

Introduction

Running the Game

Building Games

Age of Lost Omens

Subsystems

Treasure Trove

Using Items

Armor &
Armaments

Runes

Armor Runes

Armor

Shield Rune

Shields

Weapon Runes

Weapons

Alchemy

Bombs

Elixirs

Poisons

Tools

Materials

Momentary Magic

Ammunition

Oils

Potions

Scrolls

Talisman

Wondrous

Consumables

Trappings of
Power

Apex Items

Companion
Items

Held Items

Staves

Wands

Worn Items

Gems & Art
Objects

Artifacts

Intelligent Items

Cursed Items

Relics

Treasure Table

Glossary & Index



becomes bright light for 10 minutes and shines through bodies to reveal hints of the spirits within. Creatures in the light receive a -1 status penalty to Deception and Stealth checks. You can Dismiss this activation.

Type shining symbol; **Level** 3; **Price** 55 gp

Type greater shining symbol; **Level** 9; **Price** 650 gp

The bonus to Religion is +2. Spiritual Light's penalty is -2, and while it's active your enemies in the light gain weakness 5 to spirit damage.

Type major shining symbol; **Level** 17; **Price** 13,500 gp

The bonus to Religion is +3. Spiritual Light's penalty is -3, and while it's active your enemies in the light gain weakness 10 to spirit damage.

SLEEVES OF STORAGE

ITEM 4+

EXTRADIMENSIONAL INVESTED MAGICAL

Usage worn garment; **Bulk** L

This loose robe has wide, voluminous sleeves that each contain an extradimensional space. These spaces each function as a *spacious pouch* that can hold up to 5 Bulk of items (for a total of 10 Bulk), though no individual item can be of more than 1 Bulk; the sleeves grow slightly heavy as you reach maximum capacity. You can add or remove an item from a sleeve with a single hand free as an Interact action.

If a sleeve is completely empty, you can place your own familiar into that extradimensional space. It can survive comfortably in your sleeve for up to 1 hour, after which it begins to suffocate. While in your sleeve, it can't be affected or targeted by any effects, but you don't benefit from any master abilities. A familiar can exit the sleeve of its own volition with a single action that has the manipulate and move traits. You can't place any other creature into your sleeves, nor can you place your familiar in a sleeve if it's larger than Tiny. If your familiar is in your sleeve, you can't place any items in the sleeve.

Type sleeves of storage; **Level** 4; **Price** 100 gp

Type greater sleeves of storage; **Level** 9; **Price** 600 gp

Each sleeve can hold up to 20 Bulk of items, and a familiar can survive within a sleeve for up to 4 hours.

SYMBOL OF CONFLICT

ITEM 4+

UNCOMMON DIVINE INVESTED

Usage worn; **Bulk** -

This tarnished necklace can be attuned only by someone who is holy or unholy. When you attune it, it transforms into your deity's religious symbol or a personal symbol if you don't have a deity. You receive a +1 item bonus to Religion and a +1 circumstance bonus to saves against holy and unholy effects.

Activate—Presence ♦♦ (concentrate, manipulate) **Frequency** once per day; **Effect** The symbol casts *bane* or *bless*. The counteract DC of these effects is 18, and the counteract modifier is +8.

Type symbol of conflict; **Level** 4; **Price** 90 gp

Type greater symbol of conflict; **Level** 10; **Price** 900 gp

The bonus to Religion is +2. Change the list of spells to 4th-rank *bane*, *bless*, *divine wrath*, and *cleanse affliction*. The DC is 27 and the counteract modifier is +17.

Type major symbol of conflict; **Level** 18; **Price** 19,000 gp

The bonus to Religion is +3. Change the list of spells to 6th-rank *bane*, *bless*, *divine wrath*, and *cleanse affliction*. Add 6th-rank *summon celestial* to this list if you are holy and 6th-rank *summon fiend* if you are unholy. The DC is 38 and the counteract modifier is +28.

Craft Requirements You must be holy or unholy.

THIRD EYE

ITEM 19

INVESTED MAGICAL

Price 40,000 gp

Usage worn; **Bulk** -

When invested, this ornate crown and its incandescent gemstone meld into your head and take the form of a tattoo. This grants you otherworldly sight and allows you to read auras. No one but you can manipulate the *third eye* while it's invested by you. Your heightened senses and ability to sense emotional auras grant you a +3 item bonus to Perception checks.

You continuously see magic auras, as a 9th-rank *detect magic* spell, except you see the location of all auras within 30 feet, not just the strongest. If you use a Seek action to study a creature you can see, you can perceive an aura that conveys knowledge of that creature's health, including all conditions and afflictions it has and an approximate percentage of its remaining Hit Points.

Activate—Truesight ♦♦ (concentrate) **Frequency** once per day; **Effect** You gain the effects of an 8th-rank *truesight* spell.

TRACKER'S GOGGLES

ITEM 3+

INVESTED MAGICAL

Usage worn eyepiece; **Bulk** -

These lenses of forest-green glass are bound in rough leather stitched with crude twine. While wearing these goggles, you gain a +1 bonus to Survival checks to Sense Direction and Track. If you fail a check to Track, you can try again after 30 minutes rather than an hour.

Type tracker's goggles; **Level** 3; **Price** 60 gp

Type greater tracker's goggles; **Level** 9; **Price** 660 gp

The goggles grant a +2 bonus. If you fail a check to Track, you can try again after 15 minutes rather than an hour.

VENTRILOQUIST'S RING

ITEM 3+

INVESTED MAGICAL

Usage worn; **Bulk** -

This elegant copper ring has miniature images of songbirds engraved around its circumference. You gain a +1 item bonus to Deception checks.

Activate—Throw Voice ♦♦ (manipulate); **Frequency** once per day; **Effect** Twisting the ring around your finger allows you to magically throw your voice, with the effects of a *ventriloquism* spell (DC 19).

Type ventriloquist's ring; **Level** 3; **Price** 60 gp

Type greater ventriloquist's ring; **Level** 9; **Price** 670 gp

The ring grants a +2 bonus. When you activate the ring, you

gain the effects of 2nd-rank *ventriloquism* (DC 27). You can activate the ring any number of times per day.

VOYAGER'S PACK

ITEM 17

UNCOMMON INVESTED MAGICAL

Price 14,800 gp

Usage worn backpack; Bulk –

This leather rucksack has icons burned into it, and every time it's taken to a plane it hasn't been to before, a new icon representing that plane scorches into the surface. The pack grants you a +3 bonus to Survival checks. It also enables you to see the magical traces of creatures' passage, allowing you to Track a creature that has teleported. The GM sets the DC of this check, usually using the spell DC or the level of the teleportation's caster. This lets you find the location of the creature's destination, and you can use that destination when casting *teleport* or activating the pack, even though you don't know what it looks like.

The pack contains an extradimensional space with the same properties as a type II *spacious pouch*. This space contains the contents of a climber's kit. If any components of that kit are removed and not returned, they return to the pack at dawn each day.

Activate—Group Voyage 10 minutes (concentrate, manipulate); **Effect** As you activate the pack, you can harness up to four willing creatures to the ropes on the pack. At the end of the activation time, the pack casts a 7th-rank *interplanar teleport* or *teleport* spell, transporting you and everyone attached to the pack. Attempt a DC 45 Survival check. On a success, you arrive 25 miles off target using *interplanar teleport* or halve the distance you're off-target with *teleport*. On a critical success, you arrive exactly on target.

WALKING CAULDRON

ITEM 1

INVESTED MAGICAL

Price 12 gp

Bulk 4

This iron cauldron stands upon sturdy iron crow's feet. A *walking cauldron* has a land Speed of 25 feet and can be used as a suitable tool to Craft potions, oils, or other liquids.

As a single action, which has the auditory and concentrate traits, you can command the cauldron to either follow you or to stand in place. When following you, the cauldron does its best to remain within 30 feet of you, but its ungainly movements are too imprecise to predictably direct in a combat encounter or other situation where seconds and precise locations count. It can carry up to 2 Bulk of ingredients for potions or other liquids inside of itself while following you, but if overloaded or if you put anything else inside it, it stands in place and refuses to move until 10 minutes after you remove the excess.

WAYFINDER

ITEM 2

UNCOMMON INVESTED MAGICAL

Price 28 gp

Usage worn; Bulk –

Access member of the Pathfinder Society

This compact compass repurposes ancient technology to draw fantastic powers from the mysterious magical items called *aeon stones*. It serves as a badge of office for agents of the Pathfinder Society and as a status symbol among adventurers of any stripe. A *wayfinder* functions as a compass.

An indentation in the middle of the *wayfinder* can hold a single *aeon stone* (page 284). Placing an *aeon stone* in this indentation provides you all the benefits of having the *aeon stone* orbiting your head, but it protects the stone from being noticed or stolen as easily. You invest a *wayfinder* and the *aeon stone* within it simultaneously, and they count as only one item toward your investiture limit. An invested *aeon stone* slotted in a *wayfinder* also grants its resonant power.

If you have more than one *wayfinder* with an invested *aeon stone* on your person at a given time, destructive interference from their resonance prevents you from gaining benefits from any of them. You can still benefit from additional *aeon stones* orbiting your head, just not in *wayfinders*.

Activate—Light ◆ (concentrate) **Effect** The *wayfinder* is targeted by a 1st-rank *light* spell.

WHISPER OF THE FIRST LIE

ITEM 20

RARE INVESTED MAGICAL

Price 60,000 gp

Usage worn; Bulk –

This delicate necklace contains bottled whispers distilled from a source on the Astral Plane rumored to be connected to the first lie ever told. While wearing the necklace, you gain a +3 item bonus to Deception checks, and you can attempt to counteract effects that would force you to tell the truth or determine whether you are lying. Success on this counteract attempt lets you ignore the effect, rather than removing the effect entirely. The counteract rank is 9, with a counteract modifier of +35.

Activate—Release the Lie ◆◆◆ (concentrate, manipulate)

Effect You unstopper the vial and release the lie, creating the effect of a *fabricated truth* (DC 47). The vial is emptied and can never be activated again.

Craft Requirements Supply a casting of *fabricated truth*.

WINGED SANDALS

ITEM 10

AIR INVESTED MAGICAL

Price 850 gp

Usage worn shoes; Bulk L

Made from soft leather, with delicate white wings attached near the ankles, these sandals are ensorcelled with powerful air magic. Whenever you fall while wearing these sandals, they automatically cast *gentle landing* on you. This benefit can't trigger again for 10 minutes.

Activate—Awaken Wings ◆◆ (air, concentrate) **Frequency** once per day; **Effect** The wings grow in size and propel you through the air, granting you a fly Speed of 30 feet for 10 minutes.

Introduction

Running the Game

Building Games

Age of Lost Omens

Subsystems

Treasure Trove
Using Items

Armor &
Armaments

Runes

Armor Runes

Armor

Shield Rune

Shields

Weapon Runes

Weapons

Alchemy

Bombs

Elixirs

Poisons

Tools

Materials

Momentary Magic

Ammunition

Oils

Potions

Scrolls

Talisman

Wondrous

Consumables

Trappings of
Power

Apex Items

Companion
Items

Held Items

Staves

Wands

Worn Items

Gems & Art
Objects

Artifacts

Intelligent Items

Cursed Items

Relics

Treasure Table

Glossary & Index

GEMS & ART OBJECTS

Many people treasure gems for their brilliant colors and for the alchemical or even magical properties some have. Works of art and their value, meanwhile, vary as widely as the concept of beauty between cultures. They may be more elegant versions of useful items, or exist solely to be admired and envied.

Much like coins, gems and art objects are valuable currency worth their full Price when sold. When making a treasure hoard, you can choose gems or art objects you like, or roll randomly using percentile dice.

GEMS

Gems are naturally occurring minerals, typically in a crystalline form, or, in a few cases, organic material such as amber, coral, and pearls. All but the largest gems weigh about half as much as a coin, so about 2,000 gems is 1 Bulk. Unworked gems are worth half the Price of a finished gem and can serve as the minimum raw materials necessary to Craft the finished gem. Lesser semiprecious stones are level 0 items, moderate and greater semiprecious stones are 1st-level items, lesser and moderate precious stones are 4th-level items that require expert proficiency to Craft, and greater precious stones are 7th-level items that require master proficiency to Craft.

GEMS

d%	Lesser Semiprecious Stones	Price
1-7	Agate	1d4×5 sp
8-14	Alabaster	1d4×5 sp
15-21	Azurite	1d4×5 sp
22-28	Hematite	1d4×5 sp
29-35	Lapis lazuli	1d4×5 sp
36-42	Malachite	1d4×5 sp
43-49	Obsidian	1d4×5 sp
50-56	Pearl, irregular freshwater	1d4×5 sp
57-63	Pyrite	1d4×5 sp
64-70	Rhodochrosite	1d4×5 sp
71-77	Quartz, rock crystal	1d4×5 sp
78-84	Shell	1d4×5 sp
85-92	Tiger's-eye	1d4×5 sp
93-100	Turquoise	1d4×5 sp
d%	Moderate Semiprecious Stones	Price
1-7	Bloodstone	1d4×25 sp
8-14	Carnelian	1d4×25 sp
15-21	Chrysoprase	1d4×25 sp
22-28	Citrine	1d4×25 sp
29-35	Ivory	1d4×25 sp
36-42	Jasper	1d4×25 sp
43-49	Moonstone	1d4×25 sp
50-56	Onyx	1d4×25 sp
57-63	Peridot	1d4×25 sp
64-70	Quartz, milky, rose, or smoky	1d4×25 sp
71-77	Sard	1d4×25 sp

78-84	Sardonyx	1d4×25 sp
85-92	Spinel, red or green	1d4×25 sp
93-100	Zircon	1d4×25 sp
d%	Greater Semiprecious Stones	Price
1-10	Amber	1d4×5 gp
11-20	Amethyst	1d4×5 gp
21-30	Chrysoberyl	1d4×5 gp
31-40	Coral	1d4×5 gp
41-50	Garnet	1d4×5 gp
51-60	Jade	1d4×5 gp
61-70	Jet	1d4×5 gp
71-80	Pearl, saltwater	1d4×5 gp
81-90	Spinel, deep blue	1d4×5 gp
91-100	Tourmaline	1d4×5 gp
d%	Lesser Precious Stones	Price
1-25	Aquamarine	1d4×50 gp
26-50	Opal	1d4×50 gp
51-75	Pearl, black	1d4×50 gp
76-100	Topaz	1d4×50 gp
d%	Moderate Precious Stones	Price
1-25	Diamond, small	1d4×100 gp
26-50	Emerald	1d4×100 gp
51-75	Ruby, small	1d4×100 gp
76-100	Sapphire	1d4×100 gp
d%	Greater Precious Stones	Price
1-25	Diamond, large	1d4×500 gp
26-50	Emerald, brilliant green	1d4×500 gp
51-75	Ruby, large	1d4×500 gp
76-100	Star sapphire	1d4×500 gp

ART OBJECTS

These pieces of artwork have listed Prices, but might be more valuable to a collector or someone with a personal connection. Consider whether the PCs could discover this information and secure a greater reward. For instance, a dwarven crown might be worth 1,000 gp for its exquisite crafting, but even more to the dwarves who lost the crown of their first queen long ago.

On the other hand, the materials used to make an art object, such as the paint and the canvas of a painting, are worth far less than the finished object. Some art objects on the following tables include uncommon or rare precious materials, though usually not in large enough amounts for other crafting purposes. If you're rolling randomly and don't want to give out an uncommon or rare material, roll again or modify the description (for instance, you might change a dawnsilver crown to a gold crown).

SAMPLE ART OBJECTS

d%	Minor Art Object	Price
1-5	Elegant cloth doll	1d4 gp
6-10	Scrimshaw whale bone	1d4 gp
11-15	Illustrated book	1d4 gp
16-20	Brass statuette of a bull	1d4 gp
21-25	Carved wooden game set	1d4 gp
26-30	Set of six ivory dice	1d4 gp
31-35	Engraved copper ring	1d4 gp
36-40	Lapis lazuli pendant	1d4 gp
41-45	Hand mirror with decorated frame	1d4 gp
46-50	Colorful velvet half mask	1d4 gp
51-55	Set of decorated ceramic plates	1d4 gp
56-60	Leather flagon with Caydenite symbol	1d4 gp
61-65	Bronze bowl with wave imagery	1d4 gp
66-70	Brass anklet	1d4 gp
71-75	Iron cauldron with gargoyle faces	1d4 gp
76-80	Silver religious symbol	1d4 gp
81-85	Bronze brazier with Asmodean artwork	1d4 gp
86-90	Plain brass censer	1d4 gp
91-95	Simple sculpture	1d4 gp
96-100	Simple painting	1d4 gp
d%	Lesser Art Object	Price
1-5	Silk ceremonial armor	1d4×10 gp
6-10	Inscribed crocodile skull	1d4×10 gp
11-15	Illuminated manuscript	1d4×10 gp
16-20	Simple silver circlet	1d4×10 gp
21-25	Copper statuette of a genie	1d4×10 gp
26-30	Alabaster and obsidian game set	1d4×10 gp
31-35	Silk fan decorated with turquoise	1d4×10 gp
36-40	Ceremonial dagger with onyx hilt	1d4×10 gp
41-45	Amphora with lavish scenes	1d4×10 gp
46-50	Colorful pastoral tapestry	1d4×10 gp
51-55	Chrysoberyl symbol of an evil eye	1d4×10 gp
56-60	Alabaster idol	1d4×10 gp
61-65	Silk mask decorated with citrines	1d4×10 gp
66-70	Set of decorated porcelain plates	1d4×10 gp
71-75	Etched copper ewer	1d4×10 gp
76-80	Brass scepter with amethyst head	1d4×10 gp
81-85	Bronze chalice with bloodstones	1d4×10 gp
86-90	Iron and rock crystal brazier	1d4×10 gp
91-95	Quality sculpture by an unknown artist	1d4×10 gp
96-100	Quality painting by an unknown artist	1d4×10 gp
d%	Moderate Art Object	Price
1-5	Porcelain doll with amber eyes	1d4×25 gp
6-10	Marble altar	1d4×25 gp
11-15	Parade armor with flourishes	1d4×25 gp
16-20	Silver coronet with peridots	1d4×25 gp
21-25	Moonstone and onyx game set	1d4×25 gp
26-30	Gold and garnet ring	1d4×25 gp
31-35	Ceremonial shortsword with spinels	1d4×25 gp
36-40	Silver statuette of a raven	1d4×25 gp
41-45	Porcelain vase inlaid with gold	1d4×25 gp
46-50	Enormous tapestry of a major battle	1d4×25 gp
51-55	Gold necklace with peridots	1d4×25 gp
56-60	Virtuoso silver flute	1d4×25 gp

61-65	Coral idol of an elemental lord	1d4×25 gp
66-70	Silver mirror with gilded frame	1d4×25 gp
71-75	Silver flagon inscribed with fields	1d4×25 gp
76-80	Copper and spinel puzzle box	1d4×25 gp
81-85	Small cold iron cauldron with onyx	1d4×25 gp
86-90	Silver and jade censer	1d4×25 gp
91-95	Life-size sculpture by an expert	1d4×25 gp
96-100	Wide landscape by an expert	1d4×25 gp
d%	Greater Art Object	Price
1-5	Gilded ceremonial armor	1d4×250 gp
6-10	Ancient dragon skull etched with mystic sigils	1d4×250 gp
11-15	Original manuscript from a world-famous author	1d4×250 gp
16-20	Gold and aquamarine diadem	1d4×250 gp
21-25	Gold statuette of a dragon	1d4×250 gp
26-30	Jet and white gold game set	1d4×250 gp
31-35	Gold rapier with amethysts	1d4×250 gp
36-40	Gold urn with scenes of judgment	1d4×250 gp
41-45	Splendid lyre of a famous musician	1d4×250 gp
46-50	Platinum-framed monocle	1d4×250 gp
51-55	Gold mask of a high priest	1d4×250 gp
56-60	Crystal dinner set, fine silverware	1d4×250 gp
61-65	Gold and opal bracelet	1d4×250 gp
66-70	Intricate silver and gold music box	1d4×250 gp
71-75	Jeweled orrery of the planes	1d4×250 gp
76-80	Gilded scepter with sapphire	1d4×250 gp
81-85	Fine gold spyglass	1d4×250 gp
86-90	Gold chalice with black pearls	1d4×250 gp
91-95	Towering sculpture by a master	1d4×250 gp
96-100	Famous portrait by a master	1d4×250 gp
d%	Major Art Object	Price
1-5	Jewel-encrusted gold altar	1d4×1,000 gp
6-10	Saint's bone with lost scriptures	1d4×1,000 gp
11-15	Previously lost volume from a legendary author	1d4×1,000 gp
16-20	Jeweled dawnsilver crown	1d4×1,000 gp
21-25	Platinum dragon statuette	1d4×1,000 gp
26-30	Diamond ring with platinum band	1d4×1,000 gp
31-35	Star sapphire necklace	1d4×1,000 gp
36-40	Duskwood violin by a legend	1d4×1,000 gp
41-45	Platinum image of a fey noble with a bit of orichalcum	1d4×1,000 gp
46-50	Jeweled gold puzzle box	1d4×1,000 gp
51-55	Crystallized dragon heart	1d4×1,000 gp
56-60	Living flame shaped into a phoenix	1d4×1,000 gp
61-65	Phasing ether silk tapestry	1d4×1,000 gp
66-70	Solidified moment of time	1d4×1,000 gp
71-75	Tankard owned by Cayden Cailean	1d4×1,000 gp
76-80	Thought lens of astral essence	1d4×1,000 gp
81-85	Divine art piece created by Shelyn	1d4×1,000 gp
86-90	Chandelier crafted from dreams	1d4×1,000 gp
91-95	Enormous chryselephantine sculpture by a legend	1d4×1,000 gp
96-100	Major painting by a legend	1d4×1,000 gp

Introduction

Running the Game

Building Games

Age of Lost Omens

Subsystems

Treasure Trove
Using ItemsArmor &
Armaments

Runes

Armor Runes

Armor

Shield Rune

Shields

Weapon Runes

Weapons

Alchemy

Bombs

Elixirs

Poisons

Tools

Materials

Momentary Magic

Ammunition

Oils

Potions

Scrolls

Talisman

Wondrous
ConsumablesTrappings of
Power

Apex Items

Companion
Items

Held Items

Staves

Wands

Worn Items

Gems & Art
Objects

Artifacts

Intelligent Items

Cursed Items

Relics

Treasure Table

Glossary & Index

ARTIFACTS

A globe of utter darkness that consumes all things. Powerful weapons created in antiquity carrying the hopes of an entire people. A simple deck of cards representing fortunes both transcendent and deadly. These are artifacts—items of incredible power, spoken of in thousands of stories and beyond the capability of modern people to create.

Stranger and more powerful than other magic items, artifacts can change the course of history in the right hands—or the wrong hands. Simply finding an artifact is a pivotal moment in your campaign, and its presence then ripples throughout your entire game, warping the story around it. Some entire adventures revolve around one artifact!

Adding an artifact to your game should never be taken lightly. Artifacts shouldn't be found in normal treasure hoards, even at 20th level, and you'll need to structure moments in your plot that play into the artifact's presence. Prepare yourself for encounters being easily overcome by the artifact. That doesn't mean you shouldn't include such encounters, since part of the thrill of an artifact is that it breaks the normal rules! Though you should include an artifact mindfully, you should allow it to have its full impact so that it can do itself and the story of your game justice.

ARTIFACT RULES

Every artifact is an item with the artifact trait. This trait means two things: the item can't be crafted or have its runes adjusted by normal means, and it can't be damaged by normal means. Artifacts are always rare or unique. The ones found here are all 20th level or higher, which is typical for artifacts. The other rules for wearing or using the item still apply.

Artifact Destruction

An artifact's stat block usually has a destruction entry. This details the extraordinary method needed to destroy the item. These entries can be highly specific. It could take completing an entire quest, or even an entire campaign, to finally destroy an artifact. However, the story of your game might require something different, so you can always change an artifact's destruction requirement for your game.

CREATING AN ARTIFACT

Mechanically, an artifact functions in the game just like any other item—only the scope of its abilities is different. Artifacts can and should do things normal items can't, so you don't need to apply the normal limitations on creating items.

When you're making an artifact, start by defining its role in the story. Is it meant to be a powerful weapon against the forces of darkness? A mercurial force

injecting random chance? A terrible danger that needs to be destroyed? The artifact's role in the story affects the features you give it. Come up with some story beats that make sense for the item, then create abilities that enable those moments. An artifact can have more abilities than a typical item—just make sure they all fit its theme.

Give your item the artifact trait and either the rare trait (if there multiple items of its kind), or the unique trait (if only one exists). Other traits work like they do for any other item. An artifact is usually 20th level or higher, but its specific level is up to you. Imagine who created it and what their level likely was.

Though you can disregard most of the normal limitations on items, be careful not to create an artifact that will undermine your story. If your item's abilities are so useful or strong that the best option in any battle is to always use the artifact to annihilate the opposition, the artifact has taken over your story instead of serving it. A 5th-level character with access to 10th-rank spells through an artifact can lead to incredible stories, but if the DC is so high that enemies are guaranteed to critically fail against those spells except on a natural 20, the item will probably distort play more than you intended. To avoid this, you might set the item's DCs, attack bonuses, and the spell ranks of its offensive abilities significantly lower than they would be for an item of its level, especially if they can be used at will. You could also create artifacts that use the wielder's spell DC instead of having their own DC, to make them more broadly usable at a wider range of levels. In addition, an artifact's abilities should be somewhat narrow in their application; aim to make your artifacts very powerful in certain situations, rather than having broadly applicable abilities. For instance, *Serithtial* deals additional damage against creatures that are worshippers of Zon-Kuthon, which makes the weapon very effective when facing those creatures, but not against every foe the PCs run across.

ARTIFACTS

Countless artifacts have been created over the ages, only a few of which are described here.

FORGEFATHER'S SEAL

ITEM 24


RARE ARTIFACT DIVINE


Usage etched onto armor


This rune was created by Torag, god of the forge, protection,

and strategy, and shared with his greatest artisans and warriors. Torag designed a small number of these seals as gifts to allied deities; each one is nearly identical but has a different spell effect when using the reaction activation; for instance, Sarenrae's seal casts *sunburst* instead of *earthquake*.

A seal constantly rings with the quiet sound of a hammer striking an anvil when etched onto a *runestone*. A *Forgefather's seal* can be etched only onto armor that can bear two or more property runes, and it is so powerful that it takes the place of two property runes. While wearing armor etched with a *Forgefather's seal*, you gain fire resistance 40. You ignore the armor's check penalty and Speed penalty (if any); if the armor is light or medium, increase its item bonus to AC by 1. In addition, any shield you wield automatically recovers 10 Hit Points at the start of your turn each round.

Activate—Retributive Rebuff  (manipulate) **Frequency** once per hour; **Trigger** You are hit by an attack; **Effect** The *Forgefather's seal* glows and your armor shakes as it absorbs the blow. The attack's damage is reduced by 100 and you cast *earthquake* (DC 40), centered directly on the triggering creature. You decide the area of the *earthquake* when you Cast the Spell, from as small as the size of the creature and up to a 60-foot burst.

Activate—Seal of Mending  (manipulate) **Frequency** once per day; **Effect** You call upon on the restorative powers of the seal to repair an item within reach. The rune instantly restores the item to full Hit Points, even if the item was destroyed, using the effects of the *remake* spell, so long as the majority of the item is available for the repair. The seal can restore even magic items and artifacts of its level or lower. Once you have used this ability, the seal's ability to automatically repair shields becomes inactive until the next time you make your daily preparations.

Activate—Stalwart Sacrifice  (concentrate) **Trigger** You have not acted yet on your turn; **Effect** You call upon Torag to defend your allies and those around you, sacrificing yourself in the process. Creatures of your choosing within 60 feet recover all their Hit Points. If any of the creatures are dead, they are instead brought back to life with half of their maximum Hit Points. The chosen creatures also gain a +4 status bonus to AC and saving throws, and fast healing 15 for 1 hour. You can use this ability to bring back to life a creature that requires a *wish* ritual or divine intervention to raise from the dead, as long as you choose no other creatures within 60 feet to recover. Once you use this activation, you are turned into a perfect statue made from stone or metal that depicts you in a glorious pose honoring your sacrifice, and you can never be restored. The *Forgefather's seal* remains on this statue and can be transferred to another suit of armor or a *runestone* as normal.

Destruction Using the *Forgefather's seal* ability to bring the dead back to life on an evil demigod causes it to shatter in a violent explosion that destroys the seal and the statue made as part of the sacrifice, erasing all knowledge of the user from existence. It does, however, bring the demigod back to life.

MIRROR OF SORSHEN

ITEM 25


UNIQUE ARTIFACT MAGICAL


Usage bonded (see below); **Bulk** L

The silvery glass of this oval mirror displays alluring sights. Its dark wooden frame is studded with small green gems and is carved with a pair of sensuous humanoid shapes—one on the edge of each side of the glass.

The *Mirror of Sorshen* can form a bond with a spellcaster who has legendary proficiency in Arcana or Occultism, who becomes the mirror's owner. Regardless of where the mirror is, as long as the bond remains, the owner is aware of everything the mirror is currently reflecting and can use the mirror's activations.

Whenever an intelligent creature looks in the mirror, they see an image of a person, creature, or item they find powerfully enticing in some way. The specific image varies depending on the observer, even when more than one creature is looking into the mirror at the same time. Observers are fascinated by the images in the mirror unless they succeed at a DC 35 Will save each round. On a failure, they stare blankly at the mirror for as long as it remains in view, and if it leaves their view, they stare toward the last place they saw the mirror for several minutes thereafter. This is an emotion, incapacitation, and visual effect. Creatures that are fascinated by the mirror are so deeply entranced that they don't end their fascinated condition automatically even if a creature uses hostile actions against them or their allies; instead, they can attempt a DC 30 Will save to end the fascination. At the GM's discretion, a truly innocent creature or a creature that has renounced all worldly pleasures might be immune to the mirror's fascination.

Activate—Second Glance  (concentrate, emotion, incapacitation, visual) **Effect** You force a creature looking at the mirror to attempt an additional Will save against the mirror's fascination effect, even if they succeeded at their save.

Activate—Irresistible Desire  (concentrate, emotion, incapacitation, mental) **Requirements** The target must be fascinated by the mirror; **Effect** You control the target for 30 days, with the effect of a critically failed saving throw against *dominate*. If the victim sees the mirror again at any point before this duration expires, the control extends for an additional 30 days from the moment it looked at the mirror again. While there is no initial saving throw, the DC to break free due to commands against the creature's nature is 35.

Destruction The *Mirror of Sorshen* shatters into a thousand pieces if an intelligent but completely innocent creature resists the mirror's attraction and then accidentally drops it.

PHILOSOPHER'S EXTRACTOR

ITEM 28

RARE ARTIFACT MAGICAL

Bulk 8

This bizarre machine is a complex arrangement of flasks, tubes, and other alchemical equipment. The *philosopher's extractor* is designed to create the ultimate alchemical concoctions. The extractor functions as an exceptional alchemist's toolkit, granting a +4 item bonus to Crafting checks related to alchemy.

Introduction

Running the Game

Building Games

Age of Lost Omens

Subsystems

Treasure Trove Using Items

Armor & Armaments

Runes

Armor Runes

Armor

Shield Rune

Shields

Weapon Runes

Weapons

Alchemy

Bombs

Elixirs

Poisons

Tools

Materials

Momentary Magic

Ammunition

Oils

Potions

Scrolls

Talisman

Wondrous

Consumables

Trappings of Power

Apex Items

Companion Items

Held Items

Staves

Wands

Worn Items

Gems & Art Objects

Artifacts

Intelligent Items

Cursed Items

Relics

Treasure Table

Glossary & Index



When using the extractor to Craft an alchemical item or with infused reagents as part of your daily preparations, you can create impeccable alchemical items. An impeccable alchemical item always uses the maximum numerical value possible for any rolls it requires, such as dealing maximum damage with alchemist's fire or restoring the maximum number of Hit Points with an elixir of life. If the impeccable item has a duration, it lasts twice as long as normal. Finally, an impeccable alchemical item never has a drawback.

Activate—Accelerated Synthesis ◆◆◆ (manipulate) **Frequency** once per minute; **Effect** You use the extractor to produce an alchemical item of your level or lower whose formula you know. The extractor can create 56 levels' worth of items per day in this way. For example, the extractor could create two true elixirs of life (19th level) and two moderate elixirs of life (9th level), or eight comprehension elixirs (7th level), and so on.

Activate—Essence Transmogrification 1 hour (manipulate) **Effect** You take a sizable portion of a creature (at least two-thirds of its original mass) and filter it through the mechanisms of the extractor. After the end of the process, the *philosopher's extractor* creates a transmogrifying mutagen that imparts the essence of the creature to the drinker. The *extractor* can make several transmogrifying mutagens simultaneously using the same activation if enough mass is provided at once, up to a maximum of 10 concurrent mutagens. Drinking a transmogrifying mutagen imparts you with one of the creature's unique abilities for 1 hour. This could grant one of several abilities such as a dragon's breath, darkvision, flight, frightful presence, or immunity to sleep. The ability functions as it did for the original creature, except it uses your class DC or your spell DC (whichever is higher) instead of the creature's DC. The mutagen grants only abilities based on a creature's physiology and never grants magic-related abilities such as innate spells or spellcasting ability. The GM ultimately decides what ability a transmogrifying mutagen grants.

Unlike normal for mutagens and polymorph effects, you can drink multiple transmogrifying mutagens and gain benefits from each. When you drink transmogrifying mutagens made from different creatures, you receive abilities from each creature. When you drink multiple transmogrifying mutagens made from the same type of creature, such as multiple mutagens made from trolls, you gain an additional ability for each transmogrifying mutagen you drink, and the duration of the abilities from that creature type increases by 1 hour for each additional concoction you drink.

However, these additional benefits come with a risk; if you drink a transmogrifying mutagen while at least one other is active, after drinking it, you must succeed at a flat check with a DC equal to the total number of active transmogrifying mutagens you've consumed. On a failure, you fully transform into a member of the species of the latest transmogrifying mutagen you drank, and you almost always go berserk from your change. The transformation

may leave some amount of your personality and memories intact, at the GM's discretion.

Destruction Simultaneously feeding the *philosopher's extractor* sizable portions of an aeon, angel, archon, azata, daemon, demon, devil, protean, and psychopomp, each of at least 14th level, along with a *philosopher's stone* causes the device to jam, overheat, and explode. Creatures within 60 feet of the explosion must succeed at a DC 55 Reflex save or become covered in an alchemical slurry that transforms them into a horrifying amalgam of at least two of the creatures used to destroy the machine.

SERITHTIAL

ITEM 23

UNIQUE ARTIFACT DIVINE INTELLIGENT

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

Perception +28; normal vision and hearing within 60 feet

Communication empathy (partner only)

Skills Iomedae Lore +29, Religion +26, Zon-Kuthon Lore +29

Int +2, **Wis** +1, **Cha** +2

Will +30

The legendary blade *Serithtial* is said to have been forged by Iomedae, goddess of honor, justice, and valor. She is an intelligent +4 *major striking holy bastard sword*. Although the sword is made of steel, *Serithtial* is also treated as cold iron and silver (pages 253–254), allowing her to deal more damage to certain supernatural creatures. She glows as bright as a torch, but you or *Serithtial* can suppress or resume this glow as a single action, which has the concentrate trait. In addition, Strikes with *Serithtial* deal an additional 2d6 damage against creatures that are worshippers of Zon-Kuthon. While wielding *Serithtial*, against effects created by followers of Zon-Kuthon you gain the benefit of *unfettered movement*, a +4 status bonus to saves against death and void effects, void resistance 10, and suppress the doomed condition.

Serithtial was forged as a bastard sword, and she reverts to this shape when no one wields her, but she can also detect what sort of blade her current wielder prefers and transform into it (choosing from dagger, shortsword, longsword, scimitar, falchion, greatsword, rapier, or bastard sword) using an action, which she does when first held. The wielder can empathically tell *Serithtial* to transform at any time by using a single action, which has the concentrate trait, after which *Serithtial* uses an action to transform.

Serithtial is willing to work with almost any partner as long as they are dedicated to defeating the great wyrm Kazavon and the forces of Zon-Kuthon. If you ignore those threats and pursue your own agenda instead, before long *Serithtial* attempts to seize control of your body (DC 45 Will save to resist her control), though she typically remains in control for only long enough to find a more worthy partner. You can attempt a new Will save each day to retake control of your body.

Activate—Grace of the Inheritor (concentrate) **Frequency** once per hour; **Effect** *Serithtial* spends the appropriate number of actions and casts a 9th-rank *heal* or *ring of truth* spell (DC 45 for either of the two spells).