

AN ENCOUNTER IN: THE BAZAAR BETWEEN TIME



For D&D and Pathfinder

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DRAGOLJUBART

AN ENCOUNTER IN: THE BAZAAR BETWEEN TIME

"This relic tells a story...But it is not a fairy tale. It's a tragedy. A story of betrayal, regret, and sorrow. A story of two."

"Uh...okay...? How the hell do you know that?"

Logbook - Effigy of Grief

Welcome to "An EncounterIn: TheBazaarBetween Time." This document is my personal interpretation and mechanical conversion of the Lunar items found in *Risk of Rain 2*, into formats for easy drag-and-drop use in your own **Dungeons & Dragons5e** or **Pathfinder2e** campaigns. Each item has been adapted to fit its respective system while retaining the core concept that defines Lunar item mechanics in **Riskof Rain2**.

These conversions are a small hobby I picked up while devising my own cursed items for my players. I decided my players shouldn't have all the fun, which resulted in the creation of this "An Encounter In: The Bazaar Between Time" document.

This document presents the Lunar items found in **Risk of Rain 2**, and the **Survivors of the Void**, **Seekers of the Storm**, and **AlloyedCollective** DLC, alphabetically sorted (with the exception of the 'Heresy' Lunar items). Each item includes rules for both systems (**Dungeons & Dragons5e**, then **Pathfinder 2e**). If you only play one system, you can ignore the other section entirely, every item is written to stand alone. Feel free to adjust rarity, power, and/or drawbacks to suit your table.

Additionally, the Lunar items you will see here usually have effects based on scaling rather than flat numbers. This is a design choice I use for my own games, though some DMs may not prefer it. Lunar items also lack the stacking properties found in the video game, as that mechanic does not usually suit the gameplay of **Dungeons & Dragons5e** and **Pathfinder2e**.

What are Lunar items? Lunar items are powerful relics with equally powerful detriments to their users, or those around them. As such, these items should be given sparingly to players, and not as simple loot drops.

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Beads of Fealty

Wondrous item, common, 1 lb

Blind Faith (Curse). The *Beads of Fealty* appear to be common magical beads that grants a +1 bonus to Religion checks to anyone that tries to identify it.

However, when you would die from an effect that would destroy or consume your soul, the beads instead activate. Your soul and body are instantly transported to a random location within Limbo, preventing your destruction.

This effect is treated as a wish spell for the purpose of overcoming other spells or effects that counter or limit resurrection or prevent soul restoration. After this effect triggers, the beads crumble into dust.

Beads of Fealty

Item 2

Uncommon Abjuration Divine Teleportation

Usage worn; Bulk L

The *Beads of Fealty* appear to be common magical beads that grants a +1 item bonus to Religion checks to anyone that tries to identify it.

However, when you would die from an effect that would destroy, or consume your soul, *Beads of Fealty* immediately activate. Your body and soul are instantly teleported to a random location within Limbo, preventing your soul's destruction or capture.

This effect counts as a 10th-ranked *wish* ritual for the purpose of effects that limit resurrection or prevent soul restoration. After this effect triggers, the beads crumble into dust.

Limbo is the default destination, but you can swap it for any location that best serves your story. Use it to move the campaign forward, such as a place tied to a character's backstory, a villain's domain, a hidden sanctuary, The exact spot where the adventure needs to be.

Text that appears in boxes like this serve as helpful examples, guides for potential use of the lunar items, tables to be rolled, and stat blocks for monsters.

Brittle Crown

Armor (Crown), very rare (requires attunement), 1/2 lb

Midas Strike. Whenever you deal damage to a living creature that isn't a construct or undead. Its blood solidifies into tiny gold nuggets worth 2 sp. A single creature can produce 15 GP of nuggets at most from this property; after that, its blood no longer transforms.

Medusa's Graze (Curse). Whenever you take damage, an amount of non-magical gold you are carrying equal to 1 GP per instance of damage, tarnishes and turns to lead, starting with the gold you're holding or wearing (usually coins).

If you aren't carrying any gold when this occurs, an equal amount of gold within 120 feet of you that was present for 6 hours after the instance of this effect triggers turns to lead, chosen randomly if there is more than enough.

Brittle Crown

Item 13

Rare Cursed Invested Transmutation Earth

Usage worn crown; Bulk L

While invested in the *Brittle Crown*, whenever you deal damage to a living creature that doesn't have the construct or undead traits, its blood solidifies into tiny gold nuggets worth 2 sp. A single creature can produce 15 GP of nuggets at most from this property; after that, its blood no longer transforms.

Whenever you take damage, an amount of non-magical gold you are carrying equal to 1 GP per instance of damage, tarnishes and turns to lead, starting with the gold you're holding or wearing (usually coins).

If you aren't carrying any gold when this occurs, an equal amount of gold within 120 feet of you that was present for 6 hours after the instance of this effect triggers turns to lead, chosen randomly if there is more than enough.

Corpsebloom

Wondrous item, very rare (requires attunement), 2 lb

Flourish. All healing you receive is doubled.

Drip (Curse). When you would regain hit points, the healing does not occur immediately. Instead, for the next minute while conscious, you regain hit points equal to 10% of the original amount (rounded down) at the start of each of your turns, up to the total amount you would have been healed. Any healing lost to rounding down is wasted.

Corpsebloom

Item 14

Rare	Cursed	Invested	Necromancy	Healing
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Usage held in 1 hand; **Bulk L**

While you are invested in *Corpsebloom*, all healing you receive is doubled. Instead, this healing does not occur immediately. Instead, for the next minute while conscious, you gain 'Regeneration' equal to 10% of the original healing (rounded down) for 1 minute or when you fall unconscious. Any healing lost to rounding down is wasted.

Example: If you would regain 24 hit points, you instead regain 2 hit points at the start of each of your turns for 1 minute (regaining 20 total); the remaining 4 points are lost.

Calculating Percentages?

Some items require a percentage from a value (such as *Corpsebloom* requiring 10%).

To find a percentage of any number:

1. Convert the percentage to a decimal by moving the decimal point two places left.

From 10%, to 0.10

2. Multiply the number by that decimal.

X (X being the value) $\times 0.10$

3. Round down or up per items effect

Defiant Gouge

Weapons (Dagger and Light Hammer), rare (requires attunement), 4 lb

Monarchs Product. As an action, you summon a swarm of Lunar Chimeras Exploder within 5 feet of every creature within 80 feet of you. The Lunar Chimeras attacks the closest non-Lunar Chimera creature to them for the next minute, taking their turn on initiative 20. Once 1 minute has passed, all Lunar Chimeras disappear.

Once you use this feature, this item becomes dormant until the next midnight.

Defiant Gouge

Item 8

Rare	Cursed	Invested	Conjuration
------	--------	----------	-------------

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

Base Weapon dagger and light hammer

Activate  (concentrate, manipulate); **Frequency** once per midnight

All creatures within an 80-foot radius manifest a Lunar Chimera Exploder in an adjacent space within 5 feet of each creature. The Lunar Chimeras attacks the closest non-Lunar Chimera creature to them for the next minute, taking their turn on initiative 20. Once 1 minute has passed, all Lunar Chimeras disappear.



Lunar Chimera Exploder

LUNAR CHIMERA EXPLoder

Medium Construct, Unaligned

AC 14

HP 3

Speed 35ft.

	MOD	SAVE		MOD	SAVE		MOD	SAVE
STR 14	+2	+2	CON 16	+3	+5	DEX 16	+3	+3
INT 3	-4	-4	WIS 11	+0	+0	CHA 1	-5	-5

Immunities Poison, Psychic; Charmed, Exhaustion, Frightened, Paralyzed, Petrified, Poisoned

Senses Darkvision 120 ft., Passive Perception 10

Languages Understands the languages of its creator but can't speak

CR 3 (XP 0; PB +2)

TRAITS

Mindless Hunt. The Lunar Chimera has no Intelligence for the purpose of communication or decision-making. It automatically attacks the nearest non-Lunar Chimera creature each round.

The Lunar. Lunar Chimera cannot take more than 1 damage at a time.

Lunar Blaze. When the Lunar Chimera dies, all creatures within 5 feet of it take 5 radiant damage.

ACTIONS

Lunar Strike. *Melee Attack Roll:* +8 to hit, reach 5 ft., One target. *Hit:* 10 (1d8 + 6) radiant damage.

Lunar Blast. *Ranged Attack Roll:* +7 to hit, range 30 ft., one target. *Hit:* 7 (1d8 + 3) radiant damage.

LUNAR CHIMERA EXPLoder CREATURE 3

Rare	Medium	Construct	Mindless	Divine
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Perception +14; darkvision

Str +2, **Dex** +3, **Con** +3, **Int** -5, **Wis** +0, **Con** -5

AC 20; **Fort** +10 **Ref** +9 **Will** +6

HP 3; **Immunities** bleed, death effects, disease, doomed, drained, fatigued, healing, mental, nonlethal attacks, paralyzed, poison, sickened, spirit, unconscious, vitality, void

Lunar Protection the Lunar Chimera cannot take more than 1 damage from any single source or effect.

Lunar Blaze. When the Lunar Chimera is destroyed, all creatures within 5 feet take 5 spirit damage.

Mindless Hunt. The Lunar Chimera has no Intelligence for the purpose of communication or decision-making. It automatically attacks the nearest non-Lunar Chimera creature each round.

Speed 30 feet

Melee ♦ zap +10 (reach 5 feet), **Damage** 1d8+6 spirit damage

Melee ♦ cannon +9 (reach 5 feet), **Damage** 1d8+3 spirit damage

Effigy of Grief

Wondrous item (Totem), rare, 70 lb

Aura of Grief (Curse). The effigy emits a magical aura within a 10-foot sphere that automatically affects all creatures inside it by the Slow spell.

Effigy of Grief

Item 10

Rare	Cursed	Magical	Emotion	Mental	Aura
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Bulk 3

Aura of Grief (curse, magical, aura, emotion, mental) — Effigy of Grief continuously emits a magical aura in a 10-foot emanation that affects all creatures within its area. Creatures within the aura are subject to the following effects: Slowed 1. Their Speeds are halved. They take a -2 circumstance penalty to AC and Reflex saves. You can't take reactions. When a creature Casts a Spell, it must attempt a DC 11 flat check. On a failure, the spell is delayed, it produces no effect this turn, and the caster must use the same number of actions to complete the spell on its next turn, targeting the same creature or area. If the caster can't or doesn't, the spell is lost.

Egocentrism

Spellcasting focus, uncommon (requires attunement by a spellcaster), 2 lb

Growing Ego (Curse). When you attune to *Egocentrism*, choose one of your prepared spells. That spell is absorbed by the orb and cannot be cast or prepared while you remain attuned. In its place, you gain access to the spell *Ego Blast*.

Each midnight thereafter, another one of your prepared spells is randomly consumed in the same way if you cast *Ego Blast* that day. You cannot replace or forget *Ego Blast* by any means while attuned to this item.

Binding (Curse). Attuning to *Egocentrism* also binds you to it. You cannot end attunement voluntarily, and you remain cursed until targeted by a *remove curse* spell or similar magic. When the curse is lifted, you lose access to *Ego Blast* and regain all spells previously absorbed by the orb.

Ego Blast

1st-level evocation

Casting Time: 1 Action

Range: 50

Components: V, S, M (Egocentrism)

Duration: Instantaneous

You hurl a glowing orb of lunar force. Make an attack roll against one creature you can see within range. The orb deals 1d4 Force damage to its target.

The spell deals an additional 1d4 for each spell it has replaced.

This spell cannot be copied into spell scrolls or spell books.

Egocentrism

Item 6

Rare	Cursed	Evocation	Enchantment	Occult
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Usage held in 1 hand; **Bulk** L

Egocentrism serves as a spellcasting focus for any spells of your tradition.

When you invest in *Egocentrism*, choose one of your prepared or repertoire spells. The orb absorbs that spell. You lose access to the absorbed spell and cannot prepare, learn, or cast it while invested. In exchange, learn the spell *Ego Blast*. Each day at midnight, if you cast *Ego Blast* at least once since your last rest, *Egocentrism* consumes another of your prepared or repertoire spells at random, replacing it with *Ego Blast*.

When the curse is removed, you immediately lose access to *Ego Blast*, and all spells absorbed by the orb return to your spellbook, repertoire, or preparation slots.

Ego Blast

Spell 1

Rare	Concentrate	Evocation	Force	Manipulate
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Traditions arcane, divine, nature, occult

Cast  (somatic, verbal)

Range: 50 **Targets:** 1 creature

You fire an orb of lunar magic toward a creature that you can see. It automatically hits and deals 1d4 force damage.

The spell deals an additional 1d4 for each spell it has replaced.

This spell cannot be copied into spell scrolls or spell books.

Eulogy Zero

Wondrous item, rare (requires attunement), 20 lb

Testament to Victors. While attuned to *Eulogy Zero*, every mundane item, poisons and potions you carry, wield, or wear becomes faintly empowered. Such items gain a +1 bonus to all attack rolls, ability checks, saving throw DCs, and damage rolls.

If one of these items leaves your possession (including ammunition fired or thrown), it immediately loses this bonus after an attack.

Falling Star (Curse). When you first attune to this item, and again at midnight, roll a d6 and record the result. Each mundane object, and potion you carry may become cursed according to the roll's result and its item category (such as weapon, armor, scroll, potion, tool, etc.). These curses remain in effect until the next midnight, or you drop the item or potion.

If you reattune to *Eulogy Zero* before midnight, it retains the same curse result for that day.

Eulogy Zero

Item 7

Rare	Cursed	Magical	Occult
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Usage worn; **Bulk** 2

While you are invested in *Eulogy Zero*, every nonmagical item, poisons and potions you carry, wield, or wear becomes empowered. Such items gain a +1 item bonus to all strikes, checks and DCs in which they are directly involved in. If an affected item leaves your possession (including ammunition fired or thrown), it immediately loses this bonus after the strike.

When you first invest in *Eulogy Zero*, and again at midnight each day, roll a d6 and record the result.

Every mundane item or potion in your possession may become cursed, its nature determined by the roll's result and the object's type (weapon, armor, tool, consumables, etc). These curses remain until the next midnight, or until the affected item leaves your possession. If you reinvest in *Eulogy Zero* before midnight, the curse result for that day remains the same.

Eulogy Zero Curse Category Table

D6 Ammunition

- 1 A thin arcane weave trail is left behind, revealing where it came from.
- 2 Attacks involving this ammunition decreases the range by 20 feet (minimum 10-feet).
- 3 Attacks involving this ammunition within 10 feet of you automatically miss.
- 4 The ammunition is lost on use, even if it misses or hits its target.
- 5 You cannot hold your action to make an attack involving this ammunition.

Armor

- 1 You cannot use the disengage/step action.
- 2 If you are forcefully pushed, you move an additional 10-feet in that direction.
- 3 You have disadvantage on Stealth checks. You have a Check-Penalty of -2, if its lower, this has no effect.
- 4 Whenever you take damage. Take 1 additional psychic/mental damage.
- 5 You cannot use the dash action/You can use the move action once a round.

Poisons

- 1 If the target succeeds the save, it is immune to the poison for the next 24 hours.
- 2 The duration is halved.
- 3 The poison takes effect on its target at the start of your next turn.
- 4 Affected creatures gain a +1 to their AC.
- 5 Roll the poison's damage dice twice and take the lower total result.

Potions

- 1 Roll the potions damage and healing dice twice and take the lower total result.
- 2 You have a -1 to your movement speed for each potion with this curse (cumulative).
- 3 The duration is halved.
- 4 The potion takes effect at the start of your next turn.
- 5 Take 4 psychic damage after you drink this.

Shields

- 1 When an attack misses your AC by 2 points or less while wielding this. Take 3 psychic damage.
- 2 You cannot use the dodge action.
- 3 Whenever you are hit with an attack, your AC decreases by -1 (maximum -2) until the start of your next turn.
- 4 If you are hit with a critical hit, your shield is lowered, losing any AC bonus from this.
- 5 You have a -5 to your movement speed (minimum 5 feet).

Spellcasting Focus/Spell Scrolls

- 1 You cannot hold your action to cast a spell.
- 2 All spells have the Verbal, and Somatic components to them.
- 3 When you cast a spell, your next turn you lose 15 feet of movement.
- 4 When you cast a spell, you take psychic/mental damage equal to half (rounded down) of the spell's level.
- 5 Your spell's durations are halved.

Tools/Instruments

- 1 You take twice as long to complete your task using this.
- 2 You have a -5 to your movement speed (minimum 5 feet) (cumulative).
- 3 When you roll a failure with this, the result is a level worse than it would be.
- 4 When you roll a failure with this, you cannot use this item's bonus until next midnight.
- 5 When you roll a failure with this, a giant harmless blue explosion occurs on your location, heard from 3000 feet.

Weapons

- 1 After you make an attack roll, gain a -1 to attack rolls until the start of your next turn (cumulative).
- 2 Whenever you deal damage, take 1 piercing damage.
- 3 You cannot deal non-lethal damage with this.
- 4 This shines 10 feet of bright light, and an additional 10 feet of dim light.
- 5 Rolling a natural 1 causes you to throw the weapon 20 feet away. Requiring an action to pick it up again.

All

- 6 *Nothing.*

Focused Convergence

Wondrous item, very rare (requires attunement), 4 lb

Twinned Singularity. Your area effect spells, items and class features have their effects applied twice on all targets. If an effect requires a savingthrow, targets roll two saving throws for each separate effect.

Gravity Concentrate (Curse). Your area effect spells, items and class features have their radius reduced to 5 feet of its shape.

If the cantrip has a verbal, somatic, and/or a material component, the shell reacts in these ways:

Verbal Component: A deep horn sounds, audible within 300 feet.

Somatic Component: The shell glows, shedding bright light in a 10-foot radius and dim light for an additional 10 feet.

Material Component: Any consumed materials are drawn from your possessions; if you lack them, the cantrip fails that instance.

Focused Convergence

Level 15

Rare	Cursed	Invested	Transmutation	Metamagic
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Usage held in 1 hand; Bulk L

While you are invested in *Focused Convergence*, area effects from your spells, items, or class features have their area reduced to a 5-foot emanation, burst, or line (depending on the original shape). The shape of the spell cannot be modified. Each target within the new area is affected twice by the same effect as though struck by two separate instances of it.

Example: If you cast a Fireball, each creature in a 5-FOOT-RADIUS SPHERE/BURST (rather than 20) must make a Dexterity/Reflex saving throw TWICE, taking 8d6/6d6 Fire damage FOR EACH

Gesture of the Drowned

Item 11

Rare	Cursed	Invested	Evocation	Arcane
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Usage held in 1 hand; Bulk 1

When you invest in *Gesture of the Drowned* take a short period of rest of 10 minutes, choose one cantrip you know to store within the shell and configure its casting cadence with the settings described in 'Gesture of the Drowned Parameters.' While a cantrip is set in this way, you cannot cast it until you select a new cantrip during another rest.

When initiative is rolled, *Gesture of the Drowned* activates at the start of your turn. The chosen cantrip automatically casts itself according to the configuration you've set using your spell attack modifier and DC. This effect lasts until the end of combat. You can't modify or Sustain the spell.

If the cantrip has a verbal, somatic, and/or a material component, the shell reacts in these ways:

Verbal Component: A deep horn sounds, audible within 300 feet.

Somatic Component: The shell glows, shedding bright light in a 10-foot radius and dim light for an additional 10 feet.

Material Component: Any consumed materials are drawn from your possessions; if you lack them, the cantrip fails that instance.

Gesture of the Drowned Parameters

Parameter	Options
Frequency	Every round, every second round, or every third round.
Timing	At the start or end of your turn.
Targeting	The closest, farthest, lowest HP, or highest HP within range of the cantrip.
Targets	Creature or objects.

Glowing Meteorite

Wondrous item, rare (requires attunement), 20 lb

Monsoon. As an action, and bonus action, you call upon a hail of asteroids. At the end of your turn, each creature within 300 feet of you must roll a d20. On a result of 12 or lower, that creature's current space is marked as a target zone.

At the end of your next turn, each marked location is struck by a falling meteorite. Each creature in a 10-foot-radius sphere centered on a marked point must make a Dexterity saving throw against your spellcasting DC, or 8 + Intelligence modifier + Proficiency bonus (whichever is higher), taking 3d6 bludgeoning damage on a failed save, or half as much on a success.

A creature caught in more than one impacted area takes damage separately for each instance. Once you use this feature, this item becomes dormant until the next midnight.

Glowing Meteorite

Item 12

Rare Cursed Invested Evocation Earth Divine

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

Activate ➡➡ (concentrate, manipulate); **Frequency** Once per midnight

You call upon a hail of asteroids. At the end of your current turn, each creature within 300 feet of you must roll a flat check (DC 12). On a failure, the creature's current space becomes a marked impact point.

At the end of your next turn, each point is struck by a small meteorite. Every creature in a 10-foot burst centered on a marked point must attempt a Reflex save against your class DC or spell DC with a penalty of -2, whichever is higher.

Critical Success The creature takes no damage.

Success The creature takes half damage.

Failure The creature takes full damage.

Critical Failure The creature takes double damage and is knocked prone.

Each impact deals 3d6 bludgeoning damage. A creature caught in more than one impact area takes damage from each area separately.

Helfire Tincture

Wondrous item, rare (requires attunement), 5 lb

Pyre of Penitent (Curse). As an action, you unleash a blaze of fire. When you activate this item, and at the start of each of your turns for the next minute, you take fire damage equal to 5% of your maximum hit points (rounded down) that cannot be reduced by any way. While all creatures within a 15-foot sphere originating from you take double that damage, this damage can be reduced.

You can use another action to deactivate this item. Doing so makes the item go dormant for 1 minute.

Helfire Tincture

Item 10

Rare Cursed Invested Evocation Fire

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

Activate ➡ (concentrate, manipulate, fire); **Frequency** once per minute

You unleash a blaze of fire. When you activate the tincture, or at the start of each of your turns while it remains active, you take fire damage equal to 5% of your maximum hit points (rounded down). This damage cannot be reduced or prevented in any way. Each other creature in a 15-foot emanation centered on you takes twice that amount of fire damage, this damage can be reduced. As an action, or after a minute, the tincture deactivates.

Essence of Heresy

Wondrous item, Artifact (requires attunement by a level 3 or higher character), 18 lb

Heretic (Curse): When you attune to this item, your knowledge of any previous archetype is lost. You immediately lose access to your subclass features and instead gain the following Heretic features at the levels listed.

Heretic Features:

Ruin. At level 1, whenever you deal damage to a creature, it gains one charge of Ruin. A creature loses all Ruin charges at the start of its next turn if it hasn't gained any new ones since its last turn.

As a bonus action, you may unleash this corruption: all creatures with Ruin charges within 120 feet of you lose those charges, taking 2 force damage per charge removed.

Profane Bond. At level 3, you can attune to one additional magic item, but this extra slot can only be used for a cursed magic item.

Hungering Gaze. At level 6, your weapon and unarmed strikes lose their normal damage die and instead deal only your attack modifier (minimum 1).

However, whenever you make an attack with a weapon or unarmed strike, you make an additional attack roll with the same weapon or unarmed strike at the same target. Both rolls are made simultaneously.

Slicing Maelstrom. At level 10, you can release a devastating maelstrom of cutting energy in one of two forms:

- **Action.** You project a 40-foot-long, 10-foot-wide line that blossoms into a 10-foot-radius sphere at its end.
- **Bonus Action.** You project a 20-foot-long, 5-foot-wide line that blossoms into a 5-foot-radius sphere at its end.

Each creature in the affected area must make a Constitution saving throw ($DC = 8 +$ your Constitution modifier + your proficiency bonus). A creature takes $6d6$ (action) or $4d4$ (bonus action) slashing damage plus your Constitution modifier on a failed save, or half as much on a success.

Once you use this feature, you cannot use it again until you finish a long rest.

Shadowfade. As an action at level 15, you dissolve into living shadow for up to 3 rounds. While in this form:

- You are immune to all damage and effects and cannot be targeted or affected by any spell or ability.
- You can move up to 20 feet with a flying speed, but you cannot take actions or reactions other than movement.
- At the end of each of your turns, you regain $1d6 +$ your Constitution modifier hit points.

After 3 turns at the end of your turn, you automatically revert to your normal form.

Apotheosis. You gain the following features:

- Instead of making one additional attack roll with your weapon or unarmed strikes, you make two additional attack rolls instead.

- Whenever you deal critical damage, you apply 2 charges of ruin instead of 1. Additionally, your creatures have their speed reduced by 5 feet for every 10 points of damage from ruin until the end of their next turn.
- Slicing storms blossom persists until the start of your next turn, dealing damage to any creature who starts their turn or enters it for the first time on their turn to make the save. Additionally, at the start of your turn, you can use your bonus action to extend the blossoms duration until your next turn for 1 minute.
- When you would be reduced to 0 hit points, as a reaction your hit points are set to 1, and enter shadowfade, even if it's already been used this day.

Essence of Heresy

Item 20

Unique Cursed Invested Transmutation Occult

Usage worn; Bulk 1

When you invest in *Essence of Heresy*, your knowledge of any previous archetype is lost. You immediately lose access to your Archetype Feats (if any) and instead gain the following Heretic feats at the levels listed.

Heretic Dedication

Feat 2

Archetype

You become trained in Occultism; if you are already trained in Occultism, you become trained in an additional skill of your choice. You can invest in one additional magic item, but that extra slot must be used only for an item with the Cursed trait.

Ruin

Feat 4

Archetype

Frequency: once per round

Whenever you deal damage to a creature, it gains one charge of Ruin. At the start of that creature's next turn, if it didn't gain another Ruin charge since its last turn, all its Ruin charges are lost.

Activate—Ruin (concentrate); **Requirement** at least one creature with ruin within 120 feet; **Effect**: All creatures within 120 feet that have Ruin charges lose those charges, taking 2 force damage per charge removed.

Hungering Gaze

Feat 6

Archetype

Your weapon and unarmed Strikes lose their normal damage dice and instead deal damage equal to your Strength or Dexterity modifier (minimum 1). Whenever you Strike, you make two attack rolls against the same target, applying the same modifiers and penalties to both rolls, resolving them simultaneously. These extra rolls do not count toward your Multiple Attack Penalty.

Slicing Maelstrom

Feat 8

Archetype

Activate—Minor Slicing Maelstrom ♦♦ (Concentrate, Manipulate); **Frequency** once per minute **Effect** release a storm of slashing energy in a 20-foot line that blossoms into a 5-foot burst. Each creature in the affected area must attempt a Fortitude save against your class DC (or spell DC, whichever is higher) taking 6d4 slashing damage + constitution modifier.

Success Half damage.

Failure Full damage.

Critical Failure Double damage.

Ruin II

Feat 10

Archetype

Whenever you deal damage to a creature with Ruin, reduce by 5 feet for every 10 points of damage. Additionally, dealing critical damage to a creature, apply 2 charges of Ruin rather than 1.

Slicing Maelstrom II

Feat 12

Archetype

Activate—Major Slicing Maelstrom ♦♦ (Concentrate, Manipulate); **Frequency** once per minute **Effect** release a storm of slashing energy in a 40-foot 10-foot line that blossoms into a 10-foot burst. Each creature in the affected area must attempt a Fortitude save against your class DC (or spell DC, whichever is higher) taking 6d6 slashing damage + constitution modifier.

Success Half damage.

Failure Full damage.

Critical Failure Double damage.

Alternatively, you can separate the effects of Essence of Heresy into Visions of Heresy (Hungering Gaze), Hooks of Heresy (Slicing Maelstrom), Essence of Heresy (Ruin), and Strides of Heresy (Shadowfade). Giving each of its features when attuning/investing into the items to combined into one item and one attunement/investment.

Shadowfade

Feat 14

Archetype

Activate—Shadowfade ♦♦ (Concentrate) **Frequency**

once per midnight **Effect** You dissolve into living shadow for up to 3 rounds. While in this form: You are immune to all damage and effects, and you can't be targeted by any spell or ability. You gain a fly Speed of 20 feet but can't take actions or reactions other than to move once per round. At the end of each of your turns, you regain 1d6 + your Constitution modifier Hit Points. After 3 rounds, at the end of your turn, you automatically revert to your normal form.

Slicing Maelstrom III

Feat 16

Archetype

Minor and Major Slicing Maelstrom burst has a duration of 1 minute. Creatures that begin their turn in or enter the area repeat the save.

Hungering Gaze II

Feat 18

Archetype

Whenever you make a strike, you make three strikes, rather than two with the same weapon or unarmed strike, applying the same bonuses and penalties to the strikes

Shadowfade II

Feat 20

Archetype

You can dismiss Shadowfade early by using a single action with the concentrate trait. While in Shadowfade, you restore 2d6 + your Constitution modifier hit points at the end of each of your turns instead of 1d6 + your Constitution modifier. You gain the Nightfall Rejection reaction.

Activate—Nightfall's Rejection ♦ **Frequency** Once per midnight **Prerequisite** You would be reduced to 0 Hit Points **Effect** Your hit points are reduced to 1 instead of 0, and you immediately activate Shadowfade as part of this reaction, even if you have already used Shadowfade today.

Light Flux Pauldron

Armor (Pauldron), very rare (requires attunement by a spellcaster), 7 lb

Hastened Magic. Once per midnight, your spell slots can be recovered after a short rest.

Faulting Arcane (Curse). You do not add your spellcasting modifier bonus to your spell attack rolls, spell DC, or any modifier bonus that a spell would need. (such as healing bonuses or saveDCs from spells).

Light Flux Pauldron

Item 14

Rare	Cursed	Invested	Transmutation	Arcane
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Usageworn on the shoulders; **Bulk L**

While invested in *Light Flux Pauldron*, you don't add your spellcasting ability modifier to your spell attack rolls, your spell DCs, and any effects or modifiers derived from your spellcasting ability score (such as healing bonuses, or save DCs from spells).

Activate—Hasted Magic ♦ Frequency Once per midnight **Prerequisite** finish a 10-minute rest **Effect** you regain all expended spell slots as though you had taken a full night's rest.

Longstanding Solitude

Wondrous item, very rare (requires attunement), 15 lb

Ancient Myth. While attuned to *Longstanding Solitude*, your character level increases by 1 (maximum 20). You immediately gain the benefits of this additional level as though you had advanced normally.

When attunement with *Longstanding Solitude* ends, your level immediately returns to normal, and you lose access to any benefits gained from the temporary level increase.

Hungering Construct (Curse). *Longstanding Solitude* requires three attunement slots instead of one.

Longstanding Solitude

Item 13

Rare	Cursed	Invested	Divination	Occult
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Usageworn; **Bulk 1**

While invested to *Longstanding Solitude*, your character level increases by 1 (maximum 20). You immediately gain the benefits of this additional level as though you had advanced normally.

When investment with *Longstanding Solitude* ends, your level immediately returns to normal, and you lose access to any benefits gained from the temporary level increase.

Longstanding Solitude requires eight investment item slots instead of one.

Mercurial Rachis

Wondrous item, Uncommon (requires attunement), 1 lb

Super-Highway (Curse). As an action. All creatures within 80 feet of you add 1d4 to all attack roll, saves, and damage rolls for the next minute. Additionally, whenever a creature enters the 80-foot aura, they gain the benefits with the remaining duration of the item.

Once you use this feature, this item becomes dormant until the next midnight.

Mercurial Rachis

Item 4

Rare	Cursed	Invested	Magical	Fortune
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Usageworn; **Bulk L**

Activate♦♦ (concentrate, manipulate, auditory, aura)

Frequencyonce per every midnight

When you activate this item, all creatures within 80 feet (including you) are affected for 1 minute. Each affected creature gains a +2 status bonus to attack rolls, damage rolls, and saving throws. A creature that enters the aura's area during the duration immediately gains the same bonus for the remainder of the effect.

Neutronium Weight

Wondrous item, rare (requires attunement), 80 lb

Gravitational Radiation (Curse). While *Neutronium Weight* is in your inventory, you have a -2 to attack rolls, damage rolls, AC and a -10 to your movement speed. A creature carrying *Neutronium Weight* cannot remove it while a creature is attuning to it and can only be removed when you are targeted by a remove curse spell or similar magic. Or as an action, you make a single melee weapon, unarmed strike attack, or touch a willing creature. Hitting the creature transfers this item to the target's possession.

Neutronium Weight

Item 13

Rare Cursed Invested Transmutation

Usageworn on the chest; **Bulk 4**

While *Neutronium Weight* is in your inventory, you have a -2 to attack rolls, damage rolls, AC, your movement speed is reduced by -10 and are cursed. You cannot remove *Neutronium Weight* from your inventory while a creature is invested to it, you are targeted by a Cleanse Affliction spell or similar effect, or you use 'Neutron Strike'.

While a creature is invested in *Neutronium Weight*, you gain 'Neutron Strike':

Activate—Neutron Strike♦ (concentrate, manipulate);

Frequency once per round; **Effect** Make a melee strike or touch a willing creature. On a hit, *Neutronium Weight* is transferred to the target's inventory.

Purity

Wondrous item, rare (requires attunement), 13 lb

Vertex Configuration. You always have a bonus to your attack rolls, saving throws, and skill rolls equal to your proficiency bonus.

Non-Convex(Curse). You always roll with disadvantage.

Purity

Item 9

Rare Cursed Invested Divination Misfortune

Usageheld in 1 hand; **Bulk 1**

While you are invested in *Purity*, you gain a bonus equal to your highest proficiency rank in any skill or saving throws (whichever is highest) as a bonus to all attack rolls, saving throws, and skill checks. Additionally, you must roll twice and take the worse result on all attack rolls, saving throws, and skill checks.

Shaped Glass

Weapon (Scimitar), legendary (requires attunement), 3 lb

A God's Design. You always deal double damage.

Microtears (Curse). Your hit point maximum is reduced by half (rounded down). Additionally, you can no longer deal non-lethal damage.

Shaped Glass

Item 17

Rare Cursed Invested Necromancy

Usageheld in 1 hand; **Bulk 1**

Base Weapon Scimitar

While you are invested in *Shaped Glass*, you always deal double damage, and your hit point maximum is reduced by half (rounded down). Additionally, you can no longer deal non-lethal damage.

Spinal Tonic

Potion, rare, ½ lb

Spinel Bloom. As an action, you drink the tonic and gain the following effects for the next minute;

- You're under the effect of Haste spell,
- You gain a bonus to all attack rolls, skill rolls, and saving throws equal to your proficiency bonus,
- At the start of each of your turns, you regain hit points equal to your level divided by 5 (rounded up) (minimum 1).
- Nullify 'Tonic Affliction' effects for the duration of this effect.

Once drunk, the tonic is empty until 8 hours passes, which then a new tonic fills the bottle.

Tonic Affliction (Curse). After the effects of the tonic ends, roll a d100. On a 20 or lower, you become cursed and gain a counter. If you already cursed in this way, gain an additional counter up to 6:

- Reduce your hit points by 5 feet for each counter (minimum of 5 feet of movement),
- Reduce your abilities by 1 point for each counter.

The curse can only be removed with a remove curse spell or similar magic. Once targeted with a remove curse spell or similar magic, make a DC (10 + your constitution saving throw bonus) Wisdom saving throw. On a success, the curse slowly begins to become removed, requiring 2 days to remove each charge. Drinking the tonic during this time stops the removal of the current counter and adds a new counter. On a failure, gain another counter.

Spinal Tonic

Item 12

Rare	Alchemy	Drug	Ingested	Poison
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Usage held in 1 hand; **Bulk** L

Activate ♦ (manipulate)

Activate—Spinel Bloom ♦ (Ingest, manipulate);

Frequency once per 8 hours; **Effect** For 1 minute after you drink the *Spinel Tonic*, you gain the following effects: You are quickened. Your movement speed is doubled. You gain a +2 status bonus to AC and Reflex saving throws. You gain Regeneration equal to your level divided by 5 (minimum 1). You temporarily suppress the effects of any Tonic Affliction curse you possess.

Tonic Affliction (curse, necromancy) When the effects of the *Spinel Tonic* end, roll a d100. On a result of 20 or lower, you become afflicted by the Tonic Affliction curse, gain 1 stage (to a maximum of 6). Each stage, you take a –5-foot status penalty to all Speeds per counter (minimum Speed 5 feet). And you take a –1 status penalty to all abilities.

This curse can be removed only by cleanse affliction, or similar magic. When targeted by such an effect, attempt a Will saving throw against your Fortitude DC with a bonus of +2.

Success You decrease a stage every 2 days.

Failure You gain 1 additional stage.

If you drink a *Spinel Tonic* during the removal period, the process halts and you gain one new stage immediately.

Stone Flux Cauldron

Armor (Cauldron), rare (requires attunement), 40 lb

Earth. Double your hit point maximum.

Rooted (Curse). You're under the effects of the Slow spell.

If you track weight or Bulk, take note of the weights of Effigy of Grief (70 lb / Bulk 3), Neutronium Weight (80 lb / Bulk 4), and Stone Flux Cauldron (40 lb / Bulk 3). These are extremely heavy items intended for brawnier adventurers.

If you don't track weight or Bulk at your table, you may instead use the following rule:

"While carrying this item, if your Strength is 14 or lower, your movement speed is reduced by 10 feet (and you become clumsy 1 in Pathfinder 2e

Stone Flux Cauldron

Item 8

Rare	Cursed	Invested	Transmutation	Earth
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Usage worn on the shoulders; **Bulk** 3

While you are invested in the *Stone Flux* your maximum Hit Points are doubled. But gain the following: You are slowed 1. Your Speeds are halved. You take a –2 circumstance penalty to AC and Reflex saves. You can't take reactions. When you cast a spell, you must attempt a DC 11 flat check. On a failure, the spell is delayed, it has no effect this turn, but you must use the same number of actions to complete the spell on your next turn, targeting the same creature or area. If you can't or don't, the spell is lost.

Transcendence

Wondrous item, rare (requires attunement), 15 lb

Transformation. While attuned to this item, your hit point maximum increases by 20, reduce your current hit points to 1, and gain temporary hit points equal to your hit point maximum. Your current hit points can't rise above 1. At the end of each hour, you regain temporary hit points equal to 20% of your hit point maximum (rounded down), up to your normal maximum.

Binding (Curse). Attuning to the item curses you until remove curse or similar magic is used on you. While cursed, the item fuses to your flesh and can't be removed. Once removed, the item can't be attuned to again for 3 days.

Transcendence

Item 9

Rare	Cursed	Invested	Abjuration	Transmutation
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Usage worn on the chest; **Bulk** 1

While invested to *Transcendence*, your hit point maximum increases by 25, reduce your current hit points to 1, and gain temporary hit points equal to your hit point maximum. Your current hit points can't rise above 1. At the end of each hour, you regain temporary hit points equal to 20% of your hit point maximum (rounded down), up to your normal maximum.

Once successfully removed, *Transcendence* becomes inert and can't be invested again for 3 days.

Example: While attuned to Transcendence, you can NO LONGER RECOVER HIT POINTS BY ANY MEANS (healing or resting) and instead regain an amount equal to 20% of your maximum hit points as TEMPORARY HIT POINTS.

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Some iconography in this book is recreated from the original icon designs of Risk of Rain 2, developed by Hopoo Games. These elements are used here in a fan-made, non-commercial context.

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On The Cover

An elven mage stands at the threshold of a bargain. The Newt's hand twitches from power and anticipation. While the dwarven ranger watches, judgingly.

Disclaimer: The author does not condone interdimensional bartering with an unknown blue newt residing in a dim, dark cave in exchange for objects of questionable magical make and highly suspicious power. No matter how much the rogue says he could "1v1 the BBEG with this". The author also does not condone challenging any monarch who lives on the moon or entering any funny purple portals.

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A BARGAIN WAITS BEYOND TIME.

The annulus object sings inside your grasp, its solresol-hymn pulls your body toward the altar. A Proteus form awaits there, compact and round, sculpted from frozen blue rock, seated in patient stillness.

You comprehend its rachamim without understanding. The call has no sound, yet it crushes your mind with pressure.

You place the annulus object as tribute.

Blue radiance tears the breathable space. A yawning passage opens, revealing a wound in the world: a narrow crevice between air and between time, where the rules of "before" and "after" spill out and fail to reassemble.

