


**WASP GUARD****LEVEL 8****INVESTED****MAGICAL****NECROMANCY****Price** 487 gp**Usage** worn armor; **Bulk** 1

Druids and Calistria's faithful alike value this vindictive armor for its ability to turn away pests and exact revenge on foes in a manner that can easily turn coordinated enemies into a chaotic mass. *Wasp guard* is +1 *studded leather* studded with the carapaces of wasps, subtly diverting swarms away and granting a +1 status bonus to Reflex saving throws against Swarming Bites, Swarming Stings, and similar abilities from swarms.

**Activate**  envision; **Frequency** once per day; **Trigger**

An enemy within 30 feet Strikes you with an attack;

**Effects** You animate the exoskeletons of the *wasp guard* armor into a spectral swarm of wasps that seeks revenge for the slight. The swarm flies to the triggering enemy's space and swarms about them, dealing 1d8 persistent poison damage. If the affected enemy has any allies within 30 feet, the enemy can spend a single action, which has the manipulate trait, to shoo the swarm away. This ends the persistent damage on that enemy automatically, but the swarm instead moves to affect the enemy's ally.

**Craft Requirements** The initial raw materials must include 1

Bulk of wasp exoskeletons.

## GROUNDING SPIKE

## ITEM 10

UNCOMMON EVOCATION MAGICAL

**Price** 950 gp**Usage** held in 1 hand; **Bulk** 1

Metal caps the bottom of this +1 *striking thundering dancer's spear* (page 25) and its point gives off the faint smell of ozone. If you hit a target that has been struck by a *polarizing mace* within the last round, you deal additional electricity damage to the target equal to the number of *grounding spike's* damage dice. If you critically hit such a target, the creature is flat-footed until the start of your next turn.

**Special** The *grounding spike* pairs with the *polarizing mace*.

## POLARIZING MACE

## ITEM 10

UNCOMMON EVICATION MAGICAL

**Price** 950 gp**Usage** held in 1 hand; **Bulk** L

Even grasping the amber handle of this +1 *striking shock light mace* makes your hair stand on end.

**Activate** ♦♦ command, Interact; **Frequency** once per day; **Requirements** The wielder of a *grounding spike* is within 30 feet; **Effect** A great surge of electricity connects your paired weapons. All creatures in a line between you and the wielder of the *grounding spike* take 4d12 electricity damage (DC 24 basic Reflex save).

**Special** The *polarizing mace* pairs with the *grounding spike*.

**DRAGONTOTH CLUB****ITEM 13****EVOCATION****MAGICAL****Price** '3,000' gp**Usage** 'held in 1 hand'

Dragon teeth line the edges of this +2 *greater striking* *leiomano* (page 25). The *leiomano* also has a *flaming*, *frost*, *shock*, or *corrosive* rune, as appropriate for the dragon from which the teeth were taken, which also grants the weapon the associated energy trait (for instance, fire for a club made with teeth taken from a red dragon).

**Activate** ♦♦ Interact (evocation, magical); **Frequency** once per minute; **Effect** You swing the *leiomano*, sending several of the dragon teeth shooting through the air on jets of energy. The dragon teeth deal 3d6 piercing damage and 3d6 damage of the energy type corresponding to the weapon in a 15-foot cone (DC 29 basic Reflex save). The teeth hunt down their targets, correcting their flight in midair, which reduces any circumstance bonus from cover by 2.

**Craft Requirements** The initial raw materials must include teeth from a dragon with a breath weapon that deals acid, cold, electricity, fire, or poison damage.



## VINE WHIP

## ITEM 8

MAGICAL TRANSFORMATION

**Price** 500 gp**Usage** held in 1 hand, **Bulk** 1

This +1 *striking whip* is crafted from the vine of a dangerous plant creature. It deals bludgeoning or slashing damage, according to the vine attack of the creature it was harvested from. For example, collecting a vine from an assassin vine would result in a *vine whip* that deals bludgeoning damage, while one from a mandragora or viper vine would deal piercing damage.

**Activate** ◆◆◆ command, Interact; **Requirements** You have soil or sand within your reach; **Effect** You Release the weapon and plant it in the ground, where it takes root and fights on its own against the last enemy you attacked or the nearest enemy to it if your target has been defeated.

The weapon has a space of 5 feet, acts on your initiative, and gains two actions. It doesn't block or impede enemies attempting to move through that space, nor does it benefit from or provide flanking. The weapon can't use reactions, and it acts on your turn.

While Activated, a *vine whip* makes Strikes with an attack modifier of +22 plus its item bonus to attack rolls (normally +24 total). It uses the weapon's normal damage but has a +0 Strength modifier. The whip's abilities that automatically trigger on a hit or critical hit still function, but the weapon can't be Activated or benefit from any of your abilities while rooted.

Each round, when the *vine whip* is finished using its actions, attempt a DC 6 flat check. On a failure, the Activation ends and the *vine whip* becomes inanimate. You can't Activate the item again for 10 minutes. Removing the *vine whip* from the ground takes an Interact action.

While rooted, the *vine whip* gains fast healing 1.

**Craft Requirements** The initial raw materials must include the vine from a plant creature with a vine attack.

**NEW FAMILIAR ABILITY****NEW FAMILIAR ABILITY**

Your familiar can act as a bomb coagulant alembic (page 63) by swallowing the bomb to be affected, which takes two Interact actions from it and one from you. Your familiar regurgitates the concentrated item 1 minute later. If your familiar tries to distill a bomb that's level is higher than your own -1, it instead takes damage as though it were successfully struck with the bomb.

**OOZE AMMUNITION****ITEM 2+**

ACID	ALCHEMICAL	CONSUMABLE
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**Ammunition** any**Activate** ♦ Interact

Ooze ammunition is a capsule containing a sticky substance. If you hit a creature with activated ooze ammunition, it deals acid damage instead of its normal damage type, and the creature then takes the listed penalty to Speed and persistent acid damage until it ends the effects. On a critical hit, the creature is immobilized for 1 round in addition to the other effects. The target can end the effects by Escaping the sticky foam. Other creatures can provide the actions, although doing so deals half the ammunition's persistent acid damage to the assisting creature. A creature that ends the effect still takes the persistent damage that turn.

**Type** lesser; **Level** 2; **Price** 7 gp

The ammunition deals 1d4 persistent acid damage and imposes a -5-foot penalty to Speed, and the Escape DC is 16.

**Type** moderate; **Level** 6; **Price** 42 gp

The ammunition deals 2d4 persistent acid damage and imposes a -10-foot penalty to Speed, and the Escape DC is 20.

**Type** greater; **Level** 12; **Price** 350 gp

The ammunition deals 3d4 persistent acid damage and imposes a -10-foot penalty to Speed, and the Escape DC is 29.

**Type** major; **Level** 18; **Price** 3,250 gp

The ammunition deals 4d4 persistent acid damage and imposes a -15-foot penalty to Speed, and the Escape DC is 38.



**POISON FIZZ****ITEM 8+****ALCHEMICAL****CONSUMABLE****LOZENGE****Usage** held in 1 hand, **Bulk** -

Made from a special mixture of honey and alchemical reagents, poison fizz is a zesty, sweet rock candy that pops and crackles in your mouth. For 1 hour, you have an item bonus to saving throws against poison and being petrified.

**Secondary Effect** ➤➤ (poison) **Effect** You bite the poison fizz to release its poisonous liquid center and spray green mist in a 15-foot cone. This deals poison damage with a basic Reflex save. A creature that critically fails is also blinded until the end of your next turn and is then temporarily immune to being blinded by poison fizz for 1 hour.

**Type** lesser; **Level** 8; **Price** 80 gp

The item bonus is +2, the damage is 3d6, and the DC is 24.

**Type** moderate; **Level** 12; **Price** 350 gp

The item bonus is +2, the damage is 4d6, and the DC is 29.

**Type** greater; **Level** 15; **Price** 1,000 gp

The item bonus is +3, the damage is 5d6, and the DC is 34.

**BLACK TENDRIL SHOT****ITEM 7+**

CONJURATION

CONSUMABLE

MAGICAL

**Ammunition** any**Activate** ♦ command

A glistening, tar-like substance that's displeasing to the touch coats a *black tendril shot*. When the activated ammunition hits a target, it exudes tendrils that encase the target, which must attempt a Fortitude saving throw. The ammunition's effects last until the target Escapes. DCs for the saving throw and Escape vary by type.

**Critical Success** The target is unaffected.**Success** The target is slowed 1 but gains a +2 circumstance bonus to Escape the ammunition's effect.**Failure** The target is slowed 1.**Critical Failure** The target is slowed 2.**Type** lesser; **Level** 7; **Price** 60 gp

Both DCs are 25.

**Type** moderate; **Level** 12; **Price** 360 gp

Both DCs are 31.

**Type** greater; **Level** 17; **Price** 2,160 gp

Both DCs are 39.



**FALSE DEATH VIAL****ITEM 13+**

UNCOMMON

CONJURATION

CONSUMABLE

MAGICAL

TALISMAN

**Usage** affixed to explorer's clothing (or another item in the

unarmored defense category); **Bulk** -

**Activate** ♦ envision; **Trigger** You would be reduced to 0 Hit Points by damage but not immediately killed;

**Requirements** You are unarmored.

This tiny crystal vial of oily liquid is typically attached to a pin or worn on a tether attached to the affixed article of clothing. When you Activate the vial, you avoid being knocked out and remain at 1 Hit Point, your wounded condition increases by 1, and the talisman casts *drop dead* on you. You and any items you're wearing and holding are instantly transported from your current space to a clear space of your choice within range. You take no damage from the triggering effect. If you are carrying another creature (even one contained inside an extradimensional container), it's left behind in your original space.


**Type** *false death vial*; **Level** 13; **Price** 600 gp

**Type** *greater false death vial*; **Level** 16; **Price** 2,000 gp

The talisman also teleports you to a clear space of your choice that you can see within 120 feet. This also transports any items you're wearing and holding with you, but if this would bring another creature with you—even if you're carrying it in an extradimensional container—the teleportation is canceled. This effect has the teleportation trait.

**COMMUNION MAT****ITEM 14****DIVINATION****GRIMOIRE****MAGICAL****Price** 3,750 gp**Bulk** L

This pageless grimoire is made up of two durable covers that open to display a small ritual circle. When you first invest the grimoire, you and your familiar each press a limb to a corner of the mat. The ritual circle then morphs to one matching the tradition of your patron, the spells contained in your familiar appearing in the margins. During your daily preparations, your familiar performs a small jaunt around the open ritual circle to strengthen its connection to your patron.

**Activate**  envision (metamagic); Frequency once per 10 minutes; Effect If your next action is to cast one of the granted spells from your patron's theme or one of the spells your familiar learned from a lesson, your patron takes notice that you're putting their power to good use and strengthens your familiar with a surge of magic. Your familiar Sustains one of your Spells.

**FROSTWALKER PATTERN****ITEM 2****ABJURATION****INVESTED****MAGICAL****TATTOO****Price** 30 gp**Usage** tattooed on the body; **Bulk** -

Northern peoples design magical tattoos to protect against wintry weather, typically in geometric patterns with a combination of straight lines and whorls. This tattoo negates any damage you take from severe environmental cold and reduces damage you take from extreme cold to equal that of severe cold.

**Activate** ◆ envision; **Frequency** once per day; **Effect**

Until the end of your next turn, you ignore difficult terrain and greater difficult terrain from ice and snow and don't risk falling when crossing ice.



**DRAGONSCALE STAFF****ITEM 14+**

MAGICAL	STAFF	TRANSMUTATION
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**Usage** held in 1 hand; **Bulk** 1

A multi-hued array of scales covers a *dragonscale staff*, forming a gradient of color, and a dragon's claw holds a gem upon the staff's head. Dragons give allies these staves as a mark of esteem. While wielding a *dragonscale staff* you seem fiercer, gaining a +1 circumstance bonus to Intimidation checks to Demoralize.

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

**Type** *dragonscale staff*; **Level** 14; **Price** 4,500 gp

- **Cantrip** *gouging claw* <sup>SoM</sup>, puff of poison <sup>SoM</sup>
- **1st** *burning hands*, *fear*
- **2nd** *acid arrow*, *resist energy*
- **3rd** *fear*, *lightning bolt*
- **4th** *fly*, *reflective scales* <sup>LOGM</sup>
- **5th** *cone of cold*, *summon dragon*
- **6th** *dragon form*, *reflective scales*, *summon dragon*

**Type** *greater dragonscale staff*; **Level** 20; **Price** 68,000 gp

- 7th *summon dragon*
- 8th *dragon form*, *summon dragon*
- 9th *summon draconic legion* <sup>SoM</sup>, *summon dragon*

**Craft Requirements** Supply one casting of all listed levels of all listed spells.