

Liber Artefactorum

Liber Artefactorum is a 36 page supplement containing complete rules for creating supernatural items for the True20 system, including:

- Armor, shields, and weapons
- Charms: single use items of particular feats or powers.
- Devices: items imbued with special abilities
- Enhancers: items that augment character by granting special abilities
- Foci: items that improve the wielders' supernatural powers
- Infusions: items infused with a single use of a supernatural power
- Cursed Items: items that are cursed, incorrectly made, or corrupted by outside forces
- Intelligent Items: permanent supernatural items imbued with sentience

Liber Artefactorum also introduced specific rules for creating supernatural items in the world of Nevermore. Nevermore is an ever-changing world where reason fades into myth and imagination. Featured in Green Ronin's *True 20 Worlds of Adventure*, it offers a plethora of possible and even improbable adventures for those who traverse its strange domains. Nevermore amplifies and accentuates, twists and skews, it is a place where nothing remains the same for long and all who walk its lands, fey or mortal alike, are changed forever.

Liber Artefactorum contains over 25 items of Nevermore, opening the dreamscape for all who dare to venture.



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Liber Artefactorum

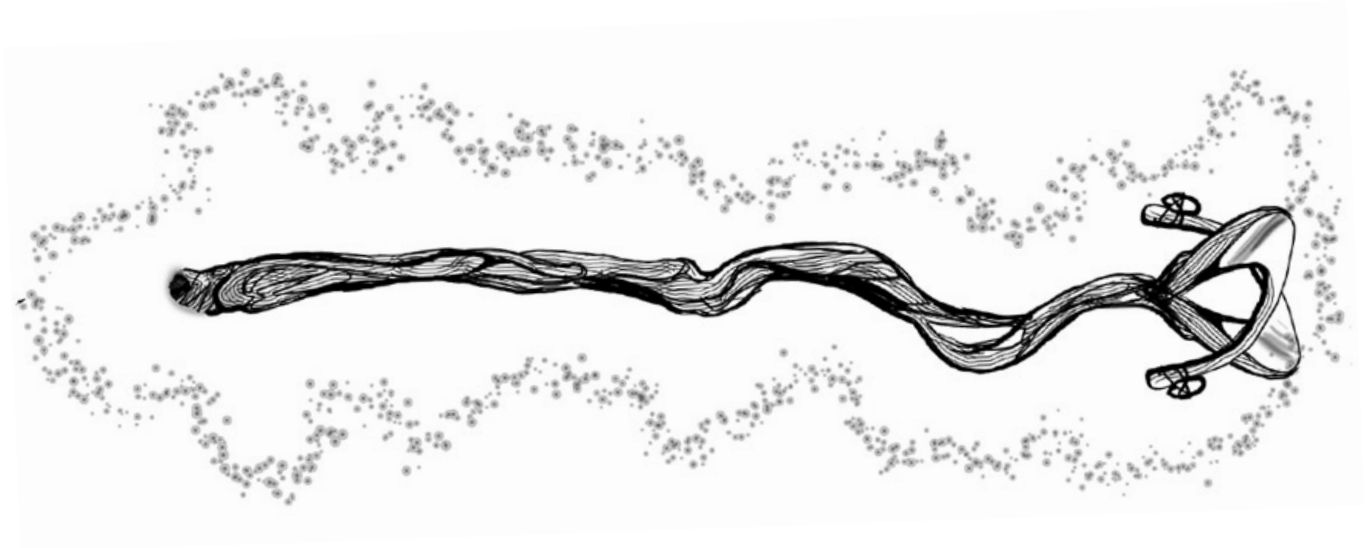


**A World of Nevermore Supplement
by Joseph Miller**

Expeditions Retreat Press

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Liber Artefactorum

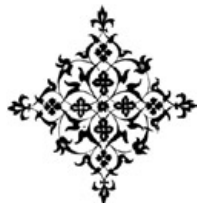


A World of Nevermore Supplement

by Joseph Miller

**Containing divers information pertaining to the supernatural items
of Nevermore and their methods of creation**

Expeditious Retreat Press



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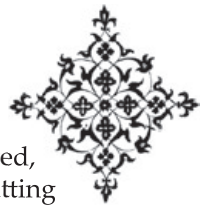
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Introduction

Supernatural items are found throughout fantasy and legend. They come in all types of shapes and sizes from fiery swords to rings of power to the simplest of magic beans. They can be acquired in any number of ways by conquest, by quest, and even by chance. No matter their origin, their form, or how they were obtained one thing is for certain: in the hands of the right (or wrong) person these supernatural items can change the fortunes of their possessors and their worlds.

Liber Artefactorum is designed to allow Narrators and players alike the ability to explore the endless potential of supernatural items in their campaigns. This tome holds all that is necessary to use, design and create supernatural items of every type imaginable for whatever campaign setting and genre is needed. This book also contains a section detailing items designed for use in the *Nevermore* campaign setting published by Expeditious Retreat Press.

Supernatural Item Overview

Supernatural items are divided into categories: armor (and shields), charms, devices, enhancers, foci, infusions, and weapons. In addition, some supernatural items are cursed or intelligent. Finally, a few supernatural items are of such rarity and power that they are considered to belong to a category of their own: artifacts. Artifacts are classified in turn as minor (extremely rare but not one-of-a-kind items) or major (each one unique and extremely potent).

Armor and Shields: Supernatural armor (including shields) offers improved, supernatural protection to the wearer.

Charms: A charm is an item imbued with the single use of a particular feat or power. Common charms include potions, oils, candles, herbs, crystals and similar items.

Devices: A device is an item imbued with special abilities.

Enhancers: An enhancer augments a character by granting them special abilities. These objects include supernatural jewelry, books, clothing and much more.

Foci: A foci is an item (staff, wand, talisman, etc.), which allows the user to improve their supernatural powers.

Infusions: An infusion is a power supernaturally infused into an item so that it can be used later by an adept. Common infusions are scrolls, gems, and rune stones.

Weapons: Supernatural weapons are created to overcome damage reduction and can have a variety of combat powers.

Using Supernatural Items

To use a supernatural item, it must be activated, although sometimes activation simply means putting a ring on your finger. Some items, once donned, function constantly. Activating a supernatural item is a standard action unless the item description indicates otherwise. However, the casting time of a power is the time required to activate the same power in an item, regardless of the type of supernatural item, unless the item description specifically states otherwise.

The four ways to activate supernatural items are described below.

Power Completion: This is the activation method for infusions. An infusion is a power, which awaits completion via some sort of finishing action (final gestures, words and so on). An infusion can only be used by an adept. Activating a power completion item is a standard action.

Power Trigger: Power trigger activation is similar to power completion, but it is even simpler. No innate access to a power is needed, just a special connection to the supernatural and a single word that must be spoken. Anyone who can use a power knows how to use a power trigger item. The user must still determine what power is stored in the item before he can activate it. Activating a power trigger item takes the same amount of time as the power it is emulating or modifying and requires a fatigue save if the power being used would normally require it.

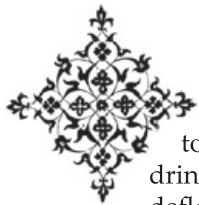
Command Word: If no activation method is suggested either in the supernatural item description or by the nature of the item, assume that a command word is needed to activate it. Command word activation means that a character speaks the word and the item activates. No other special knowledge is needed.

A command word can be a real word, but when this is the case, the holder of the item runs the risk of activating the item accidentally by speaking the word in normal conversation. More often, the command word is some seemingly nonsensical word, or a word or phrase from an ancient language no longer in common use. Activating a command word supernatural item is a standard action.

Sometimes the command word to activate an item is written right on the item. Occasionally, it might be hidden within a pattern or design engraved on, carved into, or built into the item, or the item might bear a clue to the command word.

The Knowledge (history) and Knowledge (supernatural) skills might be useful in helping to identify command words or deciphering clues regarding them. A successful check against DC 30 is needed to come up with the word itself. If that check is failed, succeeding on a second check (DC 25) might provide some insight into a clue.





Use Activated: This type of item simply has to be used in order to activate it. A character has to drink a potion, swing a sword, interpose a shield to deflect a blow in combat, look through a lens, sprinkle dust, wear a ring, or don a hat. Use activation is generally straightforward and self-explanatory.

Many use-activated items are objects that a character wears. Continually functioning items are practically always items that one wears. A few must simply be in the character's possession (on his person). However, some items made for wearing must still be activated. Although this activation sometimes requires a command word (see above), usually it means mentally willing the activation to happen. The description of an item states whether a command word is needed in such a case.

Unless stated otherwise, activating a use-activated supernatural item is either a standard action or not an action at all. If the use of the item takes time before a supernatural effect occurs, then use activation is a standard action. If the item's activation is subsumed in its use and takes no extra time use activation is not an action at all.

Use activation does not mean that if you use an item, you automatically know what it can do. You must know (or at least guess) what the item can do and then use the item in order to activate it, unless the benefit of the item comes automatically, such from drinking a potion or swinging a sword.

Size and Supernatural Items

When an article of supernatural item is discovered, most of the time size should not be an issue. Many supernatural items are made to be easily adjustable, or they adjust themselves supernaturally to the wearer. Size should not keep characters of various kinds from using supernatural items.

There may be rare exceptions, especially with racial specific items.

Supernatural Items on the Body

Many supernatural items need to be donned by a character who wants to employ them or benefit from their abilities. It's possible for a creature with a humanoid-shaped body to wear as many as fourteen supernatural items at the same time. However, each of those items must be worn on (or over) a particular part of the body or wielded in one of their hands.

A humanoid-shaped body can be decked out in supernatural gear consisting of one item from each of the following groups, keyed to which place on the body the item is worn or wielded.

- One headband, hat, helmet, or phylactery on the head
- One pair of eye lenses or goggles on or over the eyes
- One amulet, brooch, medallion, necklace, periapt, or scarab around the neck
- One vest, vestment, or shirt on the torso
- One robe or suit of armor on the body (over a vest, vestment, or shirt)
- One belt around the waist (over a robe or suit of armor)
- One cloak, cape, or mantle around the shoulders (over a robe or suit of armor)
- One pair of bracers or bracelets on the arms or wrists
- One glove, pair of gloves, or pair of gauntlets on the hands
- One ring on each hand (or two rings on one hand)
- One device, focus, shield or weapon in each hand.
- One pair of boots or shoes on the feet

Of course, a character may carry or possess as many items of the same type as he wishes. However, additional items beyond those listed above have no effect.

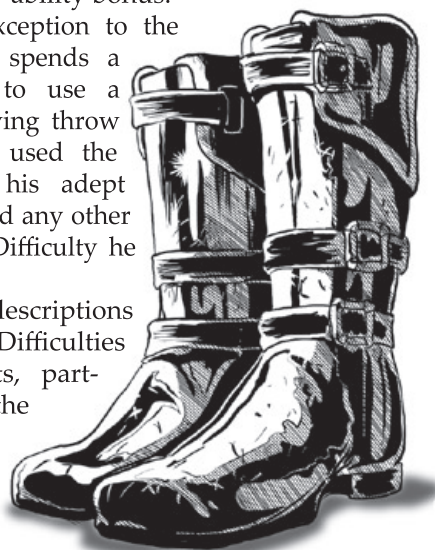
Some items can be worn or carried without taking up space on a character's body. The description of an item indicates when an item has this property.

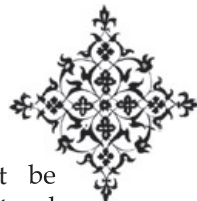
Saving Throws Against Supernatural Items

Supernatural items produce powers or effects. For a saving throw against a power or effect from a supernatural item, the Difficulty is 10 + half the item's creator level, although there are some powers which require opposed checks (ex: Creature Ward). The creator may add his key ability to the item's save Difficulty by increasing the creation cost of an item by an equal amount. The creator can choose to add only a portion of his key ability bonus.

Foci are an exception to the rule. If an adept spends a Conviction point to use a focus, treat the saving throw as if the wielder used the power, including his adept level, key ability and any other modifiers to save Difficulty he might have.

Most item descriptions give saving throw Difficulties for various effects, particularly when the effect has no exact power equivalent.





Damaging Supernatural Items

A supernatural item does not need to make a saving throw unless it is unattended, it is specifically targeted by the effect, or its wielder rolls a natural 1 on his save. Supernatural items should always get a saving throw against powers that might deal damage to them, even against attacks from which a non-supernatural item would normally get no chance to save. Supernatural items use the same saving throw bonus for all saves, no matter what the type (Fortitude, Reflex, or Will). A supernatural item's saving throw bonus equals 2 + one-half its creator level (round down). The only exceptions to this are intelligent supernatural items, which add their Wisdom scores to Will saves.

Supernatural items, unless otherwise noted, take damage as non-supernatural items of the same sort. A damaged supernatural item continues to function, but if it is destroyed, all its supernatural power is lost.

Repairing Supernatural Items

Some supernatural items take damage over the course of an adventure. It costs no more to repair a supernatural item with the Craft skill than it does to repair its non-supernatural counterpart.

Supernatural Items Descriptions

Each general type of supernatural item gets an overall description, followed by descriptions of specific special abilities. General descriptions include notes on activation, creation cost, Craft Difficulties, creator level, market cost and other important rules to keep in mind when using or designing particular supernatural items. The special abilities have their powers detailed

and each of the following topics is covered in notational form at the end of the description.

Prerequisites: Certain requirements must be met in order for a character to create a supernatural item. These include feats, powers and miscellaneous requirements such as virtues, vices, race or the like. The prerequisites for creation of an item are given immediately following the item's creator level.

Creation Cost: This represents the cost to create an item via a Wealth check.

Creator Level: This entry gives the creator level of the item, indicating its relative strength and the minimum creator level needed to make the item. This information is given in the form "CL: x," where "CL" is an abbreviation for creator level and "x" is an ordinal number representing the creator level itself.

The creator level determines the item's effective power bonus (creator level + 3), saving throw Difficulty (10 + half the adept level, rounded up), as well as other level-dependent features of the item's powers. It also determines the power bonus that must be contended with should the item come under the effect a power, which seeks to suppress or remove its special abilities.

A continuous item is considered to take 10 on opposed power checks.

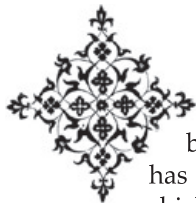
Armor and Shields

Masterwork armor (and shields) can be imbued with supernatural power, making it extraordinarily light and comfortable. Supernatural armor has its armor check penalty reduced by 2 (including the benefits of being masterwork). In addition, other supernatural abilities can be added to supernatural armor and shields.

Body Slot Affinity

Body Slot	Item Types	Affinity
Head	Hat, helmet, etc.	Audio, mental and interaction
Eyes	Goggles, lenses, etc.	Visual
Neck	Amulet, brooch, etc.	Protective, discernment and morale
Torso (under)	Garment, vest, etc.	Role, background, and protection
Torso (over)	Robe	Powers, power enhancing and protection
Waist	Belt	Physical, role and background
Back	Cloak, cape, etc.	Transformation, flight and protection
Arms	Bracers, bracelets, etc.	Combat and ally-based
Hands	Gloves, gauntlets, etc.	Destructive, quickness and skill-use
Finger	Rings	All special abilities
Feet	Boots, shoes, etc.	Movement





Creation Cost: If the armor or shield is only being imbued with the supernatural property it has a creation cost equal to the masterwork armor or shield cost. However, if special abilities are being added to the armor or shield (see **Armor and Shield Special Abilities**), then add an amount to the creation cost equal to the armor's Toughness or shield's Dodge bonus.

Craft: If the creator is crafting the item from scratch, make a Craft check (Difficulty 25 for light and medium armor and 30 for heavy armor; 25 for shields) with the appropriate specialty (armorsmithing, leatherworking, etc.).

Creator Level: The supernatural property has a creator level 1. The creator level of special abilities is indicated under their individual entries.

Market Cost: The supernatural property increases the armor's cost by +6, which includes the masterwork quality.

Supernatural armors or shields with special abilities have a market cost equal to their creation cost + 3.

Armor and Shield Special Abilities

Supernatural armor and shield can have one or more of the special abilities detailed below.

Acrobatics: This suit of armor grants its wearer a bonus to Acrobatics checks.

Prerequisites: A number of ranks in the Acrobatics skill equal to the bonus or Enhance Senses; *Creation Cost:* 15 + skill bonus; *CL:* Skill bonus - 3.

Animated: Upon command, an animated shield floats within 2 feet of the wielder, protecting him as if he were using it himself but freeing up both his hands. Only one animated item can be used by a character at a time. A character with an animated shield still takes any penalties associated with shield use, such as armor check penalty and nonproficiency.

Prerequisites: Manipulate Object; *Creation Cost:* 28; *CL:* 5.

Damage Reduction, Physical: This suit of armor absorbs physical damage, but is bypassed by a particular type of damage (bludgeoning, piercing, or slashing).

Prerequisites: Creature with physical damage reduction or Body Control; *Creation Cost:* 12 + three times the Toughness bonus granted; *CL:* 1 (+1, +2), 2 (+3), 4 (+4), 7 (+5).

Damage Reduction, Supernatural: This suit of armor absorbs physical damage, but is bypassed by supernatural damage.

Prerequisites: Creature with supernatural damage reduction or Body Control; *Creation Cost:* 15 + three times the Toughness bonus granted; *CL:* 1 (+1), 2 (+2), 3 (+3), 4 (+4), 7 (+5).

Dodging: This shield grants the user an increased dodge bonus.

Prerequisites: Combat Sense; *Creation Cost:* 15 + three times the dodge bonus; *CL:* 1 (+1, +2, +3), 4 (+4), 7 (+5).

Energy Resistance: This suit of armor or shield protects against a particular type of elemental damage (acid, cold, electrical, fire, or sonic), as per the Elemental Resistance power.

Prerequisites: Creature with resistance to appropriate energy or Elemental Resistance; *Creation Cost:* 24 + save bonus; *CL:* Equal to save bonus.

Energy Immunity: This suit of armor grants its wearer immunity to a particular type of elemental damage (acid, cold, electrical, fire, or sonic).

Prerequisites: Creature with immunity to appropriate energy type or Elemental Resistance; *Creation Cost:* 33; *CL:* 10.

Feat: This suit of armor or shield grants its user a defense-based feat.

Prerequisite: Defense-based feat being granted; *Creation Cost:* 15 + three times the number of feats granted; *CL:* 1 (+1), 2 (+2), 3 (+3), 4 (+4), 7 (+5).

Fortification: This suit of armor or shield absorbs critical hit and sneak attack damage.

Prerequisites: Body Control; *Creation Cost:* 12 + three times the amount of damage ignored; *CL:* 1 (-1, -2), 2 (-3), 4 (-4), 7 (-5).

Fortitude: This suit of armor grants the wearer a bonus to Fortitude saving throws.

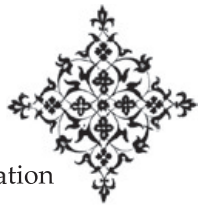
Prerequisites: Creature with Fortitude save bonus equal to the item's bonus or Body Control; *Creation Cost:* 12 + three times the Fortitude save bonus; *CL:* 1 (+1, +2), 2 (+3), 4 (+4), 7 (+5).

Ghost Touch: This suit of armor or shield provides protection against incorporeal creatures as if they were solid creatures. In addition, the armor or shield can be picked up and worn by incorporeal creatures at any time. Essentially a ghost touch armor or shield counts as either corporeal or incorporeal at any given time, whichever is more beneficial to the wearer.

Prerequisites: Ghost Touch; *Creation Cost:* 24; *CL:* 1.

Glamerd: This suit of armor appears normal, but upon command, the armor changes shape and form to assume the appearance of a normal set of clothing. The armor retains all its properties (including weight) when glamerd. Only a true seeing spell or similar magic reveals the true nature of the armor when disguised.





Prerequisites: Illusion; *Creation Cost:* 24; *CL:* 1.

Phasing: Upon command, thus suit of armor makes its wearer incorporeal.

Prerequisites: Phasing; *Creation Cost:* 33; *CL:* 10.

Psychic Reflection: Thus suit of armor reflects psychic attacks back at the attacker.

Prerequisites: Psychic Reflection and Psychic Shield; *Creation Cost:* 23 + power bonus; *CL:* Power bonus – 3.

Reflex: This shield grants the wearer a bonus to Reflex saving throws.

Prerequisites: Creature with Reflex save bonus equal to the item's bonus or Supernatural Speed; *Creation Cost:* 12 + three times the Reflex save bonus; *CL:* 1 (+1, +2), 2 (+3), 4 (+4), 6 (+5).

Slick: This suit of armor grants its wearer a bonus to Escape Artist checks.

Prerequisites: A number of ranks in the Escape Artist skill equal to the bonus or Water Shaping; *Creation Cost:* 15 + skill bonus; *CL:* Skill bonus – 3.

Stealth: This suit of armor grants its wearer a bonus to Stealth checks.

Prerequisites: A number of ranks in the Stealth skill equal to the bonus or Illusion; *Creation Cost:* 15 + skill bonus; *CL:* Skill bonus – 3.

Supernatural Resistance: This suit of armor or shield grants supernatural resistance versus all supernatural powers and abilities used directly against its wearer.

Prerequisites: Creature with supernatural resistance or Ward; *Creation Cost:* 17 + supernatural resistance (minimum SR 11); *CL:* 5 + 1 per SR above 11.

Toughness: This suit of armor grants the wearer an increased Toughness bonus.

Prerequisites: Creature with natural armor or Body Control; *Creation Cost:* 18 + three times the Toughness bonus; *CL:* 1 (+1), 2 (+2), 4 (+3), 7 (+4), 10 (+5).

Will: This suit of armor or shield grants the wearer a bonus to Will saving throws.

Prerequisites: Creature with Will save bonus equal to the item's bonus or Psychic Shield; *Creation Cost:* 12 + three times the Will save bonus; *CL:* 1 (+1, +2), 2 (+3), 4 (+4), 6 (+5).

Charms

A charm is a small item containing a single use of a supernatural power or one minute of use for a feat or skill. When a charm is activated (a standard action), it discharges the power it contains and then is rendered useless. A character that uses a power contained in a charm does not make fatigue saves. A charm's bonus with the power cannot exceed its creator's bonus.

Prerequisites: Feat, power, or skill the charm grants.

Creation Cost: There are a number of different types of charms and each one has its own method of calculating creation cost.

- **Feat Charms:** A feat charm has a creation cost of 11.
- **Power Charms:** A power charm has a creation cost of 7 + the charm's power bonus.
- **Skill Charms:** A skill charm has a creation cost of 7 + the charm's skill bonus.

Craft: If the creator is crafting the item from scratch, make a Craft check (Difficulty 20) with the appropriate specialty (brewing, woodworking, etc.).

Creator Level: A feat charm has a creator level equal to 1 (or its level prerequisite). A power or skill charm has a creator level equal to the bonus – 3 (minimum 1).

Market Cost: A feat charm has a market cost of 14. Power and skill charms have market costs of 10 + the charm's bonus with the power or skill.

Devices

A device has inherent special abilities associated with its use, which do not directly affect the user. A device is a use activated item and can be used by anyone, unless restrictions were placed upon it during creation. If the effect of a device is continuous it is always on as long as the device is worn or used. However, some devices must be activated and as such they take the same amount of time to activate as the power it emulates or a standard action. Powers with instantaneous effects can only be turned into non-continuous enhancers. A character that uses a power granted by a device does not make fatigue saves.

A power device is always considered to take 10 on its power checks. This means that any use of a power, which would require more than a take 10 to activate is unavailable to the wearer.

Creation Cost: There are a number of different types of supernatural devices and each one has its own method of calculating creation cost (See **Device Special Abilities**). The creation cost of a device is limited by the base item. Simple items can have a creation cost of 28 or less, moderate items 33 or less, complex items 43 or less, and advanced items have no limit.

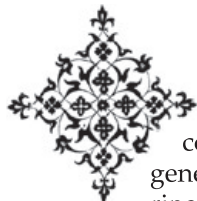
Craft: If the creator is crafting the item from scratch, make a Craft check (Difficulty 20 for simple; 25 for moderate; 30 for complex; and 35 for advanced) with the appropriate specialty (blacksmithing, leatherworking, etc.).

Creation Cost Modifiers: Each location on the body, or body slot, has one or more affinities: a word or phrase that describes the general function or nature of devices designed for that body slot. Body slot affinities are deliberately broad, abstract categorizations, because a hard-and-fast rule cannot cover the great variety among enhancers.

Items that do not take up a body slot increase their creation cost by 3.

Items that do not match the affinity for a particular body slot should increase their creation cost by 2.





Rings are a special type of device and are considered to have an affinity for all categories of general function and nature. Because of this ability all rings increase their creation cost by 1.

Creator Level: The creator level of special abilities is indicated under their individual entries.

Market Cost: Supernatural devices have a market cost equal to their creation cost + 3.

Device Special Abilities

Devices can have one or more of the special abilities detailed below.

Animated: Upon command, an animated device floats within 2 feet of the wielder, and performs a particular skill (see **Skill** special ability below for list of appropriate skills) as if he were using it himself but freeing up both his hands. Only one animated item can be used by a character at a time. The animated device uses the character's skill bonus or its imbued skill bonus, whichever is better, and takes any penalties associated with the character's skill use, such as armor check penalty and nonproficiency.

Prerequisites: Manipulate Object; *Creation Cost:* 25; *CL:* 2.

Animated, Improved: This device functions like *animated*, except the animated device has a greater range and a fly speed of 30 feet with perfect maneuverability.

Prerequisites: Manipulate Object; *Creation Cost:* 25 + 1 for every 10 ft. of range; *CL:* 2 + 1 per 10 ft. of range.

Fast Crafting: This device lessens the amount of time it takes to craft certain items. Choose a particular specialty (armorsmithing, brewer, weaponsmithing, etc.). When using this device to craft items associated with the specialty reduce the time to craft to half normal.

Prerequisites: 5 ranks in the appropriate Craft skill, must be imbued into a masterwork item, tool or toolkit appropriate to the skill; *Creation Cost:* 25; *CL:* 2.

Fast Crafting, Improved: This device functions like *fast crafting*, except reduce the time to craft to one-quarter normal.

Prerequisites: 10 ranks in the appropriate Craft skill, must be imbued into a masterwork item, tool or toolkit appropriate to the skill; *Creation Cost:* 30; *CL:* 7.

Holding

Container	Weight	Weight Limit	Volume Limit	Examples
Small	5 lb.	100 lb.	10 cu. ft.	Pouch, small chest, a drawer
Medium	15 lb.	250 lb.	30 cu. ft.	Backpack, normal chest
Large	25 lb.	500 lb.	70 cu. ft.	Sack, large chest, short dresser
Huge	35 lb.	1000 lb.	150 cu. ft.	Bookshelf, tall dresser

Feat: This device grants its user a skill-based feat.

Prerequisites: Skill-based feat being grants and must be imbued into a masterwork item, tool or toolkit appropriate to the skill; *Creation Cost:* 15 + three times the number of feats granted; *CL:* 1 (+1), 2 (+2), 3 (+3), 4 (+4), 7 (+5).

Holding: This device appears to be a normal container. However, this container opens into a non-dimensional space and its inside is larger than its outside dimensions. Regardless of what is put into the container, it weighs a fixed amount. This weight, and the limits in weight and volume of the container's contents, depend on the container's type, as shown on the Holding table.

If the container is overloaded, or if sharp objects pierce it (from inside or outside), the container ruptures and is ruined. All contents are lost forever. If the container is turned inside out or upside down, its contents spill out, unharmed, but the container must be put right before it can be used again. If living creatures are placed within the container, they can survive for up to 10 minutes, after which time they suffocate. Retrieving a specific item from a *container of holding* is a move action, unless the container holds more than an ordinary container would hold, in which case retrieving a specific item is a full-round action.

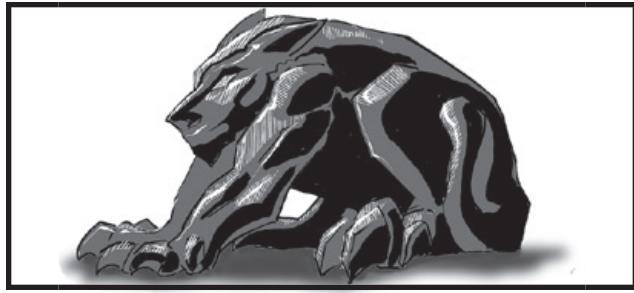
Prerequisites: Plane Shift, must be imbued into a container; *Creation Cost:* 24 (small), 27 (medium), 30 (large), and 33 (huge). This special ability can be imbued into non-containers (such as gloves, robes, etc.) by increasing the creation cost by 3; *CL:* 1 (small), 4 (medium), 7 (large), and 10 (huge) + 3 for non-containers.

Quick Action: This device lessens the amount of time to perform a particular skill. Full round actions become standard actions, standard actions become move actions, and move actions become free actions. Halve the times of all actions that take more than a full round action.

Prerequisites: 10 ranks in the appropriate skill and must be imbued into a masterwork item, tool or toolkit appropriate to the skill; *Creation Cost:* 30; *CL:* 7.

Power: This device grants the user a power that can effect the environment or others, but not himself.





Prerequisites: Power being imbued; *Creation Cost:* 20 + the power bonus + 3 for each additional power; *CL:* Power bonus – 3.

Skill: This device grants the user a bonus with a skill that uses tools.

Prerequisites: A number of ranks in the skill equal to the bonus and must be imbued into a masterwork item, tool or toolkit appropriate to the skill; *Creation Cost:* 15 + the skill bonus. This bonus can be applied to two related skills by increasing the creation cost by 3. If the device this bonus is being imbued into normally grants a masterwork bonus to the skill, then lower the creation cost by 3; *CL:* Skill bonus – 3.

Training: This device allows an untrained user to employ a trained only skill.

Prerequisites: Must be imbued into a masterwork item, tool or toolkit appropriate to the skill; *Creation Cost:* 15; *CL:* 1.

Enhancers

An enhancer grants its wearer particular special abilities not normally available to a character. An enhancer is a use activated item and can be used by anyone, unless restrictions were placed upon it during creation. If the effect of an enhancer is continuous it is always on as long as the enhancer is worn. However, some enhancers must be activated and as such they take the same amount of time to activate as the power it emulates or a standard action. Powers with instantaneous effects can only be turned into non-continuous enhancers. A character that uses a power granted by an enhancer does not make fatigue saves.

A power enhancer is always considered to Take 10 on its power checks. This means that any use of a power, which would require more than a take 10 to activate is unavailable to the wearer.

Creation Cost: There are a number of different types of supernatural enhancers and each one has its own method of calculating creation cost (See **Enhancer Special Abilities**). The creation cost of an enhancer is limited by the base item. Simple items can have a creation cost of 28 or less, moderate items 33 or less, complex items 43 or less, and advanced items have no limit.

Craft: If the creator is crafting the item from scratch, make a Craft check (Difficulty 20 for simple; 25 for moderate; 30 for complex; and 35 for advanced)

with the appropriate specialty (blacksmithing, leatherworking, etc.).

Creation Cost Modifiers: Enhancers have the same body slot affinities as devices.

Creator Level: The creator level of special abilities is indicated under their individual entries.

Market Cost: Supernatural enhancers have a market cost equal to their creation cost + 3.

Enhancer Special Abilities

Enhancers can have one or more of the special abilities detailed below.

Accuracy: This enhancer grants the user a bonus to attack rolls.

Prerequisites: Combat Sense; *Creation Cost:* 18 + three times the attack bonus; *CL:* 1 (+1), 2 (+2), 4 (+3), 7 (+4), 10 (+5).

Alternate Form: This enhancer allows the user to shift shape into a predetermined type of humanoid or animal.

Prerequisites: Creature with alternate form or Self-Shaping; *Creation Cost:* 32 + 1 for each level above 9th that the new humanoid or animal form requires; *CL:* 9 + 1 for each level above 9th.

Amphibious: This enhancer allows the user to breathe both air and water without difficulty.

Prerequisites: Creature with amphibious ability or Water Shaping; *Creation Cost:* 30; *CL:* 7.

Blindsense: This enhancer grants the user blindsense.

Prerequisites: Creature with Blindsense or Enhance Senses; *Creation Cost:* 33 + 1 per 10 feet of blindsense; *CL:* 10 + 1 per 10 feet of blindsense.

Blindsight: This enhancer grants the user blindsight.

Prerequisites: Creature with Blindsight or Enhance Senses; *Creation Cost:* 36 + 1 per 10 feet of blindsight; *CL:* 13 + 1 per 10 feet of blindsight.

Boosting: This enhancer grants the user a bonus to one of their ability scores.

Prerequisites: Enhance Ability; *Creation Cost:* 21 + three times the ability bonus; *CL:* 1 (+1), 4 (+2), 7 (+3), 10 (+4), 13 (+5).

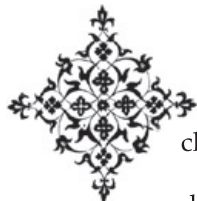
Burrowing: This enhancer grants the user a burrow speed and allows him to tunnel through dirt, but not through rock.

Prerequisites: Creature with burrow speed or Earth Shaping; *Creation Cost:* 24 + 3 for every 10 feet of burrowing speed; *CL:* 4 (10 ft.), 7 (20 ft.), 10 (30 ft.), 13 (40 ft.), 16 (50 ft.).

Burrowing, Improved: This enhancer grants the user a burrow speed and allows him to tunnel through dirt and rock.

Prerequisites: Creature with burrow speed or Earth Shaping; *Creation Cost:* 27 + 3 for every 5 feet of burrowing speed; *CL:* 7 (10 ft.), 10 (20 ft.), 13 (30 ft.), 16 (40 ft.), 19 (50 ft.).





Climbing: This enhancer grants the user a climb speed.

Prerequisites: Creature with climbing speed or 8 ranks in the Climb skill; *Creation Cost:* 21 + 3 for every 10 feet of climbing speed; *CL:* 1 (10 ft.), 4 (20 ft.), 7 (30 ft.), 10 (40 ft.), 13 (50 ft.).

Damage Reduction, Physical: This enhancer absorbs physical damage, but is bypassed by a particular type of damage (bludgeoning, piercing, or slashing).

Prerequisites: Creature with physical damage reduction or Body Control; *Creation Cost:* 15 + three times the Toughness bonus granted; *CL:* 1 (+1), 2 (+2), 3 (+3), 4 (+4), 7 (+5).

Damage Reduction, Supernatural: This enhancer absorbs physical damage, but is bypassed by supernatural damage.

Prerequisites: Creature with supernatural damage reduction or Body Control; *Creation Cost:* 18 + three times the Toughness bonus granted; *CL:* 1 (+1), 2 (+2), 4 (+3), 7 (+4), 10 (+5).

Darkvision: This enhancer grants the user darkvision.

Prerequisites: Creature with darkvision or Enhance Senses; *Creation Cost:* 27 + 1 per 20 feet of darkvision; *CL:* 4 + 1 per 20 feet of darkvision.

Deflecting: This enhancer grants the user a deflection bonus to Defense.

Prerequisites: Energy Shaping; *Creation Cost:* 21 + three times the deflection bonus; *CL:* 1 (+1), 4 (+2), 7 (+3), 10 (+4), 13 (+5).

Determination: This enhancer grants the user the warrior's Determination core ability. If used by a character that already has the Determination core ability it allows him to spend a Conviction point to immediately erase all bruised and hurt conditions and make an immediate recovery check to recover from his worst condition.

Prerequisites: Creature with the Determination core ability; *Creation Cost:* 30; *CL:* 7.

Dodging: This enhancer grants the user a dodge bonus to Defense.

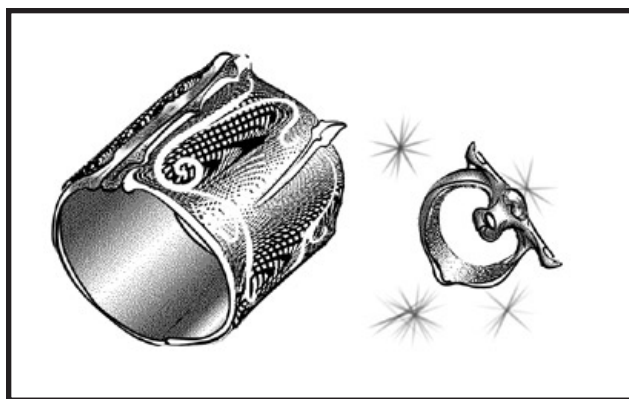
Prerequisites: Combat Sense; *Creation Cost:* 18 + three times the dodge bonus; *CL:* 1 (+1), 2 (+2), 4 (+3), 7 (+4), 10 (+5).

Dwarvenkind: This enhancer grants the user the Dwarf background bonus feats. If used by a dwarf it grants him the Diehard and Favored Opponent (goblins and giants) feats.

Prerequisites: Dwarf or dwarven object; *Creation Cost:* 30; *CL:* 7.

Elvenkind: This enhancer grants the user the Elf background bonus feats. If used by an elf it grants him one supernatural power with Supernatural Focus (the elf treats his total level as his adept level for this power).

Prerequisites: Elf or elven object; *Creation Cost:* 30; *CL:* 7.



Energy Resistance: This enhancer protects against a particular type of elemental damage (acid, cold, electrical, fire, or sonic), as per the Elemental Resistance power.

Prerequisites: Creature with resistance to the appropriate energy or Elemental Resistance; *Creation Cost:* 24 + save bonus; *CL:* Equal to save bonus.

Energy Immunity: This enhancer grants its wearer immunity to a particular type of elemental damage (acid, cold, electrical, fire, or sonic).

Prerequisites: Creature with immunity to appropriate energy or Elemental Resistance; *Creation Cost:* 33; *CL:* 10.

Expertise: This enhancer grants the user the expert's Expertise core ability. If used by a character that already has the Expertise core ability it allows him to spend a Conviction point to gain 4 temporary ranks and Skill Focus or Skill Mastery in any skill.

Prerequisites: Creature with the Expertise core ability; *Creation Cost:* 30; *CL:* 7.

Feat: This enhancer grants its user a feat.

Prerequisites: Feat being granted; *Creation Cost:* 18 + three times the number of feats granted; *CL:* 1 (1), 2 (2), 4 (3), 7 (4), 10 (5).

Flight: This enhancer grants the user a flight speed with average maneuverability.

Prerequisites: Creature with fly speed and average maneuverability or Wind Shaping; *Creation Cost:* 24 + 3 for every 20 feet of fly speed; *CL:* 4 (20 ft.), 7 (40 ft.), 10 (60 ft.), 13 (80 ft.), 16 (100 ft.), 19 (120 ft.).

Flight, Improved: This enhancer grants the user a flight speed with good maneuverability.

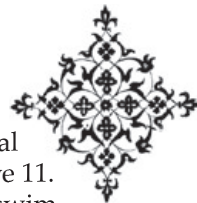
Prerequisites: Creature with fly speed and good maneuverability or Wind Shaping; *Creation Cost:* 24 + 3 for every 15 feet of fly speed; *CL:* 4 (15 ft.), 7 (30 ft.), 10 (45 ft.), 13 (60 ft.), 16 (75 ft.), 19 (90 ft.).

Flight, Greater: This enhancer grants the user a flight speed with perfect maneuverability.

Prerequisites: Creature with fly speed and perfect maneuverability or Wind Walking; *Creation Cost:* 30 + 3 for every 10 feet of fly speed; *CL:* 10 (10 ft.), 13 (20 ft.), 16 (30 ft.), 19 (40 ft.).

Fortitude: This enhancer grants the user a bonus to Fortitude saving throws.





Prerequisites: Creature with Fortitude save bonus equal to the enhancer's bonus or Body Control; *Creation Cost:* 15 + three times the Fortitude save bonus; *CL:* 1 (+1), 2 (+2), 3 (+3), 4 (+4), 7 (+5).

Gnomishkind: This enhancer grants the user the Gnome background bonus feats. If used by a gnome it grants him one supernatural power with Supernatural Focus (the gnome treats his total level as his adept level for this power) and either Fascinate or Favored Opponent (goblins).

Prerequisites: Gnome or gnomish object; *Creation Cost:* 30; *CL:* 7.

Halflingkind: This enhancer grants the user the Halfling background bonus feats. If used by a halfling it grants him the Evasion and Attack Specialization (thrown weapon and sling) feats.

Prerequisites: Halfling or halfling object; *Creation Cost:* 30; *CL:* 7.

Mimicry: This enhancer grants the user the mimicry trait.

Prerequisite: Creature with mimicry or Illusion; *Creation Cost:* 36; *CL:* 13.

Parrying: This enhancer grants the user a parry bonus to Defense.

Prerequisites: Combat Sense; *Creation Cost:* 15 + three times the parry bonus; *CL:* 1 (+1), 2 (+2), 3 (+3), 4 (+4), 7 (+5).

Power: This enhancer grants the user a power that can effect himself, but not his environment or others.

Prerequisites: Power being granted; *Creation Cost:* 20 + the power bonus + 3 for each additional power; *CL:* Power bonus - 3.

Reflex: This enhancer grants the user a bonus to Reflex saving throws.

Prerequisites: Creature with Reflex save bonus equal to the enhancer's bonus or Supernatural Speed; *Creation Cost:* 15 + three times the Reflex save bonus; *CL:* 1 (+1), 2 (+2), 3 (+3), 4 (+4), 7 (+5).

Resistance: This enhancer grants the user a bonus to Fortitude, Reflex and Will saving throws.

Prerequisites: Body Control, Psychic Shield, and Supernatural Speed; *Creation Cost:* 18 + three times the save bonus; *CL:* 1 (+1), 2 (+2), 4 (+3), 7 (+4), 10 (+5).

Scent: This enhancer grants the user the scent trait.

Prerequisites: Creature with scent or Enhance Senses; *Creation Cost:* 33; *CL:* 10.

Skill: This enhancer grants the user a bonus with a skill that does not require tools.

Prerequisites: A number of ranks in the skill equal to the bonus; *Creation Cost:* 18 + the skill bonus. This bonus can be applied to two related skills by increasing the creation cost by 3. If the device this bonus is being imbued into normally grants a masterwork bonus to the skill, than lower the creation cost by 3; *CL:* Skill bonus -3.

Supernatural Resistance: This enhancer grants supernatural resistance versus all supernatural powers and abilities used directly against its wearer.

Prerequisites: Creature with Supernatural Resistance or Ward; *Creation Cost:* 20 + supernatural resistance (minimum SR 11) *CL:* 8 + 1 per SR above 11.

Swimming: This enhancer grants the user a swim speed.

Prerequisites: Creature with swimming speed or Water Shaping; *Creation Cost:* 21 + 3 for every 10 feet of swim speed; *CL:* 1 (10 ft.), 4 (20 ft.), 7 (30 ft.), 10 (40 ft.), 13 (50 ft.).

Talent: This enhancer grants the user the adept's The Talent core ability. If used by a character that already has the Talent core ability it allows him to spend a Conviction point to gain access to a supernatural power with Supernatural Focus or to erase any accumulated modifiers to fatigue saving throws for using powers and reduce their fatigue level by one (exhausted to fatigued, fatigued to winded, winded (so you are only winded by a fatigued result, fatigued by an exhausted result, etc.).

Prerequisites: Creature with The Talent core ability; *Creation Cost:* 33; *CL:* 10.

Toughness: This enhancer grants the user a bonus to Toughness saves.

Prerequisites: Creature with natural armor or Body Control; *Creation Cost:* 21 + three times the Toughness save bonus; *CL:* 1 (+1), 4 (+2), 7 (+3), 10 (+4), 13 (+5).

Tremorsense: This enhancer grants the user tremorsense.

Prerequisites: Creature with tremorsense or Enhance Senses; *Creation Cost:* 30 + 1 per 10 feet of tremorsense; *CL:* 7 + 1 per 10 feet of tremorsense.

Will: This enhancer grants the user a bonus to Will saving throws.

Prerequisites: Creature with Will save bonus equal to the enhancer's bonus or Psychic Shield; *Creation Cost:* 15 + three times the Will save bonus; *CL:* 1 (+1), 2 (+2), 3 (+3), 4 (+4), 7 (+5).

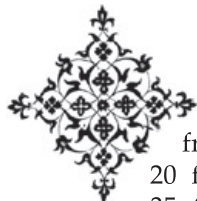
Foci

A focus is a staff, wand, talisman or other casting aid, which grants special abilities to its wielder or wearer. A focus is a power trigger item and can be used by anyone who can use a power. It takes the same amount of time to activate the foci as the power it is emulating or modifying. In addition, an adept that uses a power granted by a focus must make fatigue saves, if the power being used normally requires it.

Focused Power: When using a power focus an adept can spend a Conviction point to use his own adept level to determine the power's save Difficulty, bonus and other level-based effects.

Creation Cost: There are a number of different types of supernatural enhancers and each one has its own method of calculating creation cost (See **Device Special Abilities**). The creation cost of a device is limited by the base item. Talismans can have a creation cost of 27 or less, wands 36 or less, staffs 45 or less, and sanctuaries have no limit.





Craft: If the creator is crafting the item from scratch, make a Craft check (Difficulty 20 for talismans; 25 for wands; 30 for staffs; and 35 for sanctuaries) with the appropriate specialty (woodworking, gemcutting, etc.).

Creator Level: The creator level of special abilities is indicated under their individual entries.

Market Cost: Supernatural foci have a market cost equal to their creation cost + 3.

Focus Special Abilities

Foci can have one or more of the special abilities detailed below.

Aiming: This focus grants the user a bonus to their ranged attacks with powers.

Prerequisites: Combat Sense; *Creation Cost:* 18 + three times the attack bonus granted; *CL:* 1 (+1), 2 (+2), 4 (+3), 7 (+4), 10 (+5).

Concentrating: This focus can concentrate on one power for the user.

Prerequisites: 13 ranks in the Concentration skill; *Creation Cost:* 33; *CL:* 10.

Familiarity: This focus increases the user's familiarity with a particular type of opponent. It may be a type of creature, like animals or the undead; a profession, like soldiers or thieves; or any other category the Narrator approves. Especially broad categories, like "all humanoids" or "all villains," are not permitted.

Prerequisites: Mind Touch and Favored Opponent; *Creation Cost:* 27 + 3 for each level of increased familiarity; *CL:* 7 (+1 level), 10 (+2 levels), 13 (+3 levels), 16 (+4 levels), 19 (+5 levels).

Feat: This focus grants its user an adept feat.

Prerequisites: Adept feat being granted; *Creation Cost:* 15 + three times the number of feats granted; *CL:* 1 (1), 2 (2), 3 (3), 4 (4), 7 (5).

Focusing: This focus grants the user a competence bonus with Concentration checks.

Prerequisites: A number of ranks in the Concentration skill equal to the bonus; *Creation Cost:* 15 + the skill bonus; *CL:* Skill bonus - 3.

Maintaining: This focus can maintain a power for the user. This means the wielder does not increase the Difficulty of power checks, fatigue saves, or Concentration checks by +2 for the power being maintained by this focus (though powers not maintained by this focus do count). In addition, if the wielder does lose concentration on their powers this focus continues to maintain its power.

Prerequisites: 7 ranks in the Concentration skill; *Creation Cost:* 24 + three times the number of powers this focus can maintain; *CL:* 4 (1), 7 (2), 10 (3), 13 (4), 16 (5).

Power: This focus grants its user a power.

Prerequisites: Power being granted; *Creation Cost:* 17 + the power bonus + 3 for each additional power; *CL:* Power bonus - 3.

Power Mastery: This focus allows the user to take 10 on power checks even when distracted or under pressure. This focus does not allow the user to take 10 with powers that do not normally allow you to do so.

Prerequisites: 10 ranks in Knowledge (supernatural); *Creation Cost:* 30; *CL:* 7.

Storing: This focus allows the user to store a power for later use.

To store a power the adept uses the power normally (makes power checks, fatigue saves, etc.), but stores its effects in the focus for later use. The activation time for using the stored power is the same as the time needed by the relevant power. This use of the power does not require a fatigue save, nor does it count toward determining fatigue.

The focus magically imparts to the user the name of the power currently stored within it.

Prerequisites: 10 ranks in Knowledge (supernatural); *Creation Cost:* 33 + 3 for each power use that can be stored; *CL:* 10 + 3 for each power use that can be stored.

Sustaining: This focus grants the user a bonus to Fatigue saves when using powers.

Prerequisites: Body Control; *Creation Cost:* 12 + three times the Fatigue save bonus; *CL:* 1 (+1, +2), 2 (+3), 4 (+4), 7 (+5).

Infusions

An infusion is an item infused with a single use of a supernatural power. When an infusion is used (a standard action), it discharges the power it contains and then is rendered useless. An adept that uses a power contained in an infusion does not make fatigue saves, nor does it count towards accumulating fatigue modifiers. An infusion's bonus with the power cannot exceed its creator's bonus.

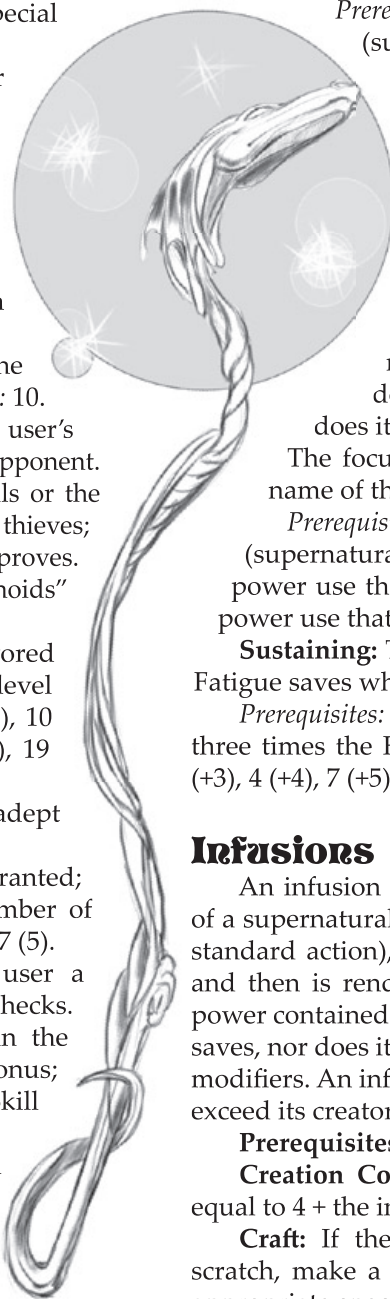
Prerequisites: Power the infusion grants.

Creation Cost: An infusion has a creation cost equal to 4 + the infusion's power bonus.

Craft: If the creator is crafting the item from scratch, make a Craft check (Difficulty 25) with the appropriate specialty (scribing, gemcutting, etc.).

Creator Level: The creator level is equal to its power bonus - 3 (minimum 1).

Market Cost: An infusion has a market cost of 7 + the infusion's bonus with the power.



Weapons

A masterwork weapon can be imbued with supernatural power, making it a supernatural weapon. Supernatural weapons have the usual properties of masterwork weapons, plus they can overcome the damage reduction of certain creatures. Since supernatural trumps all other means of overcoming damage reduction, if a creature's damage reduction can be overcome at all, a supernatural weapon will do so. In addition, other supernatural traits, such as feats and special abilities, can be added to supernatural weapons.

Creation Cost: If the weapon is only being imbued with the supernatural property it has a creation cost equal to the masterwork weapon cost +2. However, if special abilities are being added to the weapon (see **Weapon Special Abilities**), then add an amount to the creation cost equal to the weapon's damage bonus.

Craft: If the creator is crafting the item from scratch, make a Craft check (Difficulty 20 for simple weapons and 25 for martial and exotic weapons) with the appropriate specialty (weaponsmithing, woodworking, etc.)

Creator Level: The supernatural property has a creator level 1. The creator level of special abilities is indicated under their individual entries.

Market Cost: The supernatural property increases the weapon's cost by +10, which includes the masterwork quality.

Supernatural weapons with special abilities have a market cost equal to their creation cost + 3.

Weapon Special Abilities

Supernatural weapons can have one or more of the special abilities detailed below.

Accuracy: This weapon grants the user a bonus to their attack rolls.

Prerequisites: Combat Sense; *Creation Cost:* 15 + three times the attack bonus; *CL:* 1 (+1), 2 (+2), 3 (+3), 4 (+4), 7 (+5).

Animated: Upon command, an animated weapon floats within 2 feet of the wielder, and performs an attack action as if he were using it himself but freeing up both his hands. Only one animated item can be used by a character at a time. The animated device uses the character's skill bonus or its imbued skill bonus, whichever is better, and takes any penalties associated with the character's skill use, such as armor check penalty and nonproficiency.

Prerequisites: Manipulate Object; *Creation Cost:* 33; *CL:* 10.

Animated, Improved: This device functions like *animated*, except the animated device has a greater range and a fly speed of 30 feet with perfect maneuverability.

Prerequisites: Manipulate Object; *Creation Cost:* 33 + 1 for every 10 ft. of range; *CL:* 10 + 1 for every 10 ft. of range.

Bane: This weapon act like a +1 *accuracy* weapon that also deals extra damage against a particular opponent. It may be a type of creature, like animals or the undead; a profession, like soldiers or thieves; or any other category the Narrator approves. Especially broad categories, like "all humanoids" or "all villains," are not permitted. Against its designated foe, this weapon increases its accuracy weapon bonus to +3 and does +3 damage.

Prerequisites: Combat Sense and Favored Opponent; *Creation Cost:* 30 + 3 for each additional type of foe; *CL:* 7 + 3 for each additional type of foe.

Brilliant: Upon command, this weapon gives off an aura of light.

Prerequisites: Light Shaping; *Creation Cost:* 12 for 20-foot radius + 3 for each additional 10-foot radius. Some brilliant weapons shed light continuously and are quite obviously supernatural; *CL:* 1 (up to 60-foot radius), 4 (70-foot radius), 7 (80-foot radius), 10 (90-foot radius). Brilliant weapons that cannot be concealed when drawn or shut off their aura have their creation cost and creator level reduced by 3.

Corrupted: This weapon grants the wielder an additional vice and Conviction point per day. However this Conviction point can only be spent on actions directly related to the pursuit or defense of this vice. In addition, wherever the wielder is attacking someone opposed to its vice this weapon acts like a bane weapon.

Prerequisites: Vice being granted, Combat Sense, and Favored Opponent; *Creation Cost:* 33; *CL:* 10.

Elemental: Upon command, this weapon is imbued with damaging elemental energy (cold, fire, acid, or electricity), without harming either the weapon or the wielder. The weapon does +2 damage, in addition to its normal damage.

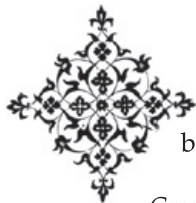
Prerequisites: Elemental Weapon of the appropriate type; *Creation Cost:* 27 + 3 per additional energy type available; *CL:* 4 + 3 per additional energy type available.

Elemental Burst: This weapon acts like an elemental weapon that also erupts with energy upon striking a successful critical hit. In addition to the extra energy damage from the energy weapon ability (see above), an elemental burst weapon does +3 damage on a successful critical hit (+4 if the weapon's critical bonus is +4).

Even if the elemental ability is not active, the weapon still deals its extra energy damage on a successful critical hit.

Prerequisites: Elemental Weapon of the appropriate type; *Creation Cost:* 30 + 3 per additional energy type available; *CL:* 7 + 3 per additional energy type available.





Feat: This weapon grants its user a weapon-based feat.

Prerequisites: Weapon-based feat being granted; *Creation Cost:* 15 + three times the number of feats granted; *CL:* 1 (+1), 2 (+2), 3 (+3), 4 (+4), 7 (+5).

Ghost Touch: This weapon deals damage against incorporeal creatures as if they were solid creatures. In addition, the weapon can be picked up and wielded by incorporeal creatures at any time. Essentially a ghost touch weapon counts as either corporeal or incorporeal at any given time, whichever is more beneficial to the wielder.

Prerequisites: Ghost Touch; *Creation Cost:* 27; *CL:* 4.

Merciful: This weapon does an extra +2 damage, however all its damage is non-lethal. On command, the weapon suppresses this ability until commanded to resume it.

Prerequisites: Psychic Blast; *Creation Cost:* 30; *CL:* 7.

Pain: This weapon inflicts terrible pain on those damaged by it. An opponent that takes damage from this weapon makes a Will saving throw Difficulty 15. If the save fails, the target is stunned for one round. A successful Will save means the pain ability does not affect the target. The target gets a +2 Will save bonus for each successive use of the pain ability in the same scene.

Prerequisites: Pain; *Creation Cost:* 30; *CL:* 7.

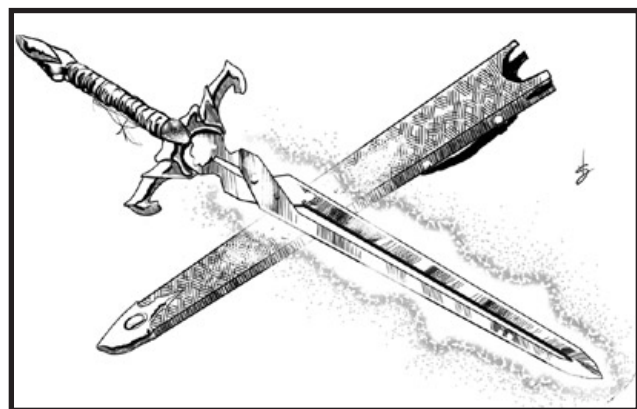
Parrying: This weapon grants the user a parry bonus to Defense.

Prerequisites: Combat Sense; *Creation Cost:* 12 + three times the parry bonus; *CL:* 1 (+1, +2), 2 (+3), 4 (+4), 7 (+5).

Returning: This special ability can only be placed on a weapon that can be thrown. A returning weapon flies through the air back to the creature that threw it. It returns to the thrower just before the creature's next turn (and is therefore ready to use again in that turn).

Catching a returning weapon when it comes back is a free action. If the character can't catch it, or if the character has moved since throwing it, the weapon drops to the ground in the square from which it was thrown.

Prerequisites: Manipulate Object; *Creation Cost:* 30; *CL:* 7.



Seeking: Only ranged weapons can have the seeking ability. The weapon veers toward its target, negating any miss chances that would otherwise apply, such as from concealment. The wielder still has to aim the weapon at the right square. Arrows mistakenly shot into an empty space, for example, do not veer and hit invisible enemies, even if they are nearby.

Prerequisites: Enhance Senses; *Creation Cost:* 30; *CL:* 7.

Storing: This weapon allows an adept to store a single power. The power must have an activation time of 1 standard action and only affect one creature (or object). Any time the weapon strikes a creature (or object) and the creature (or object) suffers a damage condition from it, the weapon can immediately use the power on that creature (or object) as a free action if the wielder desires. This special ability is an exception to the general rule that casting a spell from an item takes at least as long as casting that spell normally.

To store a power the adept uses the power normally (makes power checks, fatigue saves, etc.), but stores its effects in the focus for later use. This use of the power does not require a fatigue save, nor does it count toward determining fatigue.

The weapon magically imparts to the wielder the name of the power currently stored within it.

Prerequisites: 13 ranks in Knowledge (supernatural); *Creation Cost:* 36 + 3 for each power use that can be stored; *CL:* 13 + 3 for each power that can be stored.

Throwing: This ability can only be placed on a melee weapon. A melee weapon crafted with this ability gains a range increment of 10 feet and can be thrown by a wielder proficient in its normal use.

Prerequisites: Manipulate Object; *Creation Cost:* 30; *CL:* 7.

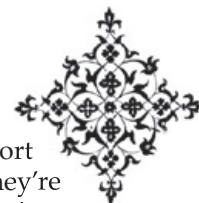
Traumatic: This weapon has its threat range doubled. Weapons with a critical threat range of 20 increase to 19–20, while those with threat ranges of 19–20 increase to 17–20. This benefit does not stack with any other effect that expands the threat range of a weapon (such as the Improved Critical feat).

Prerequisites: Supernatural Weapon and Weapon Training or Combat Bonus +3 or greater; *Creation Cost:* 30; *CL:* 7.

Vicious: When a vicious weapon strikes an opponent, it creates a flash of disruptive energy that resonates between the opponent and the wielder. This energy deals an extra +3 points of damage to the opponent and causes the wielder to make a Toughness save Difficulty 17. Only melee weapons can be vicious.

Prerequisites: Harm; *Creation Cost:* 30; *CL:* 7.

Virtuous: This weapon grants the wielder an additional virtue and Conviction point per day. However this Conviction point can only be spent on actions directly related to the pursuit or defense



of this virtue. In addition, wherever the wielder is attacking someone opposed to its virtue this weapon acts like a bane weapon.

Prerequisites: Virtue being granted, Combat Sense, and Favored Opponent; *Creation Cost:* 33; *CL:* 10.

Cursed

Some items are cursed, incorrectly made, or corrupted by outside forces. Cursed items might be particularly dangerous to the user, or they might be normal items with a minor flaw, an inconvenient requirement, or an unpredictable nature.

Creation Cost: A cursed item has the same creation cost as its base item – the largest curse modifier. For each curse beyond the first reduce the item's creation cost by 1.

Creator Level: A cursed item has the same creator level as its base item.

Market Cost: A cursed item has the same market cost as its base item – the largest curse modifier. For each curse beyond the first reduce the item's creation cost by 1.

Common Curses

Cursed items are magic items with some sort of potentially negative impact. Sometimes they're directly bad for the user; sometimes they're just inconvenient. Occasionally they mix bad with good, forcing characters to make difficult choices.

Delusion: The user believes the item is what it appears to be, yet it actually has no magical power other than to deceive. The user is mentally fooled into thinking the item is functioning and cannot be convinced otherwise without the help of the Mind Shaping power.

Prerequisites: Illusion; *Creation Cost Modifier:* -3.

Opposite Effect or Target: These cursed items malfunction, so that either they do the opposite of what the creator intended, or they target the user instead of someone else. The interesting point to keep in mind here is that these items aren't always bad to have. Opposite-effect items include weapons that impose penalties on attack and damage rolls rather than bonuses.

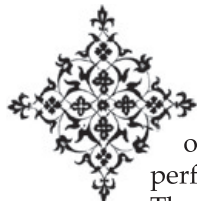
Prerequisites: A number of ranks in Knowledge (supernatural) equal to the creator level of the base item + 3; *Creation Cost Modifier:* -1.

Dependent Situations

d20	Situation	Cost Modifier	Prerequisite
1	Temperature below freezing	-2	Cold Shaping
2	Temperature above freezing	-1	Fire Shaping
3	During the day	-1	Light Shaping
4	During the night	-2	Light Shaping
5	In direct sunlight	-2	Light Shaping
6	Out of direct sunlight	-2	Light Shaping
7	Underwater	-3	Water Shaping
8	Out of water	-1	Earth Shaping
9	Underground	-2	Earth Shaping
10–11	Aboveground	-1	Air Shaping
12	Within 10 feet of a random creature type	-2	Suggestion
13	Within 10 feet of a random race or kind of creature	-3	Suggestion
14	Within 10 feet of an adept	-2	Suggestion
15	Within 10 feet of a non-adept	-1	Suggestion
16	In the hands of a non-adept	-2	Suggestion
17	In the hands of an adept	-3	Suggestion
18	In the hands of a creature of a particular virtue/vice/gender	-3	Suggestion
19	On holy days or during particular astrological events	-3	Suggestion
20	Narrator's choice ¹	–	–

1 Either pick one of the above that's appropriate or create a dependent situation specifically for that item.





Intermittent Functioning: The three varieties of intermittent functioning items all function perfectly as described—at least some of the time. The three varieties are unreliable, dependent and uncontrolled items.

Unreliable: Each time the item is activated, there is a 5% chance (1 on d20) that it does not function. The unreliable curse has a prerequisite of 5 ranks in Knowledge (supernatural) and a cost modifier of -1.

Dependent: The item only functions in certain situations. To determine the situation, its prerequisites, and cost modifier, either select a situation or roll on the Dependent Situations table.

Uncontrolled: An uncontrolled item occasionally activates at random times. Roll d20 every day. On a result of 1 the item activates at some random point during that day. The uncontrolled curse has a prerequisite of 5 ranks in Knowledge (supernatural) and a cost modifier of -1.

Requirement: In a sense, a command word is a requirement. Nevertheless, some items have much more stringent requirements that must be met for them to be usable. To keep an item with this kind of curse functioning, one or more of the following conditions must be met.

Blood Lust: The item must draw blood when wielded (weapons only). It cannot be put away or exchanged for another weapon until it has scored a hit. The blood lust requirement has a prerequisite of the Harm or Suggestion power and a cost modifier of -3.

Exclusive: The character must discard all other magic items. The exclusive requirement has a prerequisite of the Severance power and a cost modifier of -6.

Faith: The character must worship a particular deity. The faith requirement has a prerequisite of Suggestion and a cost modifier of -3.

Feast: The character must eat twice as normal. The feast requirement has a prerequisite of the Body Control power and a cost modifier of -1.

Fee, Greater: The character must sacrifice a point of Wealth score per day. The greater fee requirement has a prerequisite of the Plane Shift power and a cost modifier of -6.

Fee, Lesser: The character must sacrifice a point of Wealth score per week. The lesser fee requirement has a prerequisite of the Plane Shift power and a cost modifier of -3.

Holy Water: The item must be cleansed with holy water each day. The holy water requirement has a prerequisite of the Suggestion power and a cost modifier of -1.

Lava: The item must be bathed in volcanic lava once per month. The lava requirement has a prerequisite of the Fire Shaping power and a cost modifier of -3.

Name: The character must change his name to a specific name. The item only works for characters of

Common Curses

d20	Curse
1–3	Delusion
4–6	Opposite effect or target
7–9	Intermittent functioning
10–12	Requirement
13–15	Drawback
16–18	Completely different effect
19–20	Narrator's choice

that name. The name requirement has a prerequisite of the Suggestion power and a cost modifier of -1.

Pledge: The character must swear fealty to a particular noble or his family. The pledge requirement has a prerequisite of the Suggestion power and a cost modifier of -3.

Power: The item must have a particular power used upon it each day. The power requirement has a prerequisite of the power that must be used on the item and a cost modifier of -3.

Quest: The character must undergo a specific quest. This is a one time quest, the item functions normally thereafter. The quest requirement has a prerequisite of the Suggestion power and a cost modifier of -1.

Role: The character must add a specific role at the next opportunity. If the character already has this role than they must increase their level in the specific role. One time only and then item functions normally thereafter. The role requirement has a prerequisite of the Suggestion power and a cost modifier of -2.

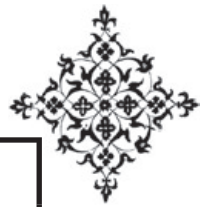
Sacrifice: The character must sacrifice some part of his life energy. The character sacrifices 1 point of Constitution score. This loss is permanent as long as the item is being used by the character at least once a month. If the character ever stops using this item he regains the lost Constitution after one month. The sacrifice requirement has a prerequisite of the Drain Vitality power and a cost modifier of -3.

Skill: The character must have a minimum number of ranks in a particular skill. The skill requirement has a prerequisite of access to a character with the target skill ranks and a cost modifier of -1 per 4 ranks.

Slaying: The item must be used to kill a living creature each day. The slaying requirement has a prerequisite of the Harm power and a cost modifier of -2.

Sleep: The character must sleep twice as much as normal. The sleep requirement has a prerequisite of the Sleep power and a cost modifier of -3.





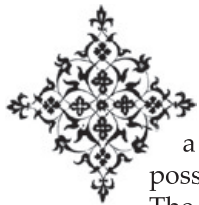
Drawbacks Table

d20	Drawback	Cost Modifier	Prerequisite
1	Character's hair grows 1 inch longer. ¹	-1	Flesh Shaping
2	Character either shrinks or grows 1/2 inch. ¹	-1	Flesh Shaping
3	Temperature is 10°F cooler/warmer around item.	-1	Cold or Fire Shaping
4	Character's hair/skin color changes.	-1	Flesh Shaping or Illusion
5	Character gains an identifying mark (tattoo, etc.).	-2	Flesh Shaping or Illusion
6	Character's gender/nature/race/creature type changes.	-3	Flesh Shaping or Suggestion
7	Character is afflicted with a random disease that cannot be cured.	-3	A diseased creature
8	Item continually emits a disturbing sound (moaning, screaming, cursing, etc.).	-3	Illusion
9	Item looks ridiculous (garishly colored, silly shape, glows bright pink, etc.).	-2	Illusion
10	Character becomes selfishly possessive about the item.	-3	Suggestion
11	Character becomes paranoid about losing the item and afraid of damage occurring to it.	-3	Suggestion
12	Character must attack nearest creature (5% chance 1 on a d20 each day).	-3	Suggestion
13	Character is stunned for two rounds once item function is finished (or randomly, 1/day).	-3	Pain
14	Character's vision is blurry (-2 penalty on attack rolls, saves and skill checks requiring vision).	-3	Illusion
15-16	Character must make a Will save each day or take 1 point of Intelligence, Wisdom, or Charisma damage.	-3	Psychic Blast
17-18	Character must make a Fortitude save each day or take 1 point of Strength, Dexterity, or Constitution damage.	-3	Drain Vitality
19	Character cannot use any powers.	-3	Severance
20	Narrator's choice. ²		

¹ Only happens once.

² Either pick one of the above that's appropriate or create a drawback specifically for that item.





Usage: The item must be used at least once a day. It will not function again for its current possessor if he fails to use it at least once per day. The usage requirement has a prerequisite of the Suggestion power and a cost modifier of -3.

Requirements are so dependent upon suitability to the item that they should never be determined randomly. An item with a requirement that is also intelligent often imposes its requirement through its personality. If the requirement is not met, the item ceases to function. If it is met, usually the item functions for one day before the requirement must be met again (although some requirements are one time only, others monthly and still others continuous).

Prerequisites: 5 ranks in Knowledge (supernatural) (Unreliable), Dependent (see above), Requirement (see above); *Creation Cost Modifier:* -1 (Unreliable), Dependent (see above), Requirement (see above).

Drawback: Items with drawbacks are usually still beneficial to the possessor but they also carry some negative aspect. Although sometimes drawbacks occur only when the item is used (or held, in the case of some items such as weapons), usually the drawback remains with the character for as long as he has the item.

Roll on the Drawbacks table to generate a drawback that (unless otherwise indicated) remains in effect as long as the item is in the character's possession.

Characters and Curses

Just as a character shouldn't necessarily immediately know what the special abilities of a noncursed magic item is, he shouldn't immediately know that an item is cursed. Once he knows, however, the item can be discarded unless some sort of compulsion is placed upon it that compels the wielder to keep and use it.

Compulsion: This special ability for cursed items increases the creation cost by 17 + the Suggestion's power bonus. This counts as a new category of special abilities and therefore if less expensive than the base special ability adds only 10% of its total to the creation cost. Any power that can normally suppress or eliminate a Suggestion effect suppresses the compulsion special ability (as well as the item's other special abilities) long enough for the character to get rid of the item.

Intelligent

Supernatural items sometimes have intelligence of their own. Supernaturally imbued with sentience, these items think and feel the same way characters do and should be treated as Narrator characters. Intelligent items have extra abilities and sometimes extraordinary powers and special purposes. Only permanent supernatural items, as opposed to single-

use items, can be intelligent. This means that charms and infusions are never intelligent.

Prerequisites: Requires access to the abilities, role, skills, feats and powers to be imbued into the item.

Creation Cost: An intelligent item has the same creation cost as its base item + the intelligent item's level.

Adding the intelligent special ability requires the adept to spend one Conviction point for each odd level (including 1st).

For example, a 3rd-level intelligent item would require an adept to spend 2 Conviction points.

Creator Level: An intelligent item has the same creator level as its base item + the intelligent item's level.

Market Cost: An intelligent item has the same market cost as its base item + the intelligent item's level.

Intelligent Items as Characters

Creating an intelligent item works exactly like creating a new character, except it is considered a construct.

Ability Scores: An intelligent has Intelligence, Wisdom and Charisma scores, but no Strength, Dexterity, or Constitution scores.

Background: An intelligent item has no background.

Levels: An intelligent item gains levels as a construct.

Allowance: An intelligent item can spend a point of Conviction to share one of the following with its possessor for one day: combat bonus, saves, skill ranks, feats, powers, communication abilities, or sense abilities.

Toughness: An intelligent item has a Toughness of +1, modified by the item's size and substance toughness.

Combat Bonus: An intelligent item uses its possessor's combat bonus when it is used to attack.

Saves: An intelligent item uses the same saving throw bonus for all saves, no matter what the type (Fortitude, Reflex, or Will). An intelligent item's saving throw bonus equals 2 + one-half its creator's adept level (round down). It also adds its Wisdom score to Will saves.

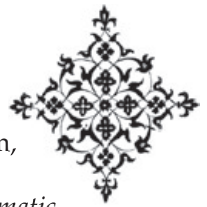
Skills, Feats and Powers: An intelligent item gains the normal skill ranks (2 + Int) for a construct and begins with two feats or powers. An intelligent item gains an additional feat every third level.

An intelligent item uses its construct levels to determine its power's effects.

An intelligent item can also spend feat slots to improve its communication or sense abilities or gain special purposes and dedicated powers.

Traits: An intelligent item has all the traits of a construct.





Substance Toughness

Substance	Toughness
Paper	-10
Glass	0
Ice	0
Paper	0
Rope	0
Soil	2
Wood	5
Stone	8
Iron	10
Steel	15

Communication: Like a character, an intelligent item understands the native language of its creator plus one additional language per point of Intelligence bonus. Choose appropriate languages, taking into account the item's origin and purposes. Some intelligent items communicate through empathy, others by speech, and a few by telepathy.

Empathic intelligent items use urges and sometimes emotions that encourage or discourage certain courses of action. All intelligent items have this special ability.

Speaking intelligent items speak the native language of the creator plus one language per point of Intelligence bonus. The item can also read any languages it can speak. Intelligent items that can speak must spend one of their feat slots on this special ability.

Telepathic intelligent items can communicate telepathically with the wielder and others as if they have the Mind Touch power. Intelligent items that have telepathy must spend two feat slots to gain telepathy (one for speech and another for the Mind Touch power).

Senses: An intelligent item has a limited ability to sense its surroundings. All intelligent items have 60 feet of vision (Night Vision and Darkvision) and hearing. The intelligent item's range can be increased by 60 feet for each feat slot spent. In addition, some intelligent items gain the blindsense ability. This special ability can only be added to items with the telepathy special ability and each feat slot spent grants 30 feet of blindsense.

Ego: Ego is a measure of the total power and force of personality that an item possesses. Only after all aspects of an item have been generated can its Ego score be calculated. An item's Ego score helps determine whether the item or the character is dominant in their relationship, as detailed below.

The item's Ego score is equal to its creator level + 1 for speech + 1 for telepathy + 2 for each special

purpose + 2 for each dedicated power + the item's highest mental ability score (Intelligence, Wisdom, or Charisma).

For example, a warrior's (3rd-level) knife of traumatic accuracy (+5) without a special purpose would have an Ego score of 22 (15 for creator level + 1 for speech + 1 for telepathy + 5 Wisdom).

Nature: An intelligence item also has a nature (virtue and vice) and Conviction. Its virtue and vice is determined by its creator at the beginning of its creation.

Any character whose virtue or vice does not correspond to the virtue or vice the item has immediately suffers one of the following conditions if he so much as picks up the item (unless it is currently drained): ability damaged (1 point; any one ability score), deafened, fatigued, shaken, or sickened. This condition remains as long as the item is in hand and cannot be overcome in any way, other than spending Conviction. Spending a point of Conviction allows the wielder to ignore the condition for one day. This condition is cumulative with any other penalties the item might already place on inappropriate wielders.

Items with Ego scores of 20 to 29 can cause the ability damaged (2 points; any one ability score), blinded, exhausted, nauseated, or slowed conditions and cost two Conviction to ignore for one day.

Items with Ego scores of 30 or higher can cause the ability damaged (3 points; to any one score), ability drained (1 point; any one score), or wounded (once per hour) conditions and cost three Conviction to ignore for one day.

This drawback is already included in the creation and market cost of intelligent items.

If an intelligent item allows individuals without the appropriate virtue or vice to use it without inflicting a condition on them, then increase the creation cost and creator level by 3 and lower the item's Ego by 2.

Conviction: An intelligent item has the same amount of Conviction as a character of its level and can spend Conviction for its possessor if they have at least one virtue or vice in common.

Intelligent Item Actions

Unlike most supernatural items, intelligent items can activate their own powers without waiting for a command word from their owner. Intelligent items act during their owner's turn in the initiative order (or on their own if they have no current owner).

If the item uses a power (or any other action) that requires a fatigue save, it still makes the save but instead of suffering a level of fatigue it suffers a level of stain. There are four stain levels: weakened, stressed, strained and drained.

Weakened: The item suffers a -1 penalty to all mental ability scores and cannot use full-round





actions. A weakened item that suffers an additional strain result becomes stressed.

Stressed: The item suffers a -2 penalty to all mental ability scores and cannot use full-round actions. A stressed item that suffers an additional strain result becomes strained.

Strained: The item suffers a -3 penalty to all mental ability scores and cannot use standard actions. A strained item that suffers an additional strain result becomes drained.

Drained: The item is “unconscious” with all of its powers (even its virtue and vice power) suppressed for ten hours.

Conviction: An intelligent item can spend a Conviction point at any time to eliminate the cumulative fatigue save modifier, setting it back to +0.

Special Purpose

By spending one of its feats an intelligent item can gain a special purpose along with one dedicated power. An item's special purpose must suit the type and nature of the item and should always be treated reasonably. A purpose of “defeat/slay adepts” doesn't mean that the sword forces the wielder to kill every adept he sees. Nor does it mean that the sword

believes it is possible to kill every adept in the world. It does mean that the item hates adepts and wants to bring the local adept faction to ruin, as well as end the rule of an adept queen in a nearby land. Likewise, a purpose of “defend elves” does not mean that if the wielder is an elf, he only wants to help himself. It means that the item wants to be used in furthering the cause of elves, stamping out their enemies and aiding their leaders. A purpose of “defeat/slay all” isn't just a matter of self-preservation. It means that the item will not rest (or let its wielder rest) until it places itself above all others.

Dedicated Power

A dedicated power operates only when an intelligent item is in pursuit of its special purpose. This determination is always made by the item. It should always be easy and straightforward to see how the ends justify the means. Unlike its other powers, an intelligent item can refuse to use its dedicated power even if the owner is dominant (see Items against Characters, below).

An intelligent item can gain an additional two dedicated powers for one of its special purposes for each feat he spends.

Intelligent Item Purpose

d20	Purpose
1-2	Defeat/slay a particular virtue or vice
3-4	Defend a particular virtue or vice
5-6	Defeat/slay adepts (including power-using adversaries)
7-8	Defend adepts (including power-using adversaries)
9-10	Defeat/aid nonspellcasters
11	Defeat/aid a particular creature type (see the bane special ability for choices)
12	Defeat/aid a particular race or kind of creature
13-14	Defend a particular race or kind of creature
15-16	Defeat/slay the servants of a specific deity
17-18	Defend the servants and interests of a specific deity
19	Defeat/slay all (other than the item and the wielder)
20	Narrator's choice

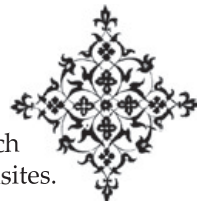
Items Against Characters

When an item has an Ego of its own, it has a will of its own. The item is, of course, absolutely true to its nature and special purpose. If the character who possesses the item is not true to that nature or the item's special purpose, then a personality conflict between item and character results. Similarly, any item with an Ego score of 20 or higher always considers itself superior to any character and a personality conflict results if the possessor does not always agree with the item.

When a personality conflict occurs, the possessor must make a Will saving throw with the Difficulty equal to the item's Ego. If the possessor succeeds, he is dominant. If he fails, the item is dominant. Dominance lasts for one day or until a critical situation occurs (such as a major battle, a serious threat to either the item or the character and so on). Should an item gain dominance, it resists the character's desires and demands concessions such as any of the following.

- Removal of associates or items whose nature or personality is distasteful to the item.
- The character divesting herself of all other magic items or items of a certain type.
- Obedience from the character so the item can direct where they go for its own purposes.
- Immediate seeking out and slaying of creatures hateful to the item.
- Magical protections and devices to protect the item from molestation when it is not in use.





- That the character carry the item with him on all occasions.
- That the character relinquish the item in favor of a more suitable possessor due to alignment differences or conduct.
- In extreme circumstances, the item can resort to even harsher measures, such as the following acts:
 - Force its possessor into combat.
 - Refuse to strike opponents.
 - Strike at its wielder or his associates.
 - Force its possessor to surrender to an opponent.
 - Cause itself to drop from the character's grasp.

Naturally, such actions are unlikely when harmony reigns between the character's and item's natures or when their purposes and personalities are well matched. Even so, an item might wish to have a lesser character possess it in order to easily establish and maintain dominance over him, or a higher-level possessor so as to better accomplish its goals.

All supernatural items with personalities desire to play an important role in whatever activity is under way, particularly combat. Such items are rivals of each other, even if they are of the same nature. No intelligent item wants to share its wielder with others. An intelligent item is aware of the presence of any other intelligent item within 60 feet and most intelligent items try their best to mislead or distract their host so that he ignores or destroys the rival. Of course, the item's nature might change this sort of behavior.

Items with personalities are never totally controlled or silenced by the characters who possess them, even though they may never successfully control their possessors. They may be powerless to force their demands but remain undaunted and continue to air their wishes and demands.

Creating Supernatural Items

To create supernatural items, adepts invest time, wealth and at times some of their own personal energy (in the form of Conviction) in an item's creation.

Imbue Item: Creating supernatural items requires the Imbue Item feat.

Prerequisites: Supernatural items require access to certain powers, feats, skills, and the like before they can be created. These prerequisites are indicated in each supernatural item entry and require that the creator have access to them himself or through someone who is present during the creation process.

A power prerequisite may be provided by a character who has access to the power or through the use of a spell completion or spell trigger supernatural

item. It is possible for more than one character to cooperate in the creation of an item, with each participant providing one or more of the prerequisites. In some cases, cooperation may even be necessary.

If two or more characters cooperate to create an item, they must agree among themselves who will be considered the creator for the purpose of determining the item's creator level.

When two prerequisites are separated by "or," only one of those powers is required to create the item. This is in addition to the prerequisites previously mentioned.

Creation Cost: This includes the cost of gathering the necessary raw materials and supernatural supplies to create the item. The creation cost can be modified by the number of special abilities imbued into a supernatural item as well as other factors (see **Creation Cost Modifiers**).

Only masterwork items may be imbued to become supernatural armor, devices, foci, enhancers, and weapons. Items that are not of these types may or may not be masterwork items.

Conviction Cost: Each special ability added to a supernatural armor (or shield), device, enhancer, focus or weapon requires the expenditure of one Conviction point. These Conviction points must be spent by the creator or by a willing subject who has access to one of the prerequisites the creator needs to access.

Creation Area: The creator also needs a fairly quiet, comfortable and well-lit place in which to work.

Creation Time: Supernatural items take an amount of time to imbue with supernatural properties based on the creation cost of the item (see **Creation Time** table).

Daily Work: The adept works for 8 hours each day. He cannot rush the process by working longer each day. But the days need not be consecutive and the adept can use the rest of his time as he sees fit.

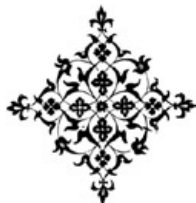
Creation Limit: An adept can create only one item at a time. If a character starts creating a new item, the creation costs of the old item are wasted.

Creation Time

Creation Cost	Creation Time ¹
1–24	8 hrs.
25–27	16 hrs.
28–30	32 hrs.
31–33	64 hrs.
34–36	128 hrs.
37–39	256 hrs.
40–42	512 hrs.
+3/+3	x2

¹Charms and infusions only take 8 hours to create despite their creation cost.





Creator Level: An adept can imbue an item with a creator level lesser than or equal to their own. If two or more characters cooperate to create an item, they must agree among themselves who will be considered the creator for the purpose of determining the item's creator level.

This information is given in the special ability entries in the form "CL: x," where "CL" is an abbreviation for creator level and "x" is an ordinal number representing the creator level itself. For supernatural items with special abilities from different categories use the highest creator level.

Power Bonus: A supernatural item's power bonus cannot exceed its creator's bonus.

Market Cost: A supernatural item's market cost is equal to its creation cost + 3 (for a market mark-up).

For example, a *supernatural battleaxe* would have a market cost of 19 (16 for creation + 3 for mark-up).

Creation Cost Modifiers

Many factors must be considered when determining the creation cost of supernatural items. Note that the market cost examples of pre-made items already take into account these modifiers.

Crafting Modifier: If creating an item from scratch, then make a Craft check with the appropriate specialty. The Difficulty of the check is dependant upon the item being created. If the Craft check succeeds, lower the creation cost by 3. If the Craft check fails, the creation cost remains unchanged, the creator loses a day's worth of work and if the Difficulty was 25 or higher his Wealth score is reduced by 1.

Item Specific Modifiers: Some supernatural item types have creation cost modifiers. These are explained within each supernatural item section.

Feat Imbuing Modifiers: Feats with prerequisites have an increased creation cost and are considered to grant their prerequisite in regards to using the imbued feat.

Ability Prerequisites: Increase the creation cost by 3 for each ability bonus above +1.

Feat Prerequisites: Each prerequisite feat increases the creation cost by 3.

Level Prerequisites: If a feat requires a certain level of experience, then increase the creation cost by 1 for each level above 1st.

Role Prerequisites: Non-general feats have their creation cost increased by 3.

Skill Prerequisites: If a feat requires training in a skill increase the creation cost by 3 and treat the user as if they have 4 ranks in this skill, if they do not already have them. If it has a minimum skill rank above 4, then increase the creation cost by 1 for each rank above 4.

For example, a *Lucky charm* would grant the user a +1 Charisma (if he has less than a +1 Charisma) for purposes of determining his bonus to Fortitude, Reflex and Will saving throws. However, the user would not be considered to have a +1 Charisma for the purpose of Charisma-based skill checks. A *Lucky charm* would have a creation cost of 13 (10 + 3 prerequisite).

A *helm of leadership* has a prerequisite of 6th-level and increases the creation cost by 5. The user would be considered to be 6th-level when using this feat, but not for any other reason. A *helm of leadership* would have a creation cost of 23 (15 for Leadership + 3 prerequisite + 5 levels).

A *hide in plain sight charm* has a prerequisite of 13 ranks in Stealth. This increases the creation cost by 9. The user would be considered to have 13 ranks in Stealth when using this feat, but would not have those ranks when not using Hide in Plain Sight. A *hide in plain sight charm* would have a creation cost of 25 (10 + 6 prerequisites [Stealth trained and expert] + 9 skill ranks).

Power Imbuing Modifiers: The following creation cost modifiers apply to supernatural, armor and shield, devices, enhancers, foci and weapons.

Continuous: If a continuous supernatural item has an effect based on a power with a duration of 1 minute (10 rounds) or less, including concentration, increase the creation cost by 2. If the duration of the power is maintenance to 1 hour there is no change in cost. If the duration of the power is greater than 1 hour or constant cut the cost by 2. If an item has multiple powers apply the worst modifier.

Fatiguing: If a supernatural item is based on a fatiguing power, but does not require a Fatigue save when used, then increase the cost by 1. If an item has multiple fatiguing powers, only apply this modifier once.

Key Ability: The creator may add his key ability to the item's save Difficulty by increasing the creation cost of an item by an equal amount. The creator can choose to add only a portion of his key ability bonus.

Limited Power: If an item grants only a particular effect of a power or is only being used as a prerequisite for a power add 1 to the creation cost, instead of the normal 3. For example, a device that only grants the Notice effect for Enhance Senses power or Mind Touch only in regards to the item's Mind Shaping power.

Multiple Special Abilities Modifier: For supernatural items with special abilities from different categories use the following formula:



Calculate the creation cost of the single most costly category of abilities, then add 10% of the value of the other categories, round to nearest whole number (minimum +1).

For example, *boots of jumping* (+5) and *improved speed* would have a creation cost of 25 (23 for skill + 2 [21 x .1] for Improved Speed).

A *hat of diplomacy* (+5), *attractive, second chance* (diplomacy) and *heart reading* (+5) would have a creation cost of 30 (25 for Heart Reading + 5 [47 x .1] for Attractive, Second Chance and skill bonus).

Non-Continuous Modifier: A non-continuous item's creation cost decreases by 1 if it is useable only four times per day, 2 if it is useable only three times per day, 3 if it is useable only twice per day, or 4 if it is useable only once per day.

If the item is a single use item decrease the creation cost by 13.

Non-power-based items with a use per day restriction are activated as standard actions and have a duration of 1 minute (10 rounds), whereas power-based items have the same activation time and duration as the power being used.

For example, a *lantern of Light Shaping* (+5; 3/day) would have a creation cost of 23 (23 for power [25 - 2]).

A *cloak of evasion* (1/day) would have a creation cost of 20 (20 for Evasion [24 - 4]).

Other Considerations: Once you have a final cost figure, reduce that number if any of the following conditions applies:

Item Requires Skill or Feat to Use: Some items require a specific skill or feat to get them to function. This factor should reduce the creation cost by 1 for every feat, 4 skill ranks, and/or 5 points of Difficulty to a skill check that is required. If the skill check is continuous (i.e. every round), then reduce the creation cost by 2.

Item Requires Conviction to Use: Some items require conviction to get them to function. This factor should reduce the creation cost by 2.

Item Requires Specific Role, Background, Virtue, or Vice to Use: Even more restrictive than requiring a feat or skill, this limitation reduces the creation cost by 3. Each requirement from this category beyond the first reduces the creation cost by an additional 1.

Adding New Special Abilities

A creator can add new special abilities to permanent supernatural items (armors, enhancers, foci, tools, and weapons) without restriction. The creation cost for a new trait is equal to what it would have cost to create the item with the ability during its original enchantment - 1.

For example, a *wand of heart shaping* (+5) and *supernatural focus* (heart shaping) could add the Quicken Power feat as a new ability for a creation cost

of 25 (22 for Heart Shaping + 3 for feats [21 x .1] - 1).

Boots of trackless could add Stealth +10 as a new ability for a creation cost of 30 (28 for skill bonus + 3 for Trackless [27 x .1] - 1).

A *crown of animal handling* (+5) and *animal empathy* could add the Beast Link (+5 bonus) power as a new ability for a creation cost of 28 (25 for Beastlink + 4 [44 x .1] for skill bonus and feat - 1).

Supernatural Items of Nevermore

The *Nevermore* campaign setting is a world where almost anything is possible, especially in regards to the supernatural. The items included in this section are just a sampling of what can be created using *Liber Artefactorum's* supernatural item creation rules and the unique story elements available in the dreamlands.

Creating Supernatural Items in Nevermore

Supernatural (and mundane) items can be created by conventional or dream crafting.

Conventional Crafting: This method of item creation uses the normal rules for crafting, except creation times for items are halved in Nevermore. You may also add +5 or +10 to the Difficulty to craft an item to reduce the crafting time to one-quarter or one-eighth normal, respectively.

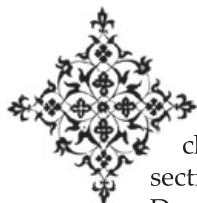
Dream Crafting: This ability allows you to create items out of pure thought and make them permanent through the use of the special substance known as neverite. The following rules replace the dream crafting rules for supernatural items presented in the Nevermore chapter in the *True20: Worlds of Adventure* sourcebook.

Temporary Supernatural Items: When dream crafting temporary supernatural items spend a number of Dream Conviction points equal to half (rounded down) the normal amount needed to imbue the item's special abilities plus the amount needed to create the object (1 for simple, 2 for moderate, 4 for complex, 8 for advanced, and 12 for fantastic). Make a Craft check using the Difficulties presented in the Craft section of each supernatural item entry.

If your Craft check succeeds, you make the supernatural item. No Wealth check is made in either case. If the Craft check fails, you do not produce a useable result, and the Dream Conviction is wasted.

Permanent Supernatural Items: When dream crafting permanent supernatural items spend a number of Dream Conviction points equal to the normal amount needed to imbue the item's special abilities plus the amount needed to create the object (2 for simple, 4 for moderate, 8 for complex, 16 for





advanced, and 24 for fantastic). Make a Craft check using the Difficulties presented in the Craft section of each supernatural item entry plus the Dream Crafting Modifier (+5 for faint supernatural items, +10 for moderate, +15 for strong, and +20 for overwhelming).

If your Craft check succeeds, you make the supernatural item and must make a Wealth check equal to the creation cost of the supernatural item. If your Wealth check is successful, the item is created without any trouble. However, if your Wealth check fails the item becomes cursed in some way. The number of curses added to the item depends upon how much you failed your check by and what curses are placed upon the item by the Narrator. The curses added to the supernatural item should have a total curse modifier equal to the amount by which you failed your Wealth check.

If the Craft check fails, you do not produce a useable result, the Dream Conviction is wasted, but no Wealth check is made.

Supernatural Item Descriptions

Each supernatural item category gets an overall description, followed by descriptions of specific items. General descriptions provide insights into what kinds of supernatural items can found in Nevermore. Specific items detail their powers and include a short history and adventure hook to help Narrators and players to use them in their campaigns. The following topics are also covered in notational form for each of the specific items presented below.

Aura: The Second Sight power can be used to reveal the presence of a supernatural item (Difficulty 10 or Psychic Shield result if held by a character currently using this power) and the power associated with a supernatural item (Difficulty 15 or Psychic Shield result + 5). As a full-round action, a character with Second Sight can determine the strength of the aura an item emits (See **Supernatural Aura** table). This information, when applicable, is given at the beginning of the item's notational entry.

Creator Level: This entry gives the creator level of an item.

Prerequisites: The prerequisites for creating an item are given in this section.

Creation Cost: The cost to create an item via a Wealth check.

Market Cost: The cost to purchase an item via a Wealth check.

Weight: The notational entry for many supernatural items ends with a value for the item's weight. When a weight figure is not given, the item has no weight worth noting (for purposes of determining how much of a load a character can carry).

Supernatural Aura

Creation Cost	Aura Strength
28 or less	Faint
29–33	Moderate
34–43	Strong
44+	Overwhelming (artifact)

Armor and Shields

Supernatural armors and shields found in Nevermore are as varied as the heroes who adventure within the dreamlands. In this world the armor and shield of Achilles might be waiting to be unearthed from a long forgotten battlefield, while Hercules's lion skin armor might lay buried within an ancient crypt. There is no limitation on what kind of armors and shield an adventurer can find in Nevermore from antique Japanese samurai armor to futuristic mechanical battle suits.

Armor of the Mount

This rainbow hued suit of armor is fashioned out of neverite and has an image of the Mount etched upon its breastplate. The wearer of this armor is considered to be within the realm of the Mount no matter where he is in Nevermore. He is protected by a 30-foot ward against nightmares and Unseelie fey (Will save Difficulty 16) and gains a +5 bonus to Craft checks. In addition, he is immune to the disrupting attack trait of progeny.

History: The armors of the Mount were first designed and created by the dreamlord Aeden for his order of the Mount and has served them well in their service to the realm. However, the secrets to creating this armor were not kept for long and now many visitors to the Tradesmen's Court can find a few suits of this armor for sale.

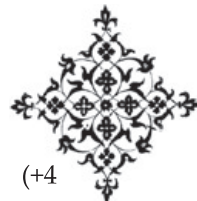
Hooks: A young and gifted artificer with a special knack for forging items out of neverite has recently disappeared from his workshop. When the order of the Mount investigated one of the breastplates hanging on his wall told them his master was abducted after discovering a secret technique for working with neverite. The breastplate does not know what this discovery was, but he does know where his master is. Well mostly. It can tell the direction of his master relative to itself. After determining that the artificer is no longer within the Mount the order has sought the help of trustworthy adventurers willing to follow the breastplate to the smith and keep his secrets from falling into the wrong hands.

Aura: Strong

Creator Level: 3

Prerequisites: Ward, 5 ranks in Craft, a neverite gem from the Mount, and a progeny





Creation Cost: 34 (breastplate); 35 (plate-mail); 36 (full plate)

34 = 26 Ward (20 Ward + 6 power bonus + 2 Concentration – 2 limited) + 4 other categories ([20 + 18] x .1) + 4 breastplate

Market Cost: 37 (breastplate); 38 (plate-mail); 39 (full plate)

Weight: 30 lb. (breastplate); 40 lb. (plate-mail); 50 lb. (full plate)

Hedge Lion Armor

This suit of armor is created from the silver hide of a hedge lion and is treated as a suit of supernatural studded leather with a natural armor bonus to Toughness. In addition, the wearer of this armor can detect the presence of nightmares and diaboli within 300 feet as per the Sense Minds power.

History: These armors are worn by Ordo's hedge wardens and are extremely useful in hunting down and destroying any nightmares or diaboli trying to make their way past the Hedge and into the southern domains. These armors are also highly sought after by other groups and individuals dedicated to hunting down nightmares and diaboli, such as the dread hunters. Ordo only allows a certain number of hedge lions to be taken each year and only during specific hunting seasons. Poachers are not tolerated and will be hunted down by hedge wardens who discover them.

Hooks: The hedge lion hunting season is about to begin and a hunting expedition is seeking out both those interested in obtaining hedge lion's hides and those who wish to hunt a hedge lion. As previous expeditions have proven, taking down a hedge lion can be very dangerous as they tend to move in packs and are often found near nightmares and diaboli, which only complicates the hunt.

Aura: Moderate (+2 Toughness); Strong (+4 Toughness)

Creator Level: 7

Prerequisites: Sense Minds and hedge lion skin

Creation Cost: 32 (+2 Toughness); 35 (+4 Toughness)

32 = 28 Sense Minds (20 Sense Minds + 10 power bonus – 2 limited) + 2 Toughness (24 x .1) + 2 Studded

35 = 30 Toughness + 3 Sense Minds (28 x .1) + 2 Studded

Market Cost: 35 (+2 Toughness); 38 (+4 Toughness)

Weight: 20 lb.

Winter's Shield

This silvery shield is covered with a thick layer of frost and ice. Upon command, the shield's wearer can use the Cold Aura power. In addition, the wearer reduces the damage potential of fire and cold based attacks by 2 points. A source of fire or cold damage reduced to 0 or less has no effect on the shield's wearer.

History: These shields were first created by the servants of Nyxis, including the dreamlord Aeden, during the Age of Strife in order to protect her realm from the onslaught of Sirena's army. Like the participants in the last battle of the War of Songs these shields have scattered throughout Nevermore since the beginning of the Age of Serenity. Some hang proudly upon walls, others are carried by adventurers, and some are still worn by the dour defenders of the realm of Nyxia.

Hooks: Nyxis has recently sent a number of Frozen Ones, her sworn servitors, to other domains to find those who still have winter shields. These servants have been given the task to convince the possessor's of the shields to return them to her service or give up their shield. This has caused a number of incidents through Nevermore, especially since these shields are owned by all manner of individuals from unwitting adventures to powerful dreamlords.

Aura: Faint

Creator Level: 1

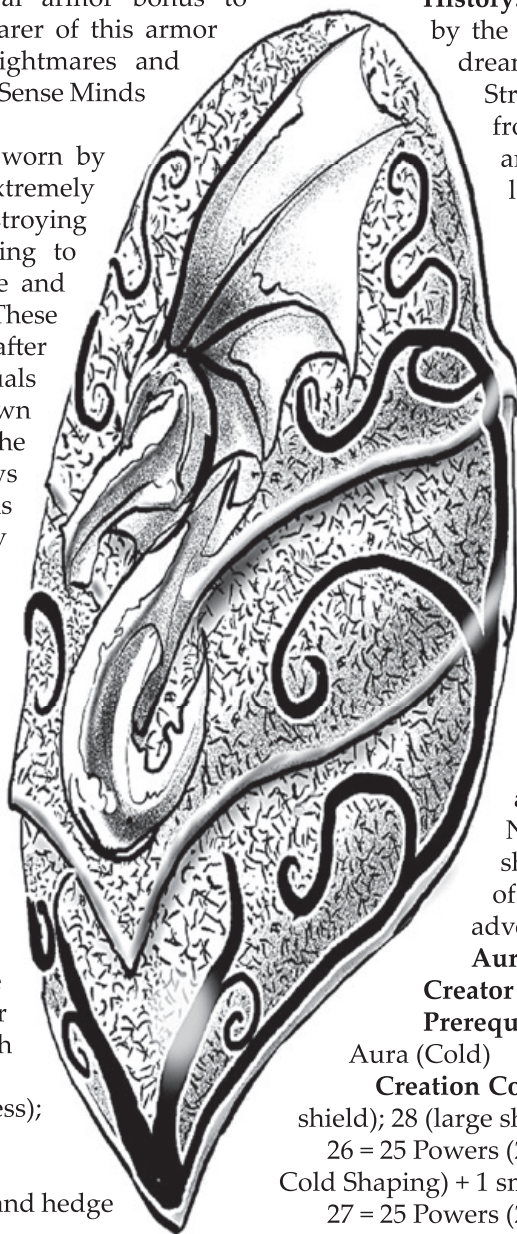
Prerequisites: Cold Shaping, Elemental Aura (Cold)

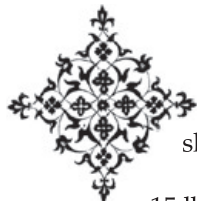
Creation Cost: 26 (small shield); 27 (medium shield); 28 (large shield)

26 = 25 Powers (20 Cold Aura + 4 power bonus + 1 Cold Shaping) + 1 small shield

27 = 25 Powers (20 Cold Aura + 4 power bonus + 1 Cold Shaping) + 2 medium shield

28 = 25 Powers (20 Cold Aura + 4 power bonus + 1 Cold Shaping) + 3 large shield





Market Cost: 29 (small shield); 30 (medium shield); 31 (large shield)

Weight: 5 lb. (small shield); 8 lb. (medium shield); 15 lb. (large shield)

Devices

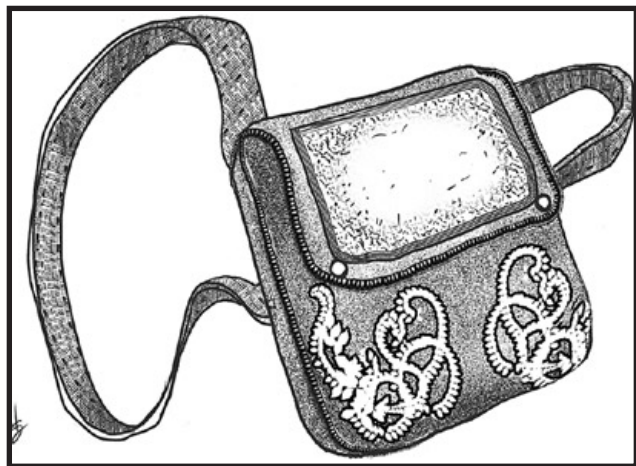
Supernatural devices within Nevermore came in also all shapes and sizes. The inspiration for these items can spring from anywhere within the worlds of fiction and myth. Perhaps an Arabian magical carpet is needed to escape the evil vizier or a crystal ball to gaze into the future? No matter the need there is always a device to fill it in the dreamlands.

Seelie Healing Kit

This satchel is decorated with glowing flowers and contains a healing kit filled with supernatural herbs and tools, which the Seelie fey use to diagnose and treat ailments. If the user of this healing kit has 4 ranks in Medicine and a compassionate nature he gains a +5 bonus to Medicine checks. In addition, all actions associated with the Medicine skill are quickened. Full round actions become standard actions, standard actions become move actions, and all other Medicine check times are halved.

History: The roots of the Heart Tree are renowned for the healing herbs that grow around them. However they can only be harvested and used by certain individuals without losing their potency. It has been rumored through the years that through the use of one of these healing kits it has even been possible to bring the dead back to life, though to do so would be an improbable deed (Difficulty 30; requires 12 ranks in Medicine).

Hooks: Ever since the Heart Tree was poisoned the herbs used to create Seelie healing kits have been withering. However, one of the harvesters came across a dying blue rose that spoke of a hidden glade somewhere in the Nightwood where an ancient spring resides and with it a colony of healing herbs. When the blue rose died a tiny map was found upon one of its



petals. Some believed the map leads to one of the lost springs needed to cure the Heart Tree, others wonder if it is a wild goose chase planted by one of Mab's minions, or perhaps it is something else.

Aura: Faint

Creator Level: 7

Prerequisites: 10 ranks in Medicine and a masterwork healer's kit

Creation Cost: 28

28 = 30 Quick action + 2 skill bonus (20 x .1) - 4 (-2 skill ranks - 3 Compassionate)

Market Cost: 31

Weight: 1 lb.

Instrument of the Wordsmith

This musical instrument is an elaborately crafted instrument ranging in color from honeyed-brown to cherry red. If played by a performer with Fascinate, Skill Focus (Perform: poetry or one musical instrument), Suggestion and at least 8 ranks in two Perform skills (poetry and one musical instrument), then this item can be used to create Heart Shaping, Illusion, and Mind Shaping effects in regards to those he is interacting with.

History: These musical instruments have been the hallmarks of the wordsmiths of Poesi since their inception, but many performers have adopted their use. These instruments are renowned for their ability to affect the minds and hearts of others and though musical instruments are perhaps the most common incarnations of these items they are not the only ones. There are wordsmiths that use pens as their instruments though they have the limitation of only working on those who read what the pens have set down on paper.

Hooks: It has recently been discovered that there is a mysterious writer who has been using his pen to influence unsuspecting victims into providing him with information, wealth, items, and other things. There has been no rhyme or reason behind those he targets, but some fear this writer if left to his own devices will grow even bolder and set in motion some nefarious plot.

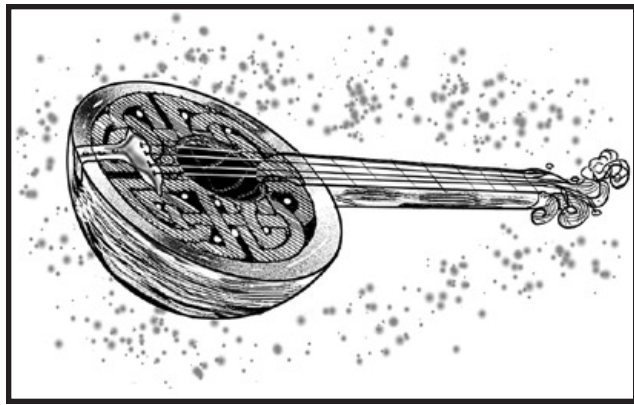
Aura: Moderate (power bonus +10); Strong (power bonus +15); -1 level if a pen

Creator Level: 7 (power bonus +10); 12 (power bonus +15); -6 if a pen

Prerequisites: 8 ranks in Perform (poetry and one musical instrument), Fascinate, Skill Focus (Perform: poetry or one musical instrument), Suggestion (feat or power), Heart Shaping, Illusion and Mind Shaping

Creation Cost: 33 (power bonus +10); 38 (power bonus +15); -6 if a pen

33 = 40 Powers (20 Heart Shaping + 10 power bonus + 6 extra powers + 2 Concentration + 1 Fatiguing + 1 limited power) - 7 (-3 feats - 4 skill ranks)



38 = 40 Powers (20 Heart Shaping + 15 power bonus + 6 extra powers + 2 Concentration + 1 Fatiguing + 1 limited power) – 7 (– 3 feats – 4 skill ranks)

Market Cost: 36 (power bonus +10); 41 (power bonus +15); – 6 if a pen

Weight: 5 lb.; – if a pen

Magic Beans

These brown beans have no distinguishing features. However, if they are planted in the ground by a child with a curious nature they grow into a bean stalk that reaches up to the clouds. It is impossible to know what is at the top of the bean stalk, but there is almost always an adventure awaiting those who make the climb.

History: Magic beans are a rare sight in the world of Nevermore. It is believed that only a few know the secrets to creating them and these “bean sellers” rarely sell their beans to anyone, except curious little children. No one knows why they do this, but they have been wandering the land ever since the end of the Age of Strife.

Hooks: Someone has gotten a hold of the secret of creating magical beans and there are a growing number of curious little children who have climbed up the bean stalk never to return. This has concerned the bean sellers greatly and they are hiring adventurers to track down this rogue bean seller and put an end to his nefarious deeds.

A large beanstalk stretches into the clouds and a worried mother kneels at its bottom. Her son, Jack, has gone up the beanstalk, but has not returned. Is Jack still alive or boiled into an ogre’s stew? Has some unforeseen twist turned this tale on its head endangering not only Jack, but also those who climb after him? And who sold Jack his magic beans and why?

Aura: Moderate

Creator Level: 12

Prerequisites: Plant Growth, Teleport, and a child with a curious nature

Creation Cost: 23

23 = 37 Powers (20 Teleport + 15 power bonus + 1 fatiguing + 1 limited power) + 3 no body slot – 17 (– 3 curious nature – 1 child background – 13 single use)

Market Cost: 36; an object with a cost of 10 or less (for children only)

Weight: –



Enhancers

Supernatural enhancers are just as numerous and varied as devices. Famous enhancers that can be found in Nevermore include the ring of Gyges mentioned in Plato’s Republic and the belt worn by Sir Gawain when he encountered the Green Knight. Of course even more unique and amazing enhancers can be uncovered within the dreamlands through quests, happy accidents, and guarded treasures.

Mask of Discord

This misshapen mask is fashioned from driftwood with seaweeds for hair. If the wearer has a deceitful nature and 8 ranks in the Bluff and Disguise skills, then he gains the Mimicry special ability and comes under the constant effects of the Psychic Shield and Self-Shaping powers. This mask also grants its wearer the ability to use the Heart Reading and Heart Shaping (hatred and rage only) powers at will.

History: These masks were created by the dreamlord Sirena for use by her secret society of Discordant Voices. Though it is rare to find one of these for sell there are a few artificers who know how to create them or at least objects quite similar to them. Nevertheless, it is a dangerous business selling or working with these items as Sirena’s servants have made a point of silencing those who might give away their secrets.

Hooks: It is feared that there is an agent of the Discordant Voices in the local area. There have been a series of strange incidents of late including brawls, duels, and other misunderstandings in which two or more people have suddenly been at odds with each other. The most recent clue that seems to indicate the involvement of a Discordant Voice was the revelation that one of the area’s important figures was seen in two entirely different places at the same time.

Aura: Moderate

Creator Level: 12

Prerequisites: Deceitful nature, 8 ranks in Bluff and Disguise, Self-Shaping, Heart Reading, Heart Shaping, and a creature with the mimicry ability.

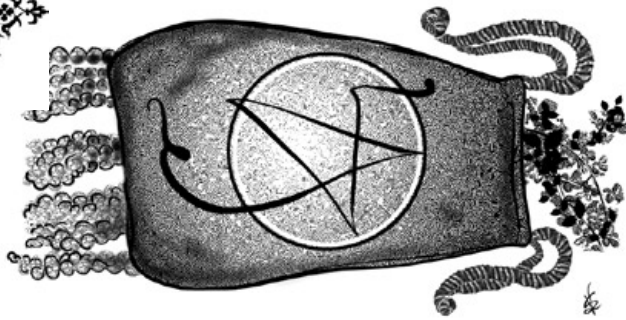
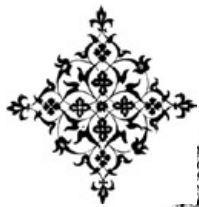
Creation Cost: 33

33 = 36 Mimicry + 4 (20 Self-Shaping + 15 Power bonus + 6 for extra powers + 2 limited powers [Body Control and Heart Shaping] + 1 fatiguing) – 7 (– 3 Deceitful – 4 skill ranks)

Market Cost: 36

Weight: 3 lb.





Pouch of Fairy Dust

This small leather pouch is filled with sparkling dust. A single pinch of this substance flung over a subject can grant them a fly speed of 60 feet with perfect maneuverability. However, the subject must make a Concentration check (Difficulty 10) to focus their minds upon happy thoughts in order to fly. This Concentration check must be made every round, until the subject's feet touch the ground or they lose concentration and fall to the ground. The subject may take 10 on his Concentration checks as long as he is not distracted or under pressure. The pouch may be used once per cycle.

History: Fairy dust was first created by the Seelie fey during the Age of Rebirth and has grown in popularity ever since. There is an annual festival dedicated to fairy dust with events specifically designed to take full advantage of its effects.

Hooks: The annual Fairy Dust festival is about to begin and the Seelie fey are seeking out sources of fairy dust and inviting their friends to the celebration. There will be a number of tournaments, balls, and feasts to be had during the triad of festivities. The carnival atmosphere means plenty of opportunities for adventure and misadventure alike.

Aura: Faint

Creator Level: 9

Power Bonus: +12

Prerequisites: Wind Walking and subject with a happy nature

Creation Cost: 27

27 = 28 Wind Walking (20 Wind Walking + 12 power bonus - 4 1/cycle) + 3 no body slot - 4 (-2 Concentration check -2 continuous check)

Market Cost: 30

Weight: 1 lb.

Ring of Shadows



This ring is carved out of the dark heartwood of a shadow alder and has a black opal set into its face. If the wearer of the ring is an expert with 8 ranks in the Stealth skill and the Skill

Focus (Stealth) feat he can use the Light Shaping power at will in any area of shadowy illumination.

History: These rings are closely associated with the order of spies and informants known as the Silent Watchers. These agents of the dreamlord Lokanan use their rings to keep an eye on other dreamlords and important figures since the end of the Age of Strife. Only artificers aligned with the Silent Watch know exactly how to create these rings. However, almost anything is for sale within the Shadow Keep's black market and it is not uncommon for a few rings to make their way into the hands of heroes and villains alike.

Hooks: There is a group of professional and highly skilled thieves who have performed a number of high profile heists over the past year stealing everything from shipments of neverite to priceless artifacts. They call themselves the Seven Shadows and always leave a ring of shadows with an ornate seven etched on its back as their calling card. These Seven Shadows have prices on their heads in numerous realms, but there have been few takers since the last couple groups of investigators have turned up dead with rings on their fingers.

Aura: Faint

Creator Level: 12

Prerequisites: Expert with 8 ranks in Stealth and Skill Focus (Stealth) and Light Shaping

Creation Cost: 28

28 = 34 Light Shaping (20 Light Shaping + 15 power bonus + 1 Fatiguing - 2 limited) + 1 ring - 6 (-1 Skill Focus -2 skill ranks - 3 expert)

Market Cost: 32

Weight: -

Foci

Supernatural foci are wondrous items wielded by those with mastery over supernatural powers. They are a common sight in the dreamlands with some of the most notable ones being Merlin's staff and the standing stones of Stonehenge. These items are often created to champion specific causes within Nevermore and wielded by its adepts with great and terrible effects.

Banner of Hope

This azure banner with a white starburst is carried upon an ornately carved branch of golden wood taken from Mergia's Garden in the Golden City. If the wielder of this banner has a hopeful nature and 8 ranks in the Diplomacy and Medicine skills, then he can use certain powers upon those within 30 feet depending upon their attitude towards him. The wielder can use the Heart Shaping (hope) or Cure power on those with friendly or better attitudes. Conversely, the wielder can use Heart Shaping (friendship) or Psychic Blast on those with indifferent or worse attitudes. In addition, as a move action this banner can be turned into a



quarterstaff. It is wielded as a merciful quarterstaff against mortals, fey and dreamspawn, while it acts as a bane quarterstaff against nightmares and diaboli.

History: These banners were designed to be carried by the dreamlord Mergia's hopebearers after she founded the Golden City, but are such effective weapons against both nightmares and diaboli that they have become popular tool of like-minded adepts. Banners carried by adventurers often replace the hopebearer's starburst with some other appropriate symbol.

Hooks: Bands of diaboli have been rumored to be carrying crimson banners with a black flame upon them. These banners are said to cause hatred and despair and can counteract the banners of hope. Fanning the flames of these rumors are reports of hopebearers and their guardians being ambushed and killed throughout Nevermore. There are a number of adventuring groups who have been hired to investigate these rumors by various dreamlords and if possible to obtain one of these crimson banners for study.

Aura: Moderate

Creator Level: 12

Prerequisites: Combat Sense, Cure, Heart Shaping, Psychic Blast and a subject with a hopeful nature, 8 ranks in Diplomacy and Medicine and Favored Opponent

Creation Cost: 30

$29 = 33 (17 + 15 \text{ power bonus} + 2 \text{ limited powers} + 1 \text{ Widen effect} + 1 \text{ special effect (allies or foes)} - 2 \text{ limited}) + 3 \text{ quarterstaff } ([30 + 2] \times .1) - 7 (-3 \text{ Hopeful} - 4 \text{ skill ranks})$

Market Cost: 33

Weight: 4 lb.

Book of Faehalig

This leather bound book has the image of the Heart Tree imprinted upon it or engraved upon a gem set into its cover. If the reader has a faithful, hopeful, or loving nature, 8 ranks in the Concentration and Knowledge (theology) skills and the Dedicated (Faehalig) feat, then he can meditate upon the meaning of the book for one minute to gain access to one of the following powers for the rest of the cycle: Body Control, Cure, Cure Blindness/Deafness, Cure Disease, Cure Poison, Imbue Life, or Visions.

History: The Books of Faehalig are the holy books of the fey. The first of these books was given to Oberon when he arrived in Nevermore and has grown over the centuries as he and other exarches of the Heart have added to it. After the sacrifice of Menhalig at the end of the Age of Strife many of the exarches have written much more thoroughly upon the role of mortals in Faehalig's plan.



Hooks: While doing inventory a librarian discovered an undocumented book among the shelves. It had the appearance of a Book of Faehalig, however the Heart Tree was replaced with an Obsidian Tree, the symbol of Mab's realm. After researching the book he realized that it was a rare copy of the Book of Lilith and began taking notes upon its contents. Soon afterward the book, the librarian, and his notes disappeared. The only clue left behind was the following phrase scrawled in blood, "The seeds of discord shall yield a bloody harvest." Some believe Lilith's nightspinners silenced the librarian before his work could be completed, while others wonder if he was dabbling in things best left alone, then there are a few who are most concerned with the message and what it means.

Aura: Moderate

Creator Level: 9

Prerequisites: Body Control, Cure, Cure Blindness/Deafness, Cure Disease, Cure Poison, Imbue Life, Visions, and a subject with a faithful nature, Dedicated to Faehalig, and has 8 ranks in Knowledge (theology).

Creation Cost: 30

$29 = 36 (17 \text{ power} + 12 \text{ power bonus} + 6 \text{ limited powers} + 1 \text{ fatiguing}) - 6 [-1 \text{ background}, -1 \text{ feat} - 4 \text{ skill ranks}]$

Market Cost: 33

Weight: 5 lb.

Wand of the Wyrd

This wand has a neverite shard fixed to its head. If the wielder of this staff has an unpredictable nature, the Dream Blood feat, and 8 ranks in Knowledge (supernatural), then he and all those within 30 feet of him are considered to be within the domain of the Wyrd no matter where they are in Nevermore. Apply a +10 domain modifier to Dream Shifts and a +5 domain modifier to the Difficulty of Backlash checks made in this area. In addition, all creatures within 30 feet can use the improbable deed and unbelievable challenge Dream Conviction abilities without expending Dream Conviction. This wand also





grants access to the Empower, Quicken Power, and Widen Power feats and a +4 bonus on Fatigue saves when dream weaving. There are a few untainted wands left, which require a friendly nature.

History: These wands were first created by the dreamlord Hellena during the Age of Strife for the weavers of the Wyrd. This noble society of adepts protected her realm and studied the arts of dream weaving. However, when Hellena's realm fell to Diabolus's nightmarish hordes many of the weavers were either killed or tainted. Now this once respected organization is in tatters and those who still serve it are feared for their unpredictable natures.

Hooks: It has been rumored that there is a group of weavers of the Wyrd who have remained untainted by the fall of Hellena and are striving to free their friends from whatever curse has befallen them. It is believed that Mergia, Justina, and Ordo are working with these remnants to restore their mother's lost order and have often used adventurers to help them in this pursuit.

Aura: Moderate

Creator Level: 7

Prerequisites: Body Control, Empower, Quicken Power, Widen Power, and a neverite shard from the Wyrd

Creation Cost: 30

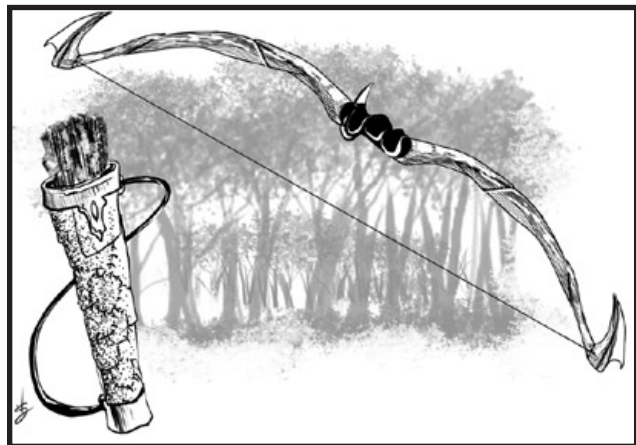
$35 = 25 \text{ Dream Shift} + 8 \text{ Feats/Dream Conviction/Fatigue save/Backlash ([18 + 24 + 21 + 20] \times .1) - 3 \text{ nature} - 2 \text{ skill ranks} - 1 \text{ Dream Blood}$

Market Cost: 33

Weight: –

Weapons

Supernatural weapons have played a pivotal role throughout Nevermore's history. In truth, they are perhaps the most influential items as their masters have either sought to destroy or protect the dreamlands. These legendary weapons include such weapons as Excalibur, Thor's hammer Mjolnir, David's sling, and Cupid's arrows and each of these awaits the firm grip of a hero to return to its former glory.



Dread Hunter's Bow

This ashen bow has the blindfolded visage of the dreamlord Bhlendhl just above its neverite grip. If the wielder of this bow is a warrior with 8 ranks in Survival and the Favored Opponent (nightmares/diaboli) and Track feats, then this bow acts like a bane weapon with the seeking special ability for one scene. Against non-nightmares or diaboli or in the hands of a wielder who does not meet the requirements, this weapon acts as a +1 bow.

History: These bows were created for use by the dread hunters. This order of warriors is tireless in their task of tracking down and destroying nightmares and diaboli throughout Nevermore. These bows have been effective weapons in keeping these creatures at bay since the beginning of the Age of Serenity and now they can be found for sell throughout the dreamlands, especially since the drastic increase in disturbances caused by nightmares and diaboli in the last few years.

Hooks: A neverite laden caravan seeks protection during its journey. It has been sent by a dreamlord in hopes of obtaining a stockpile of weapons to use against nightmares and diaboli who are harrying their followers. Due to its sensitive nature very few have been told about this caravan's nature or its destination, the Wending Refuge. Still there are a few trustworthy individuals who have been given the guardianship of this caravan and the task of hiring guards to see it to and from its destination.

Aura: Moderate

Creator Level: 10

Prerequisites: Combat Sense, Enhance Senses, and a subject with 8 ranks in Survival, Favored Opponent (nightmares and diaboli) and Track

Creation Cost: 31 (longbow); 30 (short bow)

$31 = 33 \text{ Bane} + 3 \text{ (seeking } 30 \times .1) + 3 \text{ longbow} - 8 \text{ (-3 Warrior - 2 skill - 2 Feats)}$

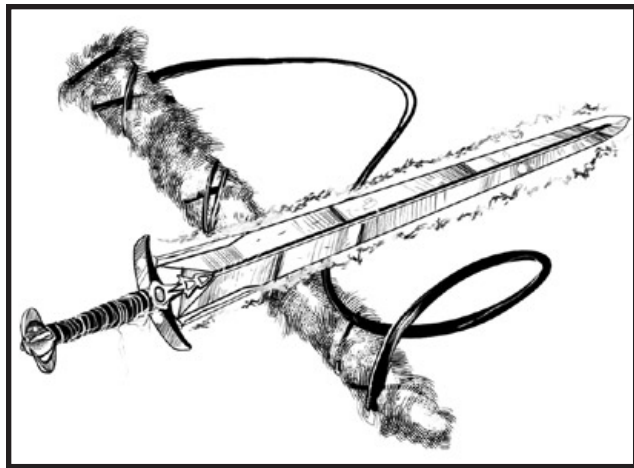
$30 = 33 \text{ Bane} + 3 \text{ (seeking } 30 \times .1) + 2 \text{ short bow} - 8 \text{ (-3 Warrior - 2 skill - 2 Feats)}$

Market Cost: 34 (longbow); 33 (shortbow)

Weight: 4 lb. (longbow); 2 lb. (shortbow)

Free Rider's Weapon (Gwyradd)

These weapons are simple in design, but fearsome in effect. If the wielder of the weapon is a warrior with the Vehicular Combat and Spirited Charge feats and 8 ranks in the Intimidate and Ride skills, the weapon grants the frightful presence special ability. The frightful presence is activated whenever the wielder charges, whether he is on a mount or on foot. Opponents, even those normally immune to mind-influencing effects, within 30 feet of the wielder must make a Will save (Difficulty 16) or become shaken for two rounds for each point the save failed. An opponent that succeeds on the saving throw is immune to this weapon's frightful presence for 24 hours.



History: These weapons were forged by Gwynudd during the Age of Strife when he was in the service of Nyxis's sons. Since the end of the War of Songs, Gwynudd and his free riders have used these weapons to keep nightmares and diaboli at bay. Free rider weapons are rarely found or sold outside of the Free Camp as the only way to obtain one is to perform some service or complete a quest for Gwynudd or one of his free riders.

Hooks: The adventurers come upon the site of a recent battle between a group of free riders and diaboli. There is only a single free rider left alive and he is heavily injured along with his mount. He asks the adventurers to escort him back to the Free Camp so he can report his findings to Gwynudd. If asked what he has discovered he relates how his band of free riders stumbled upon the mouth of a heavily guarded cavern. He believes the diaboli are using the cavern to travel beneath the Hedge Mountains and infiltrate the Eye and other domains to the south.

Aura: Moderate

Creator Level: 10

Prerequisites: A warrior with the Vehicular Combat and Spirited Charge feats and 8 ranks in the Intimidate and Ride skills and a creature with frightful presence

Creation Cost: 30

$33 = (33 \text{ Frightful Presence [shaken]} + 3 \text{ special effect}) + 3 \text{ weapon} - 9 \text{ restrictions } (-3 \text{ warrior } -2 \text{ feats, } -4 \text{ skills})$

Market Cost: 33

Weight: 6 lb. (battleaxe); 4 lb. (sword); 6 lb. (spear); 5 lb. (warhammer)

Staff of the Eye

This supernatural quarterstaff is crowned by a rainbow hued neverite gem fashioned in the shape of an eye. If the wielder of this staff has a truthful nature and 12 ranks in Sense Motive, then he is considered to be within the realm of Veratis no matter where he is in Nevermore. He gains a +5 bonus to Knowledge checks and everyone within 30 feet of him comes

under a Suggestion (as per the power) to tell the truth (Will save Difficulty 16). Anyone who commits a crime or tells a lie within the staff's range comes under the immediate effects of a Mind Probe from the wielder of the staff (Will save Difficulty 16). In addition, the wielder and everyone in range of the staff are treated as if they are within the Eye for the purpose of determining Dream Shift and Backlash checks (-10 modifier) and double the normal amount of Dream Conviction points needed to activate Dream Conviction abilities.

History: These staffs were created when the dreamlord Justina established the magi of the Eye as her servants and advisors. The unique image of the staff has become a symbol of the magi and is rarely found in the hands of someone who is not a magus.

Hooks: A magus of the Eye seeks an escort to the domains of the Hedge, the Heartlands, the Wyrld, and the Dreadlands. He wishes to collect neverite gems from each of these domains in hopes of constructing a staff based upon the supernatural concepts, which lay behind the design of the staff of the Eye. He keeps the details of what he expects to create to himself, though he believes his experiment will prove to be "eye-opening" if it works.

Aura: Moderate

Creator Level: 7

Prerequisites: Suggestion, Mind Probe, a neverite gem from Veratis, and subject with truthful nature, Dedicated to Justina, and with 12 ranks of Sense Motive and 5 ranks in any Knowledge skill

Creation Cost: 34

$34 = 30 \text{ Powers } (15 [17 - 2 \text{ limited power}] + 10 \text{ power bonus } [+6 \text{ for Mind Probe} + 15 \text{ for Suggestion}] + 1 \text{ fatiguing} + 2 \text{ Concentration} + 2 \text{ limited power}) + 10 \text{ Dream Conviction/Knowledge/Dream Shift/Backlash } ([30 + 20 + 25 + 25] \times .1) - 6 (-3 \text{ Virtue, } -3 \text{ skill ranks})$

Market Cost: 37

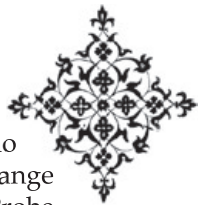
Weight: 4 lb.

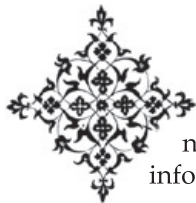
Artifacts

Artifacts are rare and amazing items that are of even greater renowned and power than those previously discussed. They have abilities beyond those of simple supernatural items and are truly the stuff of legends playing important roles in Nevermore's history.

Andvarinaut

This simple golden ring has a knack for finding treasure. This special ability works exactly like the Sense Minds power, except the ring senses items with a sale value of 15 or greater that reside within 3,000 feet. The wearer senses the presence of precious items, their approximate number, their general type (neverite, jewelry, supernatural items, and so forth),





and their approximate location. The larger the number of precious items, the more general the information tends to be. Psychic Shield opposes this special ability (Difficulty 25). A successful Psychic Shield allows a creature and any items on it to go unnoticed. The wearer can focus his attempt to Sense Wealth on a particular place he can see. Unfortunately, this ring is also cursed. The wearer becomes selfishly possessive about the item and may not take the ring off without spending three Dream Conviction points. In addition, anyone within 3,000 feet that has a greedy nature must make a Will save (Difficulty 20) or come under the compulsion to take Andvarinaut for themselves. Creatures under this compulsion will do anything to get a hold of the ring, though they receive a new Will save every cycle.

History: This ring was originally crafted by a dwarf named Andvari. However, Loki stole it from him and the dwarf cursed the object to bring doom upon anyone who kept it. Soon realizing the potency of the curse Loki gave the ring to Hreidmar who was killed by his son Fafnir. Fafnir was in turn killed by the mortal hero Sigurd who gave the ring to his beloved Brynhildr. Through treachery and deception both Sigurd and Brynhildr died. Since then the ring has had many owners and each one has been slain or meet an untimely end. It is believed that only by returning the ring to Andvari can the curse be undone.

Hooks: There has been a rash of robberies, disappearances, and murders in the local area. There are witnesses who claim to have seen men fighting over a ring. Some whisper that this ring must be the infamous Andvarinaut. If so it is the first appearance of this legendary item in many years and does not bode well for those caught within its web of greed.

Aura: Overwhelming (Major)

Weight: –

Draupnir

This elaborately designed arm ring is fashioned from gold and is a source of endless wealth. Every nine cycles this arm ring spawns eight masterwork arm rings of the same appearance, though not possessed of any supernatural qualities. Each of these arm rings has a sale value of 15, but more importantly to artificers they can be imbued with supernatural abilities more easily than other objects (-3 creation cost modifier).

History: This arm ring was created by the dwarves Brokk and Eiti as part of a wager with Loki, which included two other items Thor's

hammer, Mjollnir, and the glowing boar Gullinbursti. After winning the wager the dwarves gave these items to Odin, who possessed them until the Waters of Forgetfulness flooded the dreamlands at the beginning of the Forgotten Age.

Hooks: A treasure hunter believes he has discovered the resting place of Draupnir. Through meticulous research in libraries around the dreamlands he has discovered what he believes to be a secret code. The clues have led him to various places and the latest one seems to indicate that he needs to go to the Dreadlands. He fears there will be a great deal of danger on this journey and is seeking to hire adventurers to help him break the code and recover Draupnir and any other treasures hidden along with it.

Aura: Overwhelming (Major)

Weight: 5 lb.

The Grail

This simple vessel is crafted out of wood from the Heart Tree. Those who drink from the Grail immediately gain an aspect. In addition, the Grail can return one mortal or fey back to life each year.

History: The Grail was created by Faehalig for the Seelie fey who drink the sap of the Heart Tree from it when they reach their maturity. This rite of passage is a great cause for celebration in the southern Heartlands and takes place during the festival of Cadence. When it is not being used it is kept in the underground realm of Annwn within the labyrinthine Hall of Mirrors.

Hooks: The Grail has been stolen! Through scheming and sorcery someone has made their way through the Hall of Mirrors and taken the Grail from its resting place. It is unknown as to who stole this precious object or for what purpose, but the Seelie court fears the worst. It could have been taken by servants of Diabolus, Sirena, Mab, or some other dreamlord who desires to weaken the Seelie or return another to life with the powers of the Grail.

Aura: Overwhelming (Major)

Weight: 1 lb.

Cursed

Cursed items are a common motif throughout fiction and mythology and Nevermore is no different. These items seem to be boons at first, but as time passes the tragedy of these objects grows. These cursed items are dangerous elements in many tales of yore and in some cases are only become cursed after they are stolen or at the violent death of the previous owner.





Amulet of the Night Witch

This silver amulet is fashioned in the likeness of Lilith and is crowned with precious gems. If the wearer of this talisman is an adept that is Dedicated to Lilith (as per the feat), he can use the Mind Reading and Psychic Shield powers (as if this item was a focus). If this amulet is worn (or seen) by a creature that is not Dedicated to Lilith, then it appears to be a simple piece of jewelry with no special powers. A non-Dedicated creature that is wearing the amulet must make a Will save (Difficulty 15) to take it off. If he fails, he must wear the amulet for the rest of the cycle and must wait until the next cycle to try again. In addition, adepts that are Dedicated to Lilith can detect an amulet worn by a non-Dedicated creature within 300 feet and use the following powers on him: Mind Reading, Mind Probe, Mind Shaping, Scrying, and Suggestion.

History: No one knows exactly when and who created them, but these amulets are infamous throughout dreamlands for the amount of harm they have done to Nevermore and its inhabitants. It is believed that it was through the use of these amulets that Mab and her minions were able to bring about the Age of Strife between the mortals that nearly destroyed them. They have been such effective tools in manipulating others that a few disreputable artificers have created their own versions of these items and use them for their own ends. It is not uncommon for other objects to be used for these objects from brooches to rings though all of them have a particular identifying mark once the illusion masking them is suppressed.

Hooks: Recently a well-respected councilor of one of the dreamlords was arrested after attempting to pass on sensitive information about the realm's defenses. After interrogating him it was discovered that he had a ring within his possession with the identifying mark of Lilith. It is unknown as to how complicate this councilor was in his dealings with the nightspinnors or whether he was manipulated by them through the ring. However, it is obvious to the dreamlord and his servants that a cell of nightspinnors are working within the realm and they must be tracked down and stopped before it is too late.

Aura: Moderate
Creator Level: 7

Prerequisites: Dominate, Illusion, Mind Reading and Psychic Shield

Creation Cost: 33

30 = 37 (17 power + 10 power bonus + 3 additional powers + 1 special effect [no range] + 6 limited power) – 4 (Adept & Dedicated or non-Dedicated cursed)

Market Cost: 36

Weight: –

Arm of Diabolus

This misshapen and inky black arm can be strapped over the arm. If the wearer swears fealty to Diabolus and kills one living thing each day, then the arm will allow itself to be worn and grants its wearer a supernatural claw attack (+3 Damage) along with the nightmare's disrupting attack special ability. In addition, the wearer can use the Dominate power (Will save Difficulty 16) to control nightmares (but not diaboli). Lastly, the character gains the nightmare subtype for the purposes of powers and other effects based on creature type.

History: These arms were first created by the dreadbringers, one of the most feared secret societies in Nevermore. These mortals are the sworn servants of Diabolus and bring death and destruction wherever they go. They use these items and others like them to corrupt and train other mortals in the hopes of one day transforming them into full-fledged diaboli.

Hooks: There have been an increased number of incidents involving the dreadbringers over the past few years. It has become all too common to hear terrible stories of men and women wearing arms of Diabolus and commanding nightmares. As such a number of dreamlords have offered bounties for those who are able to capture, and in some cases kill, these servants of Diabolus. It is especially desired by some that these items be taken for study in hopes of understanding how to better combat them.

Aura: Strong

Creator Level: 12

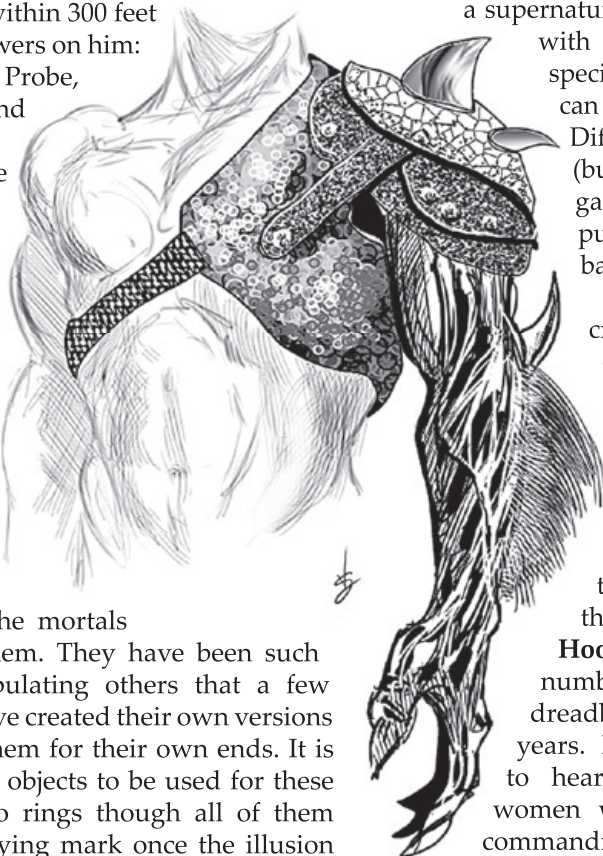
Prerequisites: Dominate, Supernatural Weapon, and a nightmare

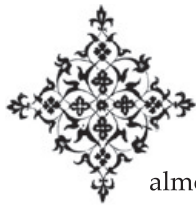
Creation Cost: 36

36 = 35 (20 + 15 power bonus – 2 limited + 1 fatiguing + 1 limited power) + 3 disrupting attack + 3 claw – 5 Curses (–3 fealty – 1 killing curse – 1 nightmare subtype)

Market Cost: 39

Weight: 20 lb.





Dread Lion Armor

This suit of armor appears almost exactly like hedge lion armor, except it has been bathed in the blood of a nightmare and glows crimson when it is worn. It is treated as a suit of supernatural studded leather with a natural armor bonus to Toughness. In addition, the wearer of this armor comes under the delusion that they are wearing hedge lion armor. Unfortunately, this delusion is made even more terrible by the item's actual power, which detects the presence of dreamspawn and dreamborn within 300 feet as per the Sense Minds power. The wearer perceives these creatures as nightmares and diaboli and only the use of the Mind Shaping power (Difficulty 24) can convince the wearer of the truth about these creatures and the armor.

History: These armors have only appeared in Nevermore over the past few years, but they have had a devastating effect turning some of the most effective and powerful protectors of the dreamlands into deadly tools of chaos. Many dreamlords in have offered rewards for those who discover who is creating these armors and stopping them.

Hooks: There is a rogue hedge warden within the local area who is stalking down and killing dreamspawn and dreamborn with deadly efficiency. His raids have been quick and brutal and it is said that he glows crimson red. Ordo has dispatched hedge wardens to the area, but they have been unable to track him down. He seems to know exactly where they are and has already killed one of their number in ambush. The hedge wardens want to take the rogue hedge warden alive and are enlisting the aid of adventurers in the area to help them.

Aura: Moderate (+2 Toughness); Strong (+4 Toughness)

Creator Level: 11

Prerequisites: A number of ranks in Knowledge (supernatural) equal to creator level + 3, Sense Minds, Illusion, hedge lion skin, and a nightmare

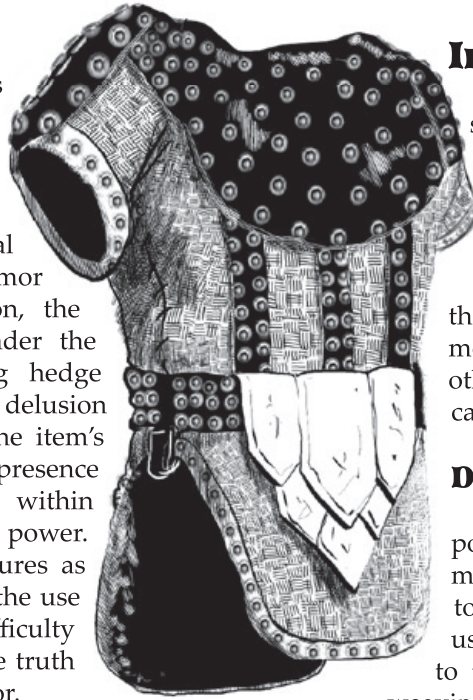
Creation Cost: 33 (+2 Toughness); 34 (+4 Toughness)

33 = 33 Sense Minds (20 Sense Minds + 14 power bonus + 1 limited power – 2 limited) + 2 Toughness (24 x .1) + 2 Studded – 4 (curses)

34 = 33 Sense Minds + 3 Toughness (30 x .1) + 2 Studded – 4 (curses)

Market Cost: 36 (+2 Toughness); 37 (+4 Toughness)

Weight: 20 lb.



Intelligent

Intelligent items are unique supernatural objects with their own personalities and powers. They can be helpful or hindering, and at times downright dangerous. They have agendas of their own and they can even at times possess their users. These items are much more common in Nevermore than in other settings and are even in some cases influential figures in its tales.

Dream Founts

These areas of supernatural power manifest themselves in many forms from pristine springs to standing stones. They allow their users to transform their surroundings to their whim via the use of dream weaving. There are three types of dream founts. Lesser dream founts are treated as 3rd-level intelligent items. Greater dream founts are treated as 9th-level intelligent items. Superior dream founts are treated as 18th-level intelligent items. A dream fount typically uses its Dream Conviction to dream weave or aiding another in dream weaving. A dream fount can suffer backlashes, just like a normal character. There are some dream founts, which can be used by anyone without the normal worries about conflicts of nature.

History: Dream founts emerged at the end of the Forgotten Age. No one is certain of their exact origin, but what is evident is that these dream founts have an innate ability to change their surroundings and amplify the dream weaves of others. Dream founts are rare and for this reason the finding one can be a mixed blessing as its power will draw the attention of those who would use it for their own ends.

Hooks: After the last dream shift a series of pillars erupted from the ground and when it is revealed to be a dream heart all manner of trouble starts. Some in the local area want to use it to better their lives, others want it for themselves, and then there are the adventurers who have started to flock to the pillars in order to study, use or seize them.

Aura: Moderate (lesser); Strong (greater); Overwhelming (superior)

Weight: Varies

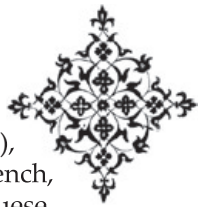
Weyland's Elementals

These supernatural weapons are imbued with powerful elemental spirits.

Erde: This hammer is sculpted out of a block of enchanted granite and is a 6th-level intelligent +5 *traumatic warhammer* with the following stats:

Abilities: Int +0, Wis +6, Cha +1





Toughness: +9

Combat Bonus: +9 (+5 accuracy)

Saves: Fortitude +5, Reflex +5, Will +11

Skills: Craft (blacksmithing) 9, Notice 9 (+15)

Feats: Weapon Training

Traits: Darkvision 60 ft., Night Vision, Powers (Wisdom, rank 9, save Difficulty 19; Earth Resistance, Earth Shaping), Speaking

Ego: 26

Nature: Steadfast and Unbending

Dream Conviction: 10

Brand: This battleaxe is created out of layered and sharpened dragon scales and is a 6th-level intelligent +5 *fire burst battleaxe* with the following stats:

Abilities: Int +1, Wis +0, Cha +6

Toughness: +11

Combat Bonus: +9 (+5 accuracy)

Saves: Fortitude +5, Reflex +5, Will +5

Skills: Craft (weaponsmithing) 9 (+10), Intimidate 9 (+15), Notice 9

Feats: Weapon Training

Traits: Darkvision 60 ft., Night Vision, Powers (Charisma, rank 9, save Difficulty 19; Fire Resistance, Fire Shaping), Speaking

Ego: 26

Nature: Bold and Reckless

Dream Conviction: 10

Wasser: This crystalline sword of bluish ice is a 6th-level intelligent +5 *cold burst sword* with the following stats:

Abilities: Int +1, Wis +6, Cha +0

Toughness: +11

Combat Bonus: +9 (+5 accuracy)

Saves: Fortitude +5, Reflex +5, Will +11

Skills: Craft (brewing) 9 (+10), Sense Motive 9 (+15), Notice 9 (+15)

Feats: Weapon Training

Traits: Darkvision 60 ft., Night Vision, Powers (Wisdom, rank 9, save Difficulty 19; Cold Resistance, Cold Shaping), Speaking

Ego: 26

Nature: Prudent and Taciturn

Dream Conviction: 10

Wind: This spear is fashioned from the feather of a roc and is a 6th-level intelligent +5 *electricity burst spear* with the following stats:

Abilities: Int +6, Wis +0, Cha +1

Toughness: +6

Combat Bonus: +9 (+5 accuracy)

Saves: Fortitude +5, Reflex +5, Will +5

Skills: Bluff 9 (+10), Knowledge (art, history, physical sciences, and supernatural) 9 (+15), Language 9 (Dwarven*, Elven*, English, French, German, Greek, Italian, Latin, Old Norse*, Portuguese, Romanian, Russian, Seelie*, Trollish*, and Unseelie*; *starting languages), Notice 9, Search 9 (+15)

Feats: Weapon Training

Traits: Darkvision 60 ft., Night Vision, Powers (Intelligence, rank 9, save Difficulty 19; Wind Resistance, Wind Shaping), Speaking

Ego: 26

Nature: Clever and Capricious

Dream Conviction: 10

History: These four supernatural weapons were designed and created by Weyland the Smith and are renowned for the roles they have played throughout Nevermore's history. They were first created for Queen Mab (Erde and Brand) and Oberon (Wasser and Wind) during the Age of Rebirth and wielded against each other during the Fey War. These weapons were lost during the Forgotten Age, only to be found again amongst the mortals. Erde found its way into the possession of Aeden, Brand into the clutches of Diabolus, Wasser into the hands of Morpheus, and Wind into the hands of Sirena. These weapons were lost in the aftermath of the War of Songs, though it is believed Aeden still holds Erde in safekeeping.

Hooks: There is a legend, which tells that Weyland's "Elementals" were taken after the War of Songs by a mysterious figure and will only be found by those who are destined to protect the dreamlands from the terrors of the next age. It is believed that Aeden was allowed to keep his weapon under the promise to relinquish it when another comes and proves his worthiness to wield the hammer. There are also rumors that Diabolus, Mab, Oberon, Nyxis, and Sirena are actively looking for these weapons and anyone who might discover their whereabouts will need to be very wary of their previous owners.

Aura: Strong

Creator Level: 13

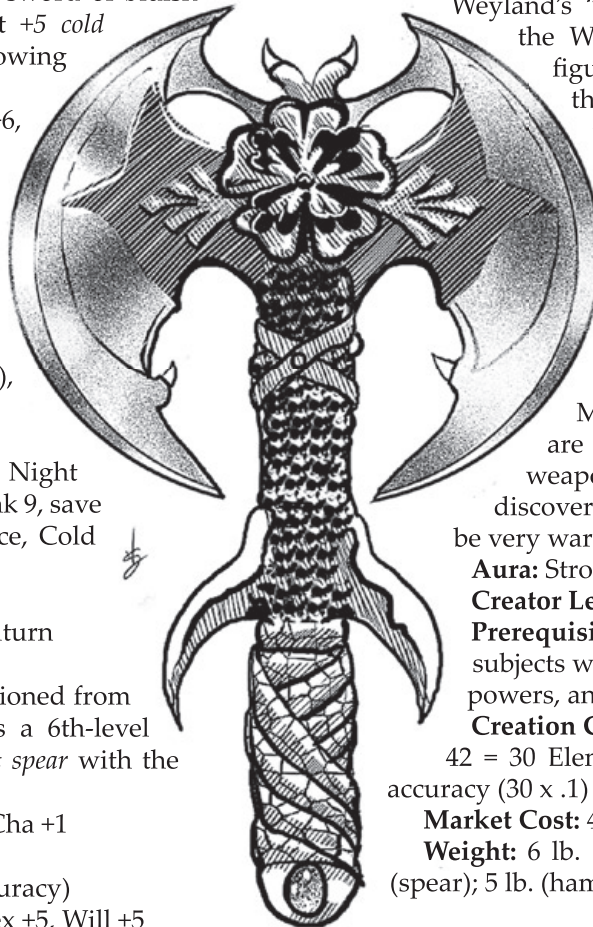
Prerequisites: Elemental Weapon and subjects with the appropriate skills, feats, powers, and nature.

Creation Cost: 42

42 = 30 Elemental Burst or Traumatic + 3 accuracy (30 x .1) + 3 weapon + 6th level

Market Cost: 45

Weight: 6 lb. (battleaxe); 4 lb. (sword); 6 lb. (spear); 5 lb. (hammer)





Pack's Poach of Tricks

This ordinary-looking leather pouch and belt is a 9th-level intelligent *improved animated pouch of holding* with the following stats:

Abilities: Int +5, Wis +0, Cha +2

Toughness: +1

Combat Bonus: +6

Saves: Fortitude +5, Reflex +5, Will +11

Skills: Bluff 12 (+14), Disable Device 12 (+17), Escape Artist 12, Notice 12, Search 12 (+17), Sleight of Hand 12, and Stealth 12

Feats: Special Purpose (Defend free-spirited and mischievous individuals; Dedicated Power: Psychic Blast)

Speed: Fly 30 ft.

Traits: Darkvision 60 ft., Night Vision, Powers (Intelligence, rank 12, save Difficulty 20; Apport, Illusion, Manipulate Object), Speaking

Ego: 26

Nature: Free-spirited and (playfully) Mischievous

Dream Conviction: 14

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History: These pouches were created by Puck for his own amusement. No one knows how many of them are scattered about the dreamlands, but it can be very readily apparent when one is around. Though these pouches are known for their mischievous nature they are also known for their odd loyalty to their owners whom they help get into and out of trouble.

Hooks: The adventurers are approached by a magical pouch that has just escaped from its previous owner and needs protection. In return the pouch offers to "pull its own weight" until they can get it safely to the southern Heartlands and its rightful owner. If the party takes guardianship of the pouch, they get much more than they bargained for as it seems the pouch has stolen something of great value from its former master.

Aura: Strong

Creator Level: 14

Prerequisites: Plane Shift and subjects with the appropriate skills, feats, powers, and nature.

Creation Cost: 39

39 = 28 (Improved animated) + 2 Holding (24 x .1) + 9 levels

Market Cost: 42

Weight: 5 lb.

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