

Unleashing the Untouchable Player Handouts

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Fossilblight

The haft of this weapon is forged from adamantine, and it bears a diamond head. This enchanted heavy pick's wicked point can puncture even the sturdiest materials with ease. *Fossilblight* is a minor artifact.

FOSSILBLIGHT

One-handed martial melee weapon, 1d6 damage; **Crit** 19-20/x4; **Type** P; **Minor Artifact**; **Weight** 6 lbs. **Aura** strong evocation; **CL** 18th

This +3 keen adamantine heavy pick emits dim light from its diamond head.

Once per day, as a swift action, the wielder can cause *Fossilblight* to ignore the hardness or DR of a single object or creature (including DR/mythic) within 60 feet for the next 10 minutes.

This weapon is capable of making critical hits against elementals, despite that creature type's normal immunity to such attacks. Whenever the bearer scores a critical hit, as an immediate action she can voluntarily let go of *Fossilblight* and have the weapon pin the target against any adjacent solid object. The weapon's CMD for the purpose of escaping this effect is equal to half the damage dealt with the critical hit. A creature pinned in this way takes 2d6+6 points of damage at the end of its turn for the first 3 rounds in which it remains pinned.

For each Earth Affinity boon *Fossilblight's* wielder has, increase the artifact's effective enhancement bonus by 1 (maximum +5).

DESTRUCTION

Fossilblight shatters into irrecoverable fragments when used to break open a great creation built by earth and fire working in perfect conjunction.

Adamantine – can ignore hardness of less than 20.

Fossilblight's hp – 50, hardness – 26. Add +10 hp and +2 hardness for each +1 the enhancement bonus is increased by for Earth Affinities.

The Breath of Lysianassa

The interior of this crystalline decanter churns gently with fresh water. *The Breath of Lysianassa* is a minor artifact.

THE BREATH OF LYSIANASSA

Aura strong conjuration and transmutation; **CL** 18th; **Slot** —; **Minor Artifact**; **Weight** 4 lbs.

This decanter can pour limitless quantities of water, much like a *decanter of endless water* except that its geyser function deals 5d4 points of damage per round (10d4 to a creature with the fire subtype). A creature that touches *The Breath of Lysianassa* gains the benefits of *water breathing* for 8 hours. Its bearer also gains fire resistance 30.

While holding the decanter in one hand, the wielder can command the decanter to exude a refreshing mist in a 30-foot-radius cloud centered on the wielder that moves wherever the wielder does. Creatures in the area gain fire resistance 10, which increases to fire resistance 30 against the fire-dominant planar trait. Creatures with the aquatic or water subtype in the area gain fast healing 5. This mist does not obscure sight, and it lasts until dismissed by the wielder or until the decanter is no longer held.

For each Water Affinity boon the decanter's wielder has, he can use the artifact to cast *quench* (CL 18th) once per day.

DESTRUCTION

The Breath of Lysianassa can be destroyed if its wielder first uses it to drown a desert settlement of at least 500 intelligent creatures and all its inhabitants, after which the decanter must be thrown into the River Styx and left there for a year.

Decanter of Endless Water Description:

If the stopper is removed from this ordinary-looking flask and a command word spoken, an amount of fresh or salt water pours out. Separate command words determine the type of water as well as the volume and velocity.

- "Stream" pours out 1 gallon per round.
- "Fountain" produces a 5-foot-long stream at 5 gallons per round.
- "Geyser" produces a 20-foot-long, 1-foot-wide stream at 30 gallons per round.

The geyser effect exerts considerable pressure, requiring the holder to make a DC 12 Strength check to avoid being knocked down each round the effect is maintained. In addition, the powerful force of the geyser deals 1d4 points of damage per round to a creature that is subjected to it. The geyser can only affect one target per round, but the user can direct the beam of water without needing to make an attack roll to strike the target since the geyser's constant flow allows for ample opportunity to aim. Creatures with the fire subtype take 2d4 points of damage per round from the geyser rather than 1d4. The command word must be spoken to stop it.

QUENCH

School transmutation; **Level** druid 3

Casting Time 1 standard action

Components V, S, DF

Range medium (100 ft. + 10 ft./level)

Area or Target one 20-ft. cube/level (S) or one fire-based magic item

Duration instantaneous

Saving Throw none or Will negates (object); **Spell Resistance** no or yes (object)

Quench is often used to put out forest fires and other conflagrations. It extinguishes all nonmagical fires in its area. The spell also dispels any fire spells in its area, though you must succeed on a dispel check (1d20 +1 per caster level, maximum +15) against each spell to dispel it. The DC to dispel such spells is 11 + the caster level of the fire spell.

Each creature with the fire subtype within the area of a *quench* spell takes 1d6 points of damage per caster level (maximum 10d6, no save allowed).

Alternatively, you can target the spell on a single magic item that creates or controls flame. The item loses all its fire-based magical abilities for 1d4 hours unless it succeeds on a Will save. Artifacts are immune to this effect.

The Untouchable Opal

This finely cut opal is about the size of a human fist. Bands of air whip around the gem at all times, creating a painful susurrus. *The Untouchable Opal* is a major artifact.

THE UNTOUCHABLE OPAL

Aura overwhelming transmutation; **CL** 20th; **Slot** —; **Minor Artifact**; **Weight** 4 lbs.

Three times per day as a full-round action, the bearer of the *Untouchable Opal* can call upon its power to create a violent thunderstorm, creating a 60-foot-radius column of swirling air that increases the area's wind strength by two steps (maximum severe winds) and allowing the bearer to direct bolts of lightning as *call lightning storm*. These bolts deal 5d10 electricity damage each, as though they were created outdoors in a stormy area.

Once per day as a standard action, the *Untouchable Opal* can also summon an elder air elemental with maximum hit points. This creature serves the bearer until slain; only one such elemental can be summoned at a time.

For each Air Affinity boon the gem's wielder has, she can use the artifact to cast *chain lightning* (CL 20th, DC 24) once per day.

DESTRUCTION

The Untouchable Opal can be destroyed by the combined power of three elemental lords, one each from the Planes of Earth, Fire, and Water. Even then, the dust must be scattered into a place where it will never again contact air.

Call Lightning Storm: Standard action to call down a 5-foot wide, 30-foot long vertical bolt of lightning. The bolt of lightning flashes down in a vertical stroke at whatever target point you choose within the range of the winds. Any creature in the target square or in the path of the bolt is affected.

ELDER AIR ELEMENTAL**CR 11**

N Huge outsider (air, elemental, extraplanar)

Init +15; **Senses** darkvision 60 ft.; **Perception** +19**DEFENSE****AC** 28, **touch** 20, **flat-footed** 16 (+11 **Dex**, +1 **dodge**, +8 **natural**, –2 **size**)**hp** 152 (16d10+64)**Fort** +14, **Ref** +21, **Will** +7**Defensive Abilities** air mastery; **DR** 10/—; **Immune** elemental traits**OFFENSE****Speed** fly 100 ft. (perfect)**Melee** 2 slams +25 (2d8+9)w/ **Power Attack** 2 slams +20 (2d8+19)**Space** 15 ft.; **Reach** 15 ft.**Special Attacks** whirlwind (DC 27)**STATISTICS****Str** 28, **Dex** 33, **Con** 18, **Int** 10, **Wis** 11, **Cha** 11**Base Atk** +16; **CMB** +27; **CMD** 49**Feats** Blind-Fight, Cleave, Combat Reflexes, Dodge, Flyby Attack, Improved Initiative^B, Iron Will, Mobility, Power Attack, Weapon Finesse^B**Skills** Acrobatics +30, Escape Artist +30, Fly +34, Knowledge (planes) +19, Perception +19, Stealth +22**Languages** Auran**SPECIAL ABILITIES****Air Mastery (Ex)** Airborne creatures take a –1 penalty on attack and damage rolls against an air elemental.**CHAIN LIGHTNING****School** evocation [electricity]; **Level** sorcerer/wizard 6**Casting Time** 1 standard action**Components** V, S, F (a bit of fur; a piece of amber, glass, or a crystal rod; plus one silver pin per caster level)**Range** long (400 ft. + 40 ft./level)**Targets** one primary target, plus one secondary target/level (each of which must be within 30 ft. of the primary target)**Duration** instantaneous**Saving Throw** Reflex half; **Spell Resistance** yes

This spell creates an electrical discharge that begins as a single stroke commencing from your fingertips. Unlike *lightning bolt*, *chain lightning* strikes one object or creature initially, then arcs to other targets.

The bolt deals 1d6 points of electricity damage per caster level (maximum 20d6) to the primary target. After it strikes, lightning can arc to a number of secondary targets equal to your caster level (maximum 20). The secondary bolts each strike one target and deal as much damage as the primary bolt.

Each target can attempt a Reflex saving throw for half damage. The Reflex DC to halve the damage of the secondary bolts is 2 lower than the DC to halve the damage of the primary bolt. You choose secondary targets as you like, but they must all be within 30 feet of the primary target, and no target can be struck more than once. You can choose to affect fewer secondary targets than the maximum.

Elemental Might

Ranginori, the Duke of Thunder, has escaped the *Untouchable Opal*, but until he can fully recover from his imprisonment and physically manifest, he must rely on your strength. To this end, he has loaned you some of his divine power. How much he can spare depends on how decisively you broke the Opal. As you receive this handout, the GM should tell you how many points of elemental might you have earned. For each point you have, you gain the following cumulative benefits.

- 10 temporary hit points
- +1 luck bonus on attack rolls, saving throws, and skill checks
- +1 luck bonus to AC
- +1 bonus on caster level checks to overcome spell resistance

You can spend a point of elemental might on your turn as a free action to gain any of the benefits below. You can only spend one point per round in this way, and you can only gain a particular benefit once. Spending a point reduces your benefits above.

- You can perform one additional standard action this turn.
- Choose a PC within 30 feet. You double that PC's luck bonuses provided by this handout until the beginning of your next turn.
- You can automatically confirm one critical threat.
- You can automatically succeed at one caster level check to penetrate spell resistance.
- You can cause all electricity damage you deal this turn to deal its maximum damage, much as though it were affected by the Maximize Spell metamagic feat.
- Choose one melee weapon made mostly of metal that you wield. Until the start of your next turn, attacks with that weapon deal an additional 5d6 points of electricity damage per hit.

Bracers of Volcanic Might

BRACERS OF VOLCANIC MIGHT

Aura moderate abjuration and evocation; **CL** 10th; Identify DC 25; **Slot** wrists; **Price** 15,000 gp; **Weight** 2 lbs.

Magma oozes out of cracks in these obsidian bracers. Once per day as a swift action, you can gain the benefits of *fire shield* [warm] and *stoneskin* [50 points] until the beginning of your next turn. If you activate these bracers as a standard action, the effect lasts for 5 rounds instead.

FIRE SHIELD [WARM]

Whenever anyone strikes you with a non-reach melee weapon, they take 1d6+10 fire damage. If they have spell resistance, then it applies to this damage. The caster level of this effect is 10th.

The flames from this spell increase the light level by one step within 10 feet.

You only take half damage from cold based effects, and if such an effect allows a Reflex save for half damage, you take no damage on a successful saving throw.

STONESKIN

This provides you with DR 10/adamantine. When it has absorbed 50 points of damage, it is discharged.

Arachnid Goggles

ARACHNID GOGGLES

Aura moderate transmutation; **CL** 9th; Identify DC 24; **Slot** eyes; **Price** 15,000 gp; **Weight** 2 lbs.

This leather band is studded with dozens of faceted crystals of varying size, two of which fit over the eyes. When wearing these goggles, the wearer uses all the crystals as eyes, gaining all-around vision.

All-Around Vision (Ex) The creature sees in all directions at once. It cannot be flanked.

Ring of Fire Storing

RING OF FIRE STORING

Aura moderate evocation; **CL** 9th; **Identify** DC 24; **Slot** ring; **Price** 40,000 gp; **Weight** —

A *ring of spell storing* contains up to 5 levels of spells (either divine or arcane, or even a mix of both spell types) that the wearer can cast. Each spell has a caster level equal to the minimum level needed to cast that spell. The user need not provide any material components or focus to cast the spell, and there is no arcane spell failure chance for wearing armor (because the ring wearer need not gesture). The activation time for the ring is the same as the casting time for the relevant spell, with a minimum of 1 standard action.

A spellcaster can cast any spells into the ring, so long as the total spell levels do not add up to more than 5. Metamagic versions of spells take up storage space equal to their spell level modified by the metamagic feat. A spellcaster can use a scroll to put a spell into the *minor ring of spell storing*.

The ring magically imparts to the wearer the names of all spells currently stored within it.

A *ring of fire storing* is just like a *ring of spell storing* but it can only hold spells with the [fire] descriptor.

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This ring currently contains *burning hands* (DC 16), and *fire snake* (DC 20). Both of these spells are at CL 15.

BURNING HANDS

School evocation [fire]; **Level** sorcerer/wizard 1

Casting Time 1 standard action

Components V, S

Range 15 ft.

Area cone-shaped burst

Duration instantaneous

Saving Throw Reflex half; **Spell Resistance** yes

A cone of searing flame shoots from your fingertips. Any creature in the area of the flames takes 1d4 points of fire damage per caster level (maximum 5d4). Flammable materials burn if the flames touch them. A character can extinguish burning items as a full-round action.

FIRE SNAKE

School evocation [fire]; **Level** druid 5, sorcerer/wizard 5

Casting Time 1 standard action

Components V, S, M (a snake scale)

Range 60 ft.

Area see text

Duration instantaneous

Saving Throw Reflex half; **Spell Resistance** yes

You create a sinuous line of flames that you may shape as desired. The *fire snake* affects one 5-foot square per caster level, and each square must be adjacent to the previous square, starting with you. The *fire snake* may not extend beyond its maximum range. Creatures in the path of the *fire snake* take 1d6 points of fire damage per caster level (maximum 15d6).

Bag of Holding, Type II

BAG OF HOLDING, TYPE II

Aura moderate conjuration; **CL** 9th; **Identify DC** 24; **Slot** —; **Price** 5,000 gp; **Weight** 25 lbs.

This appears to be a common cloth sack about 2 feet by 4 feet in size. The *bag of holding* opens into a nondimensional space: its inside is larger than its outside dimensions. Regardless of what is put into the bag, it weighs a fixed amount. This weight, and the limits in weight and volume of the bag's contents, depend on the bag's type, as shown on the table below.

If a *bag of holding* is overloaded, or if sharp objects pierce it (from inside or outside), the bag immediately ruptures and is ruined, and all contents are lost forever. If a *bag of holding* is turned inside out, all of its contents spill out, unharmed, but the bag must be put right before it can be used again. If living creatures are placed within the bag, they can survive for up to 10 minutes, after which time they suffocate. Retrieving a specific item from a *bag of holding* is a move action, unless the bag contains more than an ordinary backpack would hold, in which case retrieving a specific item is a full-round action. Magic items placed inside the bag do not offer any benefit to the character carrying the bag.

If a *bag of holding* is placed within a *portable hole*, a rift to the Astral Plane is torn in the space: bag and hole alike are sucked into the void and forever lost. If a *portable hole* is placed within a *bag of holding*, it opens a gate to the Astral Plane: the hole, the bag, and any creatures within a 10-foot radius are drawn there, destroying the *portable hole* and *bag of holding* in the process.

A bag of holding, type II can hold 500 lbs in 70 cubic ft.

Wings of Flying

WINGS OF FLYING

Aura moderate transmutation; **CL** 10th; **Identify DC** 25; **Slot** shoulders; **Price** 54,000 gp; **Weight** 2 lbs.

A pair of these wings might appear to be nothing more than a plain cloak of old, black cloth, or they could be as elegant as a long cape of blue feathers. When the wearer speaks the command word, the cloak turns into a pair of bat or bird wings that empower her to fly with a speed of 60 feet (average maneuverability), also granting a +5 competence bonus on Fly skill checks.

Wings of the Gargoyle

WINGS OF THE GARGOYLE

Aura moderate transmutation; **CL** 7th; **Identify DC** 22; **Slot** shoulders; **Price** 75,000 gp; **Weight** 3 lbs.

These cloth shoulder straps have many pebbles stitched into them. The wearer of the straps can command them to unfurl a pair of wings made from a hard gray stone. These wings grant her a fly speed of 60 feet and average maneuverability. When these wings are present her skin also takes on a noticeable stone-like appearance and she gains DR 10/adamantine. The wearer can furl and unfurl these wings as a swift action. The wings can be used for up to 5 minutes each day. The duration need not be continuous, but it must be used in 1-minute increments.