

I: ANAMNESIS

major codebreaker's parchment

This finely crafted, seemingly mundane parchment is useful for writing sensitive documents. When words are written on this parchment, they instantly scramble into unrecognizable script, requiring a DC 30 check to Decipher Writing.

The activations for this item are not relevant to the scenario.

Diviner's Nose Chain

Uncommon Divination Magical

Usage worn

The diviner's nose chain is worn by attaching piercings to the ear and nose, creating a connection between the senses of hearing and smell. The diviner's nose chain grants you scent out to 30 feet as an imprecise sense, and a +1 item bonus to checks to Seek or Sense Motive.

Misdirecting Haversack

Uncommon Illusion Magical

Source Grand Bazaar pg. 10

Usage held in 1 hand; Bulk L

This brown leather satchel is made from a heavily oiled and rustic leather. The satchel is large enough to hold up to 1 Bulk worth of items.

Activate 1 minute (envision, Interact); **Effect** Documents inside the haversack become magically disguised as documents of a similar type but with misleading information. Anyone inspecting a document notices the disguise with a successful DC 20 Perception check, but determining the actual text requires a successful DC 20 Society check to Decipher Writing. This lasts until you use this activation again, which ends the effect for all previously disguised documents; until you use the second activation to end the effect for a single document; or until a document in the haversack remains outside the haversack for at least 1 hour, ending the effect for that document.

Activate ♦ command; **Effect** You revert one of the documents back to its original state.

Encompassing Lockpick

Uncommon Conjuration Extradimensional Magical

Price 450 gp

Usage held in 1 hand; Bulk L

This lockpick houses a small compartment containing many smaller picks and other miniature tools. The lockpick itself is surprisingly malleable, belying the components within. An almost-impossible number of other tools are hidden in the compartment, including an entire set of infiltrator thieves' tools and any replacement picks, an elite disguise kit and any replacement cosmetics, and an extreme climber's kit, all while still somehow remaining only light Bulk. This makes the encompassing lockpick a favorite discreet option for rogues infiltrating high society events, as formal wear generally has few pockets and only allows a character to wear a single tool kit of light Bulk.

Wand of Longstrider

Transmutation

Traditions arcane, primal

Cast somatic, verbal

Duration 1 hour

You lengthen your stride beyond what should be possible. You gain a +10-foot status bonus to your Speed.

Heightened (2nd) The duration increases to 8 hours.

2: FATEWEAVER'S TALE

greater persona mask

Fortune Illusion Invested Magical

Usage worn mask

Despite covering the entire face, this alabaster mask does not hinder vision or other senses. Wearing the mask grants a +2 item bonus to Performance checks while acting, orating, performing comedy, or singing.

Activate ♦ envision; **Effect** You change the mask's appearance into an artistic rendition of a dramatic character of your choice.

Activate ♀ envision (fortune); **Frequency** once per day; **Trigger** You fail a Performance check that benefits from the mask's bonus; **Effect** You change the mask's character and reroll the Performance check, using the second result.

Sky Serpent Bolt (2)

Uncommon Air Consumable Electricity Evocation Magical

Ammunition bolt

Activate ♦ ♦ or **Interact** ♦ ♦

This azure bolt is carved in the shape of an undulating snake, its bared fangs framing the point of its head. When an activated sky serpent bolt successfully hits a target, the bolt takes the form of a snake made of pure lightning, dealing 2d12 electricity damage to all creatures in a 30-foot line (DC 19 basic Reflex save) starting from the target.

If you spent 2 actions to activate the sky serpent bolt, then the line is 60 feet long, and at a single point in the line, you can change the remainder of the line's path by up to a 90-degree angle.

Wand of Fey Flames

Uncommon Evocation Light Magical Wand

Usage held in 1 hand; Bulk L

This red maple wand carved into a tongue of flame feels warm in your hand.

Activate Cast a Spell; **Frequency** once per day, plus overcharge; **Effect** You cast faerie fire. For the duration of the spell, you can use the limning flames as a source for your magic. Creatures affected by your faerie fire must succeed at a Will save against your spell DC or take a -2 status penalty to their Will saves against enchantment and illusions spells as long as they are affected by faerie fire. You can cast an enchantment or illusion spell on such a creature up to a distance twice the spell's normal range. If the spell has a range of touch, or doesn't have a range, it is unaffected by the increase in range from the faerie fire.

Faerie Fire

Evocation Light

Traditions divine, occult, primal; Spell List elemental

Cast somatic, verbal

Range 120 feet; Area 10-foot burst

Duration 5 minutes

All creatures in the area when you cast the spell are limned in colorful, heatless fire of a color of your choice for the duration. Visible creatures can't be concealed while affected by faerie fire. If the creatures are invisible, they are concealed while affected by faerie fire, rather than being undetected.

3: MOURNFUL ECHOES

Phylactery of Faithfulness

Divination Divine Invested

Usage worn circlet; Bulk L

This tiny box holds a fragment of religious scripture sacred to a particular deity. The box is worn by affixing it to a leather cord and tying it around your head just above your brow. You don't gain any benefit from the phylactery if you don't worship the affiliated deity. The phylactery grants you religious wisdom, which manifests as a +2 item bonus to Religion checks. Just before you perform an action that would be anathema to the phylactery's deity, the phylactery warns you of the potential transgression in time for you to change your mind.

Activate ♦ envision; Frequency once per day; Effect You ask for guidance about a particular course of action, gaining the effects of an augury spell.

Greater Sealing Chest

Uncommon Abjuration Magical

Usage held in 2 hands; Bulk L

Vigilant Seal members use these containers when transporting samples and relics. The containers are soundproof, airtight, and studded with lead sheets, mistletoe, and other materials that block magical auras. Up to 1 Bulk of objects can be placed inside a sealing chest; the magic auras and curses of any objects placed within the chest cannot extend beyond the box unless they are of a greater level than the chest. Artifacts and similarly powerful items are unaffected regardless of level. Many cursed items prevent their bearer from removing them, but a successful remove curse gives enough time to stash the item in the chest.

Moderate Thurible of Revelation

Divination Divine

Usage held in 1 hand; Bulk 1

This brass censer dangles on a length of chain. Most thuribles of revelation are adorned with swirling Celestial text, though some are iron and feature Infernal or Abyssal text.

Activate ♦ ♦ Interact; **Cost** incense worth at least 5 gp; **Effect** You light the incense inside the censer, and it burns for 1 hour. During that time, as long you are holding the thurible, you gain a +2 item bonus to Religion checks, and any critical failure you roll when you Decipher Writing of a religious nature is a failure instead. Once per day, when you activate the thurible, you can increase its revelations. During that activation, you can hold the thurible up to your eyes with an Interact action to gain the effects of see invisibility for 1 round by peering through the smoke.

Holy Prayer Beads

Uncommon Divine Healing Necromancy Positive

Usage held in 1 hand

This strand of ordinary-looking prayer beads glows with a soft light and becomes warm to the touch the first time you cast a divine spell while holding it. When you do, the prayer beads become attuned to your deity, changing their form and iconography to prominently incorporate your deity's religious symbol and iconography.

Whenever you cast a divine spell from your own spell slots while holding the prayer beads, you recover 1 Hit Point; this is a positive healing effect. If the spell you cast was a healing spell, you can grant this additional healing to one of the spell's targets instead of yourself.

Activate Cast a Spell; **Effect** Cast *bless* or *heal*, each once per day.

Heal

Healing Necromancy Positive

Traditions divine, primal; Bloodlines angelic, psychopomp

Cast 1-3 actions

Range varies; Targets 1 willing living creature or 1 undead

You channel positive energy to heal the living or damage the undead. If the target is a willing living creature, you restore 1d8 Hit Points. If the target is undead, you deal that amount of positive damage to it, and it gets a basic Fortitude save. The number of actions you spend when Casting this Spell determines its targets, range, area, and other parameters.

(somatic) The spell has a range of touch.

(somatic, verbal) The spell has a range of 30 feet. If you're healing a living creature, increase the Hit Points restored by 8.

(material, somatic, verbal) You disperse positive energy in a 30-foot emanation. This targets all living and undead creatures in the burst.

Bless

Traditions divine, occult

Cast somatic, verbal

Area 5-foot emanation

Duration 1 minute

Blessings from beyond help your companions strike true. You and your allies gain a +1 status bonus to attack rolls while within the emanation. Once per turn, starting the turn after you cast *bless*, you can use a single action, which has the concentrate trait, to increase the emanation's radius by 5 feet. *Bless* can counteract *bane*.

4: OPEN BOOK

Brooch of Inspiration

Uncommon Divination Invested Magical

Usage worn

This finely cut garnet brooch fills your mind with vigor and occasional bursts of mental clarity. While wearing the brooch, you gain a +1 item bonus to checks to Recall Knowledge with Lore skills.

Activate ♦ ♦ envision (fortune); Frequency once per day; **Effect** You think hard on a topic and receive a sudden inspiration. You attempt to Recall Knowledge using Lore. On this check, you roll twice and take the higher result.

Greater Choker of Elocution

Enchantment Invested Magical

Usage worn collar; Bulk L

This platinum choker bears characters from a language's alphabet, and it gives knowledge of that language and the associated culture's customs. You gain a +2 item bonus to Society checks and the ability to understand, speak, and write the chosen language. Your excellent elocution reduces the DC of the flat check to perform an auditory action while deafened from 5 to 3.

It's keyed to Aklo, Shadowtongue, and Draconic.

Scroll of Comprehend Language

Divination

Traditions arcane, divine, occult

Cast somatic, verbal

Range 30 feet; Targets 1 creature

Duration 1 hour

The target can understand the meaning of a single language it is hearing or reading when you cast the spell. This doesn't let it understand codes, language couched in metaphor, and the like (subject to GM discretion). If the target can hear multiple languages and knows that, it can choose which language to understand; otherwise, choose one of the languages randomly.

5: SINS OF THE PAST

Cordelia's Construct Key

Uncommon Conjuration Invested Magical Transmutation

Usage worn

Worn on a necklace, this intricate key grants you greater facility with constructs. The key alerts you to constructs lurking around you. Whether or not you are Investigating, the GM automatically rolls secret Recall Knowledge checks for you when you see a construct pretending to be a normal object, statue, or the like. Typically, this check is Arcana, Crafting, or an appropriate Lore skill. On a success, you recognize the presence of the construct and gain the usual benefits of Recall Knowledge.

While you're wearing the key, if your attack reduces a construct to 0 Hit Points, instead of destroying it completely, you can send it into a dormant state, from which you can study its inner workings and possibly (at the GM's discretion) spend time and money to reprogram or repurpose it. Even if you don't subvert it, you can Repair a construct rendered dormant this way, allowing you to return tomb guardians to their vigil after you've battled them. Additionally, you can activate the key in two ways to call a construct to serve you.

Activate ♦ ♦ command, Interact; **Frequency** once per hour; **Effect** You turn the key in the air and create a magic glyph. The key casts 3rd-level summon construct. (Animated Statue, Necrophidius).

Activate 1 minute (command, envision, Interact); **Frequency** once per day; **Effect** You place the key on a Small object and turn it, creating a simple animated object for 1 hour. The animated object has the statistics of an animated broom but has no bristles Strike and can't attack. It performs simple and broad menial tasks for you in exploration or downtime but is too slow to react to individual commands to assist you in a combat encounter.

Animated Statue

N Medium Construct Earth Mindless

Perception +9; darkvision

Skills Athletics +11

Str +4, Dex -2, Con +5, Int -5, Wis +0, Cha -5

AC 19 (15 when broken); construct armor; Fort +12, Ref +5, Will +5

HP 35; Hardness 6; Immunities bleed, death effects, disease, doomed, drained, fatigued, healing, mental, necromancy, nonlethal attacks, paralyzed, poison, sickened, unconscious

Construct Armor Like normal objects, an animated statue has Hardness. This Hardness reduces any damage it takes by an amount equal to the Hardness. Once an animated statue is reduced to less than half its Hit Points, or immediately upon being damaged by a critical hit, its construct armor breaks and its Armor Class is reduced to 15.

Speed 20 feet

Melee fist +11 [+6/+1] (magical), **Damage** 1d8+6 bludgeoning plus Grab

Necrophidius

N Medium Construct Mindless

Perception +9; darkvision

Skills Acrobatics +9, Athletics +10, Stealth +9

Str +3, Dex +4, Con +0, Int -5, Wis +2, Cha -5

AC 19; Fort +7, Ref +11, Will +9

HP 50; Immunities bleed, death effects, disease, doomed, drained, fatigued, healing, mental, necromancy, nonlethal attacks, paralyzed, poison, sickened, unconscious;

Weaknesses bludgeoning 5

Speed 25 feet

Melee jaws +8 [+4/+0] (agile, finesse), **Damage** 1d10+3 piercing plus necrophidic paralysis

Necrophidic Paralysis (incapacitation, occult, necromancy) A living creature bitten by a necrophidius must succeed at a DC 20 Fortitude save or become paralyzed. It can attempt a new save at the end of each of its turns, and the DC cumulatively decreases by 1 for each save attempted. A creature that succeeds at this save is temporarily immune to necrophidic paralysis for 24 hours.

Greater Crafter's Eyepiece

Invested Magical Transmutation

Usage worn eyepiece

This rugged metal eyepiece etched with square patterns is designed to be worn over a single eye. Twisting the lens reveals a faint three-dimensional outline of an item you plan to build or repair, with helpful labels on the component parts. While worn, this eyepiece gives you a +2 item bonus to Crafting checks. When you Repair an item, increase the Hit Points restored by 15 per proficiency rank instead of 10.

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

Creation

Conjuration

Traditions arcane, primal

Cast 1 minute (material, somatic, verbal)

Range 0 feet

Duration 1 hour

You conjure a temporary object from eldritch energy. It must be of vegetable matter (such as wood or paper) and 5 cubic feet or smaller. It can't rely on intricate artistry or complex moving parts, never fulfills a cost or the like, and can't be made of precious materials or materials with a rarity of uncommon or higher. It is obviously temporarily conjured, and thus can't be sold or passed off as a genuine item.

Heightened (5th) The item is metal and can include common minerals, like feldspar or quartz.

Bracelet of Dashing

Usage worn; Bulk L

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

Activate ♦ command; Frequency once per day; Effect You gain a +10-foot status bonus to Speed for 1 minute.

Dusty Rose Prism Aeon Stone

Usage worn

This aeon stone allows you to cast the 1st-level shield cantrip as an arcane innate spell, surrounding yourself in pink energy.

The resonant power increases the damage prevented by your aeon stone's shield spell from 5 to 10.

Shield

Cast verbal

Duration until the start of your next turn

You raise a magical shield of force. This counts as using the Raise a Shield action, giving you a +1 circumstance bonus to AC until the start of your next turn, but it doesn't require a hand to use.

While the spell is in effect, you can use the Shield Block reaction with your magic shield. The shield has Hardness 5. After you use Shield Block, the spell ends and you can't cast it again for 10 minutes. Unlike a normal Shield Block, you can use the spell's reaction against the magic missile spell.

Wand of Feather Fall

Abjuration

Traditions arcane, primal

Spell List elemental

Cast verbal; Trigger a creature within range is falling

Range 60 feet; Targets 1 falling creature

Duration 1 minute

You cause the air itself to arrest a fall. The target's fall slows to 60 feet per round, and the portion of the fall during the spell's duration doesn't count when calculating falling damage. If the target reaches the ground while the spell is in effect, it takes no damage from the fall. The spell ends as soon as the target lands.

Wand of Magic Fang

Transmutation

Traditions primal

Cast somatic, verbal

Range touch; Targets 1 willing creature

Duration 1 minute

Choose one of the target's unarmed attacks. You cause that unarmed attack to shine with primal energy. The unarmed attack becomes a +1 striking unarmed attack, gaining a +1 item bonus to attack rolls and increasing the number of damage dice to two if it had only one.

Formula For A Pummeling Snare

Uncommon Consumable Mechanical Snare Trap

This snare unleashes a trio of large stones that batter the creature entering the snare's square, dealing 6d8 bludgeoning damage (DC 21 basic Reflex save).

Formula for an Envenomed Snare

Uncommon Consumable Mechanical Poison Snare Trap

This snare is coated with giant wasp venom and tipped with needles, which deliver the venom to the first creature to enter the square. That creature takes 4d6 damage (DC 23 basic Reflex) and, on a failure, the creature is exposed to the giant wasp venom.

Giant Wasp venom

Alchemical Consumable Injury Poison

Giant wasp venom interferes with a victim's movement.

Saving Throw DC 25 Fortitude; **Maximum Duration** 6 rounds; **Stage 1** 2d6 poison damage and clumsy 1 (1 round); **Stage 2** 3d6 poison damage and clumsy 2 (1 round); **Stage 3** 4d6 poison damage and clumsy 2 (1 round)

5: TEA FOR TESYOVENSKU

Messenger's Ring

Enchantment Invested Magical

Usage worn

This silver signet ring changes to match the insignia of a lord or organization you serve (or your own face, if you serve no one else). It grants you a +2 item bonus to Diplomacy checks and lets you cast message as an arcane innate spell at will.

Activate 1 minute (envision); **Frequency** once per day; **Effect** The ring casts animal messenger to your specification. The animal is a magical creature that springs from the ring, and its appearance suits the iconography or heraldry of the lord or organization represented by the ring.

Animal messenger

Range 120 feet

Duration see text

You offer a gift of food, and an ordinary Tiny wild animal within range approaches to eat it. You imprint the image, direction, and distance of an obvious place or landmark well known to you within the animal. Optionally, you can attach a small object or note up to light Bulk to it. The animal does its best to reach the destination; if it makes it there, it waits nearby until the duration expires, allowing other nonhostile creatures to approach it and remove the attached object. The spell ends after 24 hours or when a creature removes the attached object, whichever happens first.

If there are no Tiny wild animals in range, the spell is lost.

Spellstrike Ammunition

Consumable Magical Transmutation

Ammunition any

Activate Cast a Spell

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

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

Type II

Maximum Spell Level 2nd

Type III

Maximum Spell Level 3rd