



PATHFINDER
ROLEPLAYING GAME COMPATIBLE

Relics of Calibourne

BY DECKARD MANNE, CALIBOURNE STUDIOS

Wield the relics of myth and legend in this 1e
compendium of unique scaling magic items

Relics of Calibourne

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RELICS OF CALIBOURNE

Kirisa, Archchampion of the Storm Queen, let out a ragged breath as she watched her kinsmen fall to fire and steel. The legions of traitor-knights drove their lances deep into the hearts of Kirisa's once-loyal companions, ending the struggle that had raged on for days. The endless thunderstorm poured down around Kirisa, masking her sorrow. The Quin had fallen.

As Kirisa wept, she steadied herself, dropping her shattered blade to the ground. With a deep breath of finality and a thought for a life of peace now gone forever, she looked up.

The Band of Storming Stars atop her head crackled with divine fury as wings erupted from her back. With a powerful gust of wind and flash of lightning she rose through the sky, the thunderstorm crashing around her. The rain poured down in torrents, as if warning her to stop. She did not listen.

As Kirisa rose, she held out her hands, looking down over the battlefield of blood that scarred the land for miles. The knights cheered cries of victory, unaware of the woman above them. With a hardening of her heart and a clench of her fists, Kirisa took command of the storm.

With a deafening roar the heavens crashed down upon the battlefield. The arrogance of the traitor-knights was torn asunder as they melded into a single chaos of bodies. Sheet after sheet of lightning decimated the battlefield, empowered by the divine fury of the Storm Queen herself.

There would be no victory today, but Kirisa, last surviving member of the Quin, would make the traitors pay.

Such is the power of a Relic of Calibourne.

WHAT ARE RELICS?

Hidden in ancient dungeons, locked in expansive vaults, and wielded by great heroes are a collection of wondrous relics greater than all others, imbued with magical powers that grow stronger with mythical ascension quests. It is said that whoever wields one of these Relics of Calibourne has the potential to change the world.

These items of myth and legend, the Relics of Calibourne are powerful Pathfinder Roleplaying Game Compatible magic relics that grow in power with the wielder. Crafted and wielded by the infamous Magelords during an older age, each item has carved out a space of legend and mythos. With the defeat of the Magelords in the war that ended their rule, the dozens of relics were spread across the world. Some were buried with their creators, some were stolen, others were

passed down, and others more were locked away. All, to this day, are highly coveted.

These magic items are unlike any other: relics rise in power with the completion of mythical ascension quests: campaign-spanning missions that challenge you to take advantage of the relic's power and to fulfill its lost destiny. These quests are designed to add an extra layer of gameplay motivation and narrative potential.

CONTENTS

Relics of Calibourne provides 16 unique scaling magic relics ready to be included in a campaign with only a small amount of work.

Relics are for players who revel in the hunt for magic items, get frustrated when a favored magic item has become outclassed, or enjoy self-contained story arcs.

ASCENSION & BONDING

Relics of Calibourne have three tiers of power: awoken, risen, and ascended. In order to ascend a relic to the next tier, the user must complete the corresponding quest listed on each relic's page.

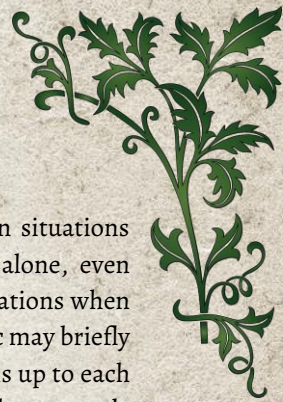
Upon being equipped, a relic bonds to the wielder. A bond can only be broken by the wielder releasing their bond with the relic willingly, dying, or not interacting with the relic for one full year. A relic returns to its awoken tier after a bond is released. A single creature may have any number of ascended relics bonded, but only up to one non-ascended relic.

Each relic page includes an overview of the relic itself (type, slot, original name, and gameplay style), the history of the Magelord who crafted it, a history of the relic after it fell out of the Magelord's possession (include its current whereabouts), the relic's rising and ascension quests, and the relic's three tiers of power (awoken, risen, and ascended).

RELIC STATBLOCK EXPLANATION

Each relic has its own individual page, each with the following sections:

Image: An image of the relic at its awoken tier. As a relic ascends to greater tiers, it will take on additional physical characteristics and more detail. This can range from blades growing in length and sheen, to magical



objects shining brighter with glowing runes, to crowns becoming even more jewel encrusted.

Summary Table: An overview of the relic. Most relics are traditional magic items that take up a magic item slot. Relics are intended to suit a wide variety of gameplay styles. Some slight overlap is intentional.

History of the Magelord: The history of the specific Magelord who crafted the relic during the Age of Relics, a period of the world two eons past.

History of the Relic: The history of the relic after its time with its Magelord. Includes information on the current wielder if there is one.

Current Whereabouts Table: An overview of the current whereabouts of the relic.

Rising Quest: The relic-specific quest that needs to be completed to ascend the relic to its risen tier. Quests are designed to provide motivation for players and inspiration for game masters.

Ascension Quest: The relic-specific quest that needs to be completed to ascend the relic to its ascended tier.

Tier 1: Awoken: The statistics of the relic in its awoken tier. The base version of the relic.

Tier 2: Risen: The statistics of the relic in its risen tier. The most commonly found version of relics.

Tier 3: Ascended: The statistics of the relic in its ascended tier. The most powerful version of the relic.

RELIC VALUE

Relics of Calibourne do not have a price, cost, or tier. If for whatever reason you need to slot the relics into a tier, they can all be considered artifacts.

Relics do not have a specific school of magic-based aura, caster level, or weight. If needed, weight can be determined by checking the “default” weight of the base item. For example, the Barrow Blade would weigh roughly the same as a base greatsword.

Relics cannot be damaged or destroyed (unless it is thematically appropriate). The fantasy of the relics is one of ancient and powerful artifacts passed down through time, rediscovered only through intense effort and skill. Even though times marches on, the relics remain.

RELIC CASTER LEVEL

Some relics grant uses of magic spells. Instead of using caster level to determine the DC and power of these spells, use the player character’s total class level instead. This is known as Relic Caster Level (RCL).

RELIC SACRIFICE

Sometimes great heroes find themselves in situations too dire to solve with just their abilities alone, even wielding a Relic of Calibourne. In such situations when all hope is lost, a wielder of an ascended relic may briefly increase the power of their relic tenfold. It is up to each individual game master to decide what exactly constitutes “tenfold.”

After the full power of the relic has been displayed and the day has been won (or lost), the bond between wielder and relic splits, never to be bound again. This ultra-powerful move is a way to create climatic, narrative moments in your campaign; either towards the end of adventures or when the player characters have been backed into a corner.

If you are a game master you should, of course, not rely on these moments to happen: your players must be willing to make the sacrifice out of their own desperate motivation while fully aware and accepting of the consequences.

The short narrative at the beginning of the book describes the relic sacrifice of Magelord Archchampion Kirisa Ilkithorn, the crafter and first wielder of the Band of Storming Stars.

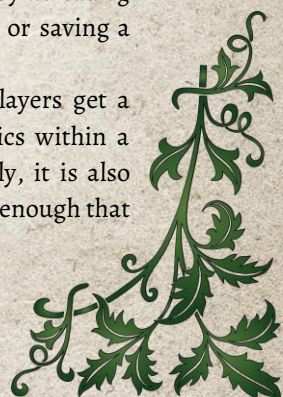
ALTERNATE PROGRESSION

To some the idea of the ascension quests may seem too daunting a thing to include. Maybe you want to create a campaign that isn’t as relic focused as this book assumes. Maybe you just like character-based narrative progression over plot-based narrative progression. In cases such as these, you might try implementing one of the following alternate forms of progression:

Level-Based Progression: For every 3 levels spent with a relic, it ascends to the next tier. For example, a 3rd level player character that just bonded the Barrow Blade would have the relic automatically ascend to risen at 6th level and to ascended at 9th level.

Narrative Event Progression: The relic ascends a tier after the bonded wielder user completes a major personal challenge, sacrifice, evolution, or achievement. This can be through the close of a story arc, by defeating a powerful foe, by completing a story feat, or saving a city (or the world).

As a game master, make sure your players get a chance to reach the upper tiers of the relics within a reasonable amount of time. Simultaneously, it is also crucial to keep the ascension moments rare enough that



RELICS OF CALIBOURNE

each one creates a memorable, impactful moment. For long term campaigns, it is recommended that a relic ascend a tier every dozen or so four-hour play sessions.

CAMPAIGN SETTING

Set out across a vibrant land on a chivalrous, knightly quest to negotiate with cunning nobles and slay vicious dragons. Delve into ancient ruins in search of magical relics, avoid the threat of the all-powerful imperial dragons, duel knights of the land for their castles and titles, encounter creatures of myth, and take a ride on an abandoned steam train. Welcome to **Calibourne**.

WORLD OF THE RELICS

Calibourne is a system-agnostic TTRPG campaign setting inspired by Arthurian Legend that merges heroic fantasy with elements of steampunk and classic swords & sorcery. Calibourne is a world of valiant knights, mighty dragons, complex political intrigue, ancient magics, and abandoned steamtech.

Arthurian Legend. From nations inspired by the Matter of Britain to artifacts lifted straight from classic Arthurian tales, Calibourne is a world that mixes these legendary stories into a traditional world of fantasy.

Knights. Found in every corner of Calibourne are knights: selfless champions who fight for a cause greater than themselves. Often mounted, heavily armored, and wielding holy magics, knights embark on dangerous quests to slay vicious dragons, negotiate with cunning nobles, delve into ancient ruins, and defend Calibourne. Some find roles as members of knightly orders, while others challenge the world alone. Each knight carves their own path, from traditional cavaliering to hunting, spell-slinging, performing, and all varieties of class. Even still, all knights truly believe in their purpose, whether it be one of faith, law, chaos, good, evil, or glory.

Nobility. Calibourne is covered by expansionist nations and feudal city-states that scheme for unclaimed land, all simultaneously on the brink of collapse from within. Courts of nobles wage wars of political intrigue from their castles and towers.

Imperial Dragons. From their great roosts across the region a group of all-powerful Imperial Dragons known as the Imperial Ascendancy enforce the natural law of the world. While they seek to protect the natural world, they care not for the plights of those upon it.

Predator Dragons. Smaller, but more directly threatening are predator dragons, who terrorize the peoples of Calibourne, hoarding treasure and razing cities to the ground. Yet not all Predator Dragons are evil, and not all is as it seems.

Ancient Magics. The magics of Calibourne come from Limbo, a dark, alternate reality of churning chaos. The mages of the world have wrought magic across the lands in the forms of rare materials, corrupted creatures, and powerful magic items known as the Relics of Calibourne.

Ancient Steam. Once a land of steam, the Imperial Dragons decimated the technology in the Day of Awakening. Now steam is but another lost art scattered across the land: splintered rails, collapsed mines, abandoned devices, and derailed steam trains.

The Future. As you quest through Calibourne, you will have the option to influence the reemergence of both magic and steam. Which of the two will come to dominate Calibourne is up to you.

HISTORY OF THE RELICS

After the Old Ones of the Elder Age were banished to the shapeless realm of Limbo, the mortals of Calibourne finally had power over their own land, thus beginning the Age of Relics.

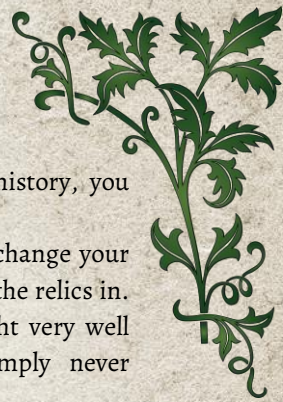
To power rose the Magelords, a loose association of extraordinarily powerful mortals who used a shared mastery of primordiation to rule Calibourne. Each Magelord was the best of the best at their role: sorcerer, hunter, gourmand, and everything else under the sun.

The Magelords used their mastery of these magics to strengthen humanity and progress civilizations, bringing in a new era of seemingly endless peace. Yet unknowingly, they attracted the attention of others.

After two millennia in exile, seeing the wealth of the world they had failed to conquer, the Old Ones decided it was time to return. To do so they made a deal with the Primordiators, three exiled mortal women with a burning desire for revenge upon the Magelords.

Through the portals of the Primordiators the Old Ones and their eldritch abominations poured into the material realm. They sought to conquer Calibourne, but they were halted by the Magelords. With the aid of their Relics of Calibourne the Magelords slew the Primordiators and, after a few long centuries of apocalyptic war, defeated the Old Ones, once again banishing them to Limbo.

RELICS OF CALIBOURNE



With the victory of the Magelords in the Nightmare Wars, the material realm was saved. But as the centuries wore on, the corrupting touch of the Old Ones drove the Magelords from benevolent guardians into paranoid and cruel leaders. In the last decades of the Age of Relics, the War of Arcanum raged on with the Magelords against the people they once protected. The Age of Relics ended with the execution of the last Magelord.

Today is the 829th year of the Age of Nations, an eon marked by freedom from the whims of mages and gods.

RELICS IN OTHER WORLDS

If you wish to feature the relics in a world other than Calibourne, you are welcome to use the lore and quests provided as a guideline for implementing the relics into any setting. You are also free, of course, to disregard all of it and implement only the design and gameplay.

NARRATIVE IMPLEMENTATION

In situations where you wish to implement the narrative of the Relics of Calibourne, you may hesitate to use them, especially in an established setting or an ongoing campaign. In order to smoothly transition your world's

narrative to include the relics and their history, you must come up with a solution.

The simple answer is to retroactively change your setting's lore just slightly to slot the lore of the relics in. To explain their previous absence, it might very well make sense that your players have simply never encountered the relics before.

Remember, as a game master, you have full power to change your world however you wish. Lore—especially lore your players have yet to discover—should never be binding!

MECHANICAL IMPLEMENTATION

The Relics of Calibourne are designed as Pathfinder Roleplaying Game Compatible items, but they can also be easily converted into the world's oldest and most popular roleplaying game.

The internet holds a wealth of guides that go step-by-step through the fairly easy conversion process between systems. Additionally, an experienced game master or player should be able to use the wording of the relics to make approximations of how the relics would function in whatever your system of choice is.

TABLE: RELIC SUMMARY

Relic of Calibourne	Item Type	Slot	Gameplay Style
Arnon's Arcane Gauntlets	Gauntlets	Hands	Spell-slinging caster/support
Band of Storming Stars	Headband	Headband	Religious empowered hunter
Barrow Blade	Greatsword	Held Item (Two Hands)	High-damage melee warrior
Crown of the Dragon King	Crown	Head	Charming army tactician
Odel's Octech Arm	Prosthetic Arm	Arm	Spell-slinging caster
Olloch the Glutton	Totem	—	Evil empowered warrior
Orion Starpiercer	Lance	Held Item (One/Two Hands)	Mounted warrior
Immortal Crown of Evalach	Helmet	Head	Assassin-proof tank
Moon Owl Eyesights	Mask	Eyes	Long-ranged hunter
Everlight Estoc	Estoc	Held Item (One Hand)	Melee religious healer/warrior
Scaled Shield of Evalach	Buckler	Held Item	Alignment-focused tank
Shadowsoul Mirror	Mirror	—	Illusion and deception support
Solnon's Golden Circlet	Ring	Ring	Traditional magical healer
The Transmogrotator	Object	—	Nontraditional-caster support
Varaine's Periapt	Amulet	Neck	Large-scale battle support
Wyrmfire Guardian	Shield	Held Item (One Hand)	AC-focused tank



ARNON'S ARCANES GAUNTLETS

Type	Gauntlets
Slot	Hands
Original name	Aacherons
Crafted by	Archcaster Arnon Alwic Alderwald
Gameplay	Spell-slinging caster/support

HISTORY OF THE MAGELORD

Arnon's Arcane Gauntlets were crafted by gnome Archcaster Arnon Alwic Alderwald, the High Architect of Cordoban and one of the original mage-lords of the Arcanumon. The partner of Archwizard Aldona Berzalt, Arnon oversaw the construction of Aldona's floating city of Cordoban. Arnon worked tirelessly to set up the primordite mining process required to keep the city in the air. Yet during the Nightmare Wars, the Primordiators attacked the city and trapped Arnon to be crushed by his falling creation.

HISTORY OF THE RELIC

Arnon's Arcane Gauntlets were lost in the ruins of Cordoban for many centuries until they were found by a Riftwarden named Tia-Nu. Tia-Nu did not use the relic, instead keeping it locked away; out of the hands of those who would seek to abuse its power.

Eventually Tia-Nu was defeated by Jericho, a planar mercenary who was overjoyed to be able to abuse the power of the relic. Hired by the otherworldly, eldritch Crystal Court of Limbo, Jericho became known as the Plane Stalker. Jericho now searches for the reincarnations of the Primordiators.

Current Tier	Tier 3: Ascended
Current Bond	Jericho, Plane Stalker
Current Location	Realm of Limbo

RISING QUEST

Have spent one hour in the primordiated realm of Limbo and made it back to the material realm alive.

ASCENSION QUEST

Have engaged in combat with a powerful being of Limbo (such as an Old One or Elder Eon) and survived. Have constructed a functional Planar Gate by yourself.

TIER 1: AWOKEN

Spectral Gauntlets:

Four times per day, as a Swift Action the wearer can summon a Spectral Gauntlet as the spell Spectral Hand but without draining any HP. Any number of Spectral Gauntlets can be summoned and controlled at once. Spectral Gauntlets refresh upon resting.

TIER 2: RISEN

Spectral Gauntlets:

The maximum uses per day of Spectral Gauntlets increases to 6.

Arcane Burst:

As a Swift Action, a Spectral Gauntlet can be used to cast a spell. The Spectral Gauntlet is dispelled immediately after.

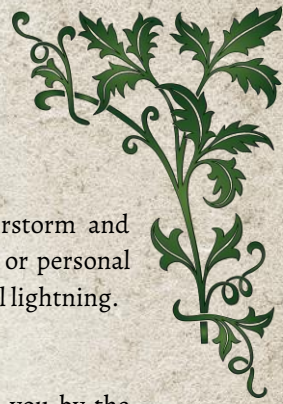
TIER 3: ASCENDED

Spectral Gauntlets:

The maximum uses per day of Spectral Gauntlets increases to 8. Spectral Gauntlets can be summoned as Free Actions.

Arcane Burst:

Uses of Arcane Burst no longer consume the spell from the wearer's spells per day.



BAND OF STORMING STARS

Type	Headband
Slot	Headband
Original name	Quinalvanon
Crafted by	Archchampion Kirisa Ilkithorn
Gameplay	Religious empowered hunter

HISTORY OF THE MAGELORD

The Band of Storming Stars was crafted by sylph Magelord Archchampion Kirisa Ilkithorn, the Archchampion of the Storm Queen. A child of the Quin nomads, when Kirisa first saw the Storm Queen in the sky watching her, Kirisa knew it was her life's calling to creating a lasting church to the goddess. While the Quin, now known as the Church of the Storm Queen, prospered for many years, they were wiped out in the War of Arcanum. At the final battle Kirisa sacrificed her relic's bond to destroy those that had killed her people, but the sacrifice killed her in the process.

HISTORY OF THE RELIC

Off of Kirisa's fallen body her few remaining friends took the Band of Storming Stars. They decreed the relic would be passed down from champion to champion. When each felt the time had come, they were to fly into a storm to unleash the relic's power, thereby either taking their place immortal alongside their goddess or falling to their doom. The relic is now in the possession of Champion of the Storm Queen Nenri Rynov.

Current Tier	Tier 3: Ascended
Current Bond	Nenri Rynov, Champion
Current Location	Crownlands, Lynoria

RISING QUEST

Have seen the Storm Queen in a thunderstorm and offered her some object of great monetary or personal value. Have survived being struck by natural lightning.

ASCENSION QUEST

Have completed a personal quest given to you by the Storm Queen. This quest will most likely be given during your initial offering to the Storm Queen and will most likely entail spreading the Church of the Storm Queen.

TIER 1: AWOKEN

One With The Storm:

Twice per day, as a Swift Action the wearer can embrace the Storm Queen for 1 hour. While One With The Storm is active, the wearer grows wings, and their eyes shine blue and crackle with electricity. They can fly (good) at a speed of 30 ft and gain Resistance 10 to electricity, air, and sonic damage.

TIER 2: RISEN

One With The Storm:

Fly ability increases to perfect and fly speed increases to 60 ft.

Herald of Thunder:

While One With The Storm is active, twice per day, as a Swift Action the wearer can cast Aggressive Thundercloud.

TIER 3: ASCENDED

One With The Storm:

Resistance 10 to electricity, air, and sonic damage is replaced by total immunity to all of them.

Herald of Lightning:

While One With The Storm is active, four times per day, as a Swift Action the wearer can cast Lightning Bolt.



BARROW BLADE

Type	Greatsword
Slot	Held Item (Two Hands)
Original name	Serpens Comedentis
Crafted by	Archhunter Esela Barrowheim
Gameplay	High-damage melee warrior

HISTORY OF THE MAGELORD

The Barrow Blade was crafted by nagaji Magelord Archhunter Esela Barrowheim, the Herald of the Serpent's Kiss and the leader of the Chosen, a cult dedicated to the goddess the Serpent's Kiss, the Mother of Snakes. Although she was an accomplished hunter and conqueror, Esela was slain in the War of Arcanum by the Cloud Lords of Yggdrasil, who Esela had once conquered. As Esela bled out she cursed the Cloud Princess, Dwendalia Elcorr, to serve Esela in death for eternity.

HISTORY OF THE RELIC

While the war still raged the surviving Chosen buried Esela's body and her Barrow Blade in the Tomb of Serpents. The Chosen left Esela's mount, Ruka the Arcanum Serpent, in the tomb and placed the cursed Cloud Lord princess Dwendal to guard the entrance. No one has entered the tomb since. Dwendal, who has since forgotten all but her name, slays all who dare approach.

Current Tier	—
Current Bond	—
Current Location	Mirmamieth, Lynoria

RISING QUEST

Have encountered Ruka the Arcanum Serpent. Have used Barrow Curse on 10 targets of CR equal to or higher than your APL.

ASCENSION QUEST

Have reached the statue of Serpent's Kiss at the end of the Lost Temple of Magelords (also known as the Temple of Certain Death) in the Red Dynasty and claimed the title of Herald of the Serpent's Kiss.

TIER 1: AWOKEN

Magic Greatsword:

+1 | 2d6+1 | 19-20/x2 | Slashing

Essence Collector:

On attacks made with the relic, as a Free Action the wielder can deal 2d2 negative energy damage, hit or not. The amount of damage dealt is stored in the relic's gem, stacking with any previously stored damage. The stored damage resets upon resting.

Barrow Curse:

On attacks made with the relic that hit, as a Swift Action the stored damage from Essence Collector can be dealt to the target, consuming the stored damage.

TIER 2: RISEN

Magic Greatsword:

+2 | 2d6+2 | 18-20/x2 | Slashing

Barrow Curse:

As part of Barrow Curse and as long as the stored damage is 10 or greater, the wielder can Deafen, Blind, or Mute the target for 2 rounds.

TIER 3: ASCENDED

Essence Collector:

The negative energy damage increases to 4d2.

Barrow Curse:

The wielder can choose any amount of the 3 status effects.



CROWN OF THE DRAGON KING

Type	Crown
Slot	Head
Original name	Hymero draeth
Crafted by	Archqueen Ophelia Dominari
Gameplay	Charming army tactician

HISTORY OF THE MAGELORD

The Crown of the Dragon King was crafted by reptoid Magelord Archqueen Ophelia Dominari, the “Dragon God.” When Ophelia was but a child she fled as her city was razed to the ground by a dragon. But Ophelia did not see this as a tragedy; she saw it as a beautiful display of power. Ophelia sought to take control of the dragons for herself, crafting the Hymero draeth to see her goal realized. While exorbitantly powerful, Ophelia and her brainwashed dragon army were the first battle, and first Magelord death, of the War of Arcanum.

HISTORY OF THE RELIC

The relic was claimed by the now-freed dragon Maldrithor, who feared the control the relic could grant to humanoid with ill intentions. After centuries spent holding onto the relic, Maldrithor was approached by a man named Roost who sought to put dragons in control of the world. Maldrithor agreed. The ensuing War of the Red Wings shook Ibermenon, but the technologies of man brought down Roost and the great dragons.

Disheartened, Maldrithor returned to their steadfast guard of the relic. They were later imprisoned and experimented on by the studious yet cruel High House Roza. The experiments have left deep scars.

Current Tier	—
Current Bond	—
Current Location	Emerald Groves, Ibermenon

RISING QUEST

Have 10 dragonkin charmed.

ASCENSION QUEST

Have 100 dragonkin charmed and won a war.

TIER 1: AWOKEN

Charismatic King:

Once per day, as a Standard Action the wearer can cast Charm Person on any dragonkin. This effect is permanent.

Breath of End Times:

Thrice per day, as a Standard Action the wearer can release a blast of energy as the spell Dragon’s Breath.

TIER 2: RISEN

Charismatic King:

The spell increases to Charm Monster. It can also be cast on any creature with type Dragon.

Dragonscales:

The wearer gains all the DR and resistances of those currently under the effect of Charismatic King. This lasts for as long as those affected remain under the relic’s influence.

TIER 3: ASCENDED

Charismatic King:

The spell increases to Dominate Monster.

Dragonscales:

The wearer gains all the immunities of those currently under the effect of Charismatic King.

Breath of End Times:

Breath of End Times is a Swift Action and can be used five times per day.



ODEL'S OCTECH ARM

Type	Prosthetic Arm
Slot	Arm
Original name	Isbrid Braich
Crafted by	Archcaster Uico Odel XVIII
Gameplay	Spell-slinging caster

HISTORY OF THE MAGELORD

Odel's Octech Arm was crafted by elf Magelord Archcaster Uico Odel XVIII, one of the original magelords and the first graduate of the Arcanumon. A genius inventor, Uico invented "mana," a liquid material capable of restoring spell power. She was incredibly skilled in prosthetics and other techno-magical replacements, even willingly cutting off her own arm to apply her relic. Uico died when the Arcanumon sunk beneath the surface of the earth in the War of Arcanum.

HISTORY OF THE RELIC

Centuries after the war ended, a group of Red Dynasty House Regalum "researchers" delved into the sunken Arcanumon, stealing the knowledge of techno-magic for themselves along with Odel's Octech Arm. After much trial and error, they successfully fused the relic onto GRS-32, their elite android boxer and now the ruling Regal Bowl Regalchamp. "The Overseer" as they are known is the dynasty's premier boxer and now mentor to an up-and-coming fighter, "The Harvester," an android that is forever on the edge of losing all control.

Current Tier	Tier 3: Ascended
Current Bond	Regalchamp GRS-32, Overseer
Current Location	Emerald Groves, Ibermenon

RISING QUEST

Have Gear Shifted 50 levels of spell. Have visited the sunken Arcanumon and escaped with a techno-magic scroll.

ASCENSION QUEST

Have discovered the fate of Magelord Archcaster Uico Odel XVIII. Have either excavated or collapsed a portion of the Arcanumon.

TIER 1: AWOKEN

Magic Arm:

+1 | 1d6 + 1 | 20/x4 | Bludgeoning ||| +1 STR, DEX

Octech Manaflow:

The relic has a max capacity of 4 liters of Mana. The relic regains 1 Mana every round.

Gear Shift:

As a Swift Action, the wearer can consume Mana to increase the caster level of a spell by a number of levels equal to Mana consumed.

TIER 2: RISEN

Magic Arm:

+2 | 1d6 + 2 | 20/x6 | Bludgeoning ||| +2 STR, DEX

Octech Manaflow:

The relic regains 2 Mana every round.

Unlost, Unforgotten:

As a Swift Action, the wearer can consume Mana to regain one lost spell slot of spell level equal to Mana consumed.

TIER 3: ASCENDED

Magic Arm:

+3 | 1d6 + 3 | 20/x8 | Bludgeoning ||| +4 STR, DEX

Octech Manaflow:

The relic has a max capacity of 6 liters of Mana.

Gear Shift:

Gear Shift is a Free Action.



OLLOCH THE GLUTTON

Type	Totem
Slot	—
Original name	Olloch
Crafted by	Archgourmand Unax Temesal Dior
Gameplay	Evil empowered warrior

HISTORY OF THE MAGELORD

Olloch the Glutton was crafted by gripli Magelord Archgourmand Unax Temestal Dior, the Glutton. An accomplished and well-respected cook, Unax took a sharp turn into magical cooking, creating delicacies and dishes to increase natural humanoid limits. But Unax was not fulfilled by their dishes. She wanted more. Unax captured the gluttonous devil-toad Olloch and forced it into submission as a relic, unaware Olloch was poisoning Unax’s mind. On a night of insatiable hunger, Unax ate themselves.

HISTORY OF THE RELIC

The relic was taken off the corpse of Unax and locked in the Arcanumon’s vault. Centuries later, a group of Red Dynasty House Regalum “researchers” delved into the sunken Arcanumon, stealing the knowledge of technomagic for themselves along with Olloch the Glutton.

After hoarding it for centuries, House Regalum recently sold the relic to Lady Olivia Cortez, who gave it to a creature known only as “The Glutton of Asterwaln” to collect the blood needed for Lady Olivia’s dark, vampiric plan.

Current Tier	Tier 3: Ascended
Current Bond	“The Glutton of Asterwaln”
Current Location	Emerald Groves, Ibermenon

RISING QUEST

Have communed with Olloch the Glutton. Have eaten meals from 4 exotic locations. These meals must include sentient creatures from these exotic locations.

ASCENSION QUEST

Have slain 100 innocent children. Have created and eaten the “Apex Meal.”

TIER 1: AWOKEN

Spirit of Olloch:

For every gallon of blood fed to the relic, the wielder gains a stackable +1 on all rolls that deal with sleeping, eating, and killing. The wielder takes a corresponding penalty on all other actions. The relic can hold 4 gallons of blood. The blood and corresponding bonus disappear upon resting.

TIER 2: RISEN

Spirit of Olloch:

The bonus from blood fed to the relic from innocent children counts as double. The relic’s blood storage can be drained at any point, but only via the wielder drinking it.

Skin of Olloch:

While Spirit of Olloch is active the wielder gains amphibian skin that grants immunity to poison and acid damage.

TIER 3: ASCENDED

Spirit of Olloch:

The relic can hold 8 gallons of blood.

Limbs of Olloch:

While Spirit of Olloch is active the wielder is unaffected by all natural weather/temperature effects and their limbs extend, granting natural reach, x4 jump height, and +60 ft base speed.



ORION STARPIERCER

Type	Lance
Slot	Held Item (One/Two Hands)
Original name	Wybren Dar
Crafted by	Archlancer Caelum Ophiuchus
Gameplay	Mounted warrior

HISTORY OF THE MAGELORD

The Orion Starpiercer was crafted by duskwalker Magelord Archlancer Caelum Ophiuchus, the Lifeless Lancer. Using the abilities of primordiation, Caelum was able to peer into her past life, discovering it to be as an evil pawn of the Old Ones. Caelum dedicated her life to righting those wrongs alongside her dragon mount Zephra. The duo dived from realm to realm, defeating evils and solving disasters. On one such mission, during the apocalyptic Nightmare Wars, Caelum and Zephra disappeared, never to be seen again.

HISTORY OF THE RELIC

On the disappearance of Caelum her relic phased through the realms, embedding itself in the ground in the center of the magical forest of Mirmamieth. Around the relic the settlement Heavensong—later renamed to the City of the Divine during the Age of Dragonfire—was built with the Starstruck Inn built directly around the embedded relic.

It is said that to draw the relic out of the ground, one must be pure of heart and worthy. (In gameplay terms, this means to have already completed the relic's risen quest before drawing it.)

Current Tier	—
Current Bond	—
Current Location	Mirmamieth, Lynoria

RISING QUEST

Have defeated a creature from the Age of Relics.

ASCENSION QUEST

Have defeated a creature from the Age of Recreation.

TIER 1: AWOKEN

Magic Lance:

+1 | 2d8+1 | 20/x3 | Piercing

Shieldsplinter:

On attacks made with the relic that hit a target with a shield, the target's shield takes the same amount of damage as the target. If the relic is used in a sunder attack against a shield, the relic bypasses the shield's hardness.

Starbolt:

Twice per day, if the wielder is charging, as a Swift Action they can fire a meteor out of the relic as the spell Shooting Star.

TIER 2: RISEN

Shieldsplinter:

All normal attacks made with the relic can also count as a sunder attack. Shieldsplinter can target both shields and armor.

Starbolt:

Starbolt can be used five times per day.

TIER 3: ASCENDED

Magic Lance:

+3 | 2d8+3 + 2d6 electricity | 20/x4 | Piercing

Wrath of the Heavens:

Whenever the wielder breaks a target's shield or armor with Shieldsplinter, as an Immediate Action they can use Starbolt on the target without consuming a use.



IMMORTAL CROWN OF EVALACH

Type	Helmet
Slot	Head
Original name	Chonovalach
Crafted by	Archduelist Evalach Graves
Gameplay	Assassin-proof tank

HISTORY OF THE MAGELORD

The Immortal Crown of Evalach was crafted by shabti Magelord Archduelist Evalach Graves, the “Greatest Duelist In This Or Any Age.” As a shabti Evalach had two lives as a Magelord, crafting a relic in each one.

As a duelist Evalach sought out the greatest evils of the worlds, challenging them to duels to the death. But as time wore on and worthy opponents wore thin, Evalach began to challenge the world’s greatest heroes instead, murdering hundreds before he was slain by the united forces of a champion of good and evil.

HISTORY OF THE RELIC

Imperator Otho claimed the Immortal Crown of Evalach for himself after his shared defeat of Evalach. Using the newly found fame and the near immortality the relic brought, Otho founded the Imperium of Peace, a nation dedicated to enforcing a never-ending peace.

Since claiming the relic, it is said that Otho has never taken it off. Those that live within the imperium worship Otho as a god, and those that live elsewhere still refer to him as the most powerful mortal alive.

Current Tier	Tier 3: Ascended
Current Bond	Imperator Otho the Immortal
Current Location	Imperial Dominion, Lynoria

RISING QUEST

Have survived 10 assassination attempts or survived 10 combat encounters due to the relic.

ASCENSION QUEST

Have passed the Challenge of the Star but chosen to remain mortal instead of ascending to demigodhood. Have held both the Scaled Shield of Evalach and the Immortal Crown of Evalach at the same time.

TIER 1: AWOKEN

Invincible:

The wearer gains immunity to bleed & death effects.

Assassin’s Bane:

Once per day, if the wearer is struck by a damaging attack while above half HP, the attack instead deals no damage, and the wielder gains temporary HP equal to 4 x their hit die. This HP lasts until resting.

TIER 2: RISEN

Invincible:

The wearer gains immunity to disease & poison.

Immortal:

The wearer does not need to breathe, eat, or sleep.

Assassin’s Bane:

The temporary HP increases to 8 x their hit die.

TIER 3: ASCENDED

Invincible:

The wearer gains immunity to all magic besides any they themselves cast. This immunity includes all other magic items.

Immortal:

The wearer does not age.

Assassin’s Bane:

The temporary HP increases to 12 x their hit die. Assassin’s Bane can activate twice per day.



MOON OWL EYESIGHTS

Type	Mask
Slot	Eyes
Original name	Nocte Noctura
Crafted by	Archslinger Bayuchi Koisko
Gameplay	Long-range hunter

HISTORY OF THE MAGELORD

The Moon Owl Eyesights were crafted by kitsune Magelord Archslinger Bayuchi Koisko, the inventor of the firearm. A technician and inventor from a young age, when Bayuchi's homeland was plunged into the Bleakness she built the first firearm. After her hand cannon invention helped to win the war, Bayuchi went on to refine her technology, creating the first blunderbusses and flintlocks. During the War of Arcanum Bayuchi was executed by a firing squad.

HISTORY OF THE RELIC

After the revolutionary armies executed Bayuchi, the relic was locked in the Lorenheim Vault in the Red Dynasty. During the later War of the Red Wings the relic was given to her ancestor Lady Okada Koisko, the inventor of the modern firearm, in order to help save the dynasty from the dragon-incursion.

After Lady Koisko died in the Ruby Wars protecting her newborn town of Salisung, her relic passed onto her friends Lord Eddic and Lady Endeth Cortez, who later passes it onto their daughter Lady Olivia. Today it collects dust in Olivia's private room.

Current Tier	Tier 2: Risen
Current Bond	Lady Olivia Cortez
Current Location	Emerald Groves, Ibermenon

RISING QUEST

Have a ranged weapon with 4 enchantment bonuses, keywords, and/or modifications. Have killed 5 hostile targets from over 100 feet away with a ranged weapon.

ASCENSION QUEST

Have a ranged weapon with 8 enchantment bonuses, keywords, and/or modifications. Have killed 5 hostile targets from over 300 feet away with a ranged weapon.

TIER 1: AWOKEN

All-Seeing Eyes:

The wearer gains Darkvision 120 ft and is immune to natural and magical blinding effects.

Gaze of Heaven:

Once per day, as a Swift Action the wearer can cause the relic to shine out a magically bright cone of light as the spell Daylight. This light is shaped like a Bullseye Lantern.

TIER 2: RISEN

Gaze of Heaven:

The cone of light also acts as the spell Zone of Truth.

Owlsight:

Thrice per day, as a Swift Action for 1 round the wearer takes no range penalty on a ranged attack, instead gaining the penalty as bonus damage on the next attack.

TIER 3: ASCENDED

All-Seeing Eyes:

The wearer gains Truesight.

Gaze of Heaven:

Gaze of Heaven has no duration. As a Free Action, Gaze of Heaven can be turned on or off.

Owlsight:

Owlsight is constant.



EVERLIGHT ESTOC

Type	Estoc
Slot	Held Item (One Hand)
Original name	Solis
Crafted by	Archdivine Amal ul-San
Gameplay	Melee religious healer/warrior

HISTORY OF THE MAGELORD

The Everlight Estoc was crafted by kasatha Magelord Archdivine Amal ul-San, the Sunlord and Herald of the Everlight. A native of the Cloudless Deserts, Amal spent every day staring at and worshiping the sun until she was chosen by the Everlight, the goddess of the Sun, to be her herald. With estoc in hand, Amal became a bastion of heroism and a light for all in the darkest of times, including the Bleakness. Before the War of Arcanum, after seeing a vision of what was to come for her and her people, Amal committed ritual suicide.

HISTORY OF THE RELIC

Amal entrusted her relic to the Church of the Everlight, who were quickly slaughtered by the revolutionary armies of the war. The relic came into the possession of revolutionary Stella Elaine, who respected the Everlight but did not worship her. The relic became an Elaine family heirloom, passing from one descendant to the next. Some worshipped the Everlight, some didn't. The current wielder is Solaris Elaine, a Champion of the Crownlands. Although Solaris does not believe in himself, he is a true believer of the Everlight.

Current Tier	Tier 3: Ascended
Current Bond	Solaris Elaine, Sun Champion
Current Location	Crownlands, Lynoria

RISING QUEST

Have climbed to a mountain above the clouds while the sun is in its zenith and made contact with the Everlight. Have defeated a creature of the night or a creature of evil CR +3 higher than your APL.

ASCENSION QUEST

Have completed a personal quest given to you by the Everlight. This quest will most likely entail defeating a great source of evil or darkness.

TIER 1: AWOKEN

Magic Estoc:

+1 | 2d4+1 + 1d6 fire | 18-20/x2 | Piercing

Future's Grace:

While in direct sunlight, the wielder gains an early class feature. Wielders with channel energy or lay on hands class features (or a similar ability) gain an extra 1d6. Wielders with judgment or invocation class features (or a similar ability) gain an extra use.

TIER 2: RISEN

Magic Estoc:

+2 | 2d4+2 + 1d6 fire | 18-20/x3 | Piercing

Behold, the Sun:

While in direct sunlight, the wielder gains +2 DEX, +2 STR, and the relic's fire damage increases to 2d6.

TIER 3: ASCENDED

Future's Grace:

The bonus to wielders with lay on hands class features (or a similar ability) increases to 2d6 and wielders with judgment or invocation class features (or a similar ability) gain two extra uses.

Behold, the Sun:

The sunlight bonuses increase to +4 DEX, +4 STR, and 3d6 fire damage.



SCALED SHIELD OF EVALACH

Type	Buckler
Slot	Held Item
Original name	Tarianovalach
Crafted by	Archduelist Evalach Graves
Gameplay	Alignment-focused tank

HISTORY OF THE MAGELORD

The Immortal Crown of Evalach was crafted by shabti Magelord Archduelist Evalach Graves, the “Greatest Duelist In This Or Any Age.” As a shabti Evalach had two lives as a Magelord, crafting a relic in each one.

As a duelist Evalach sought out the greatest evils of the worlds, challenging them to duels to the death. But as time wore on and worthy opponents wore thin, Evalach began to challenge the world’s greatest heroes instead, murdering hundreds before he was slain by the united forces of a champion of good and evil.

HISTORY OF THE RELIC

Evairyn “The White Oak” Whitemane claimed the Scaled Shield of Evalach after his shared defeat of Evalach. The relic became a Whitemane family heirloom, passing from one generation to the next. The current wielder is Arthur “White Pine” Whitemane, the son of the late Callidar “White Spruce” Whitemane. He, like his ancestors, uses the relic to inspire peace and prosperity. He hopes to one day pass the relic onto his daughter.

Current Tier	Tier 3: Ascended
Current Bond	Arthur Whitemane, Paladin
Current Location	Mirmamieth, Lynoria

RISING QUEST

Have defeated 10 targets of CR equal to or higher than your APL of either subtype Good or Evil.

ASCENSION QUEST

Have defeated a target of CR +5 higher than your APL of subtype or alignment Good or Evil. Have held both the Scaled Shield of Evalach and the Immortal Crown of Evalach at the same time.

TIER 1: AWOKEN

Magic Shield:

+2 AC | No MDB | -1 ACP | No ASFC

Tip the Scales:

The wielder gains a pool of 2 Balance. As a Swift Action, they can tip 1 unused Balance into either Good or Evil. For each Balance in either category, the wielder gains Resistance 5 against creatures of the matching subtype. Balance returns to the pool upon resting.

TIER 2: RISEN

Magic Shield:

+3 AC | No MDB | No ACP | No ASFC

Tip the Scales:

The pool increases to 3 Balance. Tipped Balance gives Resistance 5 against creatures of the matching alignment.

TIER 3: ASCENDED

Tip the Scales:

The pool increases to 4 Balance.

Choose A Side:

As a Standard Action, the wielder can tip all 4 unused Balance into Good or Evil. If they have Chosen a Side and are struck by a creature of that subtype/alignment, as an Immediate Action the wielder can cause them to take 2d8 points of a chosen type of damage.



SHADOWSOUL MIRROR

Type	Mirror
Slot	—
Original name	Umbraculum
Crafted by	Archillusionist Alvaron von'Riktor
Gameplay	Illusion and deception support

HISTORY OF THE MAGELORD

The Shadowsoul Mirror was crafted by tengu Magelord Archillusionist Alvaron von'Riktor, the Soul Enchanter. Alvaron was a magician who gained worldwide fame and recognition for his ability to swap people's souls. As a Magelord, Alvaron used his magic to hunt and successfully capture targets before they were even aware of what was going on. Alvaron was slain when one of his sou-swapping tactics backfired, resulted in his body and soul being permanently separated, killing him. Some say his soul still floats across the realm to this day.

HISTORY OF THE RELIC

Decades after Alvaron's death the relic was picked up by Soldrath Amorio, a man raised by wolves and the leader of the Wolf Pack. Non-magical except for the relic, Soldrath used the power of the mirror to claim a spot as a Champion of the Crownlands, fighting in the War of Six Crowns and eventually becoming the Champion of Delcaster. A noble hero marred by only the quirks of being raised by wolves, Soldrath was an honored, decorated, and well-respected champion.

Soldrath was slain by the vampire Count Dragulesti Delvar, who resurrected Soldrath in order to keep the relic at its ascended tier. The undead Soldrath now acts as a mindless agent of the evil Count Dragulesti. Dragulesti seeks to reclaim the Crownlands city of Delcaster from the rule of the nobles that cast him out over eight centuries ago.

Current Tier	Tier 3: Ascended
Current Bond	Soldrath Amorio, the Wolf Pack
Current Location	Crownlands, Lynoria

RISING QUEST

Have defeated 4 targets of CR equal to or higher than your APL with just you and your Shade.

ASCENSION QUEST

Have temporarily separated your soul from your body and then reunited. Have avoided lethal damage 10 times due to your Shades.

TIER 1: AWOKEN

Shade Summoning:

Once per day, as a Swift Action the wielder can summon 1 Shade as the spell Simulacrum. Shades appear identical to the original in all ways.

TIER 2: RISEN

Shade Summoning:

Shade Summoning can be used 2 times per day and summons 1d2 Shades.

Shade Sacrifice:

If the wielder were to take lethal damage, as a Free Action they can sacrifice a Shade to negate any damage dealt.

TIER 3: ASCENDED

Shade Summoning:

Shade Summoning can be used 4 times per day and summons 2d2 Shades.

Shade Sacrifice:

Shade Sacrifice now transfers the damage from the attack to a Shade (instead of instantly sacrificing it).



SOLNON'S GOLDEN CIRCLET

Type	Ring
Slot	Ring
Original name	Yr Fyd
Crafted by	Archpriest Arlington Vanderbelt
Gameplay	Traditional magical healer

HISTORY OF THE MAGELORD

Solnon's Golden Circlet was crafted by halfling Magelord Archpriest Arlington Vanderbelt, the Head Cleric of the floating city of Cordoban. From birth Arlington has been distinctly aware that he will die and feared it more than anything. Arlington spent his life becoming the greatest healer ever, finding the cure for hundreds of diseases and discovering many of the spells now commonplace. Arlington spent the last centuries of his life slowly succumbing to a disease known as old age.

HISTORY OF THE RELIC

After Arlington passed, the relic passed on as well, into the hands of Arlington's protégé, Solnon. Solnon, finally free from the shadow of his paranoid master, continued Arlington's work as his own, attempting to erase the idea of Arlington, claiming it was Solnon's skills all along. Solnon died to a random, natural heart attack.

The relic was sold and bid on, bought by Bishop Wynbell Vernillion, a cleric of the Red Dynasty. She used the artifact to keep her friends and family alive until a revolt within the house killed everyone she knew.

The ring was once again sold, this time to Rudolph Azrat, who gave it to Nenthri Ember as a wedding ring. Yet misfortune befell them too, as dragon burned down their town and killed them both. Nenthri Azrat remains as a Firestorm Hag, half-alive.

Current Tier	Tier 2: Risen
Current Bond	Nenthri Azrat, Firestorm Hag
Current Location	Mirmamieth, Lynoria

RISING QUEST

Have healed 200 points of damage and revived 4 creatures. Be the first to find a cure for a disease.

ASCENSION QUEST

Have healed 1000 points of damage. Have cured a life-threatening disease or ailment previously thought to be incurable.

TIER 1: AWOKEN

Healing Sapphires:

The relic has 6 sapphires. As a Swift Action, the wearer can cast Cure Wounds, expending a number of sapphires equal to the amount of d8 healed. The sapphires return to the relic upon resting.

Resurrection Ruby:

The relic has 1 ruby. As a Swift Action, the wearer can cast Breath of Life, expending 1 ruby. The ruby returns to the relic upon resting.

TIER 2: RISEN

Healing Sapphires:

The number of sapphires increases to 12.

Cleansing Diamonds:

The relic has 3 diamonds. As a Swift Action, the wearer can cast Restoration, expending 1 diamond. The diamonds return to the relic upon resting.

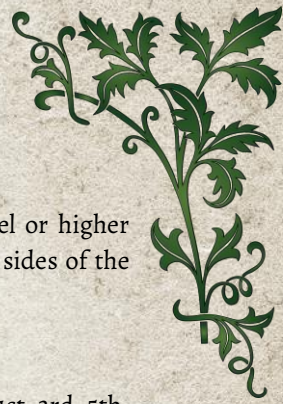
TIER 3: ASCENDED

Healing Sapphires:

The number of sapphires increases to 20.

Resurrection Rubies:

The number of rubies increases to 3.



THE TRANSMOGRATOR

Type	Object
Slot	—
Original name	Vult
Crafted by	Archwizard Aldona Berzalt
Gameplay	Nontraditional-caster support

HISTORY OF THE MAGELORD

The Transmogator was crafted by samsaran Magelord Archwizard Aldona Berzalt, the first mage-lord, first official “Magelord,” founder of Cordoban, and founder of the Arcanumon. Through an experience she never spoke of, Aldona was the first to discover primordiation: advanced planar magics. Using her discovery, she founded the floating city of Cordoban and the magical Arcanumon university. Yet even after millennia of research and knowledge, Aldona was the first Magelord slain in the Nightmare Wars, killed by the Primordiators in the opening battle.

HISTORY OF THE RELIC

After Aldona was slain the relic passes from wielder to wielder, never staying with one for more than a few decades. Because of this, since Aldona’s death the relic has never once reached its ascended stage.

The current owners of the relic are the Defenders of the Faiths, the council of Paladins that rule the United Order, led by Defender Finem. The Defenders use the relic only in dire situations, only to cast the most powerful and obscure spells.

Current Tier	Tier 1: Awoken
Current Bond	Finem, Defender of the Faith
Current Location	Mirmamieth, Lynoria

RISING QUEST

Have cast a primordiation spell of 3rd level or higher while wielding the relic. Have solved three sides of the six-sided rune puzzle.

ASCENSION QUEST

Have programmed a primordiation spell of 1st, 3rd, 5th, 7th, and 9th level into the relic. Have solved the remaining three sides of the six-sided rune puzzle.

TIER 1: AWOKEN

Transmograte:

As a Standard Action, the wielder can cast any non-Primordiation spell level 8 or below without requiring any material components. This has a cooldown in days equal to the level of the spell cast. The same spell cannot be cast more than once.

TIER 2: RISEN

Transmograte:

Level 9 spells can be cast. The cooldown in day is equal to the level of the spell cast divided by 2, rounded up.

Primordograte:

Any Primordiation spell cast adjacent to the relic becomes programmed into the relic, at which point the relic becomes dormant and unusable for 24 hours.

TIER 3: ASCENDED

Transmograte:

All Primordiation spells programmed into the relic via Primordograte can be cast. Primordiation spells can be cast an unlimited amount of time. The cooldown for all spells cast is 1 day.

Primordograte:

The relic’s time spent dormant decreases to 1 round.



VARAINE'S PERIAPT

Type	Amulet
Slot	Neck
Original name	Caelestis Irae
Crafted by	Archsorcerer Varaine Crathanor
Gameplay	Large-scale battle support

HISTORY OF THE MAGELORD

Varaine's Periapt was crafted by aasimar Magelord Archsorcerer Varaine Crathanor, the king of his city-state Varaine. Varaine saw the heaven as tools that could be taken advantage of. In war he used natural disaster to demolish his enemies without losing a single man. But during the Siege of Varaine in War of Arcanum, Varaine refused to use his relic, fearing damaging his city. The siege lasted almost the entire war but was eventually won. Varaine's refusal to act led to his assassination by his own allies.

HISTORY OF THE RELIC

For the next few centuries, the relic remained in the city of Varaine as a trophy in the new king's estate. Once again left unused in a time of conflict, the city was later destroyed in the War of the Six Crowns and the relic was thought to be lost.

A few decades later the relic would be found by a goblin named Clobthorar, who sold the relic to the Soulsworn Order, led by the mysterious Masked Man. The Masked Man hands the relic out to creature after creature, each who is tasked with destroying a Crownlands city, but each and every one fails.

Current Tier	Tier 1: Awoken
Current Bond	"the Masked Man"
Current Location	Crownlands, Lynoria

RISING QUEST

Have experienced a natural thunderstorm, snowstorm, heat wave, and fog cloud. Have cast each once.

ASCENSION QUEST

Have experienced a natural hurricane, thundersnow, sandstorm, and tornado. Have cast each once.

TIER 1: AWOKEN

Skies Above:

Once per day, as a Full-Round Action the wearer can change the weather as the spell Control Weather but with instant manifestation.

TIER 2: RISEN

Skies Above:

The radius of Skies Above increases to 4 miles.

When It Rains, It Pours:

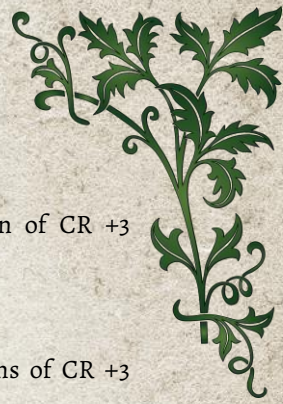
The wearer gains the ability to cast certain spells each twice per day during the following weather conditions:

- **Rain:** Thunderbolt
 - *Ranged touch & Fort save, Xd6*
- **Snow:** Ice Storm
 - *No save/attack, 3d6+2d6 AoE*
- **Heat:** Wall of Fire
 - *No save/attack, 2d4+1d4 AoE*
- **Fog:** Fog Cloud
 - *No save/attack, slowing AoE*

TIER 3: ASCENDED

Skies Above:

The radius of Skies Above increases to 8 miles. Skies Above is a Swift Action and can be used an unlimited number of times per day. The center of the created weather can follow the wielder.



WYRMFIRE GUARDIAN

Type	Shield
Slot	Held Item (One Hand)
Original name	Historia Libri
Crafted by	Archparagon Ducaniel de’Garrison
Gameplay	AC-focused tank

HISTORY OF THE MAGELORD

The Wyrmfire Guardian was crafted by ifrit Magelord Archparagon Ducaniel de’Garrison, the Dragon’s Bane and Lord of Myth. A child born in a sleepy town at the base of the Mountains of Myth, Ducaniel sought to become a heroic dragon hunter like the ones in the stories he read. Ducaniel accomplished his dream, becoming the premier dragon hunter on the continent. During the War of Arcanum, he finally met his match against an elder dragon who ate Ducaniel and his relic.

HISTORY OF THE RELIC

The elder dragon, Valdatha the Tyrant of Death, has had the relic inside of them ever since. One of the most powerful predator dragons in the Emerald Groves and a dragolich, Valdatha claimed the ruined town of Salisung and built themselves an empire of undead. Valdatha still rules to this day, slowly building a force great enough to conquer the Emerald Groves and become the new emperor of the Red Dynasty.

Current Tier	—
Current Bond	—
Current Location	Emerald Groves, Ibermenon

RISING QUEST

Have unleashed Wyrmfire upon a dragon of CR +3 higher than your APL.

ASCENSION QUEST

Have slain or otherwise defeated 5 dragons of CR +3 higher than your APL.

TIER 1: AWOKEN

Magic Tower Shield:

+5 AC | No MDB | -5 ACP | No ASFC

Dragonrage:

Every time an attack on the wielder misses, the relic gains 2 Dragonrage. Every time an attack on the wielder hits, the relic loses 1 Dragonrage. Dragonrage resets upon resting.

Wyrmfire:

As a Swift Action the wielder can consume 4 Dragonrage to unleash a breath weapon attack in a 20 ft cone that deals Xd4 fire damage, where X is the wielder’s level. The Reflex save to take half damage is equal to 10 + the wielder’s level.

TIER 2: RISEN

Magic Tower Shield:

+6 AC | No MDB | No ACP | No ASFC

Dragonrage:

Attacks on the wielder that miss grant 3 Dragonrage.

Wyrmfire:

Any allies hit by Wyrmfire take no damage and instead gain Resistance 10 to fire that lasts until resting.

TIER 3: ASCENDED

Dragonrage:

Attacks on the wielder that hit do not impact Dragonrage.

Wyrmfire:

The size of the cone increases to 40 ft.



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