



Phelantar's Guide
to
The Magick Shoppe
for
The 13th Age Roleplaying Game



Compatibility with the 13th Age Roleplaying Game requires the 13th Age Roleplaying Game from Fire Opal Media Inc. and Pelgrane Press Ltd. See 13thAge.com for more information on the 13th Age Roleplaying Game. Fire Opal Media does not guarantee compatibility, and does not endorse this product.

Introduction

Some magical items attract the eye and your attention without much effort. The flaming sword, the glowing shield, the dragonscale armor that radiates an aura of cold, or staves which warp the light around them with raw magical power. There's no denying that these potent items can make or break a battle, tilt the advantage in a negotiation, or change the life of the owner in some significant way.

However, there are numerous often-overlooked magical items which can have tremendous effects in their own way. Potions, oils, wondrous items, wands, and scrolls can be the difference maker for adventurers, mercenaries, politicians, merchants, and craftsmen of all stripes. They are typically forgotten because of their limitations like their narrow focus or limited number of uses, but no experienced adventurer who needs an edge brushes them aside too quickly.



In the past, some of these items were deliberately made obtuse and difficult as arcanists, artificers, and alchemists alike attempted to retain their perceived value. Only the skilled, the well read, or the lucky could use a wand correctly. Only years of study might be able to identify a strange potion found in a crumbling ruin. Creating these items is still the realm of the specialists and the experts, but the operation, identification, and use are much more simple. Even a brutish mercenary can figure out how to use a wand if he needs to and the street-wise thief can cast a spell from a scroll.

These items still remain expensive, however. They are time consuming and often require uncommon or rare ingredients that limit their availability. Many towns don't have a single store that carries a scroll and even big cities can be difficult to find a particular item. Some items, like the hand of glory, are outright illegal and are even more expensive and difficult to obtain. In the end, the small but critical difference these items make often means that they are worth the time and expense to find and procure.

One-Use Items

The following items may only be used one time before becoming useless. They must be used in their entirety to be effective, so you can't drink half a potion and get half the effect. None of these items take up a chakra slot, nor do they have any associated quirks while carrying or using them.

Potion of Water Breathing

A bubbling, salty infusion that tickles your nose without any scent to mark its passing.

Color: Blue-Green

Duration: Approximately 1 hour

Use: Imbiber is able to breathe normally underwater, without external aid. How this happens is very idiosyncratic and depends heavily upon the maker. In some cases, the imbiber develops gills, other times the drinker can just breathe water, and still others a magical bubble forms around the character's head.

Vial of Alchemical Frost/Fire/Thunder/Acid

Thin and watery liquids which seem to glow faintly in the darkness. They all smell of iron at their base, but more prevalent scents come to the fore for each type. Moss for frost, sulfur for fire, ozone for thunder, and citrus for acid

Color: Light blue for Frost, dark red for Fire, cloudy grey for Thunder, dark green for Acid.

Duration: 1 attack (or about 5 minutes if being used for some other purpose)

Use: Standard action. Make a basic ranged attack vs PD against 1 creature. On hit, Thunder and Frost deal 3d6 damage. Fire and Acid deal 2d6 damage and 1d6 ongoing damage (save ends). At champion tier Thunder/Frost deal 4d8 and Fire/Acid deal 3d8 and 1d8 ongoing. At epic tier, Thunder/Frost deal 3d20 and Fire/Acid deal 2d20 and 1d20 ongoing.

Tanglefoot Bomb

This vial appears to be filled with grey-white smoke, but when exposed to air, the smoke turns into a thick substance like spider-webs smelling of dust and lantern oil.

Color: Grey-white

Duration: 1 attack (or about 5 minutes outside of combat)

Use: Standard action. Make a basic ranged attack vs PD against 1 creature. On hit, the target is Stuck (save ends). Against a Large sized creature, this only works on a natural 16+ hit and does not work on Huge creatures at all. This is only related to size. A normal size, double strength creature is affected normally.

Lockburst Powder

This vial is filled with a blue-black powder whose grains are exceptionally large, twice the size of beach sand. The vial smells of mushroom and chalk

Color: Blue-black

Duration: Immediate

Use: Pouring this into a non-magical key lock then applying fire will rupture the lock and break the mechanism. Magical locks and non-key locks are heavily resistant to this effect and will only be broken on a 16+ roll of a d20, if they can be broken at all.

Stonemeal Waybread

This small baked good looks like a flat brown rock the size of a man's palm. Unfortunately it has a taste and texture a lot like rock as well.

Color: Brown

Duration: However long it takes to eat something the size of a cupcake

Use: The eater immediately regains one spent Recovery. No more than one of these may be eaten between full rest ups.

Firebeetle Oil

This oil is hot to the touch, smelling of cinnamon and charcoal. It shimmers and gleams like a ruby, even after being applied

Color: Bright red

Duration: 1 battle or about 5 minutes outside of combat

Use: Applying to armor or a shield grants the user Resist: Fire 16+ for the duration of one battle. Similar oils exist for cold (Frostworm), necrotic (Cryptspawn), acid (Glittergreen), thunder (Bluescale), and holy (Starbright).

Potion of Spider Climb

This purple fluid is thick, viscous, and oily. The smell is strangely like that of moldy or rotten berries or fruit and the taste is similar.

Color: Purple

Duration: 1 battle or about 5 minutes outside of combat

Use: The imbiber can walk and/or climb on the walls or ceiling. Doing so does not provoke attacks of opportunity (within reason)

Pearl of Language

A small pearl-like bead that feels sticky to the touch and smells faintly of tree bark and paint, while tasting of sugar, mint, and garlic.

Color: Light grey

Duration: 3 to 4 hours, on average.

Use: Someone who swallows a Pearl of Language can fluently speak and understand (but not read or write) a specific language designated when the pearl is created. This includes knowledge of idioms, metaphors, and other quirks of a language.

Cantrip Scroll

Scrolls come in all shapes and sizes, but spell scrolls are typically written on heavy-duty parchment with special ink infused with arcane reagents before being rolled up so they can't accidentally be read and activated

Color: N/A

Duration: Cantrips cast from a scroll which have a duration last no more than 15 minutes. At champion tier, they last no more than 1 hour. At epic tier, they last no more than 2 hours.

Use: Each individual scroll can be used to cast a single wizard's cantrip by reading aloud the written invocation. The scroll then crumbles into ash. If used in combat, it takes a number of standard actions based on tier to read the scroll (1 standard action for adventurer tier, 2 standard actions for champion tier, 3 standard actions for epic tier).

Jewel of Health

A blue-white jewel that makes you feel a little better just while holding it in your hand. When you focus on it and take a deep breath, you can feel the life returning into your body.

Color: Sparkling blue-white

Duration: Immediate

Use: While taking a short rest, expend the Jewel of Health treat all recoveries spent as though they had the Strong Recovery feat for their level. Players who already have this feat may reroll more more die than they otherwise would.

Tattoo of Vitality

A tattoo over your heart, usually with sigils and pictures of health and life, that feels cool to the touch until activated when it sends burning magics through your blood to mend your wounds.

Color: Red and blue

Duration: Immediate use, but 3-4 hours to apply

Use: The Tattoo of Vitality works much like a healing potion of the appropriate tier with two major changes. First is that it costs 3x as much as a standard healing potion. The second is that it may be used as a free action on your turn or as an immediate interrupt if you are staggered (but not if you drop to 0 HP or below).

Cleanwater Tincture

A liquid with a powerful smell of alcohol, herbs, and vinegar that burns your nose and lungs and leaves you lightheaded. But once emptied into a liquid, the smell and taste disappears.

Color: Blue with floating green particulate matter

Duration: Immediate and permanent

Use: When emptied into a normal liquid like water, beer, or wine, a cleanwater tincture eliminates non-magical poisons, impurities, and diseases that might be found therein and renders the liquid safe to drink. It cleanses up to 5 gallons at once. Drinking a cleanwater tincture once a character has ingested the poison, disease, or impurity does not remove the ill effects of those things (and probably makes the character sick on top of it all).

Feather Token

These small feathers are capped with precious metals or stones at the base and never seem to fall apart no matter how rough they are handled. When the command word is said and the feather thrown into the air, they disappear in a flash of light.

Color: The bird token is a white feather and gold cap, the tree token is green with an onyx cap, and the boat token is blue with a silver cap.

Duration: The bird token lasts no more than 90 minutes (or until it travels 30 miles), the tree token is permanent, and the boat token lasts 6-8 hours.

Use: The bird token summons a small flying bird which can take a written message unerringly to a person or place, so long as they are no further than 30 miles or 90 minutes away. This bird is otherwise completely normal and may be killed or driven off.

The tree token immediately summons into the ground an oak or pine tree roughly 50 feet in height and with a trunk 3-5' in diameter. The tree, aside from the method of being summoned, is an entirely normal tree.

The boat token summons onto the water a wooden boat with small sail and oars that can carry upwards of 12 people, 4 people and 4 horses, or 2 people and 1 ton of cargo. The boat begins to spring leaks and dissolve when the magic that created it fades after a few hours.

Incense of Focus

This powder when burned, smells of cedar, spices, and iron heated to the smoke point. Breathe it in and you feel more focused and aware of the world around you than ever before.

Color: Dark brown with flecks of red and black

Duration: 2-3 hours or until the next combat encounter, whichever comes first

Use: Up to six people who inhale this incense as it burns, at least 10 minutes, become extra focused and attentive. They gain a +2 to all perception or investigative rolls while under the effect. In addition, the first successful hit during the next combat encounter does maximum damage.

Trackless Ashes

A small leather pouch, filled with brown and grey powder, similar to that of those left after a campfire. But they have no smell, no taste, and are so light to the touch that they almost don't exist.

Color: Brown and Grey

Duration: Between 6 to 8 hours of travel or a full rest, whichever comes first.

Use: When mixed into a campfire when it's first lit, everybody who rests or sleeps around that campfire becomes more difficult to track. Their footprints are lighter, their smell is vastly reduced, and the foliage they pass through shows fewer signs of passage. PCs who use Trackless Ashes gain a +3 to their roll to obscure their trail and prevent it from being followed. NPCs who use this give PCs who are attempting to follow them a -3 to their roll to track them.

Ring of Stored Life

This battered ring with semi-precious jewels on the face looks nearly worthless, but the faint glow to the jewels hints at the true nature.

Color: Usually brass, occasionally copper or even bronze

Duration: Immediate

Use: Spend a recovery and temporarily lower your maximum recoveries by 1. This recovery is “stored” in the ring. When you drop to 0 HP or below, you may use the recovery stored in the ring as an immediate interrupt. Alternatively, you may use the stored recovery to immediately end one negative status effect. Using the ring in either fashion immediately breaks it.

Moonsilver Potion

This glass vial contains what appears to be the liquid essence of moonlight, glowing faintly. It smells of rain, flowers, and damp earth.

Color: Glowing silver

Duration: 1 battle (or about 5 minutes outside of battle)

Use: Coating a non-magical weapon, quiver of arrows/bolts, or brace of throwing weapons with this potion lets those items deal magical/force damage for one battle for purposes of damage resistance. They do not otherwise gain a bonus to damage, unless a creature is somehow weak to silver or moonlight, in which case that creature is Vulnerable to items coated in moonsilver.



Wondrous Items

These items can be used more than one time, though they will still eventually have their magic exhausted. How many times can they be used? That's up to the GM, but it's recommended that they have 2-3 uses before being exhausted. If a more concrete guideline is wanted, then roll a d4 for adventurer tier items, a d6 for champion tier, and d8 for epic tier. Aside from the number of uses, there's no difference between an adventurer tier wondrous item and an epic tier. As with one-use items, none of these items take up a chakra slot, nor do they have any associated quirks while carrying or using them

Sovereign Glue

This glue is contained in a specially oiled metal vial that smells of chemicals, burning wax, and wet ashes.

Color: Light grey

Duration: Wet and malleable for 30-60 seconds, then permanent

Use: When sovereign glue is applied to two non-magical items, it bonds them so tightly that they will nearly always break before separating at the glue line. They are, for nearly all intents and purposes, one item now. Each dose is enough to cover roughly half a square foot of surface area.

Hand of Glory

This severed and preserved hand of an executed criminal is waxy and lined with copper wire under the skin. When lit, there's a faint aroma of burned hair and skin as well as the alchemical mixtures used to preserve it.

Color: Rotten grey and green

Duration: Each finger lasts for roughly 20 to 30 minutes.

Use: Each finger burns like a candle with blue flame. When lit, the light it gives off, as well as the person holding the hand, are completely invisible (though they can still be heard and smelled). The hand of glory blows out after the person holding it makes an attack and cannot be re-lit during combat.

Wand of Silence

A short length of dark wood traced with silver sigils that shimmer faintly with arcane power. The sigils, when translated, speak of emptiness, void, night, and loneliness.

Color: Black and silver

Duration: Each charge lasts 10-15 minutes

Use: When speaking the command word, an aura of complete silence surrounds the user. This aura covers all nearby creatures and items, friend and foe alike, and completely nullifies all sound. Characters attempting to sneak around while using a wand of silence gain a +5 to their rolls to avoid notice. The silence does not prevent spellcasting, but causes sonic and thunder based damage to deal half damage. A critical hit with a sonic or thunder based attack breaks the aura of silence and returns the area to normal sound.

Darkskull

A skull fashioned out of darkened steel that can fit into the palm of your hand, yet feels far heavier than it's size indicates. Purple light glows from deep within the eye sockets and mouth.

Color: Very dark metallic grey

Duration: Each charge lasts 15-20 minutes.

Use: Using a darkskull surrounds the user and the nearby area in complete and impenetrable darkness that blocks line of sight into and through it. Only the user of the darkskull can see through the darkness and non-magical light is completely suppressed. All other creatures are considered invisible for purposes of attacks and background rolls. Casting a light spell, such as the wizard cantrip, does not break the darkskull power, but weakens it. Characters inside are no longer considered invisible, but are still at a -4 to be detected or attacked while within.

Necklace of Fireballs

This necklace is made of copper and lined with fire opals of various size. The opals feel warm to the touch and the entire necklace gives off the faint scent of sulfur and bat guano.

Color: Copper, red, and gold.

Duration: Immediate

Use: As a standard action, the wearer can pull a fire opal from the necklace and throw it at a nearby enemy with a ranged basic attack. It then detonates as though it were a fireball spell as though cast by a 5th level wizard. Some very rare versions have larger gems that do more damage (as though cast by a 7th level wizard or 9th level wizard).

Universal Solvent

This stone vial is stoppered with a special wax and obsidian wax. The solvent smells of citrus and ozone and is as clear and fluid as water.

Color: Clear

Duration: Outside of the vial, it retains its potency for no more than 5 minutes.

Use: The antithesis of sovereign glue, the Universal Solvent dissolves any non-magical bonding agent holding two items together, including mortar, glue (including sovereign glue), wax, webs, and so forth. It differs from a strong acid in that it magically only dissolves bonding agents and materials.

Candle of Truth

This candle is made of white wax so bright that it seems to glow even when not lit. The flame it produces is also bright white, but cool to the touch.

Color: Pure white

Duration: A whole candle lasts roughly 30 minutes. It must be burned for at least 5 minutes before the magic becomes effective.

Use: When in the presence of this candle for at least five minutes, everybody touched by its light finds it more difficult to tell lies. They subconsciously give off tells that are easily picked up by others. Characters gain a +2 to rolls to detect lies told by another person, but the target number for characters to be able to lie to NPCs likewise increases by 2.

Dragon's Teeth Necklace

A number of long stony teeth tied together with ropy sinew. Each tooth is several inches long and weighs much more than it appears.

Color: Bone white and grey

Duration: One battle or roughly 5-10 minutes outside of battle

Use: As a standard action, the wearer can rip off one of the teeth and throw it to the ground where it immediately turns into a spectral dragon-blooded warrior. It acts on that player's turn and does not benefit from the escalation die. Use the appropriate stats for the tier of the character using it (adventurer/champion/epic respectively).

Spectral Dragonblood

Level 3/6/9 Trooper (Construct)

Phantom Blade +8/+11/+14 vs AC - 10/21/50 force damage

Miss - 4/8/20 damage

Energy Breath +7/+10/+13 vs PD against 1d3 nearby enemies - 8/18/45 force damage.

Usable as a Quick Action once per battle.

AC 19/22/25

PD 17/20/23 **HP 45/90/180**

MD 13/16/19

Marvelous Pigments

This silvery box contains vials of glowing paints and a small paintbrush made with dark wood and a mysterious and light hair. It seems to twitch in your hand as you ponder things to create.

Color: Silver box, multi-colored paints, and bright white hair on the paintbrush.

Duration: An item made with the pigments lasts for 20-30 minutes and take 5 minutes to paint

Use: A character can paint on to a flat surface (like a large rock or wall) and create mundane and inanimate objects that can then be used as though they were any normal item of that type. The character's skill in painting is unimportant, as intent is the more important factor in the magic. Each use of the paints can create something up to 25 square feet in size and multiple uses can be used to create something larger.

Example items which can be created are wagon wheels, ropes, ladders, mundane weapons or armor, food, clean water, musical instruments, tents, tools, arrows, or clothing.

Attempting to paint items of valuable materials (gold, silver, jewels) initially appears to work, but when pulled free of the surface they are revealed to actually be inexpensive or common materials like fool's gold, glass, or tin.

Designers Notes and Other Information

On average, one-use items cost 150-200gp per tier, though this could be (and should be!) adjusted by the GM to reflect rarity, legality, and general availability. Wondrous items should be somewhere between a one-use item and a true magical item in cost.

Depending on availability and legality, these items might cost two or three times as much as the base cost, if not more. However, unless there's a specific reason otherwise, adventurers should often find the items they're looking for. Taking a lot of time in a game session to go shopping is often not something players find fun. That being said, if the idea of characters needing to make skill rolls to find items and negotiate prices sounds fun, go for it. For a gritty or street-level campaign or with players who are really detail oriented, it might be really fun to have to hunt down items, roleplay encounters with vendors (legit or otherwise), deal with rip-off artists, or anything similar.

Many of these items are intended for use as much outside of combat (or more) than they are within combat, but some of the exact effects and durations are left somewhat loose. This is intentional, to allow some flexibility and uncertainty into the situation. Who can say for sure that your potion will last 15 minutes? It might last 12 or it might last more than 20. 13th Age isn't necessarily a game of rigid specifics and I prefer to give GMs and players some flexibility with these items.

Many of these items are inspired by, but not necessarily a direct conversion of, classic fantasy RPG items. I didn't want to feel limited to what an item did in another game if I had something I was more interested in doing with it. I think there's a place in 13th Age for converting older popular items, but also a big place for doing new things and having new interpretations of things.

The thing I most wanted to pull from other fantasy RPGs are the non-combat or limited combat use magical items. Things that were useful and valuable, but not really something you'd want to use in combat very often (if at all). Many times, these were the more interesting or fun items because you could use your imagination, use them in different ways, and overcome obstacles or enemies without drawing a sword or casting a spell.

April 2015 Patron Thanks

Thank you to all these Patrons for making this work possible.

Sasha, Sean Krauss, John Campbell, Drew Bergstrom, Andrew Raphael, Graham Poole, Chris Turner, J. Brandon Massengill, Joshua Ramsey, Are Sørli, Paul DeMartino, Lowell Francis, Matthew Caulder, Dane Ralston-Bryce, Bryan Rennekamp, Wesley Hall, Michael Bowman, Michael Hasko, Patrick Malone, Jean-Christophe Cubertafon, Matt Greenfelder, Matt Hogan, Tim Densham, Richard Green, Rob Heinsoo, and Pelgrane Press.

If you see this document out in the wild and would like to contribute to future projects and see your name listed, you can do so [here at Patreon](#). Even a single dollar is a valuable contribution and ensures that you can vote on upcoming projects. Higher level patrons get even more benefits.

Credits and Copyright

13th Age is a registered trademark of Fire Opal Media Inc., and the 13th Age Roleplaying Game and the 13th Age Roleplaying Game Compatibility Logo are trademarks of Fire Opal Media Inc. under exclusive license to Pelgrane Press Ltd., and are used under the 13th Age Roleplaying Game Compatibility License. See 13thAge.com for more information on the compatibility license.

Open Game License v 1.0a Copyright 2000, Wizards of the Coast, Inc.

The following text is the property of Wizards of the Coast, Inc. and is Copyright 2000 Wizards of the Coast, Inc ("Wizards"). All Rights Reserved.

1. Definitions: (a)"Contributors" means the copyright and/or trademark owners who have contributed Open Game Content; (b)"Derivative Material" means copyrighted material including derivative works and translations (including into other computer languages), potation, modification, correction, addition, extension, upgrade, improvement, compilation, abridgment or other form in which an existing work may be recast, transformed or adapted; (c) "Distribute" means to reproduce, license, rent, lease, sell, broadcast, publicly display, transmit or otherwise distribute; (d)"Open Game Content" means the game mechanic and includes the methods, procedures, processes and routines to the extent such content does not embody the Product Identity and is an enhancement over the prior art and any additional content clearly identified as Open Game Content by the Contributor, and means any work covered by this License, including translations and derivative works under copyright law, but specifically excludes Product Identity. (e) "Product Identity" means product and product line names, logos and identifying marks including trade dress; artifacts; creatures characters; stories, storylines, plots, thematic elements, dialogue, incidents, language, artwork, symbols, designs, depictions, likenesses, formats, poses, concepts, themes and graphic, photographic and other visual or audio representations; names and descriptions of characters, spells, enchantments, personalities, teams, personas, likenesses and special abilities; places, locations, environments, creatures, equipment, magical or supernatural abilities or effects, logos, symbols, or graphic designs; and any other trademark or registered trademark clearly identified as Product identity by the owner of the Product Identity, and which specifically excludes the Open Game Content; (f) "Trademark" means the logos, names, mark, sign, motto, designs that are used by a Contributor to identify itself or its products or the associated products contributed to the Open Game License by the Contributor (g) "Use", "Used" or "Using" means to use, Distribute, copy, edit, format, modify, translate and otherwise create Derivative Material of Open Game Content. (h) "You" or "Your" means the licensee in terms of this agreement.
2. The License: This License applies to any Open Game Content that contains a notice indicating that the Open Game Content may only be Used under and in terms of this License. You must affix such a notice to any Open Game Content that you Use. No terms may be added to or subtracted from this License except as described by the License itself. No other terms or conditions may be applied to any Open Game Content distributed using this License.
3. Offer and Acceptance: By Using the Open Game Content You indicate Your acceptance of the terms of this License.
4. Grant and Consideration: In consideration for agreeing to use this License, the Contributors grant You a perpetual, worldwide, royalty-free, non-exclusive license with the exact terms of this License to Use, the Open Game Content.
5. Representation of Authority to Contribute: If You are contributing original material as Open Game Content, You represent that Your Contributions are Your original creation and/or You have sufficient rights to grant the rights conveyed by this License.
6. Notice of License Copyright: You must update the COPYRIGHT NOTICE portion of this License to include the exact text of the COPYRIGHT NOTICE of any Open Game Content You are copying, modifying or distributing, and You must add the title, the copyright date, and the copyright holder's name to the COPYRIGHT NOTICE of any original Open Game Content you Distribute.
7. Use of Product Identity: You agree not to Use any Product Identity, including as an indication as to compatibility, except as expressly licensed in another, independent Agreement with the owner of each element of that Product Identity. You agree not to indicate compatibility or co-adaptability with any Trademark or Registered Trademark in conjunction with a work containing Open Game Content except as expressly licensed in another, independent Agreement with the owner of such Trademark or Registered Trademark. The use of any Product Identity in Open

Game Content does not constitute a challenge to the ownership of that Product Identity. The owner of any Product Identity used in Open Game Content shall retain all rights, title and interest in and to that Product Identity.

8. Identification: If you distribute Open Game Content You must clearly indicate which portions of the work that you are distributing are Open Game Content.

9. Updating the License: Wizards or its designated Agents may publish updated versions of this License. You may use any authorized version of this License to copy, modify and distribute any Open Game Content originally distributed under any version of this License.

10 Copy of this License: You MUST include a copy of this License with every copy of the Open Game Content You Distribute.

11. Use of Contributor Credits: You may not market or advertise the Open Game Content using the name of any Contributor unless You have written permission from the Contributor to do so.

12 Inability to Comply: If it is impossible for You to comply with any of the terms of this License with respect to some or all of the Open Game Content due to statute, judicial order, or governmental regulation then You may not Use any Open Game Material so affected.

13 Termination: This License will terminate automatically if You fail to comply with all terms herein and fail to cure such breach within 30 days of becoming aware of the breach. All sublicenses shall survive the termination of this License.

14 Reformation: If any provision of this License is held to be unenforceable, such provision shall be reformed only to the extent necessary to make it enforceable.

15 COPYRIGHT NOTICE

Open Game License v 1.0 Copyright 2000, Wizards of the Coast, Inc.

System Reference Document. Copyright 2000, Wizards of the Coast, Inc.; Authors Jonathan Tweet, Monte Cook, Skip Williams, based on material by E. Gary Gygax and Dave Arneson.

13th Age RPG Core Rulebook. Copyright 2013, Fire Opal Media; Authors Rob Heinsoo, Jonathan Tweet, based on material by Jonathan Tweet, Monte Cook, and Skip Williams.

Pathfinder RPG Core Rulebook. Copyright 2009, Paizo Publishing, LLC; Author: Jason Bulmahn, based on material by Jonathan Tweet, Monte Cook, and Skip Williams.

Castles & Crusades, Copyright 2004, Troll Lord Games; Authors: Davis Chenault, Mac Golden.

[Potion Bottles](#) by [Angela Andriot](#) and [Vetiver Aromatics](#) is licensed under [CC BY-SA 3.0](#)

[Potions](#) by [Rebecca Siegel](#) is licensed under [CC BY 2.0](#)