

Lodestar Candle

The wick of this thick, foot-tall golden-orange candle seems to be twisted with threads of gold and silver, and the wax smells of incense and honey.

PROPERTIES:

This candle casts a golden, glittering ball of light into the sky. Once per day, after sunset, the user can set the candle firmly on the ground (which spot becomes the magic's anchor point) and light it. When the flame is burning well it begins to emit a bright glow, then suddenly bursts into a ball of bright golden light shot with silver sparks. The ball expands for a few seconds and then shoots into the night sky, continuing to expand so that it remains visible even high into the air, twinkling as if it were a star.



The process from the lighting of the lodestar candle to the point where the sparkling ball of light shoots into the sky takes 5 rounds. If anything puts out the candle during that time, the process ends and that usage of the candle is lost. However, once the candle has been lit while sitting on the ground, it can be knocked over or picked up and held without causing an interruption. Regardless of the direction the candle is pointing, as long as it is still burning the sparking ball will always shoot up into the sky above the location where the candle was lit.

The ball of twinkling light rises 200 miles into the sky. (A GM could set a different distance but it should be the same for every lighting of the candle.) Anyone with line of sight to the lodestar, even from a long distance or even intermittently, can use it as a guide and travel toward the anchor point. The lodestar does not make the travel any easier, it simply shows the way; however, its golden twinkling light is easy to spot among the genuine stars. (DC 10; DC 5 for anyone with any skill in Survival.) The lodestar lasts until dawn. Each use of the candle consumes one inch of its length, giving it 12 uses.

Moderate conjuration; CL 3rd; Slot: none; Price 2,700 gp

Craft Wondrous Item, *locate object*, *enlarged dancing lights*; Cost 1,350 gp



www.TabletopAdventures.com

All Tabletop Adventures' products are available in electronic form at DriveThruRPG! Get a 20% discount on a single purchase of any Tabletop Adventures items by visiting www.DriveThruRPG.com and using the coupon code: **TWENTY** at checkout. Good through January 15, 2025.



FIND OUR PRODUCTS @
DriveThruRPG.com

OPEN GAME LICENSE Version 1.0a

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.
Pathfinder RPG Core Rulebook. Copyright 2009, Paizo Publishing, LLC;
Author: Jason Bulmahn, based on material by Jonathan Tweet, Monte Cook, and Skip Williams.
The Book of Experimental Might. Copyright 2008, Monte J. Cook. All rights reserved.
Tome of Horrors. Copyright 2002, Necromancer Games, Inc.; Authors: Scott Greene, with Clark Peterson, Erica Balsley, Kevin Baase, Casey Christofferson, Lance Hawvermale, Travis Hawvermale, Patrick Lawinger, and Bill Webb; Based on original content from TSR
Lodestar Candle. Copyright 2024, Tabletop Adventures, LLC