ordofcelts@hotmail.com>, May 4, 2010

Pathfinder® Companion™



Adventurer's Armory

ordofcelts@hotmail.com>, May 4, 2010

paizo.com #1419020, Dan strother <Su

WEAPONS

Simple Weapons	Cost	Dmg (S)	Dmg (M)	Critical	Range	Weight[1]	Type[2]	Special
Unarmed Attacks								
Brass knuckles	1 gp	1d2	1d3	×2	—	1 lb.	B	see text
Light Melee Weapons								
Cestus	5 gp	1d3	1d4	19–20/×2	—	1 lb.	B	monk
Hanbo	1 gp	1d4	1d6	×2	—	2 lbs.	B	monk, trip
Wooden stake	—	1d3	1d4	×2	10 ft.	1 lb.	P	
One–Handed Melee Weapons								
Mere club	2 gp	1d3	1d4	×2	—	2 lbs.	B or P	
Two–Handed Melee Weapons								
Bayonet	5 gp	1d4	1d6	×2	—	1 lb.	P	
Ranged Melee Weapons								
Bullets, groaning (10)	2 gp	—	—	—	—	5 lbs.	B	see text
Stingchuck	—	1d3	1d4	×2	10 ft.	9 lbs.	B	see text

Martial Weapons	Cost	Dmg (S)	Dmg (M)	Critical	Range	Weight[1]	Type[2]	Special
Light Melee Weapons								
Blade boot	25 gp	1d3	1d4	×2	—	2 lbs.	P	see text
Dogslicer[3]	8 gp	1d4	1d6	19–20/×2	—	1 lb.	S	
Switchblade knife	5 gp	1d3	1d4	19–20/×2	10 ft.	1 lb.	P	
War razor[3]	8 gp	1d3	1d4	19–20/×2	—	1 lb.	S	
One–Handed Melee Weapons								
Combat scabbard, sharpened	10 gp	1d4	1d6	18–20/×2	—	1 lb.	S	see text
Klar[3]	12 gp	1d4	1d6	×2	—	6 lbs.	S	
Scizore	20 gp	1d8	1d10	×2	—	3 lbs.	P	
Terbutje	5 gp	1d6	1d8	19–20/×2	—	2 lbs.	S	
Terbutje, steel	20 gp	1d6	1d8	19–20/×2	—	4 lbs.	S	
Two–Handed Melee Weapons								
Bardiche	13 gp	1d8	1d10	19–20/×2	—	14 lbs.	S	brace, reach, see text
Bec de corbin	15 gp	1d8	1d10	×3	—	12 lbs.	B or P	brace, reach, see text
Bill	11 gp	1d6	1d8	v3	—	11 lbs.	S	brace, disarm, reach, see text
Earth breaker[3]	40 gp	1d10	2d6	×3	—	14 lbs.	B	
Glaive-guisarme	12 gp	1d8	1d10	×3	—	10 lbs.	S	brace, reach, see text
Lucerne hammer	15 gp	1d10	1d12	×2	—	12 lbs.	B or P	brace, reach, see text
Ogre hook[3]	24 gp	1d8	1d10	×3	—	10 lbs.	P	trip
Syringe spear	100 gp	1d6	1d8	×3	20 ft.	6 lbs.	P	brace, see text
Ranged Weapons								
Arrows, whistling (20)	2 gp	—	—	—	—	3 lbs.	P	see text
Chakram	1 gp	1d6	1d8	×2	30 ft.	1 lb.	S	
Hunga munga	4 gp	1d4	1d6	×2	15 ft.	3 lbs.	P	
Pilum	5 gp	1d6	1d8	×2	20 ft.	4 lbs.	P	see text

Table continued on inside back cover

paizo.com #1419020, Dan strother <Su

paizo.com #1419020, Dan strother <Swordofcelts@hotmail.com>, May 4, 2010

Pathfinder® Companion™

Adventurer's Armory

This Pathfinder Companion book works best with the *Pathfinder Roleplaying Game Core Rulebook* and the *Pathfinder Bestiary*. Although it is suitable for play in any fantasy world, it is optimized for the Pathfinder Chronicles campaign setting.

Table of Contents

Weapons, Armor, and Adventuring Gear	2
Combat	22
Faith	24
Magic	26
Persona	28
Social	30

Authors • Jonathan Keith, Hal Maclean, Jeff Quick, Christopher Self, JD Wiker, Keri Wiker
Cover Artist • Pavel Guzenko
Interior Artists • Vincent Dutrait, Christophe Swal, and Kieran Yanner

Editor-In-Chief • James Jacobs
Managing Editor • F. Wesley Schneider
Editing and Development • Judy Bauer, Christopher Carey, Rob McCreary, Sean K Reynolds, and James L. Sutter
Editorial Assistance • Jason Bulmahn
Art Director • Sarah E. Robinson
Production Specialist • Crystal Frasier

Publisher • Erik Mona
Paizo CEO • Lisa Stevens
Vice President of Operations • Jeffrey Alvarez
Corporate Accountant • Dave Erickson
Director of Sales • Pierce Watters
Sales Manager • Christopher Self
Technical Director • Vic Wertz
Events Manager • Joshua J. Frost

Special Thanks
The Paizo Customer Service, Website, and Warehouse Teams

Paizo Publishing, LLC
7120 185th Ave NE, Ste 120
Redmond, WA 98052-0577

paizo.com

Product Identity: The following items are hereby identified as Product Identity, as defined in the Open Game License version 1.0a, Section 1(e), and are not Open Content: All trademarks, registered trademarks, proper names (characters, deities, etc.), dialogue, plots, storylines, locations, characters, artwork, and trade dress. (Elements that have previously been designated as Open Game Content or are in the public domain are not included in this declaration.)

Open Content: Except for material designated as Product Identity (see above), the game mechanics of this Paizo Publishing game product are Open Game Content, as defined in the Open Gaming License version 1.0a Section 1(d). No portion of this work other than the material designated as Open Game Content may be reproduced in any form without written permission.

Pathfinder Companion: Adventurer's Armory is published by Paizo Publishing, LLC under the Open Game License version 1.0a Copyright 2000 Wizards of the Coast, Inc.

Paizo Publishing, LLC, the Paizo golem logo, Pathfinder, and GameMastery are registered trademarks of Paizo Publishing, LLC; Pathfinder Roleplaying Game, Pathfinder Society,Pathfinder Chronicles, Pathfinder Modules, and Pathfinder Companion are trademarks of Paizo Publishing, LLC. © 2010 Paizo Publishing, LLC.

Printed in China.

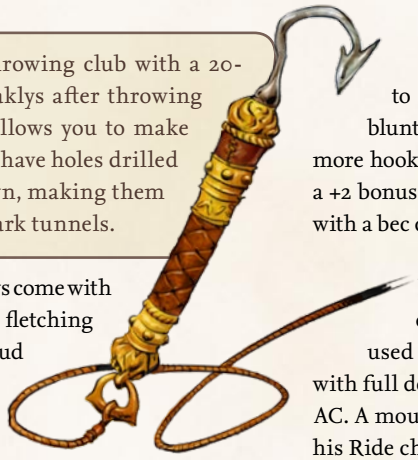
paizo.com #1419020, Dan strother <Swordofcelts@hotmail.com>, May 4, 2010

paizo.com #1419020, Dan strother <Swordofcelts@hotmail.com>, May 4, 2010

This list of weapons supplements the list in the *Pathfinder RPG Core Rulebook*. If a weapon's description says it is "treated as" another weapon, a character lacking the appropriate exotic weapon proficiency, can still use it as if it were the other kind of weapon and feats such as Weapon Focus still apply, as do abilities requiring a certain weapon. For example, the buttery knife allows a procient user to open or close it as a free action and is otherwise treated as a dagger, meaning she can wield it as a dagger, gain the benet of Weapon Focus (dagger) when wielding it, use it as the target of a spell that only affects daggers, and so on.

Weapons

Aklys: The aklys is a hooked throwing club with a 20-foot cord; you can retrieve the aklys after throwing it as a move action. The hook allows you to make trip attacks at range. Some aklys have holes drilled in them and whistle when thrown, making them ideal for throwing down long, dark tunnels.



Arrows, Whistling: These arrows come with specially designed grooves and fletching that cause them to emit a loud keening sound audible within 500 feet of their flight path.

Bardiche: The crescent axe-blade of this polearm is attached to the haft at two points: the center of the blade attaches to a socket at the top of the haft, and the lower point of the blade attaches to a secondary mount point. The blade is often very long, sometimes almost as long as the haft. You gain a +2 bonus to your CMD to resist sunder attempts against a bardiche.

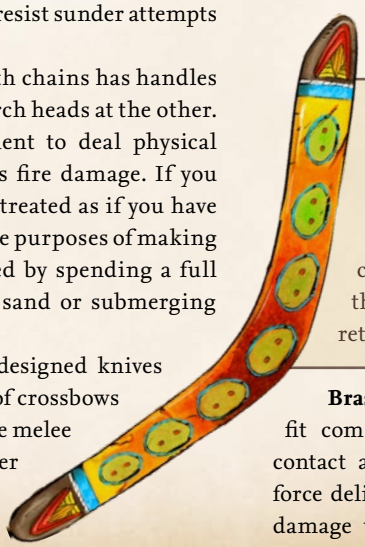
Battle Poi: This pair of arm-length chains has handles at one end and heavy fuel-soaked torch heads at the other. The weight of the poi is insufficient to deal physical damage, but the burning fuel deals fire damage. If you are proficient in battle poi, you are treated as if you have the Two-Weapon Fighting feat for the purposes of making poi attacks. Poi can be extinguished by spending a full round action smothering them in sand or submerging them in water.

Bayonet: Bayonets are specially designed knives that fit into the grooves or muzzles of crossbows and firearms. They allow you to make melee attacks with these weapons but render them temporarily useless as ranged weapons. Attaching or removing a bayonet is a move action.

Bec de Corbin: The bec de corbin is very similar to the lucerne hammer, but the hammer head is blunt rather than spiked and the spike is stouter and more hooked. You primarily attack with the spike. You gain a +2 bonus to your CMB to sunder medium or heavy armor with a bec de corbin.

Bill: The blade of this polearm is a curved or hooked chopping blade with a spiked projection on the back of the blade. The spike is commonly used to block and parry. When fighting defensively or with full defense, this weapon gives you a +1 shield bonus to AC. A mounted opponent hit by a bill takes a –1 penalty on his Ride checks to stay mounted.

Blade Boot: Blade boots come with a spring-mounted knife that pops out when triggered with the right combination of toe presses. You can use a blade boot as an off-hand weapon. Releasing the knife is a swift action; rearming it is a full-round action. When the blade is extended, you treat normal terrain as difficult and difficult terrain as impassable.



Boomerang: The boomerang is primarily a hunting tool for the Mwangi people, but it is not uncommon for them to carry these versatile weapons into battle. A boomerang is made of wood and is flat, with a long haft, a pronounced forward curve, and a sharp backward bend at the head. A thrown boomerang does not fly in a returning path; returning boomerangs are solely recreational.

Brass Knuckles: These weapons are designed to fit comfortably around the knuckles, narrowing the contact area and therefore magnifying the amount of force delivered by a punch. They allow you to deal lethal damage with unarmed attacks. You may hold, but not wield, a weapon or other object in a hand wearing brass

paizo.com #1419020, Dan strother <Swordofcelts@hotmail.com>, May 4, 2010

paizo.com #1419020, Dan strother <Swordofcelts@hotmail.com>, May 4, 2010

knuckles. You may cast a spell with a somatic component while wearing brass knuckles if you make a concentration check (DC 10 + the level of the spell you're casting). Monks are proficient with brass knuckles.

Bullets, Groaning: These sling bullets are honeycombed with overlapping perforations that cause them to emit an eerie moan audible within 500 feet of their flight path.

Butterfly Knife: A butterfly knife has a blade concealed between two halves of the handle that can be brought to bear quickly. If you are proficient with the butterfly knife (or have the Quick Draw feat) and are holding it in your hand, you may open it as a free action; a nonproficient user must spend a move action to open it. Otherwise, treat this weapon as a dagger.

Cestus: The cestus is a glove of leather or thick cloth that covers the wielder from mid-finger to mid-forearm. It is reinforced with metal plates over the fingers and often lined with wicked spikes and fangs along the backs of the hands and wrists. While wearing a cestus, you are considered armed and your unarmed attacks deal normal damage rather than nonlethal damage. If you are proficient with a cestus, your unarmed strikes may deal bludgeoning or piercing damage. When using a cestus, your fingers are mostly exposed, allowing you to wield or carry items in that hand, but the constriction of the weapon at your knuckles gives you a –2 penalty on all precision-based tasks involving that hand (such as opening locks).

Chain Spear: This vicious weapon often finds its way into gladiatorial events due to its versatility. The body of the weapon is a standard short spear, primarily used for thrusting. The butt of the spear is fitted with a length of chain, often spiked, with a hook at the end. The hook and chain may be used to make trip attacks. If your trip attack fails by 10 or more, you may drop a chain spear to avoid being knocked prone.

Chakram: The chakram is a simple, elegant, and highly portable thrown weapon. It is a flat, open-centered metal discus with a sharpened edge. You can wield the chakram as a melee weapon, but it is not designed for such use; you take a –1 penalty on your attack roll with the weapon and must make a DC 15 Reflex save or cut yourself on the blade (half damage, no Strength modifier). You do not need to make this save if wearing heavy armor or a gauntlet.

Combat Scabbard, Sharpened: This combat scabbard has a sharp blade on the outer edge, allowing you to use it as a weapon.

Dwarven Maulaxe: This versatile weapon looks like a heavy-headed axe, but a proficient wielder can use the blunt back of the head to deal bludgeoning damage.

Weapon Equivalencies

There are many new weapons presented in this section, and it could have included many, many more. However, rather than include multiple weapons with the exact game stats as a weapon that's already in the rulebook, this book's weapons have unique stats and play a specific role that isn't already covered by a weapon in the *Pathfinder RPG Core Rulebook*. Players shouldn't let this hamper their creativity—if they want to call their characters' greatswords zweihänders or claymores, they should go right ahead!

Flambard: This two-handed sword has a wavy blade that is especially useful for cutting through wooden weapons. If you are proficient with this weapon, you gain a +4 bonus on any sunder attempts made against weapons with a wooden haft; otherwise you may use this sword as a bastard sword.

Garrote: A garrote is a length of wire or thin rope with wooden handles at both ends. The wire is placed across a victim's throat and crossed behind the neck; when the handles are pulled tight, the garrote strangles him. In order for you to use a garrote, your opponent must be helpless or unaware of you. You must make a grapple check (though you avoid the –4 penalty for not having two hands free) to successfully begin garroting your opponent. Sneak attack damage does not apply to a garrote. Your garroted opponent must make a concentration check (DC 20 + your CMB + level of the spell he's casting) to cast a spell with a verbal component, use a command word item, or use any magic requiring speech. You gain the following additional option when grappling with a garrote.

Choke: You cut off your target's air supply so he has to hold his breath (see Suffocation on page 445 of the *Pathfinder RPG Core Rulebook*, and the Swim skill on page 108). Any round you do not maintain the choke, your opponent can take a breath and restart when he has to begin making Constitution checks.

Glaive-Guisarme: This weapon combines the blade of the glaive with a wicked hook. A mounted opponent hit by a glaive-guisarme takes a –2 penalty on his Ride checks to stay mounted.

Hanbo: The hanbo is a staff less than a yard long, often carved to look like a walking stick.



Hunga Munga: This three-bladed dagger is intended for throwing but can be used as a melee weapon.

Lasso: This length of rope with a simple open knot on one end allows you to entangle a foe like you would using a net. The concentration DC to

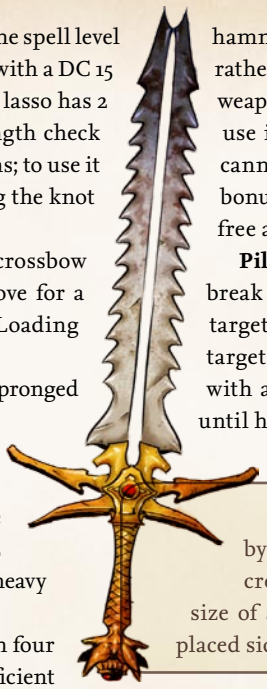
paizo.com #1419020, Dan strother <Swordofcelts@hotmail.com>, May 4, 2010

paizo.com #1419020, Dan strother <Swordofcelts@hotmail.com>, May 4, 2010

cast a spell while entangled with a lasso is 10 + the spell level being cast. An entangled creature can slip free with a DC 15 Escape Artist check as a full-round action. The lasso has 2 hit points and AC 10. It requires a DC 23 Strength check to break it. On a successful hit, the lasso tightens; to use it again you must spend a standard action sliding the knot to enlarge the loop.

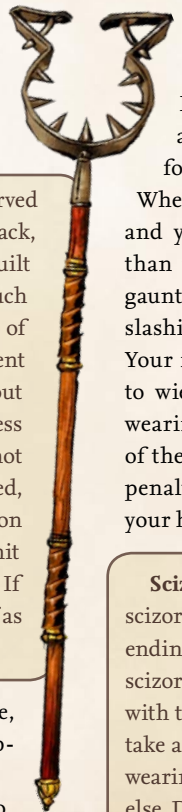
Launching Crossbow: This stubby-looking crossbow has a cup-like attachment rather than a groove for a bolt. It is designed to launch splash weapons. Loading a launching crossbow is a full-round action.

Lucerne Hammer: This polearm has both a pronged hammer head for crushing blows and a spiked head for piercing and peeling armor; most attacks are made with the hammer. The long haft allows the wielder to put amazing force behind the head of this weapon. You gain a +2 bonus to your CMB to sunder medium or heavy armor with a lucerne hammer.



Madu: The madu is a round, light shield with four spikes extending from the sides. If you are proficient with the madu, you may wield it and fight defensively with a –2 penalty instead of the normal–4 penalty for fighting defensively, and your attack penalty for using Combat Expertise improves by +1 (minimum –1 penalty). You cannot hold anything else in the hand that bears a madu. If you are not proficient in madu, treat it as a light spiked shield.

Mancatcher: This polearm consists of two curved metal bands that close around a target when you attack, allowing you to bind an opponent. A mancatcher is built to capture a creature of a particular size category (such as Small or Medium) and doesn't work on creatures of the wrong size. Make a touch attack to hit an opponent and a combat maneuver check to grapple him (without the –4 penalty for not having two hands free); success means you and the target are grappled, but you do not move into the same space. Once the target is grappled, you can perform a move or damage grapple action against him. The mancatcher has hardness 10 and 5 hit points; it requires a DC 26 Strength check to break it. If you drop the mancatcher, the target can free himself as a standard action.



Mere Club: Traditionally made of carved stone, the mere (MEH-reh) is a short, flat-sided, sharp-pointed club.

Meteor Hammer: This weapon is one or two spherical weights attached by a 10-foot chain. You whirl the weights and wrap them around an opponent's body. If you succeed at a trip attempt with a meteor hammer, you can drag your opponent 5 feet closer rather than knocking her prone. You may use this weapon in two different ways: in meteor mode you use it as a double weapon, and in fortress mode you cannot use it as a double weapon but gain a +1 shield bonus to AC. Switching between these two modes is a free action decided at the start of your turn.

Pilum: This tip of this heavy javelin is designed to break off and imbed itself into a shield once it reaches its target. Like ammunition, a thrown pilum that hits its target is destroyed. If you hit an shield-using opponent with a pilum, he loses the AC bonus from that shield until he takes a standard action to pry out the remnants of the pilum.

Rhoka: This sword is used almost exclusively by the urdefhan, life-hating quasi-daemonic creatures native to the Darklands. The sword is the size of a longsword but consists of two serrated blades placed side by side, each ending in a cruel hook.

Rope Gauntlet: By wrapping your hands and forearms in thin but tough hemp ropes and then soaking the makeshift gloves in water for weight and expansion, you can transform your fists into rock-hard weapons easily capable of killing in a fistfight. Each rope gauntlet takes a full minute to wrap and another minute to soak, but once applied can be worn for a day; removing a rope gauntlet takes 1 full round. When wearing rope gauntlets, you are considered armed and your unarmed attacks deal normal damage rather than nonlethal damage. If you are proficient with rope gauntlets, you may use the rough edges of the ropes to deal slashing damage rather than bludgeoning damage. Your fingers are mostly exposed, allowing you to wield or carry items in your hands while wearing rope gauntlets, but the constriction of the weapon at your knuckles gives you a –2 penalty on all precision based tasks involving your hands (such opening locks).



Scizore: Also known as a Taldan scissor, the scizore is a hardened tube that fits your forearm, ending with a semicircular blade at the end. The scizore gives a +1 shield bonus to AC, but if you attack with the blade, you lose the AC bonus that round and take a –1 penalty on attack rolls with the scizore. While wearing a scizore, you cannot use that hand for anything else. Donning the scizore is a full-round action.

Scorpion Whip: This whip has a series of razor-sharp blades and fangs inset along its tip. It deals

paizo.com #1419020, Dan strother <Swordofcelts@hotmail.com>, May 4, 2010

paizo.com #1419020, Dan strother <Swordofcelts@hotmail.com>, May 4, 2010

lethal damage, even to creatures with armor bonuses. If you are proficient with whips, you can use a scorpion whip.

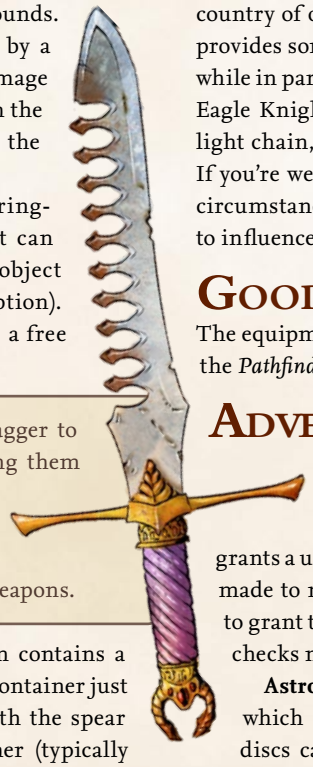
Shotel: The shotel is a downward-curving sword designed to reach over or around an opponent's shield. You gain a +1 bonus on attack rolls with a shotel against opponents using bucklers, light shields, or heavy shields.

Sica: This blade is a smaller, lighter version of the shotel. You gain a +1 bonus on attack rolls with a sica against opponents using bucklers, light shields, or heavy shields.

Sling Glove: This curved, scooped-shaped, 2-foot-long wicker basket attaches to your wrist, allowing you to throw fist-sized stones at great speed merely by whipping your arm forward. Loading a sling glove is a free action that does not provoke an attack of opportunity so long as you have a free hand. You take –4 penalty when throwing a stone at an adjacent target and cannot use the weapon to attack creatures in your space.

Stingchuck: A stingchuck is a foul bag made of a humanoid's head with the brain removed and the skull heavily scored so that it bursts open when thrown. Normally filled with biting vermin, it acts as a splash weapon. When it hits, the vermin bite and sting the target, dealing 1d6 points of damage and forcing a DC 11 Fortitude save to avoid being nauseated for 1d3 rounds. Each round a creature remains nauseated by a stingchuck, it takes 1 additional point of damage from the biting vermin. All creatures within the splash effect take 1 point of damage from the vermin but do not risk being nauseated.

Switchblade Knife: This knife has a spring-loaded blade hidden inside the handle. It can be designed to look like another type of object (a DC 15 Perception check reveals the deception). If held in your hand, you can activate it as a free action. This weapon is treated as a dagger.



Swordbreaker Dagger: You can use this dagger to disarm or sunder enemy blades by catching them in the grooves on the back of the blade and using your weapon as a lever. If you are proficient with this weapon, add +4 on your disarm or sunder attempts against bladed weapons.

Syringe Spear: The blade of this weapon contains a thin tube or bore that connects to a hollow container just beneath the crosspiece. A successful hit with the spear injects the liquid contents of the container (typically poison) into the target. Refilling a syringe spear takes 1 minute.

Terbutje: This length of tempered wood has bits of shark teeth, obsidian, glass, or similar materials studded all along its length. It is fragile, and sometimes shatters on armor or enemy weapons. If you roll a 1 when attacking with a terbutje, the weapon automatically gains the broken quality. Rolling a 1 with a broken terbutje destroys it.

Terbutje, Steel: This is a forged weapon built to look much like a common terbutje. It lacks the fragility of its non-metallic counterpart.

Throwing Shield: This shield is designed for throwing and comes with specially designed straps allowing you to unclasp and throw it as a free action. Tower shields cannot be throwing shields. Neither a shield's enhancement bonus to AC nor its shield spikes apply to your attack or damage rolls.

Wooden Stake: This is a sharpened piece of wood. Iron spikes used as weapons deal damage as wooden stakes.

Armor and Shields

This listing supplements the armors in the *Pathfinder RPG Core Rulebook*.

Madu: See the entry under the Weapons category.

Parade Armor: Most wealthy countries with standing armies have a different uniform for use in showy non-combat situations such as parades, coronation ceremonies, and so on. The appearance of this armor varies by the country of origin and the branch of the military, but still provides some protection in case the soldier needs to fight while in parade dress (for example, the parade armor of the Eagle Knights of Andoran is a blue coat reinforced with light chain, white breeches, and thick blue leather boots). If you're wearing a country's parade armor, you gain a +2 circumstance bonus to Diplomacy and Intimidate checks to influence a person from that country.

Goods and Services

The equipment in this section supplements the listings in the *Pathfinder RPG Core Rulebook*.

Adventuring Gear

Many heroes count on items like these to survive and prosper.

Area Map: A geographically relevant map grants a user a +1 circumstance bonus on Survival checks made to navigate in the wilderness. It also can be used to grant the same bonus on Knowledge (dungeoneering) checks made to navigate underground.

Astrolabe: This device consists of a flat disc upon which two other discs are mounted. The mounted discs can rotate on a central axis, allowing them to spin and move as days pass. The bottom disc represents the latitude of the user; an astrolabe is useless if the user is outside the preset latitude. The upper disc represents the sky, and is filled with astronomical features. Anyone can be shown how to use an astrolabe at night to determine

paizo.com #1419020, Dan strother <Swordofcelts@hotmail.com>, May 4, 2010

paizo.com #1419020, Dan strother <Swordofcelts@hotmail.com>, May 4, 2010

the date and time (which takes 1 minute). When using an astrolabe, you can make a Survival check using your Intelligence modifier instead of your Wisdom modifier to avoid becoming lost.

Blanket: This warm, woven blanket has straps so it can be rolled up and tied.



Backpack, Masterwork: This backpack has numerous pockets for storing various items that might be needed while adventuring. Hooks are included for attaching items such as canteens, pouches, other small bags, or even a rolled-up blanket. It has padded bands that strap across the chest and the waist to distribute its weight more evenly. Like a common backpack, it can hold about 2 cubic feet of materials in its main container. When wearing a masterwork backpack, treat your Strength score as +1 higher than normal when calculating your carrying capacity.

Block and Tackle: A simple block-and-tackle pulley, when properly secured, adds a +5 circumstance bonus on Strength checks to lift heavy objects. Securing the pulley requires 1 minute.

Breakaway Chains: These masterwork chains are easy to break, even though they look like normal chains (Perception DC 25 to notice the difference). A DC 10 Strength check breaks them instantly.

Chest: The common wooden chest comes in several sizes, including small (2 cubic feet, 1 hit point, break DC 17), medium (4 cubic feet, 15 hp, break DC 23), large (6 cubic feet, 30 hit points, break DC 29), and huge (8 cubic feet, 50 hit points, break DC 35). Most include a simple inset lock.

Collapsible Plank: Hinged in two places, collapsible planks can hold 250 pounds before breaking. The 10-foot-long plank folds down into a 3-foot-by-1-foot-by-6-inch bundle. Folding or unfolding it is a standard action.

Coffin: A plain coffin is made of simple wood and has a loose, flat lid that can be nailed onto it. An ornate coffin is favored by aristocratic families for displaying their dead, and include upholstered cloth liners and a hinged lid.

Combat Scabbard: This scabbard is designed to allow you to remove it from your belt as a swift action when drawing the weapon it contains. Taking the Equipment Trick feat (see page 22) for a scabbard gives you additional combat options for using a scabbard. For the purpose of fighter weapon groups, a scabbard for a heavy blade is considered a hammer, and a scabbard for a light blade is considered a close weapon.

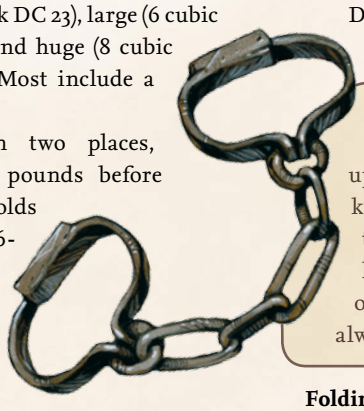
Copy of a Key: A craftsman can make a working copy of a key in an hour (making a duplicate that looks exactly like the original requires a skilled smith, a DC 25 Craft check, and one day).

Earplugs: Made of waxed cotton or cork, earplugs give you a +2 circumstance bonus on saves against effects that require hearing but also cause a –5 penalty on hearing-based Perception checks.

False-Bottomed Chest: The secret compartment in this chest is approximately 1 inch thick. Different styles open from the inside, from the underside, or through the back. Detecting the compartment is a DC 20 Perception check.

False-Bottomed Cup: The tiny compartment in the thick bottom of this cup is an excellent place to store a small item or substance. The most insidious are designed with a weighted catch that opens when the cup is tilted back, releasing the hidden substance hidden into the contents of the cup. Spotting the secret compartment in an empty cup is a DC 15 Perception check.

False-Bottomed Scabbard: The space at the bottom of this sword scabbard is just large enough to hold a potion flask. Some are accessed from the outside; others open on the inside with a secret catch at the top end. Finding the secret compartment requires a DC 25 Perception check, or DC 20 if you can compare the sword's length to that of the scabbard.



False Manacles: These manacles are nearly indistinguishable from standard manacles upon inspection (Perception DC 25). A wearer who knows the location of the secret catch can open them as a standard action; otherwise they act like masterwork manacles. Some appear to be of common quality, though false manacles are always masterwork.

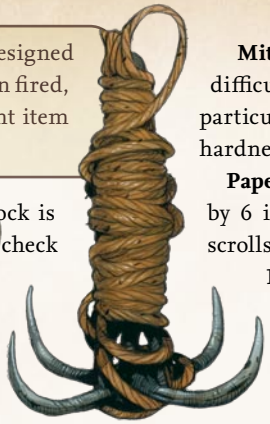
Folding Chair: This simple folding chair has a wooden frame and canvas seat and back. It folds up easily and fits in a handy carrying bag. The chair can support up to 250 pounds with ease.

Folding Ladder: The hook, pole, and rungs of this 10-foot ladder are hinged, allowing you to fold it into a 3-foot-by-1-foot-by-1-foot bundle. Folding or unfolding it is a standard action.

paizo.com #1419020, Dan strother <Swordofcelts@hotmail.com>, May 4, 2010

paizo.com #1419020, Dan strother <Swordofcelts@hotmail.com>, May 4, 2010

Grappling Arrow: This small grappling hook is designed to be tied to a silk rope and fired from a bow. When fired, it has a range increment of 30 feet. An equivalent item exists for crossbows.



Hammock: Climbing into or out of a hammock is a full-round action. A successful DC 5 Dexterity check reduces this to a move action.

Harrow Deck: This is a traditional fortune-telling deck of cards used by Varisian soothsayers and seers. Some Harrow decks are elaborately illustrated, but most are parchment or paper cards with hand-painted images. Harrow decks are often handed down through generations and treated with utmost care by their users as a result.

Helmet Candle: These devices consist of a helmet with a short, thin spike on top upon which a candle is stuck, freeing your hands for other tasks.



Hollowed Pommel: Depending on the weapon, a hollow pommel may hold something as large as a flask or as small as a rolled piece of paper. Detecting a hollow pommel is a DC Perception check.

Hourglass: The standard hourglass takes 1 hour to empty the sand from the upper chamber; larger and smaller timers exist which mark off time in increments as short as 6 seconds.

Iron Spike: This foot-long iron spike is used to keep doors open or closed and to secure ropes for climbing. Hearing a spike being hammered in requires a DC 5 Perception check.

Iron Vial: This metal potion bottle has hardness 5, 3 hit points, and break DC 14.

Lantern, Waterproof: Meant to shelter its flame from both water and wind, this lantern treats severe winds as strong winds, windstorms as severe winds, and hurricanes as windstorms for the purpose of determining whether they extinguish its flame. It holds enough air to burn underwater for 5 rounds before going dark.

Magnet: Handheld magnets are relatively weak and are mainly used to detect or pull iron, mithral, or adamantine at a short range. This hand-sized horseshoe magnet can lift up to a 3-pound iron weight.



Marbles: Like caltrops, marbles can be used to slow down opponents; a creature entering a square with marbles scattered on it must make a DC 10 Reflex save or fall prone (the creature's stability bonus to trip applies to this save). Any creature moving at half speed or slower can pick its way through a square of marbles with no trouble.

Mithral Manacles: These bindings are more difficult to break than standard bindings and are particularly useful against lycanthropes. They have hardness 15, 30 hit points, and a break DC of 30.

Paper: Ordinary paper typically measures 9 inches by 6 inches and is unsuitable for making magical scrolls. It has hardness 0, 1 hit point, and break DC 5.

Perfume/Cologne: Perfume or cologne may (at the GM's discretion) provide a +1 circumstance bonus on several Charisma-based skill checks.

Pickle Extractor: A pickle extractor is little more than a spike stuck through the end of a stick, used mainly by goblins to grab things at the bottom of a barrel.

Pocket Watch: This miniature clock is small enough to carry.

Poison Pill Ring: This ring has a tiny compartment under the setting, typically used to hold poison. Opening and closing a ring is a move action; doing so unseen requires a DC 20 Sleight of Hand check.

Powder: Powdered chalk, flour, and similar materials are popular with adventurers for their utility in pinpointing invisible creatures. Throwing a bag of powder into a square is an attack against AC 5, and momentarily reveals if there is an invisible creature there. A much more effective method is to spread powder on a surface (which takes 1 full round) and look for footprints.

Prosthetic: People who lose hands, arms, legs, or feet in combat sometimes replace them with prosthetics: realistic simulations of their missing limbs. Usually carved of wood and painted to match the wearer's skin tone, these items have limited functionality, allowing a legless person to walk at half speed, or enabling an armless person to hold a shield in a fixed position, but little more. Clever individuals have been known to create small compartments in their prosthetics, just large enough to hold very small objects. A prosthetic hand or foot can hold an item with negligible weight, while a prosthetic limb can hold up to 1 or 2 pounds.

Pump Water Canister: This metal container holds up to 4 gallons of water. As a standard action, you can use the hand pump and hose at the top to spray water up to 10 feet away. Pumping uses 1 gallon of water for every round of

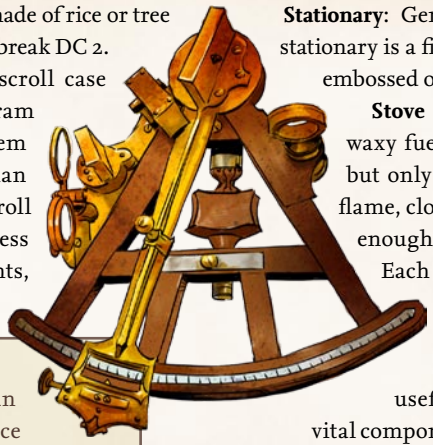
paizo.com #1419020, Dan strother <Swordofcelts@hotmail.com>, May 4, 2010

paizo.com #1419020, Dan strother <Swordofcelts@hotmail.com>, May 4, 2010

use and can extinguish nonmagical fires in 1 square. A full canister weighs 37 pounds.

Rice Paper: This variety of paper is made of rice or tree bark. It has hardness 0, 1 hit point, and break DC 2.

Scroll Case: A leather or wooden scroll case easily holds four scrolls; you can cram more inside but retrieving any of them becomes a full-round action rather than a move action. You must destroy the scroll case to damage its contents (hardness 2 for leather or 5 for wood, 2 hit points, break DC 15).



Sextant: A sextant is used to determine your latitude. Using a sextant with an astrolabe gives you a +1 circumstance bonus on Survival checks made to prevent getting lost.

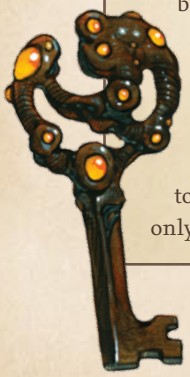
Shaving Kit: A shaving kit contains a straight razor, a whetstone, a small mirror, a brush, a cup, and enough shaving powder to last a Medium humanoid 50 shaves.

Shield Sconce: This metal frame holds a torch and straps to the front of a light, heavy, or tower shield.

Shovel: This tool lets you dig a pit at a rate of 2 cubic feet per minute.

Signal Horn: Sounding a horn requires a DC 10 Perform (wind instruments) check and can convey concepts such as "Attack!", "Help!", "Advance!", "Retreat!", "Fire!", and, "Alarm!" The report of a signal horn can be clearly heard (DC 0) up to a quarter-mile distant. For each quarter mile beyond, Perception checks to hear the horn suffer a –1 penalty.

Skeleton Key: Many door locks have a similar design and thus can be unlocked by a similar key. A skeleton key may be tried on any standard door lock that uses a key, even if you don't have the Disable Device skill. You use the key's Disable Device bonus of +10 rather than your own total; you cannot take 10 when using a skeleton key. The key only gets one roll for any particular lock. If the roll fails, the key is unable to open or close that lock. Inferior skeleton keys may only have a +5 bonus.



Soap: You can use this thick block of soap to scrub clothes, pots, linens, or anything else that might be dirty. A bar of soap has approximately 50 uses.

Spear-Thrower: This is little more than a handle with a cup, loop, or spur to hold the butt of a dart, javelin, or shortspear. Using a spear-thrower to throw such a weapon doubles the projectile's range increment. Setting a weapon into a spear-thrower is a move action; by taking the Rapid Reload (spear-thrower) feat, you reduce this to a free action.

Stationary: Generally used only by the wealthy, fancy stationary is a finer-quality 9-inch-by-6-inch paper, often embossed or engraved with the owner's personal seal.

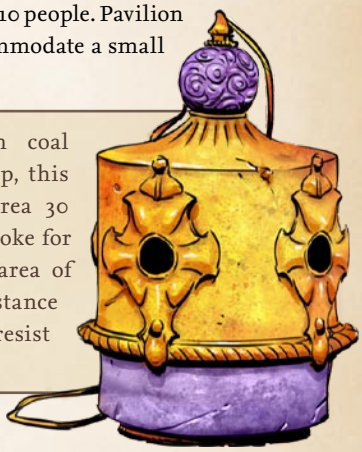
Stove Can: This little metal container holds a waxy fuel that creates enough heat to cook with but only as much light as a candle. To snuff the flame, close the metal lid on the container; it cools enough that it can be carried in a few minutes. Each lasts 5 hours (enough to cook about 10 meals).

String or Twine: Sold in balls or spools of 50 feet, string and twine are useful for rigging traps and alarms and are a vital component of grappling bolts and arrows. String or twine has hardness 0, 1 hit point, and break DC 14.

Tattoo: The cost of a tattoo depends on the quality, size, and number of colors used. A coin-sized tattoo in blue ink that will blur over a decade may cost 1 cp, a hand-sized one in black ink that won't fade costs 1 sp, and a tattoo covering an entire back takes several sessions and costs 10 gp. Each additional color costs as much as a single tattoo of its size.

Tent: Tents come in a variety of sizes and accommodate between one and 10 people. Pavilion tents are large enough to accommodate a small fire in the center.

Thurible: When filled with coal and common herbs worth 2 sp, this miniature brazier fills an area 30 feet in diameter with light smoke for 1 hour. Any creature in the area of this smoke gains a +2 circumstance bonus on Fortitude saves to resist inhaled diseases.



Wandermeal: This tough, dried cake is a halfling invention made from flour, water, and spices. Wandermeal keeps for months without spoiling, travels well, and fills the belly. However, eating it for over a week without other nutrients requires the eater to make a daily Fortitude saving throw (DC 15 + 1 for each additional day) or be sickened. The effect ends 1 day after more nutritious food is eaten.

Waterproof Bag: This leather sack sealed with tar or pitch keeps delicate items from being ruined by water. Items kept inside remain relatively dry, making the bag ideal for carrying maps, scrolls, spellbooks, and the like, although the bag is not impervious and can only be completely

paizo.com #1419020, Dan strother <Swordofcelts@hotmail.com>, May 4, 2010

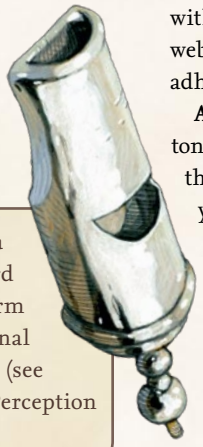
paizo.com #1419020, Dan strother <Swordofcelts@hotmail.com>, May 4, 2010

immersed for 10 rounds before enough water seeps in to ruin such items.

Wax Key Blank: This two-sided case contains a soft wax that readily takes and keeps an impression of an object pressed between the two halves, creating an excellent mold of the item. A skilled artisan may then make a copy of the item from the mold (and destroying the mold in the process). Making an impression surreptitiously requires a DC 25 Sleight of Hand check.

Weapon Cord: Weapon cords are leather straps that attach your weapon to your wrist, typically about 2 feet long. If you drop your weapon or are disarmed, you can recover it as a swift action, and it never moves any further away from you than an adjacent square. However, you cannot switch to a different weapon without first untying the cord (a full-round action) or cutting it (a move action or an attack, hardness 0, 0 hp).

Whetstone: Honing a blade with a whetstone requires about 15 minutes of work and grants the weapon a +1 bonus on your damage roll the first time you hit with it. This only works on nonmagical blades.



Whistle: Also known as a signal whistle, a whistle's piercing report can be clearly heard (DC 0) up to half a mile away. With a DC 5 Perform (wind instruments) check you can use it to signal the same sorts of situations as signal horns (see page 8). For each additional quarter mile, Perception checks to hear a whistle suffer a –2 penalty.

Whistle, Silent: Only animals and other creatures with keen hearing can hear this whistle.

Wrist Sheath: This is a sheath designed to be strapped to your forearm and hidden under a long sleeve. The sheath can hold one light weapon, ranged weapon, or wand that weighs less than 1 pound. Alternatively, you may store up to 1 pound of ammunition in a wrist sheath. As a move action, you can bend your wrist to cause some or all of these items to drop into your hand. You have a +2 bonus on Sleight of Hand checks made to oppose the Perception check of someone observing or frisking you regarding items in the sheath. You can only wear one wrist sheath per arm.

Wrist Sheath, Spring Loaded: This item works like a standard wrist sheath, but releasing an item from it is an immediate action. Preparing the sheath for this use requires cranking the sheath's tiny gears and springs into place (a full-round action that provokes an attack of opportunity).

Special Substances and Items

Characters with the Craft (alchemy) skill can create these items, and they are usually available in the same places where you can buy the alchemical items listed in the *Pathfinder RPG Core Rulebook*.

Alchemical Grease: Each pot of this slick black goo has sufficient contents to cover one Medium or two Small creatures. If you coat yourself in alchemical grease, you gain a +5 alchemical bonus on Escape Artist checks, on combat maneuver checks made to escape a grapple, and to your CMD to avoid being grappled; this lasts 4 hours or until you wash it off.

Alchemical Solvent: This bubbling purple gel eats through adhesives. Each vial can cover a single 5-foot square. It destroys normal adhesives (such as tar, tree sap, or glue) in a single round but takes 1d4+1 rounds to deal with more powerful adhesives (tanglefoot bags, spider webbing, and so on). It has no affect on fully magical adhesives, including *sovereign glue*.

Antiplague: If you drink a vial of this foul tasting, milky tonic, you gain a +5 alchemical bonus on Fortitudes saving throws against disease for the next hour. If already infected, you may also make two saving throws (without the +5 bonus) that day and use the better result.

Beast Lure: This light brown oil works similar to Kaava musk (see below) but attracts one specific kind of creature (dogs, giant bees, and so on).

Bladeguard: This clear resin protects a weapon from harmful attacks from oozes, rust monsters, and similar things, rendering the weapon immune for 24 hours. One pot can coat one single two-handed weapon, two one-handed or light weapons, or 50 ammunition items. Applying it takes 1 full round. Immersing the weapon in water or similar liquid washes it off.



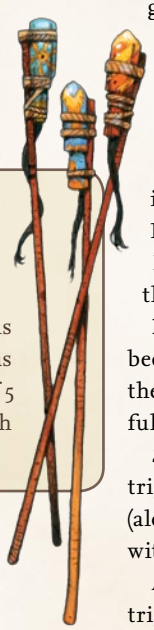
Bloodblock: This gooey, pinkish substance helps treat wounds. Using a dose gives you a +5 alchemical bonus on Heal checks for providing first aid, treating wounds made by caltrops or similar objects, or treating deadly wounds. A dose of bloodblock ends a bleed effect as if you had made a DC 15 Heal check. When treating deadly wounds, using a dose of bloodblock counts as one use of a healer's kit (and grants the +5 bonus stated above).

Bodybalm: When this pungent yellow powder is boiled in water and given to a creature to drink, it provides the attending healer a +5 alchemical bonus on Heal checks for providing long-term care, treating poison, and treating disease.

paizo.com #1419020, Dan strother <Swordofcelts@hotmail.com>, May 4, 2010

paizo.com #1419020, Dan strother <Swordofcelts@hotmail.com>, May 4, 2010

Distilled Terrap Sap: When first opened, this sealed jar releases such an overwhelmingly antiseptic odor that it covers other smells until it disperses (1d6 rounds after opening). Creatures within 20 feet of the jar get a +5 alchemical bonus on all saves against scent-based attacks while the sap's odor remains, but they automatically fail any scent-based Perception checks during that time.



Firework, Desnan Candle: When lit, this foot-long wooden tube launches a flaming pyrotechnic "candle" every round for 4 rounds. The projectiles deal 1 point of nonlethal damage and 1 point of fire damage if they hit; on a critical hit, the target is also blinded for 1 round. The projectiles shed light as candles for 1 round and have a range increment of 5 feet. Attacking with a Desnan candle is a ranged touch attack and always has a –4 nonproficiency penalty.

Firework, Paper Candle: This finger-sized explosive detonates noisily 1 round after lighting. Anyone in the same square as a paper candle when it explodes must make a DC 15 Fortitude save or be dazzled for 1d4 rounds.

Firework, Skyrocket: When lit, this foot-long wooden tube begins to shake and emit a handful of white sparks, shedding light as a torch. One round later it takes flight, moving at speed 90 for 1d6 rounds before loudly exploding in an burst of light and sound, dealing 2d6 points of fire damage in a 10-foot burst (DC 15 Reflex save for half). Anyone who takes damage from the explosion is either blinded or deafened (there is a 50% chance of either) for 1 round.

Firework, Starfountain: This tree-stump-sized bundle of tubes immediately begins to emit arcs of multi-colored sparks when lit. Starting 1d6 rounds after lighting, it loudly releases brightly colored streaks of tiny flaming particles for 4 full rounds. Outdoors, these particles soar far up into the sky before dispersing. Indoors or in a closed area, the ricocheting fireworks deal 1d6 points of fire damage each round in a 20-foot spread (DC 15 Reflex save for half). Creatures who fail their save are blinded for 1d4 rounds and deafened for 1 hour.



Flash Powder: This coarse gray powder ignites and burns almost instantly if exposed to flame, significant friction, or even a simple force such as throwing it against a floor (a standard action). Creatures within the 10-foot burst must save (Fortitude DC 13 negates) or be blinded for 1 round.

Fuse Grenade: This hollow clay container holds a small charge of explosive power and a slow burning fuse. Lighting the fuse is a move action; 1d3 rounds later the grenade explodes, dealing 2d6 bludgeoning damage and 1d6 fire damage in a 10-foot burst (DC 15 Reflex save for half). You throw a fuse grenade as if it were a splash weapon.

Glowing Ink: Glowing ink emits a faint but steady light (typically red or green) that allows you to read it even in normal darkness. You have a +2 bonus on Perception checks to locate objects with glowing ink. Mixing glowing ink with marker dye (see below) makes the dye glow in the dark until it fades.

Invisible Ink: Messages written with invisible ink only become visible under specific circumstances. Revealing the secret message with the proper triggering agent is a full-round action per page of text.

Simple: This ink is keyed to a single, fairly common trigger, such heat or vinegar. A successful DC 20 Craft (alchemy) check takes 1 hour and reveals the message without the proper trigger.

Average: This ink is keyed to either two common triggers or one uncommon trigger, such as blood or acid. A successful DC 25 Craft (alchemy) check takes 1 hour and reveals the message without the proper trigger.

Good: This ink is keyed to either two uncommon triggers or one rare trigger, such as a specific vintage of wine or a specific kind of monster's blood. A successful DC 30 Craft (alchemy) check takes 1 hour and reveals the message without the proper trigger.

Superior: This ink is keyed to either two rare triggers or one unique trigger, such as the blood of a specific person. A successful DC 35 Craft (alchemy) check takes 1 hour and reveals the message without the proper trigger.

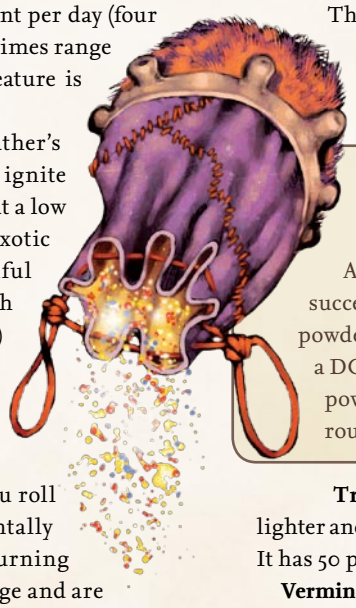
Itching Powder: This fine gray powder causes targets to suffer from uncontrollable itching until they spend at least 1 round washing it off. Throwing a packet of itching powder is a splash attack with a range increment of 10 feet. Anyone standing on the square of impact must succeed on a DC 12 Fortitude save to resist the powder, while those in adjacent squares must make a DC 8 Fortitude save. Creatures that fail the save take a –2 penalty on attack rolls, saving throws, skill checks, and ability checks.

Kaava Musk: This emerald-colored adhesive is a concoction made from animal glands, urine, and other powerful scents combined with a strong alchemical binding agent that is difficult to wash off. A target splashed with it smells like weak prey to predators. Creatures with the scent ability can detect a marked creature at five times

paizo.com #1419020, Dan strother <Swordofcelts@hotmail.com>, May 4, 2010

paizo.com #1419020, Dan strother <Swordofcelts@hotmail.com>, May 4, 2010

the normal range, note its direction as a free action, pinpoint it when it is within 25 feet, and track it by scent with a +5 bonus on its Survival checks. Immersion in water within 1 round of exposure washes it off; otherwise the effect decreases by one range increment per day (four times normal range after 1 day, three times range after 2 days, and so on) until the creature is again at normal scent levels.



Keros Oil: Also known as firebreather's oil, this bitter liquid is harder to ignite than common oil but burns quickly at a low temperature, making it ideal for exotic performers. You may spit a mouthful of keros oil past an open flame (such as a candle, tindertwig, or torch) to ignite it, creating a brief burst of fire. If you use it to attack, the attack is a ranged touch attack with a maximum range of 5 feet that deals 1d3 points of fire damage. If you roll a 1 on your attack roll, you accidentally inhale or swallow some of the burning fuel; you take 1d6 points of fire damage and are nauseated for 1 round. A bottle of keros oil holds enough for 10 mouthfuls; taking a mouthful from the bottle is a standard action (the Rapid Reload feat reduces this to a move action).

Liquid Ice: This sealed jar of crystalline blue fluid immediately starts to evaporate once opened. During the next 1d6 rounds, you can use it to freeze a liquid or to coat an object in a thin layer of ice. You can also throw liquid ice as a splash weapon. A direct hit deals 1d6 points of cold damage; creatures within 5 feet of where it hits take 1 point of cold damage from the splash.

Marker Dye: This dye (available in several colors) creates an obvious stain wherever splashed. Washing has no effect for the first 72 hours (though magic can erase it), but it fades completely after 2 weeks. You can throw it as a splash weapon.

Scent Cloak: This collection of coarsely ground spices, seeds, and alchemical reagents overrides your scent, increasing the DC of tracking you by scent by +10 for 24 hours. Because you still have a smell, creatures with scent can still detect and pinpoint if you are cloaked; they just can't identify your smell as something unique. Washing for 1 full round removes the scent cloak.

Smoke Pellet: This small clay sphere contains two alchemical substances separated by a thin barrier. When you break the sphere, the substances mingle and fill a 5-foot square with a cloud of foul but harmless yellow smoke. The smoke pellet acts as a smokestick, except the smoke only lasts for 1 round before dispersing. You may throw a smoke pellet as a ranged touch attack with a range increment of 10 feet.

Sneezing Powder: This coarse yellowish-red powder is a splash weapon that causes uncontrollable sneezing for 1d4+1 rounds. Anyone standing on the square of impact must succeed on a DC 12 Fortitude save to resist the powder, while those in an adjacent square must make a DC 8 Fortitude save. Creatures affected by sneezing powder must make a DC 10 Fortitude save every round or be staggered that round.

Traveling Spellbook: A traveling spellbook is lighter and less cumbersome than its full-size counterpart. It has 50 pages.

Vermin Repellent: This vile-smelling white paste keeps vermin at bay if spread on the skin. Normal-sized (Fine) vermin avoid you. Swarms of vermin must make a DC 15 Fortitude saving throw in order to enter your square. Once applied, vermin repellent remains effective for 4 hours or until you spend 1 round washing it off.

Water Purification Sponge: This fist-sized blue sponge absorbs up to 1 pint of water; squeezing the water out of the sponge purifies it, making it safe for drinking, washing, and similar activities. Filling and emptying the sponge is a full-round action. Each sponge can cleanse 25 pints of water before becoming useless.



Tools and Skill Kits

These items pertain to skills, crafts, and professions.

Abacus: This device helps users perform mathematical calculations.

Alchemist's Lab, Portable: This compact version of a full-sized alchemist's lab provides a +1 circumstance bonus on Craft (alchemy) checks.

Anvil: While anvil sizes vary depending on the type of smithing for which they are used, all anvils have the same basic shape and construction. Blacksmith anvils are typically much heavier and larger (100

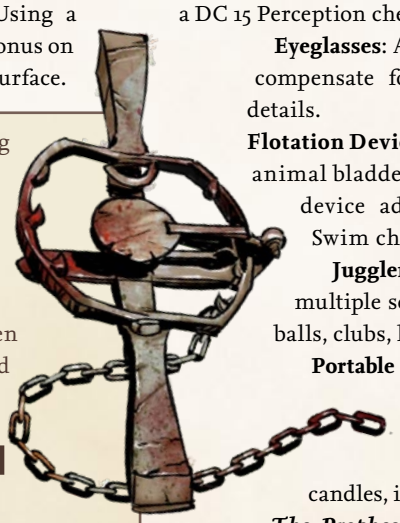
paizo.com #1419020, Dan strother <Swordofcelts@hotmail.com>, May 4, 2010

paizo.com #1419020, Dan strother <Swordofcelts@hotmail.com>, May 4, 2010

pounds) than farrier anvils (50 pounds), and they in turn are much bigger than silver- or goldsmith anvils (10 pounds). Many metalworking tasks are impossible without the proper anvil.

Balancing Pole: These flexible poles range from 15–30 feet in length and, when used properly, help you keep your balance when crossing narrow walkways. Using a balancing pole grants you a +1 circumstance bonus on Acrobatics checks made to traverse a narrow surface.

Bear Trap: Although intended for trapping large animals, bear traps work as well for trapping humanoids or monsters. The hinged jaws of the trap are attached to a chain, which in turn is secured to a spike driven into the ground to ensure that the victim cannot simply crawl away. Prying open the jaws or pulling the spike from the ground requires a DC 26 Strength check.



BEAR TRAP CR 1

Type mechanical; **Perception** DC 15; **Disable Device** DC 20

EFFECTS

Trigger location; **Reset** manual

Effect Atk +10 melee (2d6+3); sharp jaws spring shut around the creature's ankle and halve the creature's base speed (or hold the creature immobile if the trap is attached to a solid object); the creature can escape with a DC 20 Disable Device check, DC 22 Escape Artist check, or DC 26 Strength check

Bellows: Bellows are useful for starting fires, providing a +1 circumstance bonus on appropriate Survival checks.



Compass: An ordinary compass that points to the magnetic north pole grants its user a +2 circumstance bonus on Survival checks made to navigate in the wilderness. It also can be used to grant the same bonus on Knowledge (dungeoneering) checks made to navigate underground.

Cooking Kit: Cooking kits are portable, collapsible pots and pans that double as a set of four bowls and plates, all fitting together in a compact package.

Doctor's Mask: This mask gives you a +1 circumstance bonus on Fortitude saves made against airborne toxins and scent-based effects. In Korvosa, it is a minor crime to wear a doctor's mask in public if you are not a healer or physician.

Doctor's Outfit: Any creature wearing this outfit gains a +2 circumstance bonus on Fortitude saves made to resist contact diseases.

Drill: A drill can create a 1-inch-diameter hole in stone, wood, or metal. Harder materials wear down or break the drill more quickly. Hearing the sound of drilling requires a DC 15 Perception check.

Eyeglasses: Also known as spectacles, eyeglasses compensate for poor vision or magnify small details.

Flotation Device: Usually composed of an inflated animal bladder sealed with pitch, a held flotation device adds a +1 circumstance bonus on Swim checks.

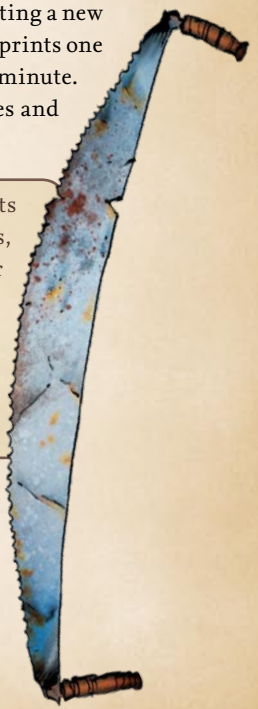
Juggler's Kit: A juggler's kit includes multiple sets of well-balanced objects, such as balls, clubs, knives, rings, and torches.

Portable Altar: Portable altars are typically made of wood and are ornately carved and decorated. The top of the altar lifts up, and items such as candles, incense, and oil can be stored within.

The Prophecies of Kalistrade: This is the most frequently published book in Druma. It details the extremely strict dietary, sexual, and clothing restrictions followers must follow.

Printing Press: A hand-cranked press uses a plate on which all of the text on a page is carved in reverse. Changing the plate is a simple process, but creating a new one is expensive and labor-intensive. The press prints one page at a time, at a rate of about five pages per minute. A stationer then needs to cut and trim the pages and bind the book.

Saw: You can insert a saw between a door and its frame to cut through wooden bolts or bars, dealing 5 hit points per round plus your Strength modifier to the sawed object as a full-round action. Hearing the sawing requires a DC 10 Perception check. Saws used to cut ice on rivers have a point on the end to break through the ice before cutting.



Sawback Sword: This is a modification to any light or heavy blade rather than a unique weapon type. The saw blade on the back of the sword lets you use it to perform crude carpentry.

Stretcher: A stretcher allows two people to share the burden of carrying one heavy object. You can also use it to drag a load you couldn't carry on your own. A stretcher holds up to 300 pounds.

paizo.com #1419020, Dan strother <Swordofcelts@hotmail.com>, May 4, 2010

paizo.com #1419020, Dan strother <Swordofcelts@hotmail.com>, May 4, 2010

Surgeon's Tools: When in conjunction with a healer's kit, surgeon's tools raise the kit's bonus to a +3 circumstance bonus on Heal checks.

Swim Fins: Swim fins add 10 feet to your swimming speed but reduce your base speed to 5 feet. Donning or doffing swim fins requires 5 rounds.

Thermometer: This foot-long tube has marks for the freezing temperature of seawater, a moderate spring day in Absalom, and the boiling temperature of melted ice. Temperatures much below the freezing point or above the boiling point break the device.



Trespasser's Boot: Consisting of a small wooden frame with inward-pointing barbed spikes, this trap is placed in a shallow pit just deep enough for a Medium-sized character's lower leg. When someone steps in the square, the boot catches and holds her leg. The target takes damage if she tries to move or if a Disable Device attempt to free her fails by 5 or more.

TRESPASSER'S BOOT **CR 1/2**

Type mechanical; **Perception** DC 20; **Disable Device** DC 20

EFFECTS

Trigger location; **Reset** manual

Effect pit spikes (Atk +10 melee, 2d4); spikes hold the target in place; the trap can be escaped with a DC 20 Disable Device check, DC 20 Escape Artist check, or DC 24 Strength check

Clothing

According to the worshipers of Abadar, "Clothing is what separates the civilized from the savage."

Cleats: Useful on any terrain where traction may be a concern, cleats are shoes with spikes or hooks attached to the soles. Cleats reduce the penalty for walking over slick surfaces by 50%; for example, walking across ice normally costs 2 squares for every square of movement, but with cleats it costs only 1.5 squares for every square. Cleats cause damage to any type of finished flooring.

Furs: The most basic of cold-weather gear, animal furs serve to keep their wearers warm. Wearing enough fur to cover the body provides a +2 bonus on Fortitude saves to resist cold weather. This does not stack with any bonuses gained from Survival.

Hats: Hats of various styles appear in all cultures. Ranging from the turban to the tricorn to the furred cap, a hat can be a simple covering for the head. Particular hats are sometimes mandatory for social or religious sects.

Hot Weather Outfit: Covering your body from head to foot in light, airy cloth keeps you cooler than baring your skin to the sun. This outfit typically consists of a loose linen robe and either a turban or loose head covering and veil. The outfit provides a +2 bonus on Fortitude saves to resist warm or hot weather. This does not stack with any bonuses gained from Survival.

Jewelry: The cost of jewelry varies wildly by its quality. Many cultures, particularly Varisians, consciously use jewelry as a form of portable wealth, most notably in belts and bangles made from coins. A commoner's ornaments may only be worth a few copper pieces, a tradesman's a few silver pieces, and a merchant's a few gold pieces, while nobles rarely wear jewelry worth less than 100 gp.

Mask: The gala events of decadent Taldor are where one may see the most outlandish and stylish of masks, but simpler masks may be found wherever local customs permit. They range from small bits of fabric that cover only a portion of the face to elaborate constructions that cover the entire face or head.

Pickpocket's Outfit: Outfitted with concealed pockets, this clothing gives you a +2 bonus on hiding small objects on your person.

Scarf: Well known as entertainers with a flair for the dramatic, Varisians often employ seductive garb and entrancing props in their performances. Scarves of colorful cloth or transparent silk, often embroidered with elaborate scenes, are favorite accessories.

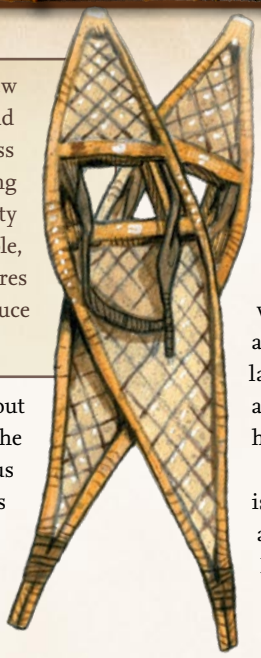


Scarf, Pocketed: An elaborate design disguises several small pockets on one side of this scarf. This scarf grants you a +4 bonus on Sleight of Hand checks made to hide objects on your body. This bonus does not stack with the bonus wearing heavy clothing provides but does stack with bonuses for attempting to hide small objects.

Scarf, Reinforced: One side of this 8-foot-long scarf is reinforced with chain links and metal plates. While not enough to provide a benefit to Armor Class, these versatile scarves can be used like a length of chain to climb short distances or bind an enemy. A reinforced scarf has hardness 10 and 4 hit points. It can be burst with a DC 24 Strength check.

paizo.com #1419020, Dan strother <Swordofcelts@hotmail.com>, May 4, 2010

paizo.com #1419020, Dan strother <Swordofcelts@hotmail.com>, May 4, 2010



Snowshoes: These high-tension nets of rope or sinew in wooden frames which are lashed to the feet spread your weight across the snow, making you much less likely to break through the crust and rendering walking much easier. Snowshoes reduce the penalty for walking through heavy snow by 50%; for example, if moving through snow normally costs you 2 squares of movement per square traveled, snowshoes reduce this cost to 1.5 squares per square traveled.

Tear-Away Clothing: Sneaks and thieves throughout Golarion know the value of a good disguise. The ability to remove that disguise in a hurry, thus revealing the next layer of disguise, is nearly as valuable. Tear-away clothing is generally loose fitting and long to allow another layer of clothing to be worn underneath. The seams and catches on this clothing are designed to break easily, making it a simple matter (a standard action) to remove these items and walk away with none the wiser.

Vest: Much like hats, vests appear in almost all cultures. Though the basic design remains the same, they vary wildly in cut, color, and function. The difference between the court vests of Taldor and the dancing vests of Varisia is quite striking.

Wig: False hair comes in many forms, from the severe coif of a judge to the towering confection adorning a noble to the simple curls worn by a housewife whose hair is thinning. Wigs can be found for sale in any major city and can be special-ordered in most towns. As they are usually made of hair, the available colors are likely limited by the locally predominant hair color, but others can be obtained by applying dye.

Food, Drink, and Lodging

The listed prices are for a tavern or restaurant in an average city.

Caydenbrew: This ale is the standard beer drunk in Absalom. The recipe was said to be the last beer Cayden Cailean had before he undertook the *Test of the Starstone*. The hops for this beer were originally grown on the Isle of Kortos, but the massive brewery now imports from Andoran and Taldor.

Coffee: This drink is brewed by pouring boiling water through crushed, roasted coffee beans. Coffee is a common part of many cultures in Garund. A very strong brew called Sargavan Red is potent enough to reduce the penalties from the fatigued condition from –2 to –1 for 1 hour.



Corentyn Wine: Red and white wines grown in the salt spray of Corentyn have a sweet–tart flavor valued by nobles throughout Cheliax.

Dwarven Stout: More a family of beers than one single drink, dwarven stout is known by different names around the Inner Sea. Dwarven stouts are dark beers characterized by a slightly burnt flavor and a foamy head; they are said to be as filling as a meal.

Grog: A foul mix of different alcohols and whatever's handy, grog was invented by pirates and sailors and never managed to crawl far onto land. Grog is no one's first choice of drink, but anyone who's spent enough time on a ship has had at least a taste.

Kahve: Also known as Qadiran coffee, kahve is served with generous helpings of milk, sugar, and spices to counteract its natural bitterness. Kahve is drunk throughout the day, both at home and at coffeehouses around town in Qadira. The grounds left in the bottom of a cup are sometimes used for fortune-telling.

Linnorm Mead: The favorite drink of the Ulfen, this honey mead has traveled with them into the southern lands. It is sweet and strong and, according to Ulfen bards, is an indisputable aid to singing.

Mwangi Coffee: Coffee brewed "Mwangi style" has a wine-like acid taste that is too strong for a novice palate.

Oldlaw Whiskey: This single-malt whiskey is made in Molthune at a distillery that has existed longer than the country itself. The smooth rye whiskey is a favorite of old soldiers everywhere.

Rumboozle: A potent drink featuring rum, wine, ale, eggs, sugar, and spices, rumboozle is served warm in finer taverns around the Inner Sea.

Tea: A popular beverage in most civilized regions of the Inner Sea, tea is usually served with milk, sugar, or spices.

Tea, Ceremonial: This dark, hot tea comes from the east, and its brewing is part of the classical tea ceremony. Knowing the proper steps of preparing and participating in a tea ceremony requires a successful DC 15 Knowledge (nobility) skill check. A ceremonial tea set includes a tray, teapot, and four tiny cups and spoons.

Mounts, Pets, and Related Gear

If you're looking for an animal companion or familiar, you may decide to purchase the creature rather than seeking one in the wild.

Animal Harness: This leather or hemp harness allows a holder to restrain and control a domesticated animal. A harness is standard equipment for anyone trying to teach an animal tricks with the Handle Animal skill. Ready-made harnesses are available in most markets for common domesticated animals

paizo.com #1419020, Dan strother <Swordofcelts@hotmail.com>, May 4, 2010

paizo.com #1419020, Dan strother <Swordofcelts@hotmail.com>, May 4, 2010

such as cats, dogs, horses, and oxen, but harnesses can be made for nearly any creature.

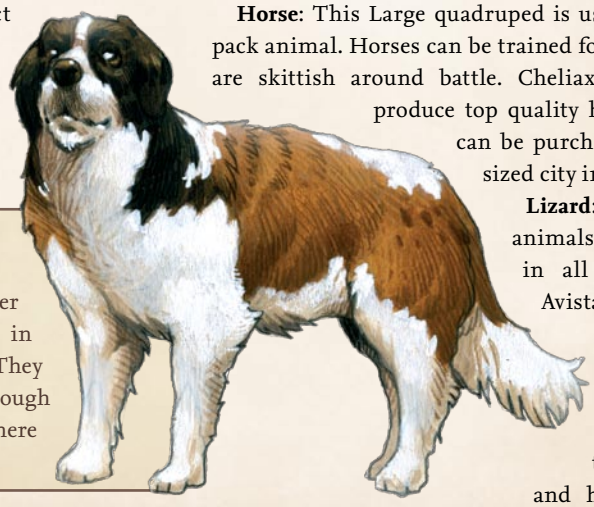
Bat: These Diminutive rodents are nocturnal fliers that eat insects and fruit. They rely primarily on sound to navigate rather than sight. They can be found all over Golarion and are absent only in desert and arctic regions. Some cultures keep bat houses near towns and villages to control insect problems. Bats from the Uskwood in Nidal are noted for their matte black fur and large size.

Cage: This secure, portable enclosure is used to hold creatures—generally animals, but a large enough cage can hold anything. Cages are made from iron, wood, or bamboo, depending on local customs and available materials.

Canary: These Diminutive birds usually have bright feathers and sing pleasantly. More pragmatically, they are also used in mines to detect bad air, as their small bodies are more sensitive to such things; the warning they provide gives humanoids a chance to escape before succumbing to the danger.

Cat: These Tiny animals are often kept as pets or familiars. Though small, they are excellent hunters; grain farmers usually keep cats as pest control in crop storage areas. Cats are found in most parts of Golarion, and strays occupy most cities—finding a free cat should pose little challenge. Osirion wise-eyes are prized for their stature and deep blue eyes.

Dog, Riding: This Medium dog is bred for carrying Small riders. Breeders select dogs with strong backs, endurance, and a loyal disposition and train them for riding and combat before sale. Reputable breeders can be found in Absalom, Almas, and Katapesh.



Dog, Combat-Trained: This Medium dog is bred strictly for combat; breeders favor strength, a thick body, and a low center of gravity. Combat-trained dogs are sold in most large cities in the Inner Sea region. They are popular as sport fighters in Cheliax, though the best specimens are bred in Molthune, where they are used as special infantry.

Dog Sled: This sled is several feet long and is designed to be pulled over snow and ice by a team of trained riding dogs. Most sleds have runners at the back for a musher to stand on. A dog sled can carry up to the carrying capacity of all the dogs that pull it.

Donkey Rat: These Tiny white rodents (also called capybaras) are native to the Varisian coast. They are common pets and livestock throughout the southern lands.

Elephant: These Huge animals are exceptionally strong and are quick learners. They are trained for battle and labor by the Zenj people of the Mwangi Expanse. Most known elephants come from the Mwangi Expanse and represent one of the few steady income sources for Sargava. Their upkeep is exorbitant, so only the richest Inner Sea citizens can afford to house one.

Falcon: This Tiny, long-winged hawk is a popular hunting bird for nobility throughout Avistan, especially in Andoran. Falcons are technically a subset of hawks but are considered more "noble." Ownership is denied to commoners in many nations with hierarchical monarchies.



Falconry Gauntlet: This gauntlet, made from layers of thick leather, is worn on the falconer's off hand to give a falcon a place to stand before and after a hunt. The gauntlet also has a tassel and a ring attached to the falcon's tether.

Hawk: This Tiny, short-winged raptor is also a popular hunting bird, but is associated with lower nobility and those without titles. Hawks are known for their sharp eyesight and powerful dives from the air. Suppliers in Taldor and Cheliax sell the finest specimens.

Horse: This Large quadruped is used as a mount and pack animal. Horses can be trained for war but otherwise are skittish around battle. Cheliax and Qadira both produce top quality horses, though they can be purchased in any decent-sized city in the Inner Sea.

Lizard: These Tiny animals can be found in all warm regions of Avistan and Garund and are often quite colorful. They eat insects and have the ability to walk up walls and hang upside down. Geckos from Nex are said to be especially intelligent for their kind, even before they become familiars.

paizo.com #1419020, Dan strother <Swordofcelts@hotmail.com>, May 4, 2010

paizo.com #1419020, Dan strother <Swordofcelts@hotmail.com>, May 4, 2010



Monkey: These Tiny animals are herbivorous and can be found in warm forests and jungles throughout Garund. They can grasp and carry objects that weigh under a pound. Trained "familiar capuchins" can be purchased in Azir.

Owl: These Tiny birds of prey are mainly nocturnal and are known for near-silent flight. Owls eat small animals and insects, and can be found anywhere but the coldest places on Golarion. Owls from the Verduran Forest have a distinct "ruffled feather" look on their heads, making them look like sleepy professors in the daytime.

Pack Animal: Working animals are universal, but the animal type varies according to local availability. Elephants carry goods in much of the Mwangi Expanse. Yaks pull loads in mountainous regions. In many other parts of the Inner Sea, donkeys, mules, and oxen pull carts or plows. The donkey market in Katapesh is particularly brisk.

Pseudodragon: Found in temperate forests across the Inner Sea region, pseudodragons are intelligent enough that Andorens consider their sale slavery. A handful of pseudodragons offer themselves for hire to adventurers; Absalom is the only place to find pseudodragons that are legitimately for hire.

Rat: These Tiny rodents live everywhere and eat nearly anything. Despite having a reputation as disease-ridden scavengers, domesticated rats are clean, loyal creatures that make excellent familiars. The famous blue rats of Alkenstar are sold primarily in Katapesh and Nex.

Rat, Dire: These Small animals are vicious scavengers in the wild. However, dire rats raised in captivity can be trained as loyal pets and protectors. Oppara is home to the primary breeders of domesticated dire rats. Diverse omnivores, they are found anywhere the surrounding habitat allows them to live, including dungeons and underground. Pet dire rats do not have filth fever.

Raven: These Tiny birds are known for their intelligence, and even play games with each other in the wild. They eat insects and can be found in surprisingly varied habitats around the Inner Sea. The ravens of Pezzack are said to be particularly clever; the Chelish governor is happy to export them, hoping they may somehow contribute to sedition abroad.

Snake, Constrictor: These Medium reptiles are found chiefly in warm climates. Somewhat aggressive, constrictors squeeze their prey to death before consuming it. Due to their size, these snakes are less popular for traveling spellcasters, but they can be quite helpful in a laboratory.

Snake, Viper: This tiny reptile eats small animals and can be found in most temperate and warm environments around Golarion. The bite is painful but not especially dangerous to the average adventurer.

Stirge: These Tiny beasts are allegedly sold for indoor defense to rich clients but more often wind up in exotic bloodsports. Despite popular conception, stirges are trainable, but they must be fed fresh blood daily or they turn on their handlers.

Toad: This Diminutive amphibian is primarily kept as a familiar. Toads live in most temperate and warm environments, and eat insects.

Toad, Vision: These animals are found in areas of the Mwangi Expanse. They have a psychoactive skin venom which acts as a mild hallucinogen if the toad's skin is licked,—though breeding programs for these creatures outside of Mwangi produce venomless offspring.

Weasel: These Tiny animals eat smaller animals and can be found in nearly any environment. They are clever and curious, traits that are magnified when they are kept as familiars. Many varieties of weasel exude a strong musky odor. This description also applies to similar animals, such as ferrets, minks, polecats, and stoats.

Entertainment Items

Many adventurers like to sit down and play a game now and then.

Board Games: Several kinds of board games are common across the Inner Sea region. Siege, a deeply strategic game wherein each player tries to surround the other's pieces, is popular primarily with older adults, while more chaotic games like Wyvern's Race and Doppel are tavern favorites. Pits and Perils has become increasingly popular in Cheliax and Taldor among the elite—those in the lead get to dictate (usually symbolic) penalties for those bringing up the rear.



paizo.com #1419020, Dan strother <Swordofcelts@hotmail.com>, May 4, 2010

paizo.com #1419020, Dan strother <Swordofcelts@hotmail.com>, May 4, 2010

Bowling Set: This simple 10-pins game is often complicated by irregularities in the ball, the pins, and the playing field.

Kites: Though popular in Absalom, kites are rare in the rest of the Inner Sea region. Simple kites cost only a few coppers, while ornate silken kites cost thousands of gold pieces.

Loaded Dice: Most loaded dice are weighted—a heavier substance is included opposite the desired number. You can spot marks from tampering with a die in this fashion with a DC 15 Appraise or Perception check. Higher-quality dice (such as wooden dice carved around a naturally heavy inclusion) have DCs ranging from 20 to 30.

Marked Cards: Whether bent, colored, or scratched, marked cards allow an informed user to know what's on the front of the card by viewing the mark on the back. Realizing that the cards are marked requires a DC 25 Perception check.

Puzzle Boxes: These boxes feature moving parts, secret panels, or unusual codes and locking mechanisms. Depending on the box, a Disable Device, Knowledge (engineering), Linguistics, or simple Intelligence check might open it. The DC of the check varies with the complexity of the box but is typically 15 or 20 (retry once per day). Multiple skill checks might be necessary for different stages of the puzzle. If the puzzle box was constructed with the intention that one specific person should be able to open it, that person gets a +5 circumstance bonus on the check.

Black Market Items

Not every adventurer approves of these things, but some consider them invaluable.

Allnight: This treated wafer dissolves into a chalky paste when placed under the tongue and then gives the imbiber a jolt of restless energy. It eliminates the effects of fatigue for the next 8 hours; when the drug's effect ends, the user is exhausted. Allnight makes its users jittery and unable to focus; they suffer a –2 penalty on all skill checks until its effects wear off.

Bachelor Snuff: If inhaled through the nose, this sooty-smelling golden powder renders humanoid males temporarily sterile without otherwise affecting their performance. A dose typically lasts 1–3 days. Long-term users of bachelor snuff tend to develop a slight, but still noticeable, gilded tinge to their teeth and nails.

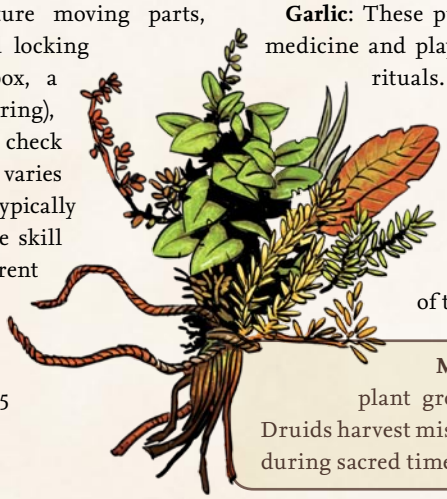
Belladonna: Also known as deadly nightshade, this plant, with its distinctive greenish-purple leaves and dull black berries, has served as a cosmetic and medicine for longer than memory despite its toxicity. It can also induce vivid but usually unpleasant hallucinations, particularly ones dealing with flight. Herbalists and others trained to use it safely believe it has numerous applications, including pain relief.

Clear Ear: This green gel is poured into the user's ear and takes effect 2 hours later, enhancing senses and memory but increasing irritability. For 6 hours, the user gains a +2 alchemical bonus on Perception and Knowledge checks and a –2 penalty on all Charisma-based checks.

Flayleaf: These narrow, rust-colored leaves produce a mildly hallucinogenic smoke that also serves as powerful sedative. Users are immune to pain for 4 hours after smoking flayleaf, but during this time they take a –5 penalty on saves against mind-altering effects.

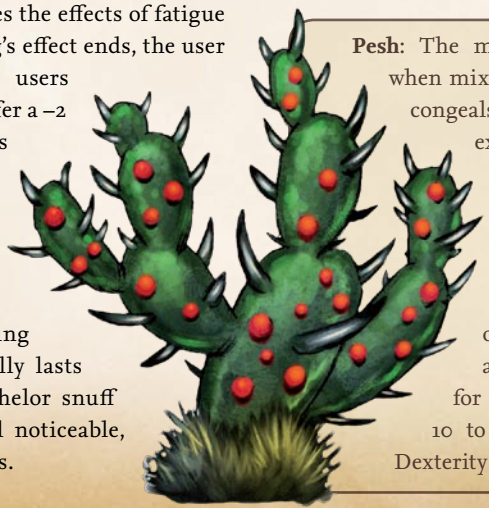
Garlic: These pungent white cloves serve as food and medicine and play a role in many traditional cleansing rituals. It is well established that vampires cannot abide the presence of garlic.

Holly: The bright red berries of the holly tree have many uses as decorations and ritual objects. Druids harvest holly berries with specially prepared tools and during sacred times of the year.



Mistletoe: This golden-colored parasitic plant grows on many different sorts of trees. Druids harvest mistletoe with specially prepared tools and during sacred times of the year.

Night Tea: This frothy tea made from the bone-white, triangular leaves of the night tea plant renders a humanoid female sterile if drunk every day. In high doses, it may be able to end a pregnancy.



Pesh: The milk of this vibrantly green cactus, when mixed with resins and other ingredients, congeals into sticky, black chunks with an exceedingly sour taste. Though pesh comes in several different varieties, refined pesh is both the most potent and expensive type. Taking refined pesh gives a person 15 temporary hit points for 1 hour, a +2 morale bonus on saves versus fear effects for 1 day, and a –4 penalty to Dexterity and Wisdom for 1 day. Pesh is addictive (Fortitude DC 10 to resist), and long-term users suffer Dexterity and Wisdom damage.

paizo.com #1419020, Dan strother <Swordofcelts@hotmail.com>, May 4, 2010

paizo.com #1419020, Dan strother <Swordofcelts@hotmail.com>, May 4, 2010



Shoanti Barbarian Chew: This bitter red chew comes from the dried leaves of galtroot, a stunted bush found in the Cinderlands. It stains the teeth dark crimson but also increases the duration of barbarian rage entered into during the next hour by 1 round.

Slave: Sentient creatures sold to perform a multitude of tasks all fall under the category of slaves. Most slaves are kept to do menial jobs, but sometimes slaves perform specialized tasks such as spellcasting or teaching. Slaves vary in quality; the price may be half as much for old or infirm slaves, or several times more for healthy, attractive specimens.

Tobacco: These crushed and shredded leaves range in color from peppery red to black; users can either smoke or chew them. Tobacco users experience a certain level of calm and are more easily able to shrug off hunger pangs. Tobacco is addictive (Fort DC 10 to resist), and long-term users suffer Constitution damage.

Wolfsbane: The root of this tall plant with blue flowers is toxic (see the page 560 of the *Pathfinder RPG Core Rulebook*), but herbalists use it in low doses to reduce pain and regulate the heart. Folklore says it can help a victim of lycanthropy throw off the curse.

Woundweal: This gritty black paste is a poison that interferes with an afflicted creature's ability to recover from injuries. All Heal checks applied to the creature suffer a –10 penalty. In addition, anyone using magical healing on the target must make a DC 25 caster level check to succeed.

WOUNDWEAL

Type poison, injury; **Save** Fortitude DC 18
Onset 1 round; **Frequency** 1/day
Effect impaired healing (see above); **Cure** 2 consecutive saves

Converting Pathfinder Chronicles Campaign Setting Items

This book updates several items from the *Pathfinder Chronicles Campaign Setting* to the Pathfinder RPG rules. Items not listed may be used without conversion.

Armored Kilt: When you add an armored kilt to a suit of light armor, the set counts as medium armor. Likewise, a kilt and medium armor counts as heavy armor. Adding an armored kilt to heavy armor has no effect.

Double Crossbow: This heavy weapon fires a pair of iron-tipped bolts with a single squeeze of the trigger. Due to its size and weight, you take a –4 penalty on your attack roll if you're proficient with it, or –8 if you're not. If the attack hits, the target takes damage from both bolts. Critical hits, sneak attack damage, and other precision-based damage only apply to the first bolt. Reloading one bolt is a standard action; the Rapid Reload feat reduces this to a move action.

Dueling Sword, Aldori: Used primarily by the Aldori swordlords who rule Brevoy, these swords are a bit over 3 feet long, very slightly curved, and sharp only along the outer edge. You can use the Weapon Finesse feat to apply your Dexterity Modifier instead of your Strength modifier on attack rolls with an Aldori dueling sword sized for you, even though it isn't a light weapon. You can wield an Aldori dueling sword in two hands in order to apply 1-1/2 times your Strength bonus to damage. If you aren't proficient with the Aldori dueling sword, you may treat it as a longsword.

Field Plate: This heavy armor is similar to full plate but lighter in construction, sacrificing a bit in protection for greater flexibility and mobility. It is effectively the same as masterwork banded mail. You can purchase masterwork field plate.

Flying Talon: Some lands, such as Qadira and Jalmeray, call a chain spear (see page 3) a "flying talon."

Horsechopper: Treat this goblin weapon as a halberd.

Klar: This is traditionally a Shoanti blade bound to the skull of a horned spirestalker (a breed of Storval Plateau giant gecko). Recently the armorers of southern Varisia have started crafting these bladed shields from steel. The klar, like the madu (see page 4) is both a weapon and a shield. If you are proficient with the klar, you may treat it as a spiked light wooden shield (or light steel shield, if made entirely of metal); otherwise it is just a light shield.

Leaf Armor: This armor is made of alchemically hardened leaves. It is always masterwork quality and has the same game statistics as masterwork studded leather, except it contains no metal.

Pata: This weapon is a blade with a stiff armored piece that covers your hand, wrist, and forearm; treat it as a combined short sword and locked gauntlet.

Rosewood Armor: This suit of leather armor is wrapped in special rose vines. Treat this as leather armor with armor spikes. The vines must be watered with at least 1 gallon of water each day or they wither and die, turning the armor into normal leather armor.

Sawtooth Sabre: This is the signature weapon of the notorious Red Mantis. A proficient user can treat a sawtooth sabre as a light weapon; otherwise, treat it as a longsword.

Thistle Arrow: Crafted from the thistles of a poisonous plant, these barbed arrows deal damage as a bleed effect for 1d6 rounds after a hit.

Thorn Bow: This polished rosewood bow is studded with thorns and tiny flowers; treat it as a shortbow.

paizo.com #1419020, Dan strother <Swordofcelts@hotmail.com>, May 4, 2010

paizo.com #1419020, Dan strother <Swordofcelts@hotmail.com>, May 4, 2010

Armor and Shields

Armor	Cost	Armor/Shield Bonus	Maximum Dex Bonus	Armor Check Penalty	Arcane Spell Failure Chance	Speed 30 ft.	Speed 20 ft.	Weight[1]
Light armor								
Leaf armor[3]	500 gp	+3	+5	0	15%	30 ft.	20 ft.	10 lbs.
Parade armor	25 gp	+3	+5	–1	15%	30 ft.	20 ft.	20 lbs.
Rosewood armor[5]	50 gp	+2	+6	0	10%	30 ft.	20 ft.	15 lbs.
Heavy armor								
Field plate[3]	1,200 gp	+7	+1	–5	35%	20 ft.[2]	15 ft.[2]	50 lbs.
Stoneplate[3]	1,800 gp	+9	+1	–6	35%	15 ft.[2]	10 ft.[2]	75 lbs.
Shields								
Klar[3]	12 gp	+1	—	–1	5%	—	—	6 lbs.
Madu, leather	30 gp	+1	—	–2	5%	—	—	5 lbs.
Madu, steel	40 gp	+1	—	–2	5%	—	—	6 lbs.
Extras								
Throwing shield	+50 gp	—	—	—	—	—	—	—

[1] Weight figures are for armor sized to fit Medium characters. Armor fitted for Small characters weighs half as much, and armor fitted for Large characters weighs twice as much.

[2] When running in heavy armor, you move only triple your speed, not quadruple.

[3] This item originally appeared in the *Pathfinder Chronicles Campaign Setting*.

Goods and Services

Adventuring Gear

Item	Cost	Weight
Area map	50 gp	2 lbs.
Astrolabe	1,000 gp	6 lbs.
Blanket	2 sp	1 lb.[1]
Backpack, masterwork	50 gp	4 lbs.[1]
Block and tackle	5 gp	5 lbs.
Breakaway chains	65 gp	2 lbs.
Chest, small	2 gp	25 lbs.
Chest, medium	5 gp	50 lbs.
Chest, large	10 gp	100 lbs.
Chest, huge	25 gp	250 lbs.
Collapsible plank	4 sp	10 lbs.
Coffin, common	10 gp	30 lbs.[1]
Coffin, ornate	100 gp	50 lbs.[1]
Copy of a key	1 gp	—
Earplugs	3 cp	—
False-bottomed chest	52 gp	25 lbs.
False-bottomed cup	1 gp	—
False-bottomed scabbard	45 gp	1 lb.
False manacles	65 gp	2 lbs.
Folding chair	2 gp	10 lbs.[1]
Folding ladder	2 gp	16 lbs.
Grappling arrow	1 gp	1/2 lb.
Hammock	1 sp	3 lbs.[1]
Harrow deck	100 gp	—

Item	Cost	Weight
Helmet candle	2 gp	4 lbs.
Hollowed pommel	5 gp	—
Hourglass (one hour)	25 gp	1 lb.
Hourglass (one minute)	20 gp	1/2 lb.
Hourglass (six seconds)	10 gp	—
Iron spike	5 cp	1 lb.
Iron vial	1 sp	1 lb.
Lantern, waterproof	+5 gp	—
Magnet	5 sp	1/2 lb.
Marbles	1 sp	2 lbs.
Mithral manacles	1,000 gp	2 lbs.
Paper (sheet)	4 sp	—
Perfume/Cologne	5 gp	—
Pickle extractor	2 cp	2 lbs.
Pocket watch	250 gp	1 lb.
Poison pill ring	+20 gp	—
Powder	1 cp	1/2 lb.
Prosthetic arm	10 gp	3 lbs.[1]
Prosthetic foot	1 gp	2 lbs.[1]
Prosthetic hand	1 gp	1 lb.[1]
Prosthetic leg	20 gp	6 lbs.[1]
Pump water canister	75 gp	5 lbs.
Rice paper (sheet)	5 cp	—
Scroll case	1 gp	1/2 lb.

paizo.com #1419020, Dan strother <Swordofcelts@hotmail.com>, May 4, 2010

paizo.com #1419020, Dan strother <Swordofcelts@hotmail.com>, May 4, 2010

Item	Cost	Weight
Sextant	1,000 gp	2 lbs.
Shaving kit	15 sp	1/2 lb.
Shield Sconce	1 gp	1/2 lb.
Shovel	2 cp	3 lbs.
Signal horn	1 gp	2 lbs.
Skeleton key	85 gp	—
Soap	1 cp	1/2 lb.
Spear-thrower	1 gp	1 lb.
Spellbook, traveling (blank)	10 gp	1 lb.
Stationary	1 gp	—
Stove can	10 gp	1 lb.
String or twine (50 feet)	1 cp	1/2 lb.
Tattoo	1 cp–20 gp	—
Tent, small	10 gp	15 lbs.[1]
Tent, medium	15 gp	20 lbs.[1]
Tent, large	30 gp	40 lbs.[1]
Tent, pavilion	100 gp	50 lbs.[1]
Thurible	50 gp	3 lbs.
Wandermeal	1 cp/serving	
Waterproof bag	5 sp	1/2 lb.
Wax key blank	15 gp	1/2 lb.
Weapon Cord	1 sp	—
Whetstone	2 cp	1 lb.
Whistle	5 cp	—
Whistle, silent	2 sp	—
Wrist sheath	1 gp	1 lb.[1]
Wrist sheath, spring loaded	5 gp	1 lb.[1]

Special Substances and Items

Item	Cost	Weight	Craft DC
Alchemical Grease	5 gp	1 lb.	15
Alchemical Solvent	20 gp	1/2 lb.	20
Antiplague	50 gp	—	25
Beast Lure	30 gp	1/2 lb.	20
Bladeguard	40 gp	—	15
Bloodblock	25 gp	—	25
Bodybalm	25 gp	—	25
Distilled terrap sap	30 gp	1/2 lb.	15
Firework, Desnan candle	5 gp	—	20
Firework, paper candle	1 gp	—	20
Firework, skyrocket	50 gp	1 lb.	25
Firework, starfountain	500 gp	100 lbs.	25
Flash powder	50 gp	—	20
Fuse grenade	100 gp	1 lb.	25
Glowing ink (vial)	5 gp	—	15
Invisible ink, simple	2 gp	—	15
Invisible ink, average	10 gp	—	20
Invisible ink, good	25 gp	—	20
Invisible ink, superior	75 gp	—	25
Itching powder	60 gp	2 lbs.	25
Kaava musk	40 gp	1/2 lb.	20
Keros oil	5 gp	—	15
Liquid ice	40 gp	2 lbs.	25
Marker dye	15 gp	1 lb.	15
Scent cloak	20 gp	2 lbs.	20
Smoke pellet	25 gp	—	20
Sneezing powder (packet)	60 gp	2 lbs.	25
Vermin repellent	5 gp	—	20
Water purification sponge	25 gp	1 lb.	15

Tools and Skill Kits

Item	Cost	Weight
Abacus	2 gp	2 lbs.
Alchemist's lab, portable	75 gp	20 lbs.
Anvil	5 gp	40 lbs.
Balancing pole	8 sp	12 lbs.
Bear trap	2 gp	10 lbs.
Bellows	1 gp	3 lbs.
Compass	1 gp	1/2 lb.
Cooking kit	1 gp	2 lbs.
Doctor's mask	50 gp	2 lb.
Doctor's outfit	150 gp	6 lbs.
Drill	5 sp	1 lb.
Eyeglasses	5 gp	—
Flotation device	1 gp	2 lbs.[1]
Juggler's kit	15 gp	10 lbs.[1]
Portable altar	250 gp	40 lbs.
Printing press (1–page)	250 gp	150 lbs.
The Prophecies of Kalistrade	75 gp	10 lbs.
Saw	4 cp	2 lbs.
Sawback sword	+5 gp	—
Stretcher	1 gp	10 lbs.
Surgeon's tools	20 gp	5 lbs.[1]
Swim fins	1 sp	5 lbs.[1]
Thermometer	25 gp	1 lb.
Trespasser's boot	8 sp	2 lbs.

Clothing

Item	Cost	Weight
Cleats	5 gp	2 lbs.
Furs	12 gp	5 lbs.[1]
Hat	1 sp to 50 gp	1/2 lb. to 2 lbs.[1]
Hot weather outfit	8 gp	4 lbs.
Jewelry	varies	varies
Mask	1 sp to 50 gp	1 lb.[1]
Pickpocket's outfit	5 gp	3 lbs.[1]
Scarf	1 sp to 5 gp	1/2 lb.[1]
Scarf, pocketed	8 gp	1/2 lb.[1]
Scarf, reinforced	10 gp	1 lb.[1]
Snowshoes	5 gp	4 lbs.[1]
Tear–away clothing	+5 gp	varies[1]

paizo.com #1419020, Dan strother <Swordofcelts@hotmail.com>, May 4, 2010

paizo.com #1419020, Dan strother <Swordofcelts@hotmail.com>, May 4, 2010

Item	Cost	Weight
Vest	1 sp to 50 gp	1/2 lb.[1]
Wig	5 gp to 500 gp	1/2 lb. to 4 lbs.[1]

Food, Drink, and Lodging

Item	Cost	Weight
Caydenbrew	5 cp/mug	1/2 lb.
Coffee	1 cp/cup	1/2 lb.
Corentyn wine	15 gp/bottle	1/2 lb.
Dwarven stout	4 cp/mug	1/2 lb.
Grog	2 cp/mug	1/2 lb.
Kahve	2 cp/cup	1/2 lb.
Linnorm mead	5 cp/mug	1/2 lb.
Mwangi coffee	3 cp/cup	1/2 lb.
Oldlaw whiskey	20 gp/bottle	1 lb.
Rumboozle	1 sp/glass	1/2 lb.
Tea	2 cp/cup	1/2 lb.
Tea, ceremonial	4 cp/cup	1/2 lb.
Tea ceremony set	25 gp	5 lbs.

Mounts, Pets, and Related Gear

Item	Cost	Weight
Animal harness	2 gp	2 lbs.
Bat	5 gp	1 lb.
Bat, Uskwood	50 gp	2 lbs.
Cage, Diminutive or Fine	10 gp	2 lbs.
Cage, Huge	60 gp	960 lbs.
Cage, Large	30 gp	240 lbs.
Cage, Small or Medium	15 gp	60 lbs.
Cage, Tiny	2 gp	5 lbs.
Canary	4 cp	9 oz.
Cat	3 cp	8 lbs.
Cat, Osirion wise–eye	6 gp	8 lbs.
Dog, combat-trained	25 gp	90 lbs.
Dog, riding	150 gp	120 lbs.
Dog sled	20 gp	300 lbs.
Donkey rat	1 gp	50 lbs
Elephant	1,000 gp	5 tons
Falcon	40 gp	20 lbs.
Falconry gauntlet	10 gp	1 lb.
Hawk	18 gp	20 lbs.
Horse, heavy war	300 gp	1,200 lbs.
Horse, heavy	200 gp	1,000 lbs.
Horse, light war	110 gp	900 lbs.
Horse, light	75 gp	600 lbs.
Lizard	5 cp	2 oz.
Lizard, Nex gecko	12 gp	4 oz.
Monkey	3 gp	5 lbs.
Owl	10 gp	1 lb.
Owl, Verduran	20 gp	1 lb.
Pack animal, donkey/mule	8 gp	600 lbs.
Pack animal, ox	15 gp	1 ton
Pack animal, yak	24 gp	2 tons
Pseudodragon	200 gp	7 lbs.
Rat	1 cp	1 lb.
Rat, blue	1 gp	1 lb.
Rat, dire	5 gp	50 lbs.
Raven	2 gp	3 lbs.
Snake, constrictor	5 gp	60 lbs.
Snake, viper	5 gp	10 oz.
Stirge	20 gp	1 lb.
Toad	2 cp	7 oz.
Toad, vision	10 gp	5 oz.
Weasel	2 gp	8 oz.

Entertainment Items

Item	Cost	Weight
Board games	1 sp–10 gp	2 lbs.
Bowling set	5 sp–10 gp	15 lbs.
Kites	1 sp–2,000 gp	1 lb.–5 lbs.
Loaded dice, average	10 gp	—
Loaded dice, superior	50 gp	—
Marked cards	1 gp	1 lb.
Puzzle box	1 gp–1,000 gp	1 lb.–5 lbs.

Black Market Items

Item	Cost	Weight
Allnight	75 gp	—
Bachelor snuff	1 gp	—
Belladonna	2 gp	—
Clear ear	15 gp	—
Flayleaf	20 gp	2 lbs.
Garlic	1 sp	1 lb.
Holly	—	—
Mistletoe	—	—
Night tea	1 sp	—
Pesh	20 gp	—
Shoanti barbarian chew	1 gp	—
Slave	75 gp	175 lbs.
Slave, hard labor	100 gp	200 lbs.
Slave, household	50 gp	130 lbs.
Slave, slip (halfling)	100 gp	39 lbs.
Slave, specialized	500 gp	160 lbs.
Tobacco	1 gp	2 lbs.
Wolfsbane	5 sp	—
Woundweal	100 gp	—

[1] These items weigh one-quarter this amount when made for Small characters. Containers for Small characters also carry one-quarter of the normal amount.

paizo.com #1419020, Dan strother <Swordofcelts@hotmail.com>, May 4, 2010

paizo.com #1419020, Dan strother <Swordofcelts@hotmail.com>, May 4, 2010

Combat

Equipment Tricks

In the hands of a professional warrior, everything becomes a weapon—even the simplest, most mundane piece of gear. Equipment tricks give those who school themselves in combat fresh ways to apply their hard-won abilities. Each trick relies on a specific feat, skill, or class feature in conjunction with the appropriate piece of equipment (listed in parentheses after the name of the trick).

New Feat: Equipment Trick (Combat)

Choose one piece of equipment, such as boots, cloak, rope, shield, or heavy blade scabbard. You understand how to use that item in combat.

Prerequisite: Base attack bonus +1.

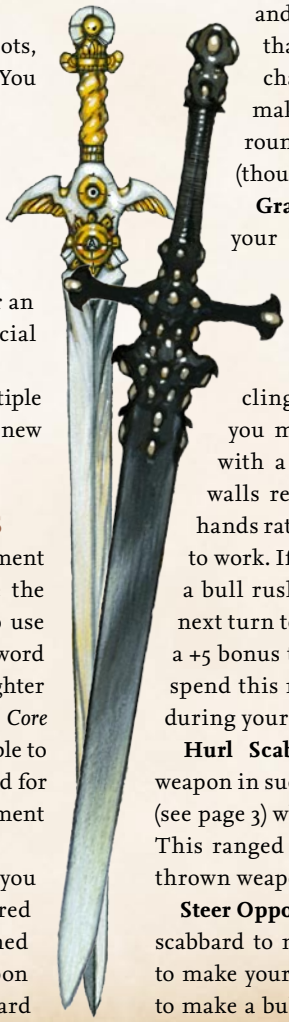
Benefit: You may use any equipment tricks relating to the item if you meet the appropriate trick requirements. If the item would normally be considered an improvised weapon, you may treat it as a normal weapon or an improvised weapon, whichever is more beneficial for you.

Special: You can gain Equipment Trick multiple times. Each time you take the feat, it applies to a new type of equipment.

Heavy Blade Scabbard Tricks

In addition to the feat, skill, or other requirement listed for each of these tricks, you must have the Equipment Trick (heavy blade scabbard) feat to use a trick. You may use these tricks with any sword scabbard designed for a heavy blade (see the fighter weapon groups on page 56 of the *Pathfinder RPG Core Rulebook*). At your GM's discretion, you may be able to use some of these tricks with a scabbard intended for a light blade, but that requires a separate Equipment Trick feat and may be less effective.

Capture Weapon (Improved Disarm): When you successfully disarm an opponent's manufactured weapon, as a free action you may flip the disarmed weapon into your scabbard so long as the weapon would fit there. If you are not holding the scabbard in hand and attempt this, you have a –4 penalty on the disarm check. At the GM's discretion, you can also use this trick on any item the opponent is holding as long as it would fit in your scabbard (such as a wand). You can only use this trick if you are wearing or holding your empty scabbard.



Find the Hidden (Blind-Fight): You can use your scabbard to probe for hidden dangers. As a move action, you may sweep your scabbard through an adjacent square where you suspect there is an invisible creature; make a touch attack and roll the miss chance normally. If it hits and you have an available attack, you may attack that target once with a –2 penalty and no miss chance for invisibility. All other attacks you make against that creature (whether in that round or otherwise) do not gain this benefit (though you can sweep again on your next turn).

Grab Purchase (Climb 5 ranks): You can use your scabbard as leverage to halt a fall, keep yourself from getting dragged, or prevent other sorts of involuntary movement by grabbing your scabbard with a free hand, jamming it into a hard surface, and clinging to it. Whenever you fail a Climb check, you may attempt to catch yourself while falling with a +10 bonus; your GM may rule that some walls require you to hold your scabbard with two hands rather than one or are too smooth for this trick to work. If subjected to involuntary movement such as a bull rush, you may spend a move action from your next turn to use your scabbard as an anchor, giving you a +5 bonus to your CMD to resist the movement. If you spend this move action, you only get a standard action during your next turn.

Hurl Scabbard (Quick Draw): You can draw your weapon in such a way that you send your combat scabbard (see page 3) whirling off to strike at any creature in sight. This ranged attack is a swift action and is treated as a thrown weapon.

Steer Opponent (Improved Bull Rush): You can use your scabbard to move a foe into the perfect position for you to make your attack. As a swift action, use your scabbard to make a bull rush against an opponent. If you succeed, instead of pushing him back, you direct your target into the

paizo.com #1419020, Dan strother <Swordofcelts@hotmail.com>, May 4, 2010

paizo.com #1419020, Dan strother <Swordofcelts@hotmail.com>, May 4, 2010

path of your next attack. You gain a +2 bonus on your next attack roll against the target, and +1 for every additional 5 feet your bull rush could have pushed your opponent if you had chosen to push him back. If you fail the bull rush attempt, you are considered flat-footed against that target until your next turn.

Tangle Leg (Improved Trip, Throw Anything): When you draw your weapon, you may send its combat scabbard whirling off to strike an opponent's legs. This bonus attack is a swift action and requires you to make a trip attack against the target. The target can be no larger than your own size category, and the range penalty applies to your trip attempt. If you succeed, the target is knocked prone. Failing this attempt does not knock you prone unless you are within your opponent's reach.



Shield Tricks

In addition to the feat, skill, or other requirement listed for each of these tricks, you must have the Equipment Trick (shield) feat and proficiency in (non-tower) shields to use a trick. You may use these tricks with any light or heavy shield. At your GM's discretion, you may be able to use some of these tricks with a tower shield or buckler, but that requires a separate Equipment Trick feat for that kind of shield and may add a penalty on the associated roll.

Break Ground (Improved Trip, Throw Anything): In place of a melee attack, you can throw your shield at an opponent's feet, interfering with his movement and perhaps tripping him. You must be holding (not wearing) your shield or using a throwing shield to use this trick. Make a trip attack against your opponent. The opponent can be no larger than your own size category, and the range penalty applies to your trip attempt. If you succeed, the target is knocked prone. Failing this attempt does not knock you prone unless you are within your opponent's reach. Whether or not you succeed, as long as your shield remains where you threw it, the opponent treats that square as difficult terrain until he moves out of the square.

Hurl Shield (Throw Anything): You can throw your shield as a ranged improvised weapon. You must be holding (not wearing) your shield to perform this trick. If you are using a throwing shield, there is no reason to use this trick.

Little Wall (Escape Artist 5 ranks): You can contort your body behind your shield in order to gain a brief moment of security. Whenever you use the total defense action, you may choose to gain cover instead of the normal dodge bonus to AC.

Keen Eye (Perception 5 ranks): You have mastered the art of using the reflective surface of your shield to locate foes that you dare not look at directly. On your turn, you may choose to forfeit your shield's AC bonus for 1 round to improve your defenses against one creature using a gaze attack. Your chance to avoid having to make a saving throw against that creature's gaze attack increases to 100%, and the creature does not gain concealment against you. For every 5 ranks in Perception you have above 5, you may simultaneously use this ability against another creature with a gaze attack.

Release Shield (no prerequisites): You may remove a light or heavy shield as a swift action instead of a move action. You may remove a throwing shield (see page 5) as a free action. Once you've removed the shield, you may hold it in one hand or drop it as a free action.

Ricochet Shield (Deadly Aim, Throw Anything): When you throw a shield, you can bounce it off one or more hard surfaces in order to strike a target from an unexpected angle or to bypass an obstacle such as cover. Each object you ricochet your shield off of imposes a –2 penalty on the attack roll. Range increments apply for the total distance the shield travels, not just the direct distance between you and the target.

Shield Gag (Improved Grapple, Throw Anything): You can force your shield into the mouth of a creature to prevent it from using bite attacks or other mouth-based abilities. Make a grapple check against a creature at least two sizes larger than your size category. If you succeed, you wedge your shield into its mouth. At any time you may release your shield, which means you both lose the grappled condition and return to your own squares, though your shield remains in its mouth. The creature may remove the shield by destroying it (or leaving it with the broken condition), forcing the shield out of its mouth with a grapple check against your CMB, or swallowing it (if it has the swallow whole ability) as if the shield were a creature.

While the shield is in place, the monster cannot use its mouth to make attacks (such as a bite or a giant frog's sticky tongue) against anything but the shield and cannot speak clearly enough to cast spells or use items requiring speech. If it uses a breath weapon, its range is half normal and any damage dealt must first get through the shield, with any remaining damage affecting the area normally.

paizo.com #1419020, Dan strother <Swordofcelts@hotmail.com>, May 4, 2010

paizo.com #1419020, Dan strother <Swordofcelts@hotmail.com>, May 4, 2010

Faith

Channel Foci

Holy symbols (and unholy symbols) represent a covenant between the mortal and the divine. They allow the most pious to call forth the power of the gods themselves. Whether used to smite enemies of the devout or to offer succor to the faithful, holy symbols erase all doubt that the gods have a plan for their mortal children. A channel focus is a garment or other object that incorporates a holy or unholy symbol, and has a special power when a member of that symbol's religion channels energy through it.

Activating a focus is identical to channeling energy, but instead of directing the power outward, the cleric (or other appropriate character) directs it into the focus, expending one use of channel energy. This triggers the item's ability; the channel does not have any of its normal effects (for example, a cleric channeling positive energy through her focus would not heal living creatures or harm undead in the area). The cleric must wear or hold the focus, as appropriate. She can still use channel energy in the normal way, even while wearing or holding a channel focus. An activated channel focus radiates faint conjuration (positive energy) or necromancy magic (negative energy). An unactivated focus is completely nonmagical—it is a channel for the magical positive or negative energy, but has no magic of its own.

Because a focus includes the holy symbol of a specific religion, in most cases a cleric cannot activate the focus of another faith (though your GM may rule that a member of an allied church can activate another religion's focus). A cleric whose deity allows positive or negative channeling may use either type to activate a focus, though some foci may have different effects depending on what kind of energy activates them. The cleric can use the focus as a holy symbol (whether activated or not), though if it is a worn item rather than a held item she must touch the item with a free hand.

Focus	Cost	Weight
Authoritative vestments	450 gp	15 lbs.
Chains of contrition	200 gp	2 lbs.
Consecrated weapon	+150 gp	—
Hallowed chalice	200 gp	2 lbs.
Instrument of the divine	200 gp	3 lbs.
Lock of the saved	+50 gp	1 lb.
Meditation crystal	100 gp	1 lb.
Pectoral crest	75 gp	4 lbs.
Sanctified rings (pair)	5 gp	—
Sanctified shield	+100 gp	—
Spiked focus ward	100 gp	2 lbs.
Teaching staff	75 gp	5 lbs.

Authoritative Vestments: Typically worn by senior members of a faith, these cumbersome but splendidly ornate garments create an aura of dignity and gravitas that few dare to challenge. When activated, the garments make you seem more impressive and worthy of respect to all viewers within 60 feet of you; you may make a single Diplomacy check to change the attitudes of these viewers as a swift action. You can only use this ability on a particular viewer once per day (additional attempts have no effect, though you can still persuade viewers normally without the help of the focus).

Chains of Contrition: Each carefully forged link of these masterwork manacles (with a good lock) contains a parable or other quotes excerpted from sacred texts. Activating the focus increases its Disable Device, Escape Artist, and break DCs by 5; its hardness increases by 2 and its hit points by 4. This effect lasts 24 hours or until the creature frees itself or is released.

Consecrated Weapon: Consecrated weapons may be of any type—swords, axes, masterwork, mithral, and even magical—and function appropriately. When activated, the cleric charges the weapon with positive or negative energy (as appropriate) so it deals extra damage when it hits a target. This functions like the Channel Smite feat, except the additional damage is equal to half the cleric's channel energy damage (the target makes a Will save as normal, based on the cleric's channel energy DC). The weapon remains charged with this energy until it successfully strikes a creature or 24 hours pass, whichever comes first. Creatures other than the cleric are able to use the charged weapon and this ability.

Hallowed Chalice: Before it is used, this elegant drinking vessel must be filled with water, wine, or another ceremonial liquid appropriate to the faith. Activating the chalice charges the liquid with channeled energy; any member of the faith who drinks the entire contents of the chalice (as if drinking a potion) recovers hit points or

paizo.com #1419020, Dan strother <Swordofcelts@hotmail.com>, May 4, 2010

paizo.com #1419020, Dan strother <Swordofcelts@hotmail.com>, May 4, 2010

takes damage as if the cleric had used her channel energy on him (including all feats and abilities that affect the DC and damage). The liquid in the chalice remains charged until consumed, spilled, or 24 hours pass; some chalices include a cover to prevent spillage.

Instrument of the Divine: This masterwork musical instrument may be of any type (lyre, harp, drum, and so on). As a focus, it transforms faith into powerful music. Once activated, a member of the cleric's faith can draw upon the power in the instrument to add a sacred (if positive energy) or profane (if negative energy) bonus on his next Perform check; this bonus is equal to the number of dice of the cleric's channel energy ability. The bonus persists for the entirety of the performance.

Lock of the Saved: This sturdy lock may be of any quality; the cost of making it a channel focus is in addition to the normal lock cost. When activated, the lock's Disable Device DC and the break DC for whatever it is locking (such as a door or chest) increase by 5; the lock gains +2 hardness and +4 hit points. The lock retains these bonuses for 24 hours or until it is forced open (including picking the lock).

Meditation Crystal: Though this focus is usually a hand-sized crystal, the exact form (such as a wooden idol, an iron disk, and so on) may vary for some religions. A monk or paladin of the cleric's faith may concentrate upon an activated meditation crystal, taking no actions for 1 minute, and regain 1 *ki* point or one use of lay on hands. Once activated, the crystal retains its energy until a monk or paladin uses it for this purpose or 24 hours pass.

Sanctified Rings: A single tiny religious symbol adorns each ring in this matched pair. If two people each wear one of the rings and clasp hands, a cleric may activate both rings with one use of channel energy. If the person wearing one of these rings dies or removes it, the other ring instantly cracks; the wearer of the broken ring knows if it cracked because the other wearer died or the ring was removed.

Sanctified Shield: A sanctified shield may be any type of shield (including bucklers, tower shields, and even magical shields). When activated, a sacred shield adds a +1 sacred (if positive energy) or profane (if negative energy) bonus to the wearer's Armor Class. This bonus lasts for 24 hours or until the wearer is struck in combat, whichever comes first. Creatures other than the cleric are able to use the charged shield and this ability.

Spiked Focus Ward: This holy symbol has a small nail or spike somewhere along its length, allowing it to be hammered it into a wall, tree, floor, or any hard surface. Once fixed in place and activated, it stores channeled energy until it is touched by a creature of at least Small size or 24 hours pass. If touched, the focus releases the stored power as if you used channel energy, though it only heals or deals half the normal damage (including all feats and abilities that affect the DC and damage). Good clerics use these items to provide healing in large battles where a cleric may not be nearby; evil clerics often use them as traps.

Teaching Staff: Carved from heartwood and bearing ornate symbols along its length, this staff is used to reveal critical or uplifting information to other members of the faith, usually during a sermon. When activated, all creatures of the cleric's religion gain a sacred (if positive energy) or profane (if negative energy) bonus on Knowledge (religion) checks for 1 minute; this bonus is equal to the number of dice of the cleric's channel energy ability.



paizo.com #1419020, Dan strother <Swordofcelts@hotmail.com>, May 4, 2010

paizo.com #1419020, Dan strother <Swordofcelts@hotmail.com>, May 4, 2010

Magic

Alchemical Power Components

An alchemical power component is an alchemical item used as a material component or focus for a spell in order to alter or augment the spell's normal effects. What follows is a sample of these effects; your GM may allow other combinations. Spells followed by an (M) expend the alchemical item as a material component; those followed by an (F) use the item as a focus and do not expend it. In both cases, the alchemical item does not have its normal effect and does not affect any other parameters of the spell. You cannot use the same item as both a focus and a material component at the same time.

Acid

A common flask of acid has many uses as a power component, particularly with attack spells.

Acid Arrow (M): The spell's acid lasts 1 round longer than normal.

Acid Fog (M): The fog's radius and height increase by 5 feet.

Acid Splash (F): The spell deals +1 point of damage.

Acid Splash (M): The spell lasts 1 round longer than normal.

Dispel Magic (M): Using acid as a material component while attempting to dispel or counterspell a spell or effect with the earth subtype gives you a +2 bonus on your dispel check. This bonus applies whether you are using *dispel magic*, *greater dispel magic*, or some other spell that you can use for counterspelling (for example, if you have the Improved Counterspell feat).

Grease (M): The grease is acidic and deals 1 point of acid damage per round to any creature in the area or holding the greased object.

Wall of Ice (M): For each flask of acid used as a power component, you may designate one 10-foot square of ice wall that, if broken through, deals 1d6 acid damage in addition to the normal cold damage.

Alchemical Grease

This substance (described on page 9) is good for augmenting spells affecting or creating surfaces.

Grease (M): Increase the Reflex save DC for affected creatures and the Escape Artist bonus for greased armor by 1.

Sleet Storm (M): Increase the Acrobatics DC by 1.

Wall of Iron (M): For each pot of grease used as a power component, you may designate one 10-foot square of iron wall as being slippery (+5 to Climb DCs).

Wall of Stone (M): For each pot of grease used as a power component, you may designate one 10-foot square of the spell's stone wall as being slippery (+5 to Climb DCs).

Alchemist's Fire

This dwarven favorite can make fire spells last longer.

Burning Hands (M): One target that fails its Reflex saving throw (your choice) catches on fire as if it has been struck by alchemist's fire.

Fireball (M): One target per caster level that fails its Reflex saving throw (your choice) catches on fire as if it has been struck by alchemist's fire.

Flaming Sphere (M): Any creature damaged by a flaming sphere catches on fire as if it has been struck by alchemist's fire.

Protection from Energy (M): If cast to ward against cold, increase the amount of fire damage absorbed by 5.

Resist Energy (M): If cast to ward against cold, increase the fire resistance to 12. At caster level 7th, you may use two flasks of alchemist's fire as a power component to increase the fire resistance to 24. At caster level 11th, you may use three flasks as a power component to increase the fire resistance to 36.

Scorching Ray (F): Add a +1 circumstance bonus on your attack roll with all rays from the spell.

Scorching Ray (M): Any target damaged by a *scorching ray* catches on fire as if it has been struck by alchemist's fire.

Antiplague

Certain healing spells have greater effects when used with this substance (see page 9).

Heroes' Feast (M): For each vial of antiplague used as a power component, one creature eating the feast gains the benefits of antiplague for 12 hours. Antiplague's normally foul taste does not change the taste of the feast.

Remove Disease (M): Add +2 on your caster level check to cure diseases on the target.

Antitoxin

Like antiplague, this substance can augment certain healing spells.

Neutralize Poison (M): Add +2 on your caster level check to neutralize poison on a target creature. Antitoxin has no effect when you cast the spell on an object.

paizo.com #1419020, Dan strother <Swordofcelts@hotmail.com>, May 4, 2010

paizo.com #1419020, Dan strother <Swordofcelts@hotmail.com>, May 4, 2010



Bladeguard

Weapons and armor aren't the only things bladeguard (see page 9) protects.

Wall of Iron (M): For each pot of bladeguard used as a power component, you may designate one 10-foot square of iron wall that has acid resistance 10 and immunity to rusting attacks.

Flash Powder

Useful as a distraction, flash powder (see page 10) makes light-burst spells more dangerous.

Flare (M): Increase the saving throw DC of the spell by 2.

Pyrotechnics (M): When used to create fireworks, increase the DC by 1 and the blindness duration by 1 round.

Itching Powder

This powder (see page 10) can make an otherwise innocuous spell especially irritating.

Glitterdust (M): For each packet of itching powder used as a power component, you may designate one creature in the area to be affected by itching powder (DC 12).

Repel Vermin (M): The first vermin that enters the emanation is subject to the effects of itching powder (DC 15). Each packet of itching powder beyond the first means the spell affects another vermin that enters the emanation. A swarm of vermin counts as one vermin for the purpose of this effect.

Summon Swarm (M): Increase the swarm's distraction DC by 2.

Liquid Ice

This substance (see page 11) augments cold magic.

Cone of Cold (M): The spell deals +1 point of damage per caster level.

Gentle Repose (M): The spell's duration increases to 2 days per level.

Ray of Frost (F): The spell deals +1 point of damage.

Ray of Frost (M): The spell creates an icicle of frozen water vapor that strikes the target and deals 1d3 points of piercing damage and 1 point of cold damage.

Protection from Energy (M): If cast to ward against fire, increase the amount of cold damage absorbed by 5.

Resist Energy (M): If cast to ward against fire, increase the cold resistance to 12. At caster level 7th, you may use two jars of liquid ice as a power component to increase the cold resistance to 24. At caster level 11th, you may use three jars as a power component to increase the fire resistance to 36.

Smokestick

These items work best with spells that create clouds or smoke.

Fog Cloud (M): Increase the radius of the cloud by 5 feet.

Obscuring Mist (M): The spell creates a smoky haze instead of mist. This haze cannot be dispersed by fire spells and dissipates naturally after 1 minute.

Pyrotechnics (M): Increase the radius of the cloud by 5 feet and the duration by 2 rounds.

Tanglefoot Bag

These sticky pouches can make a troublesome spell even worse.

Black Tentacles (M): For each tanglefoot bag used as a power component, you may reroll the tentacles' grapple check against one creature of your choice.

Slow (M): For each tangelefoot bag used as a power component, you may designate one slowed creature as being affected by a tanglefoot bag.

Web (M): Increase the DC of breaking free by making a combat maneuver or Escape Artist check by 1.

Thunderstone

While they are effective enough on their own, these stones have useful interactions with some spells.

Alarm (M): If cast as a mental alarm, you may have the spell activate a mental and audible alarm. If cast as an audible alarm, the alarm is as loud as a thunderstone and affects creatures in a 10-foot-radius spread as if a thunderstone had detonated there.

Glyph of Warding (M): Creatures that fail their saves against a blast glyph are also deafened as if by a thunderstone.

paizo.com #1419020, Dan strother <Swordofcelts@hotmail.com>, May 4, 2010

paizo.com #1419020, Dan strother <Swordofcelts@hotmail.com>, May 4, 2010

Persona

Arayam Bismut, Alchemist for Hire

Arayam is an alchemist for hire, using the money he makes to fuel his research into alchemical healing so he can save his spellcaster sisters from the curse that eventually kills everyone in his family—a curse to which he is strangely immune. Occasionally Arayam signs on with a group of adventurers as a mobile alchemist's shop, using the adventures as a way to hone his skills, learn new things, and bring in some hard coin.

Arayam travels light, but his alchemical equipment is still heavy enough that he needs a packhorse. He is an excellent rider and keeps his horses under control but is generally unwilling to leave his equipment unattended for any length of time. He's happy to stay behind and guard the animals if it seems like danger is in the offing, though if there are likely to be significant magic or alchemical secrets involved in the adventure, he may insist on coming along.

Arayam can craft any alchemical items for which he has the raw materials. In addition, his researches into alchemical healing give him a +4 competence bonus on his Craft (alchemy) checks to craft antiplague, antitoxin, or similar healing or affliction-preventative items.

Arayam is spindly and eccentric looking. He usually wears leather goggles with glass lenses to protect his eyes from alchemical reagents. His hair is pale and often somewhat frizzy due to exposure to chemical fumes. He often works long hours and doesn't get enough sleep; that and his line of work make his eyes bloodshot. For all that, he is friendly, his smile is warm, and his empathy toward those in difficult situations is unmatched.

The Bismut Curse

For as long as the family has kept records, every Bismut child has been magically talented. Some three generations ago, however, a terrible affliction visited itself upon the family: a wasting illness completely resistant to magical healings. Neither the healing spells of the most powerful clerics nor the abjurations of the most powerful wizards had any affect on the malady. The illness, generally referred to as the Bismut Curse, eats away at the constitution of its victims, beginning in the teen years and eroding health to the point of death somewhere in the thirties. Every child had the curse, and with only one exception, the second generation chose not to have children so as not to visit the curse upon their progeny.

The one exception was Markolin Bismut, who married young and sired nine children, all daughters save for the last, before he succumbed to the illness at age 43. His eight daughters all exhibited the same high-magic ability of the rest of the Bismut dynasty, but his ninth child, Arayam, showed no magical talent whatsoever. It wasn't until his late teens that it became clear that Arayam was unaffected by the Bismut curse.

Arayam was the black sheep of the family, the only Bismut in recorded history to be entirely mundane. Some of his sisters were resentful that he was spared the illness that was beginning to work on them, and his mother often lamented that one of her talented daughters hadn't been gifted with his blessing of long life. With the encouragement of his sisters Alayna and Kinsiya, Arayam took up the study of alchemy as a way to prove to his family that he could do great things as well. He soon began dabbling in alchemical healing, a study entirely overshadowed by divine healing.

Arayam became convinced that there must be an alchemical cure for the Bismut curse, some chemical admixture that would stop or even reverse the constitutional deterioration of his sisters.

ARAYAM BISMUT

Male human expert 6

NG Medium humanoid (human)

Init +0; **Senses** Perception +11

DEFENSE

AC 14, touch 10, flat-footed 14 (+4 armor)

hp 33 (6d8+6)

Fort +4, **Ref** +3, **Will** +8

OFFENSE

Speed 30 ft.

Melee dagger +3 (1d4–1/19–20)

Ranged mwk light crossbow +5 (1d8/19–20) or splash weapon +4 ranged touch (varies)

TACTICS

During Combat Arayam uses whatever bolts or alchemical items seem most effective against a specific enemy. He is very aware of the cost of this equipment and tries to be frugal about expending these resources. He goes to great lengths

paizo.com #1419020, Dan strother <Swordofcelts@hotmail.com>, May 4, 2010

paizo.com #1419020, Dan strother <Swordofcelts@hotmail.com>, May 4, 2010

The Bismut Sisters

Arayam's eight older sisters each specialized in a different school of magic, and most are celebrated as powerful wizards. As the disease makes its inexorable process, each sister in turn diminishes and dies.

Regina: A master evoker, Regina was a fearless innovator in the field of architecture, weaving magic into the stone of her constructions. The bridges she helped build are renowned for their clean lines, uncluttered by extraneous supports, trusses, and pilings.

Emyra: Emyra was a scholarly recluse, fully devoted to the art of transmutation. While she was tight-lipped and her notes were never found, rumor has it that at the time of her death she was in the final stages of determining a way to cast a permanent form of *bear's endurance*.

Jasmiya: Jasmiya, an enchantress, spent her considerable talents wiling her way into the highest levels of the royal court of Taldor. As the malady neared its conclusion, she disappeared under mysterious circumstances.

Antasia Tandarian: Antasia is a master of illusion and has used her powers to maintain the physique and appearance of a healthy person, even though she is in the final throes of the illness. Antasia packs as much good living as possible into her remaining years and is the center of a large circle of family, friends, and social contacts.

Carmika: Carmika, a powerful conjurer, disappeared recently. Rumors abound that she made deals with the devils she summoned to protect her from her illness, and that before her disappearance she was seen meeting with agents of Cheliax.

Ephemiya: Ephemiya excels at the art of necromancy. She keeps up a regular correspondence with Arayam, largely about her efforts at gaining immortality without becoming a lich. Arayam hopes to find an alchemical cure before lichdom becomes Ephemiya's only alternative.

Alayna and Kinsiya: Alayna and Kinsiya are both Eagle Knights of Andoran. Alayna uses her abjurations to bolster small teams on important missions, while Kinsiya's divinations help the organization prepare for any contingency. Kinsiya is a dreamy woman and can have a hard time articulating her visions, but she claims to know with absolute certainty that Arayam will find a cure for the illness.

to stay out of melee combat, suing tanglefoot bags to bind opponents so he can move away.

Morale Arayam is essentially a non-combatant. Unless he thinks he can turn the tide, he hides or flees. He is willing to leave his alchemical equipment behind if the situation is dire, but he does not give up his notebooks and remains in danger long enough to secure them.

STATISTICS

Str 8, **Dex** 10, **Con** 13, **Int** 18, **Wis** 14, **Cha** 12

Base Atk +4; **CMB** +3; **CMD** 13

Feats Combat Expertise, Point-Blank Shot, Skill Focus (Craft [alchemy]), Splash Weapon Mastery (see page 31)

Skills Appraise +13, Craft (alchemy) +16, Diplomacy +10, Handle Animal +7, Heal +11, Knowledge (arcana) +13, Knowledge (dungeoneering) +6, Knowledge (engineering) +6, Knowledge (geography) +6, Knowledge (history) +5, Knowledge (local) +6, Knowledge (nature) +13, Perception +11, Ride +4, Spellcraft +10, Survival +11

Languages Common, Draconic, Elven, Gnome

Combat Gear *potions of cure light wounds* (3), *potion of cure moderate wounds*, acid (4), alchemist's fire (3), antitoxin (2), smokesticks (2), sunrods (10), tanglefoot bags (2), thunderstone; **Other Gear** chain shirt; dagger; mwk light crossbow with 10 bolts, *+1 bane bolts* (1 each of monstrous humanoid, undead, and vermin), *+1 flaming bolt*, and *+1 frost bolt*; *cloak of resistance +1*; alchemist's lab; alchemical supplies (worth 100 gp); notebook; pack horse with saddle; tindertwigs (10); 52 gp



paizo.com #1419020, Dan strother <Swordofcelts@hotmail.com>, May 4, 2010

paizo.com #1419020, Dan strother <Swordofcelts@hotmail.com>, May 4, 2010

Social

Equipment Traits and New Feats

Some people define themselves by what they own. These new traits and feats appeal to gear-obsessed characters.

Equipment Traits

Many adventurers come to rely on certain gear to the extent that the equipment and the adventurer each become something more when the other is present. The symbiosis between adventurers and their gear is varied and complex. Below are several traits and feats that help characters make the most of their equipment or use their equipment to make the most of their skills.

Traits are a game mechanic explained in the free *Pathfinder Roleplaying Game Character Traits Web Enhancement*, available at **paizo.com/traits**. In short, they are ways to help you customize your character a little more, and (in many cases) give the GM tools to strengthen your character's connection to the campaign world. Traits are divided into categories such as Basic, Campaign, Race, Regional, and Religion; this book introduces a new trait category: Equipment Traits. Equipment Traits are keyed to specific types of equipment. They represent an unusual knack for a particular kind of equipment (such as splash weapons) or for a specific item (such as a family heirloom sword).

The following Equipment Traits are available to any character who has an available trait, as per the normal trait rules.

Augmented Disguise: You are especially good at disguising yourself when you have props available. You gain a +2 trait bonus on Disguise checks when wearing a wig, false beard, or similar large prop, or if you are wearing a special costume or eye-catching bauble that reinforces your disguise.

Dealmaker: You have the air of a person with money, allowing you to buy and sell valuables that otherwise are too rich for the local community. Once per week, when looking for an item with a price greater than the local community's base value (see page 461 of the *Pathfinder RPG Core Rulebook*), make a DC 10 Diplomacy check; add 10 to the DC for each community size category between the current community and the community size with a base value sufficient for that item. Success means (with GM approval) you're able to sell or purchase that item as if the local community were of sufficient size. Each additional attempt (successful or otherwise) in that community increases the DC by an additional +10.

Example: If you're trying to find a *+1 cloak of resistance* (1,000 gp), you'd normally need to be in a small town (base value 1,000 gp) or larger to be able to find that item with little trouble. If you're currently in a hamlet, that's two community sizes away from a small town, so the Diplomacy DC is 30. If you went to a village and asked there, the DC would only be 20 because it's only one community size away from a small town.

Extremely Fashionable: You really know how to make a good impression when you're dressed well. Whenever you are wearing clothing and/or jewelry worth at least 150 gp (and not otherwise covered in gore, sewage, or other things that mar your overall look), you gain a +1 trait bonus on Bluff, Diplomacy, and Intimidate checks. One of these skills (your choice) is a class skill for you.

Heirloom Weapon: You carry a weapon that has been passed down from generation to generation in your family. This heirloom weapon is of masterwork quality (but you pay only the standard cost at character creation). You gain a +1 trait bonus on attack rolls with this specific weapon and are considered proficient with that specific weapon (but not other weapons of that type) even if you do not have the required proficiencies.

Improvisational Equipment: You have an uncanny knack for turning equipment to new and unexpected uses. When using an item for anything other than its intended purpose—such as using a crowbar as a grappling hook or an old shirt to bandage a deadly wound—reduce the improvisation penalty by 2. This does not apply to improvised weapon penalties. Your GM may rule that some things are just not suitable for use in certain ways; for example, gluing a dead orc's face to your own face won't help you disguise yourself as an orc.

Iron Liver: Due to a lucky constitution or frequent exposure, your body is resistant to poison, including alcohol and drugs. You gain a +2 trait bonus on Fortitude saves against poison and drugs, and a +4 trait bonus on Fortitude saves to avoid the effects of alcohol.

Power of Suggestion: People trust your words over their own eyes. You may make a Bluff check to make observers believe that an object in your possession is actually a

paizo.com #1419020, Dan strother <Swordofcelts@hotmail.com>, May 4, 2010

paizo.com #1419020, Dan strother <Swordofcelts@hotmail.com>, May 4, 2010

different object entirely. The DC for the check is 20 for items of a similar size, shape, and color (such as a glaive and a quarterstaff). Items of a different shape, size, or color raise the DC by 5 for each dissimilar aspect, or more if the dissimilarity is extreme. This deception lasts 1 minute; if the item is still in view, the observers may recognize their error unless you make another bluff check.

Prehensile Whip: In your hand a whip has a life of its own, wrapping around pillars and beams with ease. You can use a whip as if it were a rope with a grappling hook at the end. Attaching your whip is a standard action, but detaching it is a full-round action.

Quick Learner: You're skilled at learning the feel of a particular weapon after a few swings in combat. After your first attack with a weapon in which you are not proficient, the non-proficiency penalty decreases by 2 (to a –2 penalty). This effect lasts only while you have the weapon in hand; you must "relearn" the weapon each time you pick it up.

Rough and Ready: Your intense familiarity with the tools of your trade allows you to use them in combat as if they were actual weapons and makes them more effective for that purpose than they would normally be. When you use a tool of your trade (requiring at least 1 rank in the appropriate Craft or Profession skill) as a weapon, you do not take the improvised weapon penalty and instead receive a +1 trait bonus on your attack. This trait is commonly used with shovels, picks, blacksmith hammers, and other sturdy tools—lutes and brooms make terribly fragile weapons.

Stage Magic: You have put in many hours practicing with flashy alchemical items that enhance your Perform skill. When you use an attention-getting alchemical item such as a flask of alchemist's fire, smokestick, thunderstone, or another appropriate alchemical item (GM's discretion) as part of a performance, you gain a +2 trait bonus on your Perform check for the duration of that performance. The item is expended without its normal effects and only serves to make your performance more impressive; for example, you could pretend to ignite yourself with alchemist's fire as part of a Perform (comedy) check or make a dramatic appearance with a smokestick as part of a Perform (act) check, but you would not actually take fire damage or gain concealment from smoke.

Stealthy Escape: You are adept at escaping from confinement in an unobtrusive manner. When trying to escape manacles, rope, or other similar restraints (but not grapples or similar attacks), you may make a Sleight of Hand check instead of your Escape Artist modifier. If you free yourself, you gain a +2 trait bonus on Bluff checks to pretend that you are still bound.

Thrown-Together Fashion: You can modify old clothing to make it effective in new circumstances. With a basic sewing kit or disguise kit, you can make a Disguise check to change one outfit into another outfit (see page 159 of the *Pathfinder RPG Core Rulebook*, or page 13 of this book). The DC of this check is equal to 10 + the gp difference between costs of the outfits. The alteration takes 10 minutes per 1-gp difference in the cost of the outfits.



New Feats

Quick hands and a knack for throwing have saved many adventurers from a gruesome death.

Sly Draw

You can draw your weapon with such speed and finesse that your opponents don't realize they're threatened.

Prerequisite: Quick Draw.

Benefit: When you draw a light weapon, you may make a Sleight of Hand check instead of a Bluff check to feint in combat. Other feats and abilities that affect a feint still apply to your feint.

Splash Weapon Mastery

You are adept at increasing the range, area, and accuracy of splash weapons.

Benefit: When throwing a splash weapon, you act as if you had the Far Shot feat. When you hit with a splash weapon, select one additional square adjacent to the splash area; creatures in this area also take splash damage. When you miss with a splash weapon, you may adjust the miss direction on the grid by +1 or –1. This feat counts as Far Shot for the purpose of qualifying for other feats, but only in regard to splash weapons.

paizo.com #1419020, Dan strother <Swordofcelts@hotmail.com>, May 4, 2010

paizo.com #1419020, Dan strother <Swordofcelts@hotmail.com>, May 4, 2010

Coming Next

Gnomes are the most enigmatic of the civilized races—exiles from the First World, driven to explore and create lest they fade and die. Read all about their strange inner workings in *Pathfinder Companion: Gnomes of Golarion*!

Everything Gnome

Whether you want the history of gnomes since their arrival on Golarion, hints and rumors about what happened in the First World to drive them out, gnome senses, outlook, physiology, psychology, culture, other types of gnomes (such as deep gnomes and spriggans), or new traits, it's all here!

Combat

by Jeff Quick

Gnomes love alchemy and gadgets, and they use these obsessions to create new weapons and armor, such as a collapsible polearm, an extendable mace, the ripsaw glaive, and the snarlshield.

Faith

by Colin McComb

Discover which gods the gnomes worship, why these deities appeal to them, how they express their faith, and the role of the Bleaching in gnome wisdom, plus game mechanics for the dreaded gnome affliction.



Magic

by Owen KC Stephens

Most gnomes have innate magical powers, and use these like they would any tool—to explore their world and make life interesting. This section also includes new feats to extend gnome illusions or make illusions threatening, as well as new illusion spells!

And More!

Gnome family life, relationships, and language; two gnome cohorts; new feats; descriptions of many gnome settlements; the new Wonderseeker faction—all the information you need to make your gnome character unique and fun is waiting at your fingertips!

Subscribe for More Lore!

Discover Golarion and learn more about this rich, detailed campaign world. Head over to **paizo.com** and subscribe today to have each player-friendly Pathfinder Companion delivered straight to your door, with new information about fantasy races and nations, combat techniques, and magical discoveries! Or, if being a GM is more your style, try subscribing to the Pathfinder Chronicles, Pathfinder Modules, or Pathfinder Adventure Paths. Missed out on a juicy secret? Log on and pick up every volume of past Pathfinder products online!

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 1.0a 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.

Pathfinder Companion: Adventurer's Armory. Copyright 2010, Paizo Publishing, LLC; Authors: Jonathan Keith, Hal Maclean, Jeff Quick, Christopher Self, JD Wiker, and Keri Wiker.

paizo.com #1419020, Dan strother <Swordofcelts@hotmail.com>, May 4, 2010

ordofcelts@hotmail.com>, May 4, 2010

WEAPONS

Exotic Weapons	Cost	Dmg (S)	Dmg (M)	Critical	Range	Weight[1]	Type[2]	Special
Light Melee Weapons								
Aklys	5 gp	1d4	1d6	×2	20 ft.	2 lbs.	B	trip
Dwarven maulaxe[3]	25 gp	1d4	1d6	×3	10 ft.	5 lbs.	P or S	
Rope gauntlet	2 sp	1d3	1d4	×2	—	2 lbs.	B (or S)	
Sawtooth sabre[3]	35 gp	1d6	1d8	19–20/×2	—	2 lbs.	S	
Sica	10 gp	1d4	1d6	×2	—	3 lbs.	S	
Swordbreaker dagger	10 gp	1d3	1d4	×2	—	3 lbs.	S	disarm, sunder
One–Handed Melee Weapons								
Battle poi	5 gp	1d3 fire	1d4 fire	×2	—	2 lbs.	fire	
Butterfly knife	5 gp	1d3	1d4	19–20/×2	—	1 lb.	P or S	
Dueling sword, Aldori[3]	20 gp	1d6	1d8	19–20/×3	—	3 lbs.	S	
Falcata[3]	18 gp	1d6	1d8	19–20/×2	—	4 lbs.	S	
Khopesh[3]	20 gp	1d6	1d8	19–20/×2	—	8 lbs.	S	trip
Madu, leather	40 gp	1d3	1d4	×2	—	5 lbs.	P	
Madu, steel	40 gp	1d3	1d4	×2	—	6 lbs.	P	
Rhoka	5 gp	1d6	1d8	18–20/×2	—	6 lbs.	S	
Scorpion whip	5 gp	1d3	1d4	×2	—	3 lbs.	S	disarm, reach, trip
Shotel	30 gp	1d6	1d8	×3	—	2 lbs.	P	
Temple sword[3]	30 gp	1d6	1d8	19–20/×2	—	3 lbs.	S	monk, trip
Urumi[3]	50 gp	1d6	1d8	18–20/×2	—	6 lbs.	S	
Two–Handed Melee Weapons								
Chain spear (flying talon)[3]	15 gp	1d4/1d4	1d6/1d6	×2	—	13 lbs.	S	trip
Flambard	50 gp	1d8	1d10	19–20/×2	—	6 lbs.	S	sunder, trip
Garrote	3 gp	1d4	1d6	×2	—	1 lb.	S	grapple, see text
Mancatcher	15 gp	1	1d2	×2	—	10 lbs.	P	reach, trip, see text
Meteor hammer	10 gp	1d8	1d10	19–20/×2	—	10 lbs.	B	
Scarf, bladed[3]	12 gp	1d4	1d6	×2	—	2 lbs.	S	disarm, trip
Ranged Weapons								
Boomerang	3 gp	1d4	1d6	×2	30 ft.	3 lbs.	B	see text
Double crossbow[3]	300 gp	1d6	1d8	19–20/×2	80 ft.	18 lbs.	P	
Lasso	1 sp	—	—	—	—	5 lbs.	—	see text
Launching crossbow[3]	75 gp	—	—	—	—	8 lbs.	—	
Shoanti bola[3]	15 gp	1d3	1d4	×2	10 ft.	2 lbs.	B	
Sling glove	5 gp	1d3	1d4	×2	50 ft.	2 lbs.	B	
Throwing shield	+50 gp	1d4	1d6	×2	20 ft.	—	B	trip

[1] Weight figures are for Medium weapons. A Small weapon weighs half as much, and a Large weapon weighs twice as much.

[2] A weapon with two types is both types if the entry specifies "and," and can be either type (wielder's choice) if the entry specifies "or."

[3] This item appears in the *Pathfinder Chronicles Campaign Setting*.

ordofcelts@hotmail.com>, May 4, 2010

Hundreds of New Items!

Whether your character's in the market for an exotic weapon, a new pet, or an unusual alchemical item to help in exploring old tombs, this book has it covered. *Adventurer's Armory* is the go-to sourcebook for supplementing your character's gear; all of the items are nonmagical and most of them are priced low enough that even 1st-level heroes can afford them! Customize your equipment for any given adventure with the following:

- New weapons and armor!
- New alchemical items!
- Skill aids and class-specific items!
- New poisons and black-market goods!
- Travelers' comforts, such as cooking supplies and tents!
- Adventurer favorites, like bladed boots and spring-loaded wrist sheaths!
- New uses, rules, and tricks for mundane gear!
- Divine items that react to channeled energy!
- Power components for spells!
- New traits!
- An alchemist cohort to keep you supplied in the field!

This player-friendly Pathfinder Companion works best with the *Pathfinder Roleplaying Game Core Rulebook* or the 3.5 version of the world's oldest fantasy roleplaying game. Although suitable for play in any fantasy world, it is optimized for the Pathfinder Chronicles campaign setting.



paizo PUBLISHING

PATHFINDER ROLEPLAYING GAME

3.5 • OGL COMPATIBLE

paizo.com/pathfinder

ISBN 978-1-60125-222-7

US $10.99

51099>

9 781601 252227

Printed in China. PZO9410