

# Artifacts & Artifice

# Abhorrent Naginata

An Arcane Item  
from the world of *Dark Obelisk*



By J. Evans Payne



# Colophon

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A massive hardcover tome of dozens of magical items, artifacts, spells, and more, **Artifacts & Artifice** is this book's single example of a single weapon... expanded into a huge assortment of instantly-usable weapons, armor, devices, and other arcane trinkets.

Each entry will have the lavish detail demonstrated in the case of the *abhorrent naginata*: detailed description, background, mechanics, generalized game effects, history, NPC wielders, Rumors & Lore, and Quests related to the item.

As of this writing, you may support the **Kickstarter** here:

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# About Infinium Game Studio

Founded in 2015, **Infinium Game Studio (IGS)** came about as the result of a simple mission: Make shared storytelling games easier and more fun for both players and referees alike.

Our vision is that **Infinium Game Studio** empowers referees, players, and the industry entire with innovative gaming tools; high-quality, deeply-designed products; and creative takes on established paradigms.

## Values and Key Differences

### Plays Well With Everyone

**IGS** products are engineered to be usable by both novice and veteran gaming groups. As a result, they must contain everything a novice GM might need to react quickly to his/her play group.

### Comprehensive and Immersive

Each **IGS** product should “feel real” and come with everything the referee might require to make the setting, context, environment, or other content come alive.

### Everything You Need

The ideal adventure should contain practically everything you need to run the game, except the core rulebook. Even the most skilled GM wastes time looking things up in multiple books. It’s so exceedingly rare that an adventure contain all of the crunch and fluff necessary to run it.

### Maps: Where Are We, Again?

A picture is worth a thousand words... and also, a thousand seconds of prep time. Visually appealing, easy-to-use, and extensive Maps are an essential part of any shared-storytelling experience.

### Pervasive Maps

Don’t put a building on a map if I can’t go inside it.

### Prepared for Anything

In a gaming session, a good referee must be prepared for the PCs to explore any aspect of the content. All too often, an otherwise outstanding adventure will fail to provide for a major percentage of its content. If there are twenty buildings in a town, but maps for only two of them--well, it’s fairly apparent where the Big Bad is going to be holed up! Not every map will be riddled with secret passages, custom random encounters, and combat, but there should be something of interest in every building. Otherwise, it shouldn’t be there!

### Thoroughness: But What If...?

It’s possible to have a 16-page adventure that’s wonderful and exciting. It’s also possible to have a 255-page source-book be boring and repetitive. Striking the right balance between over-padding and under-describing is challenging, but an important part of what we do at **IGS**.

### Flexible

Each product should be usable on its own, completely out of context; as a start to a completely new campaign; as part of the “intended” Adventure Path or associated suite of **IGS** products; or to insert into an existing ongoing campaign.

### Reusable

No **IGS** product is “one and done” by design.

FlexTale and Comprehensive Design enable this flexibility and reusability.

### Production Quality

Our goal is to produce world-class products with high production values.

# Introduction

## What Is This Book?

This book is intended to be any or all of the following. These are listed in no particular order.

- An introduction to the **Artifacts & Artifice** line of products from **Infinium Game Studios**.
- A magical item that's instantly usable—either in the context of the **Dark Obelisk** adventure path, any other adventure in the **Aquillae** campaign setting, or indeed in any campaign setting or adventure of your choosing.
- Easy-to-insert Quests and Rumors/Lore that support the inclusion of the *abhorrent naginata* in your adventures... either immediately, or to set the stage / foreshadow its unveiling at some point in the future.

## Other Material & Integration

This **Artifacts & Artifice** book is not required to play any **Dark Obelisk** adventure, or any adventure in the **Realm of Aquillae** campaign setting.

Likewise, using this book is completely independent of any other

Similarly, to the point of several of the items on the list above, it is not required to have a copy of any **Dark Obelisk** adventure materials to enjoy and make use of the contents of this list of PCs.

That said, having both works in front of you and using them together will realize the greatest benefit of this book.

## Notes & Conventions

Below please find some visual conventions used in this document.

### PC Replacement Opportunities

Adventures can be difficult. Unless the PCs are exceptionally fortunate with their dice, or if you take the most expedient route to the adventure's conclusion, it's possible that you will lose some party members along the way.

Each gaming group has its own perspective on what to do about PC demise. Many GMs enforce death as a consequence of decision-making, and if your beloved PC dies, so be it; roll up another character and start over again. Other groups are more in the storytelling aspect of things; lenient GMs will take every measure necessary to make sure that every single PC makes it through, no matter how bone-headed their decision-making or horrible their luck.

If one or more PCs die in the course of this adventure, the GM has some options. You may of course enforce the death, and either have the player roll up a brand-new first-level character, or create a character of a level matching the lowest current level of surviving party members.

Alternately, sprinkled throughout the adventure are **PC Replacement Opportunities**, denoted like this:

#### Replacement: Dimblegruffe (example)

The blacksmith is an excellent replacement for Fighters, Barbarians, Paladins, or other martial characters.

These opportunities are chances for the specified NPC to be “taken over” by the player who lost a PC. This way, the player doesn't have to slow down play creating a new character, and the party can keep going.

This should be viewed as an opportunity for roleplaying: the GM may consider showing the player the detailed information for the NPC they are assuming control over, and the player should be encouraged to act as though their new PC had that background, secrets, and so on.

The gaming group is encouraged to roleplay the “taken over” NPC as though s/he still had their place in society and the greater scope of the adventure, and **Adventure Path**. For example, if a player takes over an NPC who hates a rival NPC, then subsequent interactions between the “taken over” PC and that rival should reflect that animosity in the player's roleplaying.

In the context of these “replacement” opportunities, the GM may wish to simply make available one of the PCs enclosed instead of using a named NPC. Indeed, using the prefab PCs in this book is recommended, since the gaming group is guaranteed that the replacement PC does not have any plot significance that might otherwise interfere with the **Adventure Path's** progression.

### Variable Challenge

Most modules and content are designed specifically for a certain level of PCs. However, one of the things that has frustrated many GMs is that adventures are almost universally designed in this manner: for a specific level of challenge, or at most, a very narrow range of PC levels (e.g., “4th to 6th level”).

There are many advantages to this approach, not least of which being the guarantee that all challenges (monsters, traps, and NPCs) are calibrated very specifically to that narrow zone of difficulty.

The drawback, of course, is the narrowness of that range. GMs wishing to run a module designed for 10th-level PCs, for example, are either flat out of luck, or have to do some fairly intensive work to scale the content up or down to better align with the PCs she is playing with.

The degree to which a particular GM, or even gaming group, enjoys perusing and tweaking game statistics—“crunch”, in common parlance—varies, of course. Some GMs love crunch, and spend a majority of their prep time creating and refining their challenges to ensure the crunch is accurate and appropriately challenging. On the other end of the spectrum are “by the seat of their pants” GMs, who ignore crunch almost entirely, rarely referring to stat blocks lest it distract from the focus of storytelling.

This adventure, and in a broader sense, **Infinium Game Studio**, does not want to judge as to which approach is “better” or “worse”. What matters is that you have fun and enjoy yourselves!

However, we do want to make it as easy as possible to play this adventure no matter what level your PCs happen to be.

## Experience Points and Reward Nuggets

There are many ways of calculating, dispersing, and accounting for experience points (XP) in a Pathfinder gaming group. What follows is a method that I have used over the decades, and it's been a lot of fun. Although it may not be for every gaming group—your mileage may vary—it's an interesting spin on traditional methods, and the approach may work for you.

Whether this approach works for you or not, however, it's worth reading through, because all of the Quests in this adventure denote XP awards using this method.

### I Want Candy

In the author's early days as a GM, I tossed out candies as rewards to the players when their characters did a good job. Candy could be distributed for defeating a kobold, picking a lock, dodging an attack, convincing the castle guard to look the other way, or any of the ordinary actions whose consequence typically involve experience points.

However, I also gave out candy for good roleplaying, convincing dialogue, outstanding (or horrid) emulation of accents, meta-jokes about the circumstances of the game that were truly hilarious, suggesting things to me as the GM or other players that took the story in a new direction, or—and I have to be honest, here—helping me as a GM.

My general rule was, if I forgot a rule, and you pointed it out in a way that didn't make you seem like a jerk, then you got rewarded. This could be something as innocuous as reminding me that your elf ranger's longbow was firing +1 arrows, or as significant as reminding me that a certain piece of equipment granted a reroll to a critically-failed outcome.

Generally speaking, candy rewards were given out in my games for anything—literally, anything—that made the gaming experience more fun. Doorbell rings, and the pizza's here, and your character is tied up in the cyclops' cave, so you know you won't be doing anything for a few minutes, and so you go and grab the grub, and tip the delivery guy—that's worth a candy. Tell a funny joke—that's worth a candy. Save the life of your comrade, only to drug him unconscious and use him as a prop, in the manner of Weekend at Bernie's—okay, that's a little ghoulish, but it's in character, and amazing, so, yeah, that's three candies right there.

### Candy as XP

Candy is awesome, though for one of my gaming group, who was a diabetic, it was a controlled and mindful awesomeness. But even the most free-wheeling player wants their character to level up. I get it.

At the end of each gaming session, my players would “turn in” their candy wrappers. Each wrapper represented something gone right, a good deed done—and therefore it was converted to XP. Generally speaking, no matter what the PCs' levels, no matter what the adventure, 10 candy wrappers meant you advanced to the next level. If you fell short—let's

say, you only got 6—then it meant you were closer for next gaming session (i.e., 4 needed in this example).

As years went on, it became a bit less practical and/or healthy to urge my friends to consume at least ten pieces of candy every time we got together, and so the approach was tweaked. Instead of candy wrappers, gold stars, or spare dice in a particular color, or Warhammer 40,000 figurines. The point was, you got a token, a “nugget” of reward, which was later converted into XP.

Rules lawyers hate this method, and I respect that. But even the most hardened min/maxer eventually recognizes that this approach, despite its drawbacks, keeps play flowing quite quickly, and keeps everyone focused on what I believe should be the goal of any roleplaying game session.

Namely: to have fun!


## Reward Stars: The Formalized Approach

Whether or not you appreciated the above anecdote, or the approach it describes, it's required reading, because now we'll get to how it applies to the Quests in this product.

As with everything else in this book, the GM is encouraged to completely ignore or change this approach if you feel it would make it work better for your gaming group.

The following represent opportunities to gain an experience point reward in this adventure:

- Defeating monsters and NPCs.
- Avoiding traps, picking locks, or otherwise **overcoming obstacles**.
- Succeeding in **skill challenges** or checks.
- Fulfilling other objects in pursuit of a **Quest**.

Monsters and NPCs in this adventure list the **XP** reward the PCs should obtain for defeating them in combat. They also list the number of “**Reward Stars**” players should receive for success. This is denoted like this:  +2.

Think of a **Reward Star** as a sugar-free and abstracted version of a piece of candy from the earlier anecdote: players receive one or more most times that they achieve something in the game.

**Locks, traps, and skill checks** are typically “quadded”; each level of **CR** lists a suggested **XP** reward, but also a number of **Reward Stars**.

**Quests** only list **Reward Stars**. This is because **Quests** should be fun, interesting, and above all, useful to the PCs, but shouldn't be game-breakingly powerful or ignorably impotent. A simple delivery quest, for example: what should that be worth? **500 XP**? For a level one character, that can be almost halfway to levelling up; for a level 19 character, that makes for a completely worthless diversion. Using **Reward Stars** solves this problem, by automatically scaling the reward to be significant regardless of character level.

If you follow the approach I've used, then at the end of each gaming session (or in between sessions, or at the start of the next session, whatever works best for your schedule), convert the **Reward Stars** to traditional **Experience Points**.

The GM is heavily encouraged to augment the rewards documented with additional rewards, for perhaps-less-tangible contributions: good jokes, helpful behavior, playing fair and

nice, being a good sport, paying for or even just ordering dinner, that sort of thing.

Such “intangible rewards” should be general in nature: a good, timely joke should be rewarded with a chunk of XP that’s meaningful and helpful to the PC in question, whether they’re level 1 or level 19.

## Stay In Character... Or Else

In rare cases, or with certain gaming groups, the GM should reserve the right to remove or revoke the **Reward Stars** a particular player, or the group entire, has earned.

Such penalties should not be applied in a discouraging manner, or against players who are genuinely trying, but whose luck is simply poor, or for whom things just aren’t working out. Indeed, successful roleplaying in the face of dire circumstances should be rewarded more!

**Reward Stars** should only be revoked if the player is detracting from play, distracting others, making inappropriate jokes not appreciated by the rest of the group, not paying their fair share... or just generally being a jerk.

## Converting Reward Stars to XP

Each **Reward Star** represents different **XP** depending on what your current level is.

If you’ve assigned **Reward Stars** to a particular PC, use the character’s current level on the table below to convert to an **XP** reward.

On some occasions, you may instead have granted **Reward Stars** to the party as a whole. In this scenario, calculate the **Average Party Level** (APL) as you normally would, and use that on the table below to convert the reward to standard **XP**.

If a PC has more than the minimum sufficient **Reward Stars** to advance in level, they may continue to advance! In such a scenario, count Stars using the PC’s current level, until they level up. Any remaining stars are converted to **XP** using the character’s new level. In exceptionally rare circumstances—or with exceptionally indulgent GMs!—this may involve a PC levelling up multiple times between sessions, though such power-levelling is generally discouraged.

Finally, in addition to different methods of determining rewards, gaming groups tend to have different theories as to how rapidly characters should level up. Slow, average, and fast tracks are shown here, which scale to the corresponding Character Advancement experience point totals in the *Pathfinder Core Rulebook*.

For purposes of **Reward Stars**, the following standard has been used:

- **Slow** advancement requires 15 **Reward Stars** to advance.
- Advancement with the **Average** progression demands 10 **Reward Stars** per level.
- Only 5 **Reward Stars** are needed to advance following the **Fast** track.

**Table 1: Converting Reward Stars to XP**

Level, CR, or APL	Slow	Avg	Fast
1	200	200	260

Level, CR, or APL	Slow	Avg	Fast
2	300	300	400
3	433	400	540
4	600	600	800
5	800	800	1,000
6	1,200	1,200	1,600
7	1,600	1,600	2,200
8	2,533	2,400	3,200
9	3,000	3,000	4,200
10	5,000	5,000	6,800
11	6,333	6,500	8,000
12	9,667	9,500	13,000
13	12,667	13,000	17,000
14	19,333	19,000	26,000
15	26,333	25,500	35,000
16	36,667	41,000	50,000
17	53,333	50,000	70,000
18	76,667	75,000	100,000
19	100,000	105,000	140,000
20	n/a	n/a	n/a

## “Quadded” Stat Blocks

Toward the goal of having an adventure that can be run with PCs of various levels, all NPCs and monsters in this adventure have four separate sets of statistics.

These represent iterations of the creature in four distinct scales of challenge. These scales are referred to, in ascending difficulty, as **Low**, **Moderate**, **Advanced**, and **Elite**.

**Low**-level statistics are the default, and are intended for parties of 1<sup>st</sup> to 4<sup>th</sup> level PCs. Typically, the **Low CR** for a creature will be in the range of fractional, up to 4.

**Moderate** statistics present a bit more challenge, and are meant for 5<sup>th</sup> to 8<sup>th</sup> level PCs. **CRs** can be in the range from 4-10.

**Advanced** creatures give even more of a fight, representing **CRs** in the range of 10-15, and are meant for adventurers of the same levels.

**Elite** monsters and NPCs are the most evolved, and present formidable difficulty in the 12-20 **CR** range. These stat blocks are designed for PCs above 15<sup>th</sup> level.

To avoid confusion, elsewhere in the text outside of the creature’s quadded stat block definition, the statistics referred to are the **Low**, or default, block. For example, the condensed, “vital stats” block that is shown in red where the NPC or monster is introduced in the adventure uses the **Low** values.

## Quadded Challenge Blocks


Skill challenges and checks, traps, poisons, and obstacles sometimes have quadded stat blocks as well.

Although nearly all NPCs and monsters have quadded stat blocks, not all other game elements do. This is intentional. It represents the reality that although monsters and people


might be of advanced difficulty, the city of **Berinncorte** exists in a typical, average fantasy realm—DC 50 Mythic-caliber locks simply doesn't exist, let alone on every door in town!


Below is an example of a door that has a quadded challenge block. The icons represent the scale of increasing difficulty; from top to bottom, they are **Low**, **Moderate**, **Advanced**, and **Elite**.

### **Locked Secret Wooden Door**

 5" thick; **Hardness** 5; **hp** 60; **Perception** DC 16; **Break** DC 20; **Disable Device** DC 18

 5" thick; **Hardness** 5; **hp** 60; **Perception** DC 20; **Break** DC 24; **Disable Device** DC 22

 5" thick; **Hardness** 5; **hp** 60; **Perception** DC 22; **Break** DC 26; **Disable Device** DC 24

 5" thick; **Hardness** 5; **hp** 60; **Perception** DC 24; **Break** DC 28; **Disable Device** DC 26

# Abhorrent Naginata

## Abhorrent Naginata (weapon)

### Value:

10,000 gp / 22,000 gp /  
36,000 gp / 54,000 gp

**Weight** 9 lbs.; **Materials** wood, steel; **Nature** magical;  
**Aura** moderate conjuration and enchantment; **Slot** weapon  
(two-handed, melee, martial);

**CL:** 11th / 14th / 18th / 20th

**Effect Summary:** +1 / +2 / +3 / +4  
plus **dynamic bane** (see below)

### Construction Requirements:

Masterwork naginata; Craft Magic Arms and Armor feat

### Additional Construction Requirement:

**Favored Enemy** class ability and class level corresponding  
to CL listed above;

OR ability to cast *instant enemy* at CL listed;

OR ability to cast *summon monster I* at CL listed

### Construction Cost:

6,000 gp / 14,000 gp /  
19,000 gp / 28,000 gp

## Description

A typical naginata consists of a 6-foot staff affixed to a 2-foot-long, swordlike, slightly curved blade. The shaft is designed to keep the wielder out of reach from swords and shorter weapons.

In this specific case, a two-handed wooden pole ends in a long, swooped-back blade; its rear edge is gruesomely serrated. The shaft is black, with rings every few inches of a shimmering metal; these rings are each of a different color. The hilt separating shaft and blade is a ring of gold, with spiked thorns.

This weapon functions as though designed to specifically slay a certain type of creature—dwarves, elves, humans, animals, etc. Each creature type corresponds to a different colored glow the blade will give off when unsheathed.

The wielder may twist one of the colored bands on the shaft to change the type of creature that the weapon harms; this immediately causes the blade to change its glow color.

The vital stats of an *abhorrent naginata* are summarized below.

## Effect

*Abhorrent naginatas* come in flavors of magnitude based on the difficulty band (see **Variable Difficulty** on page 5) as shown in “Table 2: Abhorrent Naginata Flavors”.

In addition to this bonus to Attack Rolls and damage, the weapon may be “set” to a specific type of enemy (see “Table 5: Abhorrent Naginata Preset Enemy”).





Mechanically, this equates to a **Favored Enemy** class ability or **Bane** weapon effect; although it is far more versatile, as it may be changed at will.

**Favored Enemy** bonuses from an *abhorrent naginata* **stack** with similar bonuses granted via other effects. This means



Abhorrent Naginata

Table 4: Abhorrent Naginata Flavors

Difficulty Band	Prefix	Weapon Bonus	Damage Bonus to Targeted Enemy	Additional Weapon Bonus to Targeted Enemy
 Low	Lesser	+1	+1d6	+2
 Moderate	Lesser	+2	+1d6	+2
 Advanced	Greater	+3	+2d6	+3
 Elite	Greater	+4	+2d6	+3

that, for example, a **Ranger** may use the weapon to gain additional benefit against a **Favored Enemy** she has already selected.


As a **swift action**, the wielder may twist a different-colored band, changing the type of enemy against which the bonus is applied.

### Synergy & Sets

**None.** *Abhorrent naginatas* are standalone items, and do not gain further benefit or effects from use alongside any other specific equipment.

### Discovery

When discovered, the *abhorrent naginata* will be “preset” to one of its enemy types, granting an inherent **Favored Enemy** bonus to one of the following.

 **Roll** on the following table to determine the random setting of the *naginata* when it is found.

This list also serves as the set of possible “settings” of the weapon; each entry corresponds to a colored band that may be twisted to target that type of enemy.

Discovering which bands correspond to which enemy types can be difficult, as it’s not generally possible to “test” attacks out against a variety of enemies!

If the weapon is discovered at random, or recovered from a slain current owner who did not impart knowledge of the device’s use, then it may be nearly impossible to figure out how to properly employ the weapon.


 At the GM’s discretion, such knowledge can simply be assumed to be automatic. This can streamline gameplay

Table 3: Abhorrent Naginata Stats Summary

Stat	Value
<b>Dmg</b>	1d6 (S) / 1d8 (M) plus weapon damage bonus (+1 to +4) plus <b>Dynamic Bane</b> bonus if applicable
<b>Critical</b>	x4
<b>Range</b>	Melee
<b>Weight</b>	9 lbs.
<b>Type</b>	Slashing
<b>Special</b>	Reach

considerably and allow the wielder to immediately gain the benefit of the weapon’s capabilities.

Gaming groups wishing to use this option may assume the knowledge comes magically with picking up the weapon. Alternately, and for a bit of greater immersion and roleplaying opportunity, instructions for using the weapon might be discovered written down nearby, or attached via twine to the weapon’s hilt.

### Generalized Effect: Dynamic Bane

**Dynamic Bane** weapons function very much like their more basic **Bane** weapon counterparts, except that they may switch the nature of their enemy as a **swift action**.

Dynamic bane weapons inflict an additional **2d6** points of damage if wielded against a type of enemy of the type selected. When so wielded, they also receive an additional enhancement bonus of **+2**.

Table 2: Dynamic Bane Weapons

Stat	Value
<b>Price</b>	+2 bonus (lesser); +3 bonus (greater)
<b>Aura</b>	moderate conjuration and enchantment
<b>CL</b>	8th (lesser); 14th (greater)
<b>Weight</b>	no impact
<b>Construction Requirements</b>	Craft Magic Arms and Armor; <i>summon monster I</i> ; <i>instant enemy</i>

Note that the construction requirements for a generalized **dynamic bane** weapon are greater than for an *abhorrent naginata* specifically; this is by design and in reflection of the particulars of that weapon.

### Ubiquity


*Abhorrent naginatas* are exceedingly rare. They’re favored by the best assassins, for obvious reasons.

Several are hoarded by rangers, not for use so much as to protect their use by those who would wield the weapons for mercantile purposes.

### Notoriety

These weapons are of such renown, their use so versatile, and their value so much higher than the gold-piece currency

that is hardly ever used to acquire them, that their owners tend to draw a great deal of attention.

 In game terms, owning an *abhorrent naginata* could be a lightning rod for subsequent Quests or plotlines involving jealous rogues, would-be assassins, magical-item collectors, or other such zealous pilferers.

## Quirks of Ownership

As the weapon is a non-sentient magical item, and not an artifact or relic, it exerts no particular will or influence on its owner or wielder.

Other than attracting attention from those who would seek to possess it, an *abhorrent naginata* has no other quirks or

impacts.

## History & Background

These weapons are produced in a total count of dozens long ago by an advanced guild of assassins and guards.

The thinking was that those who wielded such an item would have a versatile advantage against any sort of foe.


While this proved to be true, the mass production of a weapon that could be turned against any enemy with equal and formidable impact was looked ill upon by other factions, and ironically, this weapon proved to be the undoing of the now-long-lost guild that had created it.


The recipe for building an *abhorrent naginata*, or indeed a **dynamic bane** weapon in general, has been lost or jealously guarded for hundreds of years now.

## Rumors & Lore

The following snippets of conversation, convoluted retelling, misunderstanding, urban myth, hearsay, and outright lie are usable as additional incentives for the PCs to uncover mysteries about the town.

There are two ways to use this **FlexTable**:

First, if the PCs are actively searching for information, you can make a  **Skill Check** and look up the result. If you come to a result that has already been discovered by the PCs, at the GM's discretion, you may pick a result with a lower DC and read that instead.

The party may use  **Knowledge (Local)** or **Diplomacy** in this manner; the DC listed applies equally to either of these skills. Alternately, a PC may use **Knowledge (History)**, but with a -4 circumstance penalty (as knowledge of general history will apply in only a limited basis to any immediate vicinity, and the *abhorrent naginata* is not really location-bound or related).

Alternately, if a specific quest explicitly rewards the PCs with a piece of lore, you may simply roll on the appropriate **Context** and read the result. In such a circumstance, a **Skill Check** is not required.

Generally speaking, the information in “**FlexTable 1: Abhorrent Naginata Rumors & Lore**” may be inserted into your campaign as foreshadowing for eventually revealing an *abhorrent naginata*, or as a means of introducing a plot hook into the **Quests** listed herein.





-  **Use Context A:**  
As a default, or if no other context specifically applies to the circumstances.
-  **Use Context B:**  
If the party is attempting to gather information from a **Key NPC**. Any named NPC is a “key” NPC for these purposes.
-  **Use Context C:**  
If the party is gathering information from generic townsfolk, or NPCs without specific names. For example, **Townfolk**.
-  **Use Context D:**  
If the party is blindly trying to obtain information in an unstructured manner.

Table 5: Abhorrent Naginata Preset Enemy

D%	Favored Enemy Preset
01-05	Aberrations
06-09	Animals
10-16	Constructs
17-22	Dragons
23-27	Fey
28	Humanoid (aquatic)
29-33	Humanoid (dwarf)
34-37	Humanoid (elf)
38	Humanoid (giant)
39	Humanoid (goblinoid)
40	Humanoid (gnoll)
41-44	Humanoid (gnome)
45-48	Humanoid (halfling)
49-55	Humanoid (human)
56-57	Humanoid (orc)
58-59	Humanoid (reptilian)
60	Humanoid (other)
61-65	Magical beast
66-70	Monstrous humanoid
71-72	Ooze
73-74	Outsider (air)
75-76	Outsider (chaotic)
77-78	Outsider (earth)
79-80	Outsider (evil)
81-82	Outsider (fire)
83-84	Outsider (good)
85-86	Outsider (lawful)
87	Outsider (native)
88	Outsider (water)
89-90	Plant
91-98	Undead
99-00	Vermin

FlexTable 1: Abhorrent Naginata Rumors & Lore

D%A	D%B	D%C	D%D	DC	Description	Veracity
-	-	-	01-30	-	No Rumor	No information is obtained.
01-09	01-15	01-12	31-37	12	There is a polearm that allows any wielder to elongate his arms so as to strike from great distances	 <b>False.</b> Although this sounds like a useful weapon, it has nothing to do with the capabilities of the <i>abhorrent naginata</i> .
10-19	16-30	13-25	38-45	16	The ultimate assassin's weapon is a bladed two-handed scythe that kills any foe outright if handled in the right manner.	 <b>Partially True.</b> Although the <i>abhorrent naginata</i> does not slay outright, it frequently causes sufficient damage to kill with few strokes.
20-28	31-40	26-35	46-52	19	A certain rare kind of exotic martial weapon can focus to kill a specific target, making it a perfect rogue tool.	 <b>True.</b> This is a partial description of the weapon's capabilities.
29-38	41-42	36-42	53-60	17	Once, long ago, there was a Faction of guards, who forged a new blade that could overcome any foe. Through jealousy and anger, the Faction was overcome by those who sought to possess this weapon.	 <b>True.</b> Although it may not help the PCs get closer to laying hands on the weapon, this is a succinct version of the legacy of the <i>abhorrent naginata</i> .
39-47	43-52	43-50	61-67	15	A bladed polearm may be found buried in the earth; this weapon can shoot darts out of its haft.	 <b>False,</b> though this sounds like a very interesting concept!
48-56	53-60	51-60	68-72	17	A local assassin has a special talent: she strikes with particular lethality at any foe she is contracted to kill.	 <b>True.</b> Though this is less skill and more use of the <i>abhorrent naginata</i> .
57-66	61-72	61-72	73-79	14	There's a weapon called the <i>abhorrent naginata</i> —a superior polearm in combat, but cursed, such that it attracts the jealousy and ire of all around the wielder.	 <b>Partially True.</b> This rumor gets the name correct, but although possessing the weapon does indeed tend to draw attention and hatred, it's not a magical effect.
67-76	73-82	73-82	80-84	12	Weapons from far away bear the curse and boon of their forgers: they are especially effective against elves, giants, <b>and</b> humans alike!	 <b>Partially True.</b> These are indeed categories of foe that the <i>abhorrent naginata</i> may be "tuned" to, but its true capabilities go far beyond this selection, and of course the weapon may only "target" one of these groups at a time.
77-86	83-85	83-88	85-90	14	An evil, cursed artifact can be coaxed into slaying a named foe if the correct code word is whispered and a sacrifice is made.	 <b>False.</b> Though powerful and versatile, the <i>abhorrent naginata</i> is neither evil nor cursed, is not sentient, and is not an artifact. There is no code word, but depending on how the GM introduces the weapon, the colored bands may bear some investigation.
87-93	86-94	89-96	91-95	10	The naginata is a cruelly hooked and often poisoned exotic weapon that causes bleeding damage with each strike.	 <b>False.</b> No part of this is accurate.
94-00	95-00	97-00	96-00	8	An <i>abhorrent naginata</i> is a rare weapon that lets the wielder choose what kind of enemy it is particularly effective against.	 <b>True.</b> This is perhaps the best description of the weapon's capabilities.

## Hooks & Integration

If you're looking for an excuse to introduce an *abhorrent naginata* into your gaming sessions beyond simply "the rogue drops a nifty-looking polearm", here are some ideas.

Of course, as a GM, you are by no means bound to selecting from among these... but it's always useful to have some inspiration or something to get started quickly.

## Class-Based Hooks

These connections and motivations are based on the presence of one or more characters in the party who have at least one level in a particular class.

As GM, you may judge that only one of these is a sufficient motivator; alternately, you can combine multiple class hooks to provide the entire party a believable reason to pursue someone who may be in the possession of an *abhorrent naginata*.

### Paladins & Clerics

A device like this one is either an affront to your God, or the single greatest means of securing Her will in earth.

Which view you take will largely be a function of your deity's personality, and your own approach to exerting their will.

Either way, identifying who has an *abhorrent naginata*, and making sure it is either destroyed, preserved, or taken for one's own holy purposes, can become a priority.

### Rogues

Rogues are excellent assassins... and so an *abhorrent naginata* is an outstandingly valuable tool.

Even for those rogues who are not personally inclined toward the death-for-hire profession will likely have acquaintances who are, or gain wind of such pursuits.

Regardless of other factors, the sheer value and collectability of such an item should drive further action.

### Marital Characters

It's a two-handed weapon that is extremely powerful against literally any kind of enemy.

You probably want one of these!

### Arcane Classes

Though you of course cannot wield such a weapon, it's nevertheless interesting from a purely academic perspective, let alone what such a device represents from an historical standpoint.

Wizards and other arcanists will delight to own an *abhorrent naginata*, even though realistically they will be immediately deprived of its use in favor of a more melee-focused comrade.

You may simply wish to study such a weapon, to pore over it and glean what history you might out of its scratchings and carvings. Any character with a focus on **Divination** will likely wish to understand the weapon's shifting properties to assist in location augmentation.

### Monks and Druids

Typically, Monks and Druids will want to secure an ab-

horrent *naginata*, if for no other reason than to preserve a balance. Such a potent weapon, they might well reason, should be in a museum, or in the hands of those whom would safeguard it against a time when its power is truly merited as opposed to being wielded opportunistically.

Thoughtful, balance, or Law-oriented classes will have ample justification in seeking the *naginata* out, though their aims should ultimately be to preserve balance and to keep it out of the wrong hands. It's helpful that any existing *naginata* is almost certainly in the "wrong hands" from this perspective!


## General Hooks

These hooks are not linked directly to any particular race, class, or other party element, and can be deployed as the GM sees fit as best matches the play style and existing motivations of the party.

### Assassin

This hook is explored in greater detail in the enclosed Quest, "o **Quest: Adaptable Assassin**".

In short, however, there's a talented contract killer about, and the PCs are commissioned to take her out and retrieve whatever weapon or gear makes her so formidable.

It's easy to imbue this storyline with greater detail. For example, it could be that those who hire the PCs in this manner are tied into a greater plotline that the GM has already established, or to a  **Faction** with ulterior motive.

### Collector

"It belongs in a museum" is an easy sentiment to advocate. Far more honest, however, is the Collector: someone who more accurately states "it belongs in *my* museum".

A Collector, or group thereof, asks the PCs to retrieve the *abhorrent naginata* from its current wielder, and to return it so that it might be stored among other valuables.

This angle plays particularly well with Lawfully-aligned classes, or PCs whose class, creed, Faction, or other involvement would guide them toward a balance.


### Needs Must hunt

This hook is a bit more convoluted, and requires a bit more guidance from the GM to make it seem reasonable and sensible.

If the PCs are faced with a number of different foes, big bad nasties that they realize they require assistance bringing down, as part of their preparation for tackling the encounter, they might take a side quest to track down an *abhorrent naginata*.

## Quests

Another, more thorough, means of introducing the *abhorrent naginata* is via the following Quest.

 This Quest may be inserted into any campaign setting or adventure, either as a "side quest", or as a tie-in or kickoff to a larger storyline.

## Quest: Adaptable Assassin

**Summary:** The party is contracted by an interested third party to locate and subdue a renowned local assassin, and recover the weapon she wields.

**Rewards:** 1,000 gp / 5,000 gp / 10,000 gp / 15,000 gp (promised); up to **2 Reward Stars**; *abhorrent naginata*

**Locations:** Any.

**Key NPCs:** Xanaphia.

**Kickoff:** Random Encounter.

**Description:**

If the party contains one or more PCs with one or more Rogue levels, select the one with the most levels of Rogue (or randomize in the event of a tie). For parties without any Rogue levels, select a PC at random.

That PC, however determined via the above method, is solicited by an acquaintance of an acquaintance, a connection so tenuous you wonder if it's legitimate. However, **Sense Motive** checks of any level of success seem to indicate authenticity.

This man, the **Acquaintance**, describes the situation, and his offer, thusly:

"There's an assassin about. She's ranger-lethal... but against any kinda foe, not just this'un or that'un. So good, makes me fear for me job. Bad business for us all, that sort—get too good at offing folks for coin, only the richest have enough coin to not get offed!"

His pitch is simple: he's in the employ of those who would see this talented local assassin slain, and her gear collected. He can pay quite handsomely for this feat, and has information as to the assassin's whereabouts tonight.

The only condition is that the assassin's gear must be returned to the **Acquaintance**. If the PCs fail to make the kill, no harm no foul and no payment, but if they do slay the assassin but fail to produce the gear, the **Acquaintance** promises that a second contract will be put out... on the PCs.

No amount of cajoling, bribery, threats, or even outright violence will coerce the **Acquaintance** into revealing his employers. They are a consortium of interested wealthy local nobles.

At the GM's discretion, and if the campaign world used supports it, the man's employers may be any Faction with enough influence and wealth to take an interest.

It could even be a rival assassin, wealthy in her own right, looking to stem competition!

If the party declines, the main persists, offering **10%** more on the prices cited above. If the party still says no, he leaves them be, though at the GM's discretion if the PCs change their mind at any point in the future, and are heard to say so in a tavern or similar place of general population, the **Acquaintance** may return to make another go of it.

Queries trying to pin down exactly what sort of gear is involved will get evasive responses. A **DC 17 Diplomacy**

or **Intimidate** check will reveal the methods of the assassin in question: melee attacks from a large, bladed, slashing weapon are typical of completed contracts.

Most parties will be tempted by the wealth, and/or the promise of interesting gear. Select an appropriate location in the game world for the event to go down, but ultimately, the PCs notice Xanaphia in the midst of attempting a contract kill.

If they successfully slay her in combat, they have some options as to what to do with the equipment they salvage from the encounter.

The party may attempt to keep the gear, including (of course) the *abhorrent naginata*. In the short term, this is successful; however, it's only a matter of time before the **Acquaintance** hires another group of contract killers to take out the party and retrieve the weapon. The *naginata* is the only item of true interest; ultimately the party may keep the reward gold and everything else on the corpse.

Cornering Xanaphia and trying to talk to her may be difficult: a **Diplomacy** or **Intimidate** check, opposed by the assassin's **Bluff** check, is necessary to even get her talking instead of fighting.

Once discussion is started, the following **Skill Challenge** applies. This description assumes that the PCs will take the approach of being honest, with an ultimate goal of trying to convince Xanaphia to give up her equipment without the need for violence; the GM may have to tweak the challenges and/or descriptions as appropriate for what the PCs actually do!

### Asking the Assassin

**First Check:** **Diplomacy** or **Intimidate**, opposed by Xanaphia's **Sense Motive**, to describe the situation and have her accept it; failure means she attacks the PCs and they will have to succeed at the check described above to re-initiate this **Skill Challenge**.

**Second Check:** **Bluff** or **Intimidate**, opposed by Xanaphia's **Sense Motive**, to introduce the possibility of resolving the situation non-violently; failure reverts to the **First Check**, which must be attempted again to proceed.

**Third Check:** **Diplomacy** or **Intimidate**, opposed by Xanaphia's **Bluff**, to get her to accept the terms. Failure reverts to the First Check, which must be attempted again to proceed. Success quits the challenge, and convinces Xanaphia to give the PCs her *abhorrent naginata*.

No matter how the Quest is resolved, the party should receive **XP** as normal for vanquishing the assassin.

## Xanaphia (Rogue Assassin)

CR 4; XP 1,200

### Description

Silent, calm, and self-assured, **Xanaphia** keeps to herself, interacting with others only when absolutely essential. She established her reputation as a successful contract killer in towns far-flung; once her business was secure via word-of-mouth, she reverted to a secretive, nearly hermetic lifestyle, emerging only to re-provision or to ply her trade.

### Appearance

Her clothes are drab, average, and entirely forgettable; similarly, her hair is brown and unkempt, chin-length. Her facial features are a boring blend of her bi-racial heritage, and she applies no makeup or other accentuations.

In all ways, she goes out of her way to appear not out of the way; the more unnoticeable she appears, the less attention she draws to herself.

### Combat Tactics

**Xanaphia** will typically only engage in combat if cornered

and it is unavoidable—or of course if she is conducting business.

Though melee-focused in weapon choice, she keeps her distance, gauging her enemy until it's time to strike.

When faced with a number of foes, she chooses the weakest, the one most likely to be slain with the fewest blows, and tunes her *abhorrent naginata* to the nature of that enemy.





Faced with overwhelming odds, **Xanaphia** is not above fleeing. Her entire profession is oriented toward facing a single enemy in circumstances of her own selection; it is not in her nature to go gung-ho and bravely face down overwhelming enemies.

### Factions

It's reasonable to assume that **Xanaphia** would likely be a part of any assassin-oriented guild or collective that's in your campaign world.

Similarly, however, given her hermetic lifestyle, it's reasonable that she might shun such an organization, preferring instead to serve her own interests.

	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
<b>General</b>				
CR / XP	CR 4; XP 1,200	CR 8; XP 4,800	CR 12; XP 19,200	CR 16; XP 76,800
Sex / Race	Female Half-Elf (Medium)			
Class	Rogue 4	Rogue 8	Rogue 12	Rogue 16
Initiative	+2	+2	+3	+3
Senses	Low-Light Vision; Perception +12	Low-Light Vision; Perception +16	Low-Light Vision; Perception +23	Low-Light Vision; Perception +27
<b>Defense</b>				
Armor Class	AC 16, touch 13, ff 16 (+2 Dex, +1 dodge; +3 armor)	AC 18, touch 13, ff 18 (+2 Dex, +1 dodge; +5 armor)	AC 20, touch 14, ff 20 (+3 Dex, +1 dodge; +6 armor)	AC 21, touch 14, ff 21 (+3 Dex, +1 dodge; +7 armor)
hp / HD	13 (4d8)	24 (8d8)	45 (12d8)	62 (16d8)
Saves	Fort +1, Ref +6, Will +1, +2 vs. enchantment spells and effects +1 Reflex to avoid traps	Fort +2, Ref +8, Will +2, +2 vs. enchantment spells and effects +2 Reflex to avoid traps	Fort +4, Ref +11, Will +4, +2 vs. enchantment spells and effects +4 Reflex to avoid traps	Fort +5, Ref +13, Will +5, +2 vs. enchantment spells and effects +5 Reflex to avoid traps
Special Defenses	Evasion, Resiliency (4 hp), Trap Sense +1, Uncanny Dodge	Evasion, Resiliency (8 hp), Trap Sense +2, Improved Uncanny Dodge	Evasion, Resiliency (12 hp), Trap Sense +4, Improved Uncanny Dodge	Evasion, Resiliency (16 hp), Trap Sense +5, Improved Uncanny Dodge
<b>Offense</b>				
Movement	30 ft.			
Attacks	<b>Melee</b> +1 <i>abhorrent naginata</i> +7 (1d8+5/x4) or <b>Melee</b> dagger +6 (1d4+3/19-20) or <b>Ranged</b> dagger (thrown) +5 (1d4+3/19-20)	<b>Melee</b> +2 <i>abhorrent naginata</i> +13/+8 (2H: 1d8+8/x4) or <b>Melee</b> +1 <i>dagger</i> +11/+6 (1d4+5/19-20) or <b>Ranged</b> +1 <i>dagger</i> (thrown) +9/+4 (1d4+5/19-20)	<b>Melee</b> +3 <i>abhorrent naginata</i> +17/+12 (2H: 1d8+9/19-20/x4) or <b>Melee</b> +3 <i>dagger</i> +16/+11 (1d4+7/19-20) or <b>Ranged</b> +3 <i>dagger</i> (thrown) +15/+10 (1d4+7/19-20)	<b>Melee</b> +4 <i>abhorrent naginata</i> +21/+16/+11 (2H: 1d8+10/19-20/x4) or <b>Melee</b> +4 <i>dagger</i> +20/+15/+10 (1d4+8/19-20) or <b>Ranged</b> +4 <i>dagger</i> (thrown) +19/+14/+9 (1d4+8/19-20)

	 Low	 Moderate	 Advanced	 Elite
Space / Reach	5 ft. / 5 ft.			
Special Attacks	Powerful Sneak, Sneak Attack 2d6	Bleeding Attack, Offensive Defense, Powerful Sneak, Sneak Attack 4d6	Bleeding Attack, Crippling Strike, Hamstring Strike*, Hunter's Surprise, Offensive Defense, Powerful Sneak, Sneak Attack 6d6	Bleeding Attack, Crippling Strike, Entanglement of Blades**, Hamstring Strike*, Hunter's Surprise, Offensive Defense, Powerful Sneak, Sneak Attack 8d6

### Statistics

Ability Scores	<b>Str 17, Dex 15, Con 10, Int 8, Wis 11, Cha 13</b>	<b>Str 18, Dex 15, Con 10, Int 8, Wis 11, Cha 13</b>	<b>Str 18, Dex 16, Con 10, Int 8, Wis 11, Cha 13</b>	<b>Str 18, Dex 16, Con 10, Int 8, Wis 11, Cha 14</b>
Core Attack	<b>Base Atk +3; CMB +6; CMD 19</b>	<b>Base Atk +6; CMB +10; CMD 23</b>	<b>Base Atk +9; CMB +13; CMD 27</b>	<b>Base Atk +12; CMB +16; CMD 30</b>
Feats	Dodge, Martial Weapon Proficiency (Naginata), Skill Focus (Perception)	Dodge, Martial Focus, Martial Weapon Proficiency (Naginata), Skill Focus (Perception), Weapon Focus (Naginata)	Critical Focus, Dodge, Improved Critical (Naginata), Martial Focus, Martial Weapon Proficiency (Naginata), Skill Focus (Perception), Weapon Focus (Naginata)	Cleave, Critical Focus, Dodge, Improved Critical (Naginata), Martial Focus, Martial Weapon Proficiency (Naginata), Power Attack, Skill Focus (Perception), Weapon Focus (Naginata)
Skills	Acrobatics +8, Appraise -1, Artistry -1, Bluff +8, Climb +9, Craft (Untrained) -1, Diplomacy +1, Disable Device +10, Disguise +8, Escape Artist +8, Fly +1, Intimidate +1, Perception +12, Perform (Untrained) +1, Ride +1, Stealth +1, Swim +2	Acrobatics +13, Appraise -1, Artistry -1, Bluff +12, Climb +15, Craft (Untrained) -1, Diplomacy +1, Disable Device +17, Disguise +12, Escape Artist +13, Fly +2, Intimidate +1, Perception +16, Perform (Untrained) +1, Ride +2, Stealth +7, Swim +4	Acrobatics +18, Appraise -1, Artistry -1, Bluff +16, Climb +19, Craft (Untrained) -1, Diplomacy +1, Disable Device +24, Disguise +16, Escape Artist +18, Fly +3, Intimidate +1, Perception +23, Perform (Untrained) +1, Ride +3, Stealth +13, Swim +4	Acrobatics +22, Appraise -1, Artistry -1, Bluff +21, Climb +23, Craft (Untrained) -1, Diplomacy +2, Disable Device +30, Disguise +21, Escape Artist +22, Fly +3, Intimidate +2, Perception +27, Perform (Untrained) +2, Ride +3, Stealth +18, Swim +4
Languages	Common, Elven			
Special Qualities	Adaptability, Bonus Rogue Talent (4x), Elf Blood, Elven Immunities, Keen Senses, Low-Light Vision, Multitalented, Trapfinding	Adaptability, Bonus Rogue Talent (8x), Canny Observer, Elf Blood, Elven Immunities, Keen Senses, Low-Light Vision, Multitalented, Trapfinding	Adaptability, Bonus Rogue Talent (12x), Canny Observer, Elf Blood, Elven Immunities, Keen Senses, Low-Light Vision, Multitalented, Trapfinding	Adaptability, Bonus Rogue Talent (16x), Canny Observer, Elf Blood, Elven Immunities, Keen Senses, Low-Light Vision, Multitalented, Skill Mastery (Bluff, Disable Device), Trapfinding
Treasure	<i>Abhorrent naginata</i> +1; studded leather armor; dagger (2x)	<i>Abhorrent naginata</i> +2; <i>shadowed studded leather armor</i> +2; +1 <i>dagger</i> (2x)	<i>Abhorrent naginata</i> +3; <i>improved shadowed studded leather armor</i> +3; +3 <i>dagger</i> (2x)	<i>Abhorrent naginata</i> +4; <i>greater shadowed studded leather armor</i> +4; +4 <i>dagger</i> (2x)

### Special Abilities

**Adaptability (Ex)** Half-elves receive Skill Focus as a bonus feat at 1st level.

**Bleeding Attack (Ex)** You can cause living opponents to bleed when hitting them with a sneak attack. This attack causes the target to take 8 additional points of damage each round. Bleeding creatures that that amount of damage every round at the start of their turns. The bleeding can be stopped by a DC 15 Heal check or the application of any effect that heals hit point damage. Bleeding damage from

this ability does not stack with itself. Bleeding damage bypasses any damage reduction the creature might possess.

**Bonus Rogue Talent (16x)** The human gains +1/6 of a new rogue talent.

**Canny Observer (Ex)** When a rogue with this talent makes a Perception check to hear the details of a conversation or to find concealed or secret objects (including doors and traps), she gains a +4 bonus.

**Crippling Strike (Ex)** You can sneak attack opponents with such

precision that your blows weaken and hamper them. An opponent damaged by one of your sneak attacks also takes 2 points of Strength damage.

**Elf Blood (Ex)** Half-elves count as both elves and humans for any effect related to race.

Half-elves are immune to magic sleep effects and get a +2 racial saving throw bonus against enchantment spells and effects.

**Entanglement of Blades\*\* (Ex)** When a rogue with this talent hits a creature with a melee attack that deals sneak attack damage, the target cannot take a 5-foot step until the beginning of the rogue's next turn.

**Evasion (Ex)** You can avoid damage from many area-effect attacks. If you make a successful Reflex saving throw against an attack that normally deals half damage on a successful save, you instead take no damage. Evasion can only be used if you are wearing light armor or no armor. If you are helpless, you do not gain the benefit of evasion.

**Hamstring Strike** When a rogue with this talent hits an opponent with a sneak attack, she may forgo her sneak attack damage to instead deal weapon damage as normal knock the target prone, leaving them unable to take move actions during their next turn. A successful Fortitude save (DC 21) negates this effect.

**Hunter's Surprise (Ex)** Once per day, a rogue with this talent can designate a single enemy she is adjacent to as her prey. Until the end of her next turn, she can add her sneak attack damage to all attacks made against her prey, even if she is not flanking it or it is not flat-footed.

**Improved Uncanny Dodge (Ex)** You can no longer be flanked. This defense denies a rogue the ability to sneak attack you by flanking you, unless the attacker is a rogue of at least level 20.

**Keen Senses (Ex)** Half-elves receive a +2 bonus on Perception skill checks.

**Low-Light Vision (Ex)** You can see x2 as far as humans in low illumination. Characters with low-light vision have eyes that are so sensitive to light that they can see twice as far as normal in dim light. Low-Light Vision is color vision. A spellcaster with low-light vision can read a scroll as long as even the tiniest candle flame is next to her as a source of light. Characters with low-light vision can see outdoors on a moonlit night as well as they can during the day.

**Multitalented (Ex)** Half-elves choose two favored classes at first level and gain +1 hit point or +1 skill point whenever they take a level in either one of those classes.

**Offensive Defense (Ex)** When a rogue with this talent hits a creature with a melee attack that deals sneak attack damage, the rogue gains a +1 dodge bonus to AC for each sneak attack die rolled against that creature for 1 round.

**Powerful Sneak (Ex)** Whenever a rogue with this talent takes a full attack action, she can elect to take a -2 penalty on all attack rolls until the start of her next turn. If an attack during this time is a sneak attack, she treats all 1s on the sneak attack damage dice as 2s.

**Resiliency (Ex)** Once per day, you can gain 16 temporary hit points. Activating this ability is an immediate action that can only be performed when you are brought to below 0 hit points. This ability can be used to prevent yourself from dying. These temporary hit points last for 1 minute. If your hit points drop below 0 due to the loss of these temporary hit points, you fall unconscious and are dying as normal.

**Skill Mastery (Bluff, Disable Device)** You become so confident in the use of certain skills that you can use them reliably even under adverse conditions. When making a skill check with one of these skills, you may take 10 even if stress and distraction would normally prevent you from doing so.

**Sneak Attack (Ex)** If you can catch an opponent when he is unable to defend himself effectively from your attack, you can strike a vital spot for extra damage. Your attack deals 8d6 points of extra damage anytime your target would be denied a Dexterity bonus to AC, or when you flank your target. Should you score a critical hit with a sneak attack, this extra damage is not multiplied. Ranged attacks can count as sneak attacks only if the target is within 30 feet. With a weapon that deals nonlethal damage, you can make a sneak attack that deals nonlethal damage instead of lethal damage. You cannot

use a weapon that deals lethal damage to deal nonlethal damage in a sneak attack, not even with the usual -4 penalty. You must be able to see the target well enough to pick out a vital spot and must be able to reach such a spot. You cannot sneak attack while striking a creature with concealment.

**Trapfinding (Ex)** You add +8 to Perception skill checks made to locate traps and to Disable Device skill checks. You can use the Disable Device skill to disarm magical traps.

**Trap Sense (Ex)** You gain a +5 bonus on Reflex saves made to avoid traps, and a +5 dodge bonus to AC against attacks made by traps.

**Uncanny Dodge (Ex)** You can react to danger before your senses would normally allow you to do so. You cannot be caught flat-footed, nor do you lose your Dexterity bonus to AC if the attacker is invisible. You still lose your Dexterity bonus to AC if immobilized. You can still lose your Dexterity bonus to AC if an opponent successfully uses the feint action against you.

## ⚡ Feats

**Cleave** You can strike two adjacent foes with a single swing. As a standard action, you can make a single attack at your full base attack bonus against a foe within reach. If you hit, you deal damage normally and can make an additional attack (using your full base attack bonus) against a foe that is adjacent to the first and also within reach. You can only make one additional attack per round with this feat. When you use this feat, you take a -2 penalty to your Armor Class until your next turn.

**Critical Focus** You are trained in the arts of causing pain. You receive a +4 circumstance bonus on attack rolls made to confirm critical hits.

**Dodge** Your training and reflexes allow you to react swiftly to avoid an opponent's attack. You gain a +1 dodge bonus to your AC. A condition that makes you lose your Dex bonus to AC also makes you lose the benefits of this feat.

**Improved Critical (Naginata)** Attacks made with your chosen weapon are quite deadly. When using the weapon you selected, your threat range is doubled.

**Martial Focus** You have honed your skills with a group of related weapons. Choose one fighter weapon group. While wielding a weapon from this group with which you are proficient, you gain a +1 bonus on damage rolls. Special: The Martial Focus feat counts as the weapon training class feature with the chosen fighter weapon group for the purpose of weapon mastery feat prerequisites and what weapons you can use with weapon mastery feats.

**Martial Weapon Proficiency (Naginata)** You understand how to use your chosen martial weapon in combat. You make attack rolls with the selected weapon normally (without the non-proficient penalty).

**Power Attack** You can make exceptionally deadly melee attacks by sacrificing accuracy for strength. You can choose to take a -4 penalty on all melee attack rolls and combat maneuver checks to gain a +8 bonus on all melee damage rolls. This bonus to damage is increased by half (+50%) if you are making an attack with a two-handed weapon, a one handed weapon using two hands, or a primary natural weapon that adds 1-1/2 times your Strength modifier on damage rolls. This bonus to damage is halved (-50%) if you are making an attack with an off-hand weapon or secondary natural weapon. You must choose to use this feat before making an attack roll, and its effects last until your next turn. The bonus damage does not apply to touch attacks or effects that do not deal hit point damage.

**Skill Focus (Perception)** You are particularly adept at your chosen skill. You get a +3 bonus on all checks involving the chosen skill. If you have 10 or more ranks in that skill, this bonus increases to +6.

**Weapon Focus (Naginata)** You are especially good at using your chosen weapon. You gain a +1 bonus on all attack rolls you make using the selected weapon. .

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## Version History

Table 6: Version History

Date	Version	Notes
03-May-2017	0.1	Initial draft

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