

# TOME OF ADVANCED ITEM USE



**Pathfinder**  
ROLEPLAYING GAME COMPATIBLE

**Little Red  
Goblin Games**



# Tome of Advanced Item Use

## Credits

-PRODUCER-

SCOTT GLADSTEIN

-DESIGNERS-

SCOTT GLADSTEIN, IAN SISSON, AND CHRISTOS GURD

-EDITORS-

IAN SISSON

-ART-

ARRON LEE, LUIGI CASTELLANI, DEANNA ROBERDS, I.BILIBIN, ARMANDEO64, ANTOINE GLÉDEL, VASNETSOV SAMOLET, MANSTUDIO, AARON LEE, DOUBLECOMPILE, JE SHIELD, LICORNE37

-GRAPHIC DESIGN/LAYOUT-

SCOTT GLADSTEIN



Compatibility with the Pathfinder Roleplaying Game requires the Pathfinder Roleplaying Game from Paizo Publishing, LLC. See <http://paizo.com/pathfinderRPG> for more information on the Pathfinder Roleplaying Game. Paizo Publishing, LLC does not guarantee compatibility, and does not endorse this product.

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

Pathfinder is a registered trademark of Paizo Publishing, LLC, and the Pathfinder Roleplaying Game and the Pathfinder Roleplaying Game Compatibility Logo are trademarks of Paizo Publishing, LLC, and are used under the Pathfinder Roleplaying Game Compatibility License. See <http://paizo.com/pathfinderRPG/compatibility> for more information on the compatibility license



A Product of Little Red Goblin Games, LLC

Questions? Comments? Contact us at:

[ScottGladstein@littleredgoblingames.com](mailto:ScottGladstein@littleredgoblingames.com)

<http://littleredgoblingames.com/>

© 2017, All Rights Reserved



# Introduction

What is creation if not the expression of man's desire to surpass god? It is the use of tools that set us apart from other animals and allowed us to shape the world; technology, process, and civil advancement serving as the cornerstone upon which human progress is built. So, with this in mind, we wrote this book. It is a book about creation, crafting, and items. However, like most of the Little Red library we've taken this concept in a different direction than what would be traditionally found in such a book. We didn't include a mad scientist class or an artificer, there are no huge list of redundant items to fill out page count, and there is no convoluted new crafting subsystem; this is a book about "creation" and "items" as concepts rather than a book about crafting.

In this book you'll see three classes presented. The first is the collector, followed by the sacred smith, and it will end with the magician. Each play on these themes in different ways. The collector is a class that is magically bound (by destiny, pact, etc) to certain items. This might be something as thematically traditional as King Arthur with his legendary equipment that he was destined to wield or something as exotic as alien technology bound to a person in a fantasy world. The sacred smith is the avatar of creation- able to use "matter", granted to them by the Engines of Creation, to create anything their hearts desire. This magical "instant crafting" affords them a great many options and carves out a new niche for them in the wider world of gameplay (they can be the "equiper" of the party). Finally, the magician can "fake" magical items through deception and utilize equipment in new and unique ways (via equipment tricks and their "magicians secrets"). If the collector is the special arrangement of items, the sacred smith is the special creation of items, and the magician is the special utilization of those items.





## The Engines of Creation

This book refers to the “Engines of Creation” several times. These are part of the tapestry of the universe, universal constants that serve to allow the universe to function in the same way things like “time” or “death” do. They are the embodiment of creation. When you bring something into existence, particularly with magic, the forges produce it. When the gods wish to make something and exercise their power, it is the engines (perhaps unbeknownst to them) that does the actual creation. They are everywhere and nowhere, the whole of the universe is their location yet they cannot be sensed or interacted with except by the unique act of creation.

## Expectations

As with any new book there are several expectations they create. Reading this section on expectations will help both the player and their GM understand what the implications of using this book are.

### HEIRLOOMS

Some of the items in this book are inexorably linked to a character. Such items, referred to as “heirlooms” in the collectors entry, are often the result of class features. Such weapons can be lost, disarmed, destroyed, etc and the expectation (via the means laid out in the class feature itself) is that the character can regain those items at a later point, not too far out in the future. Keeping a character with heirlooms from their heirlooms would be like keeping a barbarian from raging with a constant calm emotion spell, presenting a paladin with only good aligned enemies, denying a wizard the use of their spells, or making rangers only fight enemies that are not their favored enemies. While it can be done, it is a tactic that should only be using sparingly to present a temporary and unique challenge.

### WEALTH BY LEVEL

The classes in this book have a unique relationship to the wealth by level formula Pathfinder works on. For those unfamiliar with it, the wealth by level system (presented in the Pathfinder Core Rulebook) dictates how much wealth a character (and by extension, the party) should have and thus be able to spend on equipment (magical or otherwise). These classes allow the creation, acquisition, and employment of items that may upset this balance. However, when looking at these classes you need to consider the items as their class features rather than as magic items. A paladin's bonded weapon provides some unique options to the character and some statistical bonuses. The concept is the same is true of a collector's heirlooms, don't get hung up on the fact that they are items or that they have a listed price. Use their benefit to the character to understand how they balance in relation to other aspects of the game.



# Collector

## A BASE CLASS FOR THE PATHFINDER ROLEPLAYING GAME

The collector is a character whose power is not measured by the hours they trained but by the legendary equipment they wield. Many are animists, believing in the soul of objects, while others are inexorably bound by greater plans than they could imagine to certain objects. Some collectors are tinkers- continuously messing with gizmos and magical gadgets- tuning them up to give them greater and greater power.

King Arthur, for example, was not only a great warrior and king but he was also aided by many magical items. In addition to the famous sword Excalibur, he had: the helmet Goswhit (Goose White), the shield Pridwen, the sword Caliburn (the one in the stone and that sometimes kills him), the spear Rhongomiant, the dagger Carnwennan ("Little White-Hilt"), the Mantle of Arthur, and (in some accounts) the Holy

Grail. Greek heroes were famous for such things and their trappings often were more important than they were.

Sun Wukong the Monkey King, of the famous Chinese epic "Journey to the West", was quite the collector in his own right.

He had the magical extending staff "Ruyi Jingu Bang", golden chain mail shirt from the dragons of the four seas, a phoenix-feather cap, boots that allowed him to walk on clouds, peaches of immortality, pills of longevity, the Jade Emperor's royal wine, a (cursed) headband, and 3 special hairs that he could use to copy himself.

### INSPIRATIONS:

King Arthur, Greek Heroes, Sun Wukong (Journey to the West), Frodo (Lord of the Rings), Blue Beetle/Jaime Reyes (DC Comics), Sauron (Lord of the Rings), Iron Man (Marvel Comics)

**Hit Dice:** D10.





# Table 1-1: The Collector

LEVEL	BASE ATTACK BONUS	FORT SAVE	REF SAVE	WILL SAVE	SPECIAL	HEIRLOOM PRICE
1st	+0	+0	+0	+2	Heirloom	500 gp
2nd	+1	+0	+0	+3	Granted feat, heirloom	2,000 gp
3rd	+2	+1	+1	+3	Bond	-
4th	+3	+1	+1	+4	Heirloom	8,000 gp
5th	+3	+1	+1	+4	Bond, stronger than steel	-
6th	+4	+2	+2	+5	Granted feat, heirloom	12,000 gp
7th	+5	+2	+2	+5	Bond	-
8th	+6/+1	+2	+2	+6	Heirloom	32,000 gp
9th	+6/+1	+3	+3	+6	Bond	-
10th	+7/+2	+3	+3	+7	Granted feat, heirloom, legendary heirlooms	40,000 gp
11th	+8/+3	+3	+3	+7	Bond	-
12th	+9/+4	+4	+4	+8	Heirloom	48,000 gp
13th	+9/+4	+4	+4	+8	Bond	-
14th	+10/+5	+4	+4	+9	Granted feat, heirloom	84,000 gp
15th	+11/+6/+1	+5	+5	+9	Bond	-
16th	+12/+7/+2	+5	+5	+10	Heirloom, invincible heirlooms	96,000 gp
17th	+12/+7/+2	+5	+5	+10	Bond	-
18th	+13/+8/+3	+6	+6	+11	Granted feat, heirloom	108,000 gp
19th	+14/+9/+4	+6	+6	+11	Bond	-
20th	+15/+10/+5	+6	+6	+12	Heirloom, universal artifact	(Any)

**Role:** Collectors are largely defined by their choices in heirlooms. A character can be a very effective martial character if they load up on martial heirlooms but could be equally valuable as a spellcaster if they chose wands or things of that nature.

**Alignment:** Any

**Starting Wealth:**  $5d6 \times 10$  gp (average 175 gp.). In addition, each character begins play with an outfit worth 10 gp or less. In addition (as indicated in their heirloom class feature) they gain an heirloom worth 500 gp or less.



## Class Skills

The collector's class skills are Craft (Int), Diplomacy (Cha), Handle Animal (Cha), Intimidate (Cha), Knowledge (arcane) (Int), Knowledge (history) (Int), Profession (Wis), Ride (Dex), Sense Motive (Wis), Spellcraft (Int), Survival (Wis), and Use Magic Device (Cha)

**SKILL RANKS PER LEVEL:** 6 + Int modifier.

## Class Features:

The following are the class features of the collector.

### Sidebar: Wealth By Level

This class does not adhere to the wealth-by-level chart in the strictest sense. However, rather than thinking of heirlooms as "items", think of them as class features of the collector. They can't be sold, bartered, or broken (for long anyway) and are inherent to the collector.

### Weapon and Armor Proficiency:

The collector is proficient with all simple and martial weapons, with light armor, and shields (excluding tower shields). A collector is always proficient in their heirlooms.

### Heirloom (Ex):

At 1st level, 2nd level and every even level thereafter a collector is bestowed an object in a supernatural fashion. This might be that they have earned the favor of their deity, that an object that bonded with them has grown and gained a new function, or that they are literally fated to have it and the universe conspires to match them up. Heirlooms "manifest", meaning that it is something that is literally drawn to them. It is written into the fabric of the universe- a constant that cannot be changed.

### SELECTING YOUR HEIRLOOMS

An heirloom must be a magic item whose purchase cost does not exceed the GP price listed in the "Heirloom Price" column on Table #1: The Collector at the level it is gained. (This means a 6th level collector will always have one heirloom that is worth no more than 2,000 gp, one that is worth no more than 8,000 gp, and one worth no more than 12,000 gp).

Heirlooms are often wondrous items, though not always. An heirloom can be an enchanted weapon or armor so long as the total price is within that listed at the level it is gained.

### ARTIFACTS AS HEIRLOOMS

A collector may select a minor artifact as their heirloom (as they have no listed price) if they are 8th level or higher. A collector may select a major artifact if they are 16th level or higher. At 20th level, a collector may select any object (without financial or categorical restriction, but with GM consent) in existence as their final heirloom.





### CHANGING AN HEIRLOOM

Once chosen the collector cannot change their heirlooms without performing a expensive ritual costing  $\frac{1}{4}$ th the value of the object it will be replacing (changing a collector's 4th level heirloom, which is worth no more than 8,000 gp, will cost 2,000 gp). This should be a dramatic event not undertaken lightly or frequently.

### CONSUMABLE HEIRLOOMS

With GM approval, an heirloom can be an consumable or expendable item. If this is the case (such as a wand) the heirloom is returned to its fully charge/expendable form every 24 hours.

### UNIQUE ITEMS

Without GM's approval, heirlooms cannot be unique items (items of which only one exists). So, for example, one could not take THE sword Excalibur as their weapon in an Arthurian game but they could take one with similar powers. However, if it is narratively appropriate, a GM should talk with their collector about how to best integrate that into their game.

### LOST OR DESTROYED HEIRLOOMS

Should an heirloom become lost for more than 24 hours, destroyed, dispelled, parted from the collector for more than 24 hours, impaired in its functionality (can no longer be used), or otherwise rendered ineffectual for an extended period of time- it returns 24 hours later. A collector's heirlooms find a way to return, even if it takes great pains to return to their collector. They may shake unhappily when their collector leaves them, literally magnetize themselves to the collector, animate and attempt to head towards the collector, teleport to them, manifest themselves in another piece of the collector's equipment that is similar, or something of that fashion. Should a collector try to sell them or otherwise dispose of them- the heirloom will make it very clear that this is wrong and terrible. They may explode, attack their collector, refuse to activate, appear as trash to those who look on them, etc. While not intelligent items- fate conspires to bind a collector to their heirloom.

### OTHERS USING AN HEIRLOOM

A collector's heirloom only functions for them. For anyone else they fail to perform even the most basic functions. A magical lamp, for example, wouldn't even light when a flame is put to its wick. A pair of magical heirloom gloves might shrink slightly when someone other than their master attempts to put them on so they couldn't be worn.

### DETECTING HEIRLOOMS

A collector always knows the direction and approximate distance (nearby, within 1 mile, within 10 miles, within 100 miles, on this plane, on which specific plane) of all their heirlooms and the exact direction it lays in real time orientation to themselves. Likewise, an heirloom (while not intelligent) can always be made to point towards its collector (placing a collector's heirloom sword in a pond will cause it to point towards them, for example).





#### PLAYER TIP: CHOOSE WISELY

While it is tempting to grab things like rings of protection and bracers of armor as heirlooms, remember that you will be locked into that heirloom. That ring of protection +1 isn't going to be useful 5 levels later. But an archer will always like bracers of falcon's aim, and a ring of sustenance means you never go hungry. Before you grab an item with a single static bonus, look at items that provide utility and options.

#### Granted Feat:

At 2nd level and every 4 levels thereafter, the collector may select 1 heirloom and cause it to grant a feat when wielded or equipped. The character wielding the heirloom must meet all prerequisites. A given heirloom may only be selected for this class feature once.

#### Bond (Ex):

At 3rd level and every odd level thereafter a collector gains a new way to bond with their equipment. A bond may only be selected once unless otherwise stated.

**ANIMIST:** The collector adds 1/4th their level as a bonus on all Use Magic Device checks so long as they have an heirloom on their person.

**AWAKEN HEIRLOOMS:** The enhancement bonus provided by any and all heirloom improves by +1. This can be taken multiple times and its effects stack. This can't raise an enhancement bonus above +5.

**COMPLETIST:** The collector gains constant detect magic that only detects magical items (not other magical effects). When active it gives their eyes a dull but clearly visible glow. It can be suppressed or reactivated as a swift action.

**EMPOWERING HEIRLOOM:** Select one wondrous item heirloom. That heirloom now additionally provides an enhancement bonus to an ability score of the collector's choice equal to +1/2 their collector level when equipped. An heirloom empowered in this fashion cannot be lent to an ally via Lend 'Looms. This replaces any bonus it provides to the same ability score if it is larger.

**EVER-PRESENCE:** As a free action the collector may cause one of their heirlooms to levitate and stay with them. This levitation counts as an extra hand that can only be used to wield / use that object. While not a physical hand it otherwise functions as a hand (keep in mind it only functions for the declared heirloom) and the ever-present heirloom can be changed in the same fashion as retrieving another heirloom would normally take. When used to make an attack it is treated as a secondary attack. This cannot be used as a second hand to two-hand a weapon or object.

**EXTRA HEIRLOOM:** The collector gains an extra heirloom at the value of the most recent heirloom they obtained. Example: If a 7th level collector takes this bond they could obtain an heirloom worth no more than a 6th level heirloom (which can be worth no more than 12,000 gp).

**GUARDIAN OF LEGEND:** A collector adds 1/4th their collector level as a morale bonus to their AC if wearing an heirloom armor or shield. This bonus does not stack with multiple sources.



**HEIRLOOM SMITH:** The collector adds half their collector level on Craft checks to craft items similar to any of their heirlooms. In addition they count as if they had the Master Craftsman feat (sans the +2 bonus it provides) and count their collector level as their caster level (or add it to an existing caster level) for the purpose of crafting magic items like one of their heirlooms.

**LEND 'LOOMS:** A collector with this bond can allow his allies to wield the collector's heirlooms. However, should an ally take that heirloom more than 100 feet away from the collector, this benefit is no longer afforded to them. (See "Others Using an Heirloom").

**RECHARGE HEIRLOOM:** Once per day a collector can take a standard action to recharge a single expendable or consumable heirloom they have as if 24 hours had passed. This may be taken multiple times. Each times grants you an additional use of this ability per day.

**REFORM:** A standard action the collector can reform, recall, or otherwise call to his presence a single heirloom that has been lost or destroyed once per hour. When reformed it is called to an empty hand as if it had been gone for 24 hours and is in its full and working condition (though not recharged if consumable). After use, this bond cannot be used for 1 hour. A single heirloom can only be reformed once per day.

**SACRIFICE:** As a standard action once a collector can dramatically shatter one of their heirlooms. This powerful release of energy causes 1d6 point of force damage per collector level in a 30 foot radius. A Reflex save (DC 10 + 1/2 collector level + enhancement bonus of the heirloom) reduces this damage by half. This inflicts damage to everything but the collector and their allies. This ability shatters the heirloom and the heirloom cannot be used until it is reformed.

**SEEK ARTIFACT:** As a standard action a collector can detect the presence of powerful magic items. This is typically the presence or absence of artifacts or magic items worth at least 10,000 gp within 100 miles and the general direction towards the most powerful/ expensive. This does not penetrate any sort magical protection against detection (such as *non-detection* or things that defend against *scrying*) and automatically fails against it. This may, however, detect other important magic items or a specific one if the collector is particularly focused on a specific one (Example: If the collector is questing for a magic key, locked in a castle, they may be able to detect it despite it only being worth about 2,000 gp).





**SUMMON HEIRLOOM:** A collector with this talent can, as a swift or immediate action, summon any or all heirlooms they own to their person in the proper fashion. This dramatic exhibition of their control over their heirlooms is visible to all (lighting clashes, a great brilliance emits from the, the call of dragons accompanies it, the earth superficially trembles, or other such things) and places them in the location that is proper for them. Armor is correctly worn and wieldable this are wielded. Anything beyond the capacity of one's hands (typically 2) is placed in a fashion that is easily accessible to them (a sword appears in its sheath, a wondrous item placed in a pouch, etc). If held or otherwise detained, the heirloom disappears and reappears on the collector.

**WAND MASTER:** A collector with this talent can expend 3 charges from an heirloom wand to cast its stored spell twice.

**WARRIOR OF LEGEND:** A collector adds 1/4th their collector level as a morale bonus on attack rolls made with an heirloom.

### Stronger than Steel (Ex):

At 5th level, all heirlooms gain the hardness and HP of adamantium (regardless of what they are actually made of).

### Legendary Heirlooms (Ex):

At 10th level, all magic items, including their heirlooms, on the collector's person cannot be dispelled and function normally in an antimagic field or similar effect.

### Invincible Heirlooms (Ex):

At 15th level, all heirlooms wielded or on the collector's person become all but impervious to damage. Their normal HP/inch and hardness becomes 100 HP/inch and 100 hardness. In addition, heirlooms now reform themselves- recovering the collectors level in HP per turn.

### Universal Artifact:

The 20th level heirloom of a collector can be any item in existence (subject to GM approval). This can even be esoteric or unreasonable things like entire cities, the moon, an object from the future (or past) that doesn't exist, theoretical items, or items whose story the collector has heard.

**Table 1-2: Collector Alternate Favored Class Bonuses**

RACE	BONUS	SOURCE
Human	+1/6th an extra bond.	CRB
Dwarf	Improve the armor bonus to AC of heirloom armor you are wearing by 1/4th.	CRB
Elf	+1 on checks to activate magic items that you don't activate blindly, on checks to identify magic items, and +1/2 on opposed caster level checks.	CRB
Half-Orc	+1/3rd on damage rolls on sunder attempts against magic items.	CRB
Halfling	+1 on checks to identify or detect magic items and to attempt to haggle over the price of goods (magical or mundane).	CRB
Arma	+1/2 to your CMD to resist combat maneuvers made to damage or disarm heirlooms.	RG4
Vanara	+1 on Diplomacy and Intimidate checks while you are wearing heirloom armor or wielding a heirloom weapon	ARG



# Questing Knight

A HYBRID CLASS FOR THE PATHFINDER ROLEPLAYING GAME

Many legends tell of knight errants who searched far and wide for fabled artifacts. A questing knight searches high and low for such legendary artifacts and uses them greatly in defense of the innocent or amass the immense power for themselves. Questing knights are driven by an almost insane urge to continue forward, to complete their goal, to summit the next mountain, to face the next challenge, and to claim the prize at the end. This drive is infectious and, as a result, questing knights push their parties hard than they ever thought possible. This can be a good thing, each party member often becomes stronger for it, but it can also be an annoyance. The questing knight is up at the crack of dawn, often packed and ready to go, while the rest of the party is still having its morning rations or recovering spells.

**Hit Dice:** D10.

## Parent Classes:

### Collector and Fighting Man

The collector can be found earlier in this book and the fighting man, which is a rebuild of the fighter class, can be found in "The Fighting Man- A Required Fighter Rebuild" by Little Red Goblin Games LLC and is required to use this hybrid class. It is a rebuild of the fighter class and can be considered to be similar.

**Role:** A questing knight is a martial character with a heavy emphasis on the heirlooms they select. They work great if you are interested in a more martial character than a typical collector. Their mixture of magical and martial abilities make for a devastating combat character.

**Alignment:** Any

**Starting Wealth:**  $5d6 \times 10$  gp (average 175 gp.). In addition, each character begins play with an outfit worth 10 gp or less.

## Class Skills

The questing knight's class skills are Acrobatics (Dex), Climb (Str), Craft (Int), Handle Animal (Cha), Intimidate (Cha), Knowledge (dungeoneering) (Int), Knowledge (engineering) (Int), Perception (Wis), Profession (Wis), Ride (Dex), Survival (Wis), and Swim (Str).

**SKILL RANKS PER LEVEL:** 4 + Int modifier.

## Class Features:

The following are the class features of the questing knight.

## Weapon and Armor Proficiency:

The questing knight is proficient with all simple and martial weapons and with all armor (heavy, light, and medium) and shields (including tower shields).



## Table 2-1: The Questing Knight

LEVEL	BASE ATTACK BONUS	FORT SAVE	REF SAVE	WILL SAVE	SPECIAL	HEIRLOOM PRICE
1st	+1	+0	+0	+2	Man-At-Arms	-
2nd	+2	+0	+0	+3	Heirloom, warrior's versatility	2,000 gp
3rd	+3	+1	+1	+3	Bond	-
4th	+4	+1	+1	+4	Fighting Man Talent	-
5th	+5	+1	+1	+4	Drive	-
6th	+6/+1	+2	+2	+5	Heirloom	12,000 gp
7th	+7/+2	+2	+2	+5	Bond, warrior's versatility	-
8th	+8/+3	+2	+2	+6	Fighting Man Talent	-
9th	+9/+4	+3	+3	+6	Drive	-
10th	+10/+5	+3	+3	+7	Heirloom	40,000 gp
11th	+11/+6/+1	+3	+3	+7	Bond, warrior's versatility	-
12th	+12/+7/+2	+4	+4	+8	Fighting Man Talent	-
13th	+13/+8/+3	+4	+4	+8	Drive, warrior's versatility	-
14th	+14/+9/+4	+4	+4	+9	Heirloom	84,000 gp
15th	+15/+10/+5	+5	+5	+9	Bond	-
16th	+16/+11/+6/+1	+5	+5	+10	Fighting Man Talent	-
17th	+17/+12/+7/+2	+5	+5	+10	Drive	-
18th	+18/+13/+8/+3	+6	+6	+11	Heirloom	108,000 gp
19th	+19/+14/+9/+4	+6	+6	+11	Bond	-
20th	+20/+15/+10/+5	+6	+6	+12	Fighting Man Talent, Universal Artifact	-

### Man-At-Arms (Ex):

Questing knights count as fighters (and fighting men) of equivalent level for the purpose of qualifying for combat feats. Levels in fighting man stack with levels of fighter (and fighting man) for this purpose as well.

### Heirloom:

At 2nd level and every 4 levels thereafter a questing knight gets an heirloom (as described in the collector's entry earlier in this book).



## Warrior's Versatility (Ex):

At 2nd level, a questing knight can take a move action to gain the benefit of a fighting man talent he doesn't possess. This effect lasts for 1 minute. The questing knight must meet all the fighting man talent's prerequisites. He may use this ability a number of times per day equal to  $3 + 1/2$  his questing knight level (minimum 1).

The questing knight can use this ability again before the duration expires in order to replace the previous fighting man talent with another choice.

If a fighting man talent has a daily use limitation (such as Stay the Line), any uses of that fighting man talent while using this ability count toward that feat's daily limit. If the fighting man talent gives him a feat (or feats) he is considered to have those feats for the duration of this ability.

At 7th level, a questing knight can use this ability to gain the benefit of two fighting man talents at the same time. He may select one fighting man talent as a swift action or two fighting man talents as a move action. He may use one of these fighting man talents to meet a prerequisite of the second talent; doing so means that he cannot replace a feat currently fulfilling another's prerequisite without also replacing those fighting man talent that require it. Each individual fighting man talent selected counts toward his daily uses of this ability.

At 11th level, a questing knight can use this ability to gain the benefit of three fighting man talents at the same time. He may select one fighting man talent as a free action, two fighting man talents as a swift action, or three fighting man talents as a move action. He may use one of the fighting man talents to meet a prerequisite of the second and third fighting man talents, and use the second fighting man talents to meet a prerequisite of the third talent. Each individual fighting man talent selected counts toward his daily uses of this ability.

At 13th level, a questing knight can use this ability to gain the benefit of one fighting man talent as an immediate action or three combat fighting man talents as a swift action. Each individual fighting man talent selected counts toward his daily uses of this ability.

At 20th level, a questing knight can use this ability to gain the benefit of any number of fighting man talents as a swift action. Each fighting man talent selected counts toward his daily uses of this ability.





## Bond:

At 3rd level and every 4 levels thereafter a questing knight gets a bond (as described in the Collector's entry earlier in this book).

## Drive (Su):

Starting at 5th level the questing knight's deep sense of purpose and urgency becomes manifest- inspiring those who quest with them to reach their goal. At 5th level and every 4 levels thereafter a questing knight selects one of the following drives to instill in their allies. Drives effect all allies, including the questing knight, within 100 feet or who can see and hear the questing knight. All bonuses from drives are morale bonuses and count as non-language dependent mind-affecting effects. They are always active but can be suppressed or reactivated as a swift action.

**SENSE OF PURPOSE:** The questing knight grants a bonus on Initiative check and saves against death effects equal to 1/3rd their questing knight's level (minimum +1). Furthermore, the entire party gains a +4 bonus on checks to keep moving and counts their land speed as being +20 feet when moving overland at a march.

**SENSE OF RESOLVE:** The questing knight grants a bonus on stabilization check and saves against death effects equal to 1/3rd their questing knight's level (minimum +1).

**SENSE OF DEVOTION:** The questing knight grants a bonus on Will saves against mind-affecting effects caused by spells and to detect illusions equal to 1/3rd their questing knight's level (minimum +1).

**Sense of Vigilance:** The questing knight grants a bonus on Perception checks to spot hiding creatures equal to 1/3rd their questing knight's level (minimum +1).

**SENSE OF PRIDE:** The questing knight grants a bonus on Acrobatics, Climb, and Swim checks made to overcome terrain based obstacles equal to 1/3rd their questing knight's level (minimum +1). In addition, the questing knight treats difficult terrain as normal terrain for the purpose of determining how far they can move.

**SENSE OF URGENCY:** The questing knight grants a bonus on Reflex saves equal to 1/3rd their questing knight's level (minimum +1). In addition, the questing knight gains the Evasion class feature of the monk (see the monk's entry in Chapter 3 of the Pathfinder Core Rulebook for more information).

**SENSE OF ENTITLEMENT:** The questing knight grants a bonus on Appraise, Craft, and checks to identify magic items equal to 1/3rd their questing knight's level (minimum +1). In addition, the questing knight can cast *detect magic* at will as a spell-like ability using his questing knight as his caster level.

## Universal Artifact:

The 20th level heirloom of a questing knight can be any item in existence (subject to GM approval). This can even be esoteric or unreasonable things like entire cities, the moon, an object from the future (or past) that doesn't exist, theoretical items, or items whose story the questing knight has heard.





# Sacred Smith

A BASE CLASS FOR THE PATHFINDER ROLEPLAYING GAME

There are engines in the universe, powerful quasi-deific artifacts, known as the “Engines of Creation”. These semi-living forges are wondrous- able to manufacture whatever is desired. Those who tap into the power of the Engines of Creation are known as “Smiths” and can perform many of the same miracles of creation and creativity.

These sacred smiths train first as mundane ones before learning the rituals and ways of smithing via the engines of creation. Many are skilled artisans before their training but become quasi-mystical smiths afterwards.

The training they undergo is not only spiritual and technical- to become a true sacred smith one’s body and mind must be as strong as the weapons they forge. Artisan clans of sacred smiths are often hired as mercenaries or requested by great kings as powerful allies. While not traditional soldiers, their fearsome equipment often makes up for their lack of formal military training.

**Hit Dice:** D10.

**Role:** Sacred smiths are concerned with their equipment and the equipment of their allies. They are proficient warriors but much of this stems from their weapons.

**Alignment:** Any

**Starting Wealth:**  $5d6 \times 10$  gp (average 175 gp.). In addition, each character begins play with an outfit worth 10 gp or less.

## Class Skills

The sacred smith’s class skills are Appraise (Int), Craft (Int), Disable Device (Dex), Knowledge (arcana) (Int), Knowledge (engineering) (Int), Knowledge (planes) (Int), Knowledge (religion) (Int), Perception (Wis), Profession (Wis), Spellcraft (Int), and Use Magic Device (Cha).

**SKILL RANKS PER LEVEL:** 4 + Int modifier.

## Class Features:

The following are the class features of the sacred smith.

## Weapon and Armor Proficiency:

The sacred smith is proficient with all simple weapons and with all armor (heavy, light, and medium) and shields (including tower shields). In addition, she is proficient with any weapon she creates.



**Table 3-1: The Sacred Smith**

LEVEL	BASE ATTACK BONUS	FORT SAVE	REF SAVE	WILL SAVE	SPECIAL
1st	+1	+2	+0	+2	Matter, sacred forge
2nd	+2	+3	+0	+3	Master craftsman
3rd	+3	+3	+1	+3	Crafting feat, ritual of empowerment
4th	+4	+4	+1	+4	Battlesmith training, ritual of substance
5th	+5	+4	+1	+4	Reforge
6th	+6/+1	+5	+2	+5	Battlesmith training, free forge(1/day)
7th	+7/+2	+5	+2	+5	Crafting feat
8th	+8/+3	+6	+2	+6	Battlesmith training
9th	+9/+4	+6	+3	+6	Avatar of creation
10th	+10/+5	+7	+3	+7	Battlesmith training
11th	+11/+6/+1	+7	+3	+7	Crafting feat
12th	+12/+7/+2	+8	+4	+8	Battlesmith training, free forge (2/day)
13th	+13/+8/+3	+8	+4	+8	Avatar of creation
14th	+14/+9/+4	+9	+4	+9	Battlesmith training
15th	+15/+10/+5	+9	+5	+9	Crafting feat
16th	+16/+11/+6/+1	+10	+5	+10	Battlesmith training
17th	+17/+12/+7/+2	+10	+5	+10	Avatar of creation
18th	+18/+13/+8/+3	+11	+6	+11	Battlesmith training, free forge (3/day)
19th	+19/+14/+9/+4	+11	+6	+11	Crafting feat
20th	+20/+15/+10/+5	+12	+6	+12	Engine of Creation, battlesmith training





## Sacred Forge / Matter (Su):

At 1st level, the sacred smith begins to tap into the engines of creation- a deep and terrible god-like cosmic artifact that allows them to create something from nothing. This manifests as a resource known as “matter”. This matter is intangible, stored in the soul of the smith, until called upon. A sacred smith has 10 lb of matter per sacred smith level. Each specific use of matter has a duration and indicates when matter returns to the sacred smith. It does not return automatically (not daily).

To create an object a sacred smith must takes 1 minute to forge it. She needs all the trappings a normal smith needs to smith something (a forge, hammer, water, bellows, etc. Though note material). They must then make a Craft check (DC 10 + 1/100th the price of the object in GP, rounding down to whole numbers) and, if the Craft check is successful, the sacred smith expends matter equal to the weight of the object. If she does not have the matter to complete the object, the attempt fails.

A sacred blacksmith can only craft mundane items with this class feature (though it may be made magical via other class features).

An object crafted in this fashion is temporary and dissipates, the matter from it returning to the sacred smith's soul 24 hours after it is created. At that point in time the sacred smith regains the matter for use in other projects. As a swift action a sacred smith can cause any object she had created via this class feature to dissipate and return to her soul if she has line of sight (or effect) to it.

The modifications described on Table 3-2: Sacred Forge Modification can be crafted into the object when it is created. Note that the increase in matter requirement does not result in any change in the actual weight of the object created. For modifications, always round down to the nearest whole number.

## Master Craftsman:

At 2nd level, the sacred smith gains the Master Craftsman feat as a bonus feat. However, unlike the feat, she applies it to all Craft and Profession skills she has at least 1 rank in.

## Crafting Feat:

At 3rd level and every 4 levels thereafter, the sacred smith gains a bonus feat in addition to those gained from normal advancement. These bonus feats must be selected from those listed as crafting feats.

**Table 3-2: Sacred Forge Modification**

NAME	DESCRIPTION	INCREASED MATTER REQUIREMENT	CRAFT DC INCREASE
Masterwork	The object is masterwork.	+5 lbs.	+2
Fragile	The object is fragile.	Half the normal weight	+0
Special Material*	Select a special material.	+5 lbs. per 1,000gp it would cost to buy an object out of it. Minimum +5 lbs.	+2 per 1,000 gp it would cost to buy an object out of it. Minimum +2.

**EXAMPLE:** Adding adamantine to a weapon you are sacred forging would normally cost +3,000 gp. This means it costs an extra 15 lbs. of matter and adds +6 to the DC of the Craft check.



Alternatively, a sacred smith can take Skill Focus in any of her sacred smith class skills. She may select this option multiple times, each time applying to a new sacred smith class skill.

Finally, if using the skill unlock alternate rules presented in Pathfinder Unchained, a sacred smith can choose to gain the skill unlock powers for a single class skill as appropriate for her number of ranks in that skill (gaining new unlocks as she advances that skill more). She may select this option multiple times, each time applying it to a new sacred smith class skill.

### **Ritual of Empowerment (Su):**

At 3rd level, as a swift action a sacred smith can use matter to grant any object she holds magical enchantments. By expending 5 lbs. of matter she can grant a +1 or equivalent special quality to an object she holds. She can expend 5 additional pounds of matter to increase the kind of enhancement she grants by +1 (giving her access to equivalent enhancements from +1 to +5 as well). The maximum enhancement bonus (or equivalent special quality) is equal to 1/3rd her sacred smith level and is restricted by the normal +5 maximum.

This can only be given to masterwork weapons or armor she is touching and the ritual of empowerment lasts for up to 1 hour per sacred smith level. It cannot be used on weapons or armor that already have some sort of enhancement bonus or equivalent. When this effect ends or when sacred smith cancels this effect (a swift action), the matter used to create it immediately returns to her soul for her future use.

### **CREATIVITY (OPTIONAL RULE):**

The ritual of empowerment can be applied to things somewhat improperly. They can apply any enchantment to any object. For example, a sacred smith could apply a weapon enchantment on a masterwork spoon if used like a weapon or an armor's benefit on a tunic (which generally doesn't count as armor). It only functions as per its effect when employed in the fashion it was intended to be used. As an example, a sacred smith may apply a heavy fortification enchantment to a sword but would only work for them if the sword was somehow employed as armor. A giant statue could be given the flaming quality and would only cause the fiery effect if used like a weapon. A bow could get a melee weapon enchantment but would only function when it was used as a melee weapon. This also allows the smith to violate restrictions that specify weapon types. A sacred smith could use the ritual of empowerment to make a vorpal mace.

### **Ritual of Substance (Su):**

At 4th level, once per day per 4 levels of sacred smith, she can give permanent substance to an object she created with her sacred forge class feature. This ritual takes 10 minutes and costs material components that has a value to half the total cost of the object. If this was subject to the ritual of empowerment, the price for the enhancement must be paid for as well (at half price).



## Battlesmith Training (Su):

At 4th level and every even level thereafter, the sacred smith unlocks a new trick, technique, or tactic that they can employ on the battlefield thanks to their link to the Engines of Creation. Each can only be taken once unless expressly stated that they can be taken multiple times.

**BLOW OF THE SMITH:** A sacred smith with this battlesmith can add weight to the head of bludgeoning weapons, causing them to gain an enhancement bonus to damage rolls equal to 1/4th her sacred smith level. In addition, a sacred smith also adds 1/4th her sacred smith level to sunder attempts made with bludgeoning weapons.

**BODY OF THE FORGE:** The sacred smith can commune directly with the Engines of Creation, turning her body into a reviled for the flow of its divine liquefied metal. In a ritual that takes 10 minutes and consumes 3 lb of matter, she can give her body over to the Engines of Creation for 24 hours. Once this ends, the matter returns to the sacred smith immediately. This grants her darkvision as her eyes burn with the light of smelted steel, causes her to shed light like a torch as her skin turns the black of volcanic stone with cracks that glow like magma, superheats her form causing her to gain the benefits of *fire shield* spell (using her sacred smith level for her caster level with no maximum on damage), and all attacks made while in this form deal 1d6 extra points of fire damage (if the sacred smith wishes). Finally, her blood is magma, causing creatures exposed to it (a vampire who drinks it, a grappled creature if you are bleeding, etc) to take 1d6 points of damage per round they are in contact with you. A sacred smith must be at least 8th level to select this battlesmith training.

**BY MY HAND:** A sacred smith with this talent can take feats that require them to specify a weapon type (such as Weapon Focus) in “weapons crafted by my hand”. This mean the feats apply to any weapon they have personally crafted. In addition, a sacred smith gains Weapon Focus (Weapons Crafted By My Hand) when they take this battlesmith training. Finally, a sacred smith uses their sacred smith level as their fighter level for feats that have Weapon Focus as a prerequisite.

**DIGEST MATTER:** When a sacred smith successfully destroys an opponent’s weapon by sundering it (giving it the broken condition) the weapon is instead consumed (as if destroyed by a *disintegrate* spell). The weight of the weapon is converted to matter that adds to the the sacred smith’s pool of the resource. This matter dissipates after 1 hour. A sacred smith can never gain more than 10 lbs per day in this fashion. This has no effect on artifacts or heirlooms. If attempting this on a magic item the sacred smith must make a check: 1d20 + sacred smith level + her Intelligence modifier vs 10 + caster level of the magic item. If the sacred smith is not successful, the item is simply broken and they can’t consume it or attempt to do so for 24 hours. This can only be done immediately after sundering a weapon held by an enemy and only if within 30 feet when it occurs. A sacred smith must be at least 8th level to select this battlesmith training.





**DOMINION OVER STEEL AND FIRE (SP):** As a standard action a sacred smith can use *dominate monster* on any creature with the fire subtype. Alternatively, she can use *control construct* on any construct. She may do this once per day per 3 levels of sacred smith. A sacred smith uses her sacred smith level as her caster level for this spell-like ability. A sacred smith must be at least 10th level to select this battlesmith training.

**HEAVY SOUL:** The sacred smith gains 10 additional lbs of matter in her soul. This can be taken multiple times and each time it adds 10 additional lbs.

**MASTER OF THE HOUSE:** A sacred smith's relationship with a created object is not simply one of master and creator but one of divine will and a supplicant. A sacred smith gains strength from being connected to something crafted. If a sacred smith is standing on crafted terrain where material had to be brought in (cobblestone, metal floors, carpet, the wooden deck of a sailing ship, etc) or within a crafted building (a house, castle, metropolis, underground city, etc) rather than primarily natural terrain (a field, a mountain, a dirt road, hollowed out cave passage, etc) they gain a +10 foot bonus to their movement speed and a +1 sacred bonus on attack and damage rolls.

**QUICK FIX:** As a standard action that does not provoke an attack of opportunity a sacred smith can restore 1 HP per sacred smith level to all objects within 60 feet of her. She can choose what she wants to repair (or not repair) and this can be used to restore HP to constructs. It requires 1 lb. of matter per object the sacred smith wishes to remain. If the object is attended or a construct the owner (or construct) must be willing to accept this healing. The matter consumed by this ability returns to the sacred smith in 1 hour.

**RATTLING BLAST:** By the might of the Engines of Creation a sacred smith causes all non-natural, non-magical, weapons or all armors to vibrate to a special resonance (known as the "resonance of the created"). A sacred smith must pay 1 lb. of matter as a standard action and, if they do so, all weapons or all armors take within 60 feet 1d6 points of damage (bypassing hardness) per 2 levels of sacred smith (roll once for all equipment damage). This is accompanied by an omnipresent bellowing hum. This does not affect his equipment, the artifacts or heirlooms of other creatures, any natural weapons or armor, or magical equipment. A sacred smith can choose to restrict this to affect only enemy equipment, but if she chooses to do so the radius is reduced to only 30 feet. If a sacred smith selects "all weapons" this includes all things commonly defined as weapons, ammunition, or anything currently being employed as a weapon (such as an improvised weapon). If a sacred smith selects "all armor" this includes all things commonly defined as protective equipment such as shields, armor, helmets, or anything provide a bonus to AC. This only affects objects currently being used for this purpose or ready to be used for their intended purpose (weapons wielded, weapons in a sheath, arrows in a quiver ready to be used, armor worn, shield wielded, etc). That is to say, this does not affect objects stored on one's person (such as a set of armor in one's backpack). The matter expended on this returns to her soul in 1 hour.



**SACRED SKIN:** A sacred smith can swallow an ingot of a metal weighing at least 1 lb and her skin becomes that material. Doing so requires one of her daily uses of of her sacred forge class feature (though no blacksmith forge is required). The sacred smith then must take 1 minute to burn the material in her stomach. Then, for 24 hours, she is treated as if her body is made out of the consumed metal. Once this ends, the matter returns to the sacred smith immediately. All natural attacks made during this time count as being made with a weapon of this material. If the special material provides DR (such as adamantine) she gains that DR. If a sacred smith swallows mithral they gain DR 1/- and are half their normal weight. Further benefits may be discussed with the GM (such as Elysian bronze granting the sacred smith a bonus on all attacks against magical beasts and monstrous humanoids). A sacred smith can only benefit from a single metal at a time.

**SACRED WEAPONSMITH:** A sacred smith with this battle training can forge a mundane weapon of masterwork quality as a move action without the use of a forge. Doing so costs twice the normal matter (count the weapon as twice the normal weight for the purpose of determining the matter requirements). When forged the weapon can either be created in your grip or in the grip of an adjacent, willing, ally. A sacred smith must be at least 6th level to select this battlesmith training.

**SCAVENGE:** A sacred smith can consume the matter she holds in her soul to stoke her own fire- healing her body as one might repair a broken suit of armor. Once per day per 3 levels of sacred smith she can consume 1 lb. of matter as a swift action of matter to give herself fast healing equal to her Intelligence modifier for for rounds equal to her sacred smith level. This fast healing ceases if the sacred smith goes unconscious or drops below 0 HP. This matter returns to the sacred smith 1 hour after the fast healing has ceased.

**SCULPTED ARMOR:** Being wrapped in the expression of her creative force (and thus the will of the Engines of Creation) empowers the sacred smith and further protects them from harm. If the sacred smith wears armor they themselves have crafted, they gain a sacred (or profane if evil) bonus to their AC. This bonus is equal to her Intelligence modifier, to a maximum of 1/3rd her sacred smith level.

**SLAG BREATH:** By paying 1 lb. of matter, the sacred smith can belch forth a 30 foot cone of molten slag as a full round action. Creatures that fail a Reflex save (DC 10 + 1/2 sacred smith level + Intelligence modifier) take 1d6 points of fire damage for every 2 levels of sacred smith. This deals double damage against constructs and objects and leaves caltrops (for from the sharp knots, slags, and burs of leftover slag) in all squares that this hit. These caltrops dissipate in 1 hour and the matter returns to the sacred smith after this time.



**SOULFORGE:** A sacred smith can reforge a soul like broken steel, restoring someone to life that recently passed. By expending one use of a their daily uses of the sacred forge class feature and 1 lb. of matter per HD of the creature, a sacred smith can strike the corpse of a creature that died within 1 round per 5 sacred smith levels and restore them to 0 HP, but stabilized, with no ill effects. A sacred smith takes 1 temporary negative levels when doing this (as they must use a bit of their own soul to reforge their target's) that is restored to them in 24 hours. The matter expended is returned 24 hours later. Doing this is a full round action and only works on adjacent creatures. A sacred smith must have the normal requirements for forging (as detailed in the sacred forge class feature). If the sacred smith uses this battlesmith talent with the free forge class feature, it only takes a standard action and no blacksmith's tools. A sacred smith must be at least 10th level to select this battlesmith training.

**SWORD EATER:** If a sacred smith with this battlesmith training successfully deals damage to an enemy who is wielding a weapon that has less hardness than their own, the opponent's weapon takes 10 damage, bypassing hardness.

**VERSATILE WEAPONS:** When a sacred smith forges a weapon with their sacred forge class feature they can expend 1 extra lb. of matter to cause that weapon to count as a second weapon. It can only be one weapon at a time, changing what weapon it is takes a swift action (note: this is not a double weapon). The weapon added on must be less expensive than the weapon paid for with the sacred forge class feature. Once this ends, the matter returns to the sacred smith immediately.





### Reforge (Su):

At 5th level, a sacred smith can, as a standard action, restore 5x their sacred smith level in HP to an object or construct by expending 1 lb. of matter. This matter is returned in 1 hour after use.

### Free Forge (Su):

At 6th level, once per day per 6 levels of sacred smith she can use her sacred forge class feature as a swift action and does not have to use a blacksmith's forge (she may simply will the object into existence). If the sacred smith fails the Craft check, the action is still expended but the use of free forge is not.

### Avatar of Creation:

At 9th level, the DC to craft objects with sacred forge is changed to DC 10 + 1/200th the price of the object in GP (rounding down to whole numbers) and can be used to craft magic items (though not artifacts). Like normal magic items, these items cannot be further enhanced with things like ritual of empowerment.

At 13th level, this changes to DC 10 + 1/500th the price of the object in GP (rounding down to whole numbers) and at 17th level it is DC 10 + 1/1,000th the price of the object in GP (rounding down to whole numbers).

### Engine of Creation (Ex):

At 20th level, the DC to craft item with the sacred forge class feature becomes DC 10 + 1/2,000th the price of the object in GP (rounding down to whole numbers). A 20th level sacred smith can use this to craft artifacts, though doing so requires a DC 50 check. In addition, a sacred smith never needs the tools of a blacksmith to sacred smith objects and always do so as a swift action.

**Table 3-3: Sacred Smith Alternate Favored Class Bonuses**

RACE	BONUS	SOURCE
Human	+1/4th a battlesmith training	CRB
Dwarf	+1 hour duration on objects crafted with sacred forge and -5 second duration on how long it takes to craft something with sacred forge (minimum 6 seconds/full round action).	CRB
Elf	+1/6th a use of free forge	CRB
Oread	+2 lbs. of matter.	APG
Arma	Ignore 1 point of hardness when sundering objects	RG4
Free Homunculus	+1 HP healed via the reforge class feature (Formula becomes: 5x HD of sacred smith + 1 per level of sacred smith)	RG5



# Heartforger

AN ARCHETYPE FOR SACRED SMITH IN THE PATHFINDER ROLEPLAYING GAME

The creation of life- the line that separates man from god. Heartforgers dare to transgress that line- granting the spark of life to that which does not yet live. Heartforgers use their sacred connection to the Engines of Creation to imbue things with the spark of life- an art considered heresy by many.

## Forged Servant (Sp):

At 3rd level, the heartforger can push the spark of life into an object, causing it to spring to life as a loyal servant. As a standard action, the heartforger can cast *animate objects* as a spell-like ability, but may only target a single object. The heartforger uses his sacred smith level as his caster level. The heartforger must spend 1 matter per small object worth of size of the target object; medium objects require 2 matter, large objects require 4 matter, and so on. This matter is returned after 24 hours, or 1 round after the animated object is destroyed, whichever comes first.

This ability replaces ritual of empowerment.

## Craft Construct:

At 7th level, the heartforger gains Craft Construct as a bonus feat, even if he doesn't meet the prerequisites.

This replaces the bonus crafting feat gained at 7th level.





# Magician

A BASE CLASS FOR THE PATHFINDER ROLEPLAYING GAME

Not everyone is blessed with magic in their blood or the opportunity to study at a prestigious wizard's academy. Magicians use sleight of hand, misdirection, mentalism, and props to create the illusion of magic without actually tapping into fantastic energies. Some call them frauds or charlatans but magicians consider their craft above that. They are showmen, entertainers, confidence men and women, fans of magic, and even outright crooks.

**Hit Dice:** D8.

## Relationship With Other Classes:

Magicians walk a very narrow line between entertainer and supernaturalist. They base their art on misrepresentation, something they have in common with a rogue. "True" magic-users vary in their response to them- ranging from confused, to outraged, to politely amused.

**Role:** Magicians rely on mundane means to accomplish the fantastic. The best tools in their box of tricks are their class skills, equipment tricks, and new uses for magic items. Their stage magic doesn't come close to that of a wizard or sorcerer (or anyone who studies magic) but in many ways, that is their strength. You can't "dispel" a pair of handcuffs, you can't use detect magic to find out how they are hiding that blade, and a magician actually convinces someone to do something stupid rather than using suggestion.

Magicians have an affinity for magic items and get better use out of them than others, as they can employ them like they were props in a stage show. The magic items they select are often as important as what weapon they wield.

**Gameplay:** A magician has a lot of utility, it's three major class features are "props", "magicians secrets", and "equipment tricks". If used correctly and/or in concert with each other, a magician can be one of the most versatile characters in the game- always having that one thing that can make them beyond useful. A deep familiarity with equipment and wonderound items is suggested to best use this class.

Props are, at first glance, rather unimpressive. However, this is by far their most terrifying class feature and will be the main way they can contribute to combat. At low levels pulling out temporary versions of things like *elixir of fire breath*, *elixir of dragon breath*, *origami swarm*, *goblin skull bombs*, *horn of fog*, *elemental gem*, or even things like the *apple of eternal sleep* will help you to contribute in combat. A little later on *beads of force* are fantastic and a *horn of blasting* is great. Pathfinder's Ultimate Equipment book by Paizo is probably going to be your best friend for this class.





**Table 4-1: The Magician**

LEVEL	BASE ATTACK BONUS	FORT SAVE	REF SAVE	WILL SAVE	SPECIAL	PROP VALUE
1st	+0	+2	+2	+0	Catch off-guard, stage magic	1,000 gp
2nd	+1	+3	+3	+0	Equipment trick, misdirection, props	2,000 gp
3rd	+2	+3	+3	+1	Magician's secret	3,000 gp
4th	+3	+4	+4	+1	Marvelous	4,000 gp
5th	+3	+4	+4	+1	Equipment trick	5,000 gp
6th	+4	+5	+5	+2	Magician's secret	6,000 gp
7th	+5	+5	+5	+2	Masterful misdirection	7,000 gp
8th	+6/+1	+6	+6	+2	Equipment trick	8,000 gp
9th	+6/+1	+6	+6	+3	Magician's secret	9,000 gp
10th	+7/+2	+7	+7	+3	Improve props	20,000 gp
11th	+8/+3	+7	+7	+3	Equipment trick	22,000 gp
12th	+9/+4	+8	+8	+4	Magician's secret	24,000 gp
13th	+9/+4	+8	+8	+4	Improve props	52,000 gp
14th	+10/+5	+9	+9	+4	Equipment trick	56,000 gp
15th	+11/+6/+1	+9	+9	+5	Magician's secret	60,000 gp
16th	+12/+7/+2	+10	+10	+5	Improve props	128,000 gp
17th	+12/+7/+2	+10	+10	+5	Equipment trick	136,000 gp
18th	+13/+8/+3	+11	+11	+6	Magician's secret	144,000 gp
19th	+14/+9/+4	+11	+11	+6	Improve props	304,000 gp
20th	+15/+10/+5	+12	+12	+6	Equipment trick, propmaster	Any



**Alignment:** Any

**Starting Wealth:**  $3d6 \times 10$  gp (average 105 gp.). In addition, each character begins play with an outfit worth 10 gp or less.

## Class Skills

The magician's class skills are Bluff (Cha), Disable Device (Dex), Diplomacy (Cha), Disguise (Cha), Knowledge (arcane) (Int), Sense Motive (Wis), Sleight of Hand (Dex), and Use Magic Device (Cha).

**SKILL RANKS PER LEVEL:** 8 + Int modifier.

## Class Features:

The following are the class features of the magician.

## Weapon and Armor Proficiency:

The magician is proficient with all simple weapons, all simple firearms, and one exotic weapon of their choice (chosen at 1st level). They are proficient with light armor, but not with shields.

## Catch Off-Guard (Ex):

At 1st level, the magician gains Catch Off-Guard as a bonus feat and may treat any magic item as an improvised weapon (even if not normally suited to doing so). If the magician has or gains (at some point in the future) Catch Off-Guard, this class feature instead grants him the Improvised Weapon Mastery feat even if he does not meet the other requirements.

## Stage Magic (Ex):

At 1st level, the magician gains a bonus on Use Magic Device checks equal to his 1/4th magician level.

## Equipment Trick:

At 2nd level, and every 3 levels thereafter a magician gains the Equipment Trick feat with a new piece of equipment in addition to those feats he normally gains for advancement.

## Props (Ex):

A magician can prime, modify, or misuse simple objects in their magic shows with their limited magical know-how, granting them short-term magic power. Maybe it's a coin that disappears, a ball that floats, an endless scarf, or a jug that gushes endless water. A magician can take a standard action to modify a mundane object he is holding to take on some fantastic quality. This causes the object to turn into a similar slotless wondrous item worth no more than 1,000 GP per magician level. Such an item is called a "prop" when the magician is using it to mimic a slotless wondrous item.

The mundane object used must be similar (a distinction for the GM to make) in size, shape, and function to the slotless wondrous item it is mimicking. It should be noted that a magician need not know of the magic item they are trying to mimic—the magic items and their prices are simply used to gauge relative power and keep it within acceptable power level. A prop, though it appears "magical" is always extraordinary (Ex).





A magician may do this a number of times per day equal to  $\frac{1}{2}$  their magician level (minimum once per day, rounding down) and a prop retains its wondrous quality for number of rounds equal to  $1 +$  the magician's Dexterity modifier (minimum 1 round). Once it ceases to be a prop, any benefits derived from it disappear (this includes things made by it). A prop may only be utilized and grant a benefit to the magician themselves, though harmful or negative effects (GM's discretion) may apply to other creatures.

If an item has a per daily use limit or effect associated with the passages of time, treat any prop of the same kind as the "same item" for the purposes of this effect (Example: A *horn of blasting* has a 20% cumulative chance with each extra use that it will explode so making 2 different horns of blasting per day as props would still incur the chance of exploding). This does not affect single-use items.

### **Stage Prop (Ex):**

At 2nd level, when a magician is using a magic item (or weapon enchanted to be magic) he may use his ranks in Use Magic Device (not his total bonus) in place of his Base Attack Bonus (including when he gets iterative attacks). In addition, under those circumstances, he may add his Charisma modifier to damage in place of his Strength modifier (whichever is applicable for the attack).

### **Misdirection (Ex):**

Starting at 3rd level, a magician uses his full magician level in place of his BAB when making a Dirty Trick attempt. In addition, he gains Improved Dirty Trick as a bonus feat.

### **Magician's Secret:**

All good magicians have their secrets and are remiss to tell them to others. These secrets allow them to better use a specific magic items. Starting at 3rd level and every 3 levels thereafter a magician may select a secret, each representing experience with a specific magic item, and he knows all the listed benefits. Some secrets he may know of, but not be able to use until a certain level. Some secrets turn the magic item temporarily into another magic item. While in this altered form they do not count as the initial magic item. No matter how many items that qualify for a particular secret are being used at once (such as several ability score enhancing items) only one may be utilized at a time.

A magician's secret is a jealously guarded technique and they are forbidden from divulging them. A magician who does cannot continue taking levels in the magician class until the person (or people) who learned to secret no longer remembers it. A magician is permitted to teach a single apprentice at a time their secrets, but only if they too are sworn to secrecy. A complete list of magician's secret can be found at the end of this class.

**DESIGN NOTE:** These are, effectively, powerful equipment tricks but with magic items.



## Marvelous (Ex):

Starting at 4th level, a magician can bypass any prerequisites for equipment tricks he possesses. If a trick requires a certain number of ranks in a skill, he must be of a character level equal to the number of ranks required to bypass it (Example: He'd have to be 5th level to bypass a feat that required 5 ranks in Ride). This, effectively, grants him all the benefits an equipment trick feat provides him, provided he is in a situation to properly use it (Example: He could still only use equipment tricks for a sheath while wielding a sheath, though he may know all of them).

## Masterful Misdirection:

At 7th level, a magician gains Greater Dirty Trick as a bonus feat. In addition, once per turn a magician can make a dirty trick attempt as a swift action. Finally, a magician can make dirty trick attempts on attacks of opportunities (in place of attacks).

## Improved Props:

At 10th level the value of the slotless wondrous item a prop can mimic increases to 2,000 gp per magician class level. At 13th this becomes 4,000 gp per magician class level, at 16th it becomes 8,000 gp per magician class level, and at 19th level it becomes 16,000 gp per magician class level.

## Propmaster:

At 20th level, a magician's props can mimic any non-artifact, slotless, wondrous items and they last for 6 hours per magician level.





## Magician's Secrets

### Portable Hole

**PORTABLE HOLE SHIELD:** As a standard action a portable hole may be magically bonded to a shield the magician is wielding. If a ranged attack fails to beat the magician's AC, the ammunition is stored safely (not broken) within the portable hole. This causes anything thrown, for example, to be stored if it does not hit you. For ranged attacks that deal splash damage, it only counts if the magician is the primary target (or at least in the targeted square). In addition, this grants a +2 deflection bonus to the magician's AC if wielded in this fashion. While employed in this fashion it cannot be used for either of the other two secrets.

**UNRELIABLE GATE:** A portable hole may be consumed to act as part of a ritual that takes a full round action. At the end of the ritual it explodes violently and loudly, but harmlessly- a shower of magical sparks accompanying it. It opens a portal, as if by *gate*, to a random place on a random plane. Once one creature has gone through, it instantly closes. A magician below 9th level cannot use this portable hole secret.

**DISCUS OF THE DARKNESS:** A portable hole may be thrown by the magician, as if it were a chakram. The magician is treated as proficient in the discus of darkness. This deals damage like a chakram, although there is no chance it is destroyed by virtue of being thrown, and if the magician should confirm a critical hit with it, 1d4 items (randomly determined by the GM) that the creature is holding are sucked off the person and into the portable hole.

### Bag of Holding

**STRETCH:** A magician can mess with a bag of holding, stretching it out and tampering with its structure. After one minute of this, the bag of holding is treated as if it were a bag of holding of one size category larger for 24 hours. A magician may only affect one bag of holding in this fashion at a time. After 24 hours the bag returns to its normally size, spewing out material (determined by the GM) until it is under capacity once again. A bag of holding may not be stretched and made hospitable at the same time.

**HOSPITABLE BAG:** A bag of holding can be made hospitable to living creatures by the magician capturing elements of the surrounding atmosphere and weaving them in with the fabric of the bag. After one minute of this, the bag of holding has air, a defined gravitational direction, Earth-like gravity, heat (about 70 degrees Fahrenheit), and low light. A magician may only affect one bag of holding in this fashion at a time. After 24 hours the bag returns to its normally parameters. A bag of holding may not be stretched and made hospitable at the same time.

**BAG-SPLOSION:** On command, a chosen bag of holding within 30 feet of the magician suddenly belches forth all of its contents like a violently ill drunk. This takes a move action to occur and does not provoke an attack of opportunity. For every 10 lbs of material in the bag of holding creatures within 5 feet of the bag of holding take 1d6 points of damage (maximum of 1d6 per magician level). A Reflex save (DC 10 + magician level + Charisma modifier) reduces this damage by half. If targeting a bag of holding that is not in the possession of the magician or unattended, he must make a DC 25 UMD check or the action is wasted to no effect. As this is not a gentle effect, fragile things (such as an egg) may break.



## Magician's Secrets

### Amulet of Natural Armor

**AMULET OF UNNATURAL ARMOR:** As a swift or immediate action while wearing an amulet of natural armor, the magician may turn it into an amulet of unnatural armor. All the benefits of a normal amulet of natural armor persist but the AC bonus provided by it applies even against attacks from insubstantial/ethereal creatures and is, in fact, doubled against them (a +2 amulet of natural armor would provide a +4 bonus against attacks from ghost for example) to a maximum +6. Returning the amulet to its normal form (or to another form granted by a secret) is a swift action.

**AMULET OF NATURAL OFFENSE:** As a swift or immediate action while wearing an amulet of natural armor, the magician may turn it into an amulet of natural offense. This inverts the naturally protective energies and causes the aura to become a palpable energy field that harms whatever it comes in contact with it. While worn, the magician counts as they had armor spikes and are treated as if they were proficient in them. In addition, any creature who fails to hit their AC while adjacent to the magician automatically takes the enhancement bonus of this amulet as damage. An amulet of natural offense provides no bonus to AC like an amulet of natural armor. Returning it to its normal form (or to another form granted by a secret) is a swift action.

**AMULET OF IMPROVED NATURAL ARMOR:** As a swift or immediate action while wearing an amulet of natural armor, the magician may turn it into an amulet of improved natural armor. This improves the natural armor bonus provided by the amulet of natural armor by +2, to a maximum of +5. Returning it to its normal form (or to another form granted by a secret) is a swift action.

### Cloak of Resistance

**REFLECT:** If a magician is wearing a cloak of resistance and they make a save against a spell by 5 or more that spell is, if the magician chooses to, reflected back at the caster as if by *spell turning*. This does not apply to area effects. If this triggers, it cannot trigger again for 3 rounds.

**ELEMENTAL RESISTANCE:** As a swift or immediate action while wearing a cloak of resistance, the magician may turn it into a cloak of elemental resistance. A cloak of elemental resistance grants the same bonuses on saves that the cloak of resistance did but also grants 5 energy resistance to either fire, acid, cold, or electricity damage per +1 of the cloak. These resistances may be divided up amongst multiple energy types (a +3 cloak may grant 5 fire, 5 cold, and 5 acid resistance for example) or simply stacked (the same +3 cloak could grant 14 fire resistance). Returning it to its normal form or altering what energy resistance bonuses it provides is a swift action.

**COMFORTABLE CLOAK:** While wearing a cloak of resistance a magician is constantly effect by an *endure elements* spell.





## Magician's Secrets

### Bracers of Armor

**BRACERS OF STEADY HANDS:** As a swift or immediate action while wearing bracers of armor, the magician may turn it into bracers of steady hands. Bracers of steady hands does not provide the benefits of the base bracers of armor but cause his hands to be without so much as a tremor or shake by reconfiguring them to act as a sort of augmented, magical, brace. They grant a +2 the enhancement bonus of the base bracers of armor bonus on tasks that require a steady hand such as sewing up a wound (a Heal check), crafting a delicate item (a Craft check, though not for all types), or even a mixing precise amount of liquids for potions. This also reduces arcane spell failure chance due to any armor he is wearing by 10%.

**BRACERS OF MENTAL ARMOR:** As a swift or immediate action while wearing bracers of armor, the magician may turn it into bracers of mental armor. Bracers of mental armor does not provide the benefits of the base bracers of armor but, by adjusting their energies to block out mental attacks, he can cause them to magically protect his mind. He instead gains the enhancement bonus of the base bracers of armor as a bonus on Will saves and concentration checks.

**GAUNTLETS OF ARMOR:** While a magician is wearing bracers of armor the armor bonus it provides to AC is increased by 2, to a maximum of +8.

### Amulet of Mighty Fist

**AMULET OF GIANT FISTS:** As a swift or immediate action while wearing an amulet of mighty fists, the magician may turn it into an amulet of giant fists. An amulet of giant fists does not provide the benefits of the base amulet of mighty fists but causes the hands of the magician to grow as if they were appropriate to a creature 1 size category larger. This causes their unarmed damage or a single hand-based natural attacks (claws most commonly) to be dealt as if they were 1 size category larger, cause them to be treated as if they were 1 size category larger for the purpose of determining what weapons they wield, and treat themselves as 1 size category larger for grappling. There are no other benefits associated with this change in size. Returning it to its normal form (or to another form granted by a secret) is a swift action.

**AMULET OF MIGHTY CLAWS:** While wearing an amulet of mighty fists a magician can grant themselves two claw attack appropriate to their size (1d4 for a medium creature or 1d3 for a small creature). These claws can be retracted as a swift action. These claws specifically qualify as magic weapons for the purpose of the stage prop class feature.

**AMULET OF GHOST PUNCHING:** As a swift or immediate action while wearing an amulet of mighty fists, the magician may turn it into an amulet of ghost punching. An amulet of ghost punching provides the normal benefits of the base amulet of mighty fists and causes the natural attacks to gain the ghost touch quality. Returning it to its normal form (or to another form granted by a secret) is a swift action.



## Magician's Secrets

### Ring of Freedom of Movement

**FREEDOM FROM FORM:** As a move action a magician can benefit from the effects of an *ethereal jaunt* spell until the end of their turn. This cannot be used in conjunction with any other ring of freedom of movement secrets.

**FREEDOM FROM GRAVITY:** While wearing a ring of freedom of movement, a magician can reverse his personal gravity (as if by a *reverse gravity* spell that only affects him). This starts when he initiates it (a swift action) and ends at the end of his next turn. He may, as a free action, end it prematurely. This cannot be used in conjunction with any other ring of freedom of movement secrets.

**FREEDOM FROM FRICTION:** While wearing a ring of freedom of movement, a magician can grant himself a 10 foot boost to their land speed. This cannot be used in conjunction with any other ring of freedom of movement secrets.

### Slippers of Spider Climbing

**SPIDER SNATCHES PREY:** While wearing slippers of spider climbing a magician gains Improved Initiative as a bonus feat.

**WEB:** While wearing slippers of spider climbing a magician can cast *web* as spell-like ability once per day plus 1 additional time per day per Charisma modifier. A magician uses his magician level as his caster level for this spell-like ability.

**SPIDER WALKS THE WEB:** While wearing slippers of spider climbing a magician treats difficult terrain as normal terrain. In addition a magician wearing slippers of spider climbing never sticks to a spider web, even magical ones.





## Magician's Secrets

### Ring of Protection

**SHIELD PROJECTION:** While wearing a ring of protection the ring projects a small shield. If the ring is on a hand that is empty, the wearer benefits from a *shield* spell in addition to the normal effects of the ring.

**RESONATE RINGS:** As a swift or immediate action a magician can cause the benefit of his ring of protection to be granted to one other ally within 30 feet and continues to provide the benefit to the magician. This includes shield projection if it is active. The target must be wearing another ring of any sort for this to work. This functions for a number of rounds equal to the magician's Charisma modifier and may only be placed on one other ally at a time. A magician can end this effect prematurely as a free action.

**FIZZLE RING:** While wearing a ring of protection a magician can use *dispel magic* as a spell-like ability but only to disable other rings, using his magician level as his caster level. If successful, he can't use this secret for 1 hour.

### Ability Score Enhancing Items

This includes things that only provide a bonus to ability scores. This includes belt of physical might, headband of vast intelligence, or headband of mental prowess.

**LEND BENEFIT:** A magician wearing an ability score enhancing item can grant a +2 enhancement bonus to one ability score the ability score enhancing item grants a bonus on to an ally within 30 feet as a swift action. This last for a number of rounds equal to the magician's ranks (not total bonus) in Use Magic Device and can only be used on one ally at a time. The item continues to grant the magician the appropriate ability bonus. This cannot be used while curse benefit or enhance benefit is being used.

**CURSE BENEFIT:** A magician wearing an ability score enhancing item can impose a -2 penalty to one ability score the ability score enhancing item grants a bonus onto an enemy within 30 feet as a swift action. This last for a number of rounds equal to the magician's ranks (not total bonus) in Use Magic Device and can only be used on one enemy at a time. The item continues to grant the magician the appropriate ability bonus. Enemies receive a Will save (DC 10 + 1/2 magician level + Charisma modifier) to negate this effect. This cannot be used while lend benefit or enhance benefit is being used.

**ENHANCE BENEFIT:** A magician wearing an ability score enhancing item can increase the bonus to one ability score it already enhances by +2. This may not raise the total bonus from the item above +6. This cannot be used while curse benefit or lend benefit is being used.



# New Equipment Tricks

## Manacle Tricks

In addition to the feat or skill requirements listed for each of these tricks, you must have the Equipment Trick (manacles) feat. This works with fetters, shackles, and other such implements as well.

### SLICK APPLICATION

#### **(Sleight of Hand 5 ranks)**

When you make a successful dirty trick attempt against an adjacent opponent you can apply your manacles in place of one of the other dirty trick effects. When applying you can elect to apply them to yourself and the target or just the target.

### RANGED CUFF

#### **(Throw Anything & Exotic Weapon Proficiency (bolas))**

You treat manacles as if they were bolas. When making a ranged attack with manacles you can attempt to lash it to one of the target's wrist's on contact. Such an attack is made at a -4 penalty. If the attack is a confirmed critical hit, it binds to both. Manacles thrown in this fashion are always treated as if they rolled minimum damage on a successful hit and deal non-lethal damage.

### THIEF-PROOF

#### **(Escape Artist 5 ranks)**

You know how to escape manacles pretty well so you've devised ways to foil even the best. Add 5 to the DC of any manacle you affix to a creature if take 1 minute to secure them in more complex fashion designed foil escape.

## Light Blade Tricks

In addition to the feat or skill requirements listed for each of these tricks, you must have the Equipment Trick (light blades) feat. This works with any weapon in the fighter's light blade weapon group (See Chapter 3 of the Pathfinder Core Rulebook for a complete list).

### LOCK PICK

#### **(Disable Device 5 ranks)**

You may use your light blade as if it were a lockpick.

### CLIMBING WEDGE

#### **(Climb 5 ranks)**

You may use your light blade as if it were a climber's kit.

### THROWING

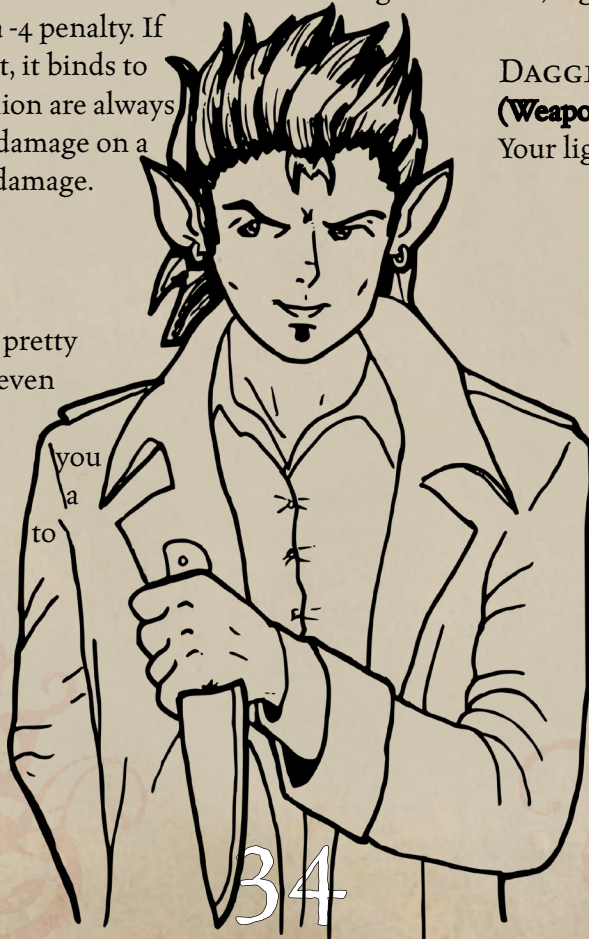
#### **(Throw Anything)**

If the light blade you are wielding does not have a range increment, it gains a 10 foot range increment.

### DAGGER DANCE

#### **(Weapon Finesse)**

Your light blades become finessable.





## Mirror Tricks

In addition to the feat or skill requirements listed for each of these tricks, you must have the Equipment Trick (mirror) feat. This works with mirrors at least 2 feet across, mirrored armor or shield UE, or similarly highly polished pieces of equipment.

### BLIND

#### (Improved Weapon Mastery)

You may, as a swift action, attempt to blind a creature within 30 feet. The creature must make a Reflex save (DC 10 + 1/2 character level + Dexterity modifier) to avoid being blinded until the end of your turn.

### REFLECTION TRICK

#### (Sleight of Hand 5 ranks)

Once per day per 3 ranks of Sleight of Hand you may use mirror image as an extraordinary ability, using your full character level as your caster level.

### REFLECT RAY

#### (Ray Shield)

You gain the benefits of the Ray Shield feat while using a mirror.

## Coin Tricks

In addition to the feat or skill requirements listed for each of these tricks, you must have the Equipment Trick (coin) feat. This works with any denomination of small coin.

### HYPNOTIC KNUCKLE ROLL

#### (Sleight of Hand)

By performing a hypnotic flow of coins across your knuckles you may spend a move action to dazzle all enemy creatures within 10 feet who failed a Will save opposed by your Sleight of Hand check. The effect lasts until the end of their next turn. You must have both hands free, holding only 3 coins, to perform this.

### EASY PILFERING

#### (Improved Steal)

You receive a further +2 bonus on steal combat maneuvers if the target of what you are stealing is coins.

### SILVER BULLETS

#### (Rapid Reload)

You can use coins in firearms or slings as ammo. For firearms they are treated as normal bullets that deal minimum damage and for slings they count as sling bullets.

### COIN SHOT

#### (Throw Anything)

You treat coins as if they were simply ranged weapons with the following damage profile:

Table 5-1: Coin Shot

NAME	COST	DMG (CP/SP)	DMG (GP/PP)	CRIT.	RANGE	WEIGHT	TYPE	SPECIAL
Coin	Cost of coin	1	1d2	x2	20 ft.	Weight of coin	P/S	-



## Glasses Tricks

In addition to the feat or skill requirements listed for each of these tricks, you must have the Equipment Trick (glasses) feat.

### MIRROR LENSES

#### (Craft: Alchemy 5 ranks)

While wearing glasses the chance of successfully averting one's eyes from a gaze attack rises by 25% (Normally it is 50% and improves to 75%).

### SPY GLASSES

#### (Perception 7 ranks)

You can see behind you just as well as in front of you. Creatures attempting to flank you have a 50% chance of not counting as flanking against you when they take an action.

### ENHANCE EYESIGHT

#### (None)

While wearing glasses you gain a +2 bonus on visual based Perception checks.

# New Feats

## INTELLIGENT ITEM FEATS

Some of the feats presented in this chapter have the [Intelligent] tag and represent training and practice in wielding intelligent items. These feats do not grant any benefit when you are not wielding an intelligent item and cannot apply their effects to non-intelligent items.

## Overbearing Ego (Intelligent)

*The ability to dominate intelligent items can come easier to the magnetic or brilliant*

Benefit: You may add the higher of your Intelligence or Charisma to your Will save when make your intelligent item makes an ego check.

Normal: You use just your Will save when making an intelligent item makes an ego check.





## Mind Forge (Intelligent)

*For some, the mind of item can be reforged in the same vein as difficult steel, hard but not impossible.*

Prerequisite: Craft Magic Arms and Armor OR Craft Wondrous Item

Benefit: You may reforge the mind of an intelligent item you have the crafting feat required to make. You can opt to change an intelligent items alignment to one within one step of its original alignment or changes its purpose (if it already has one) to one of your choosing. This is a process that takes 1 hour to complete. In order to change the mental properties of an item you must succeed on an ego check against the item with a -4 penalty for changing purpose and a -8 penalty for changing alignment. Items that have been changed in this way automatically have their ego raised to 20 if less or gain a +4 bonus if their ego was 20 or more. This ego increase lasts for a number of days equal to the penalty to your will save for reforging the items mind, after which its ego returns to normal.

Normal: an intelligent item's purpose and alignment cannot be changed once crafted.

## Meeting of the Minds (Intelligent):

*Some people seem to have a uniquely close bond with items, and tend to have items bond back.*

Benefit: Once per day you may take 10 minutes to commune your mind with an intelligent item whose alignment is within one step of yours. Doing so grants your item the telepathy intelligent item communication and lowers its ego by 2 for 24 hours. If your item already has telepathy as a form of communication, then it's telepathy no longer requires physical contact and can maintain its mental connection for up to 200 feet. Failing an ego check against your intelligent item immediately ends the benefits of this feat until you next commune with your item.

Normal: Intelligent items must have the telepathy communication added before they gain its benefits. The telepathy property only works on contact with the item.

## Wingman (Intelligent)

*The information you item receives from your item goes deeper than simply thoughts and emotions.*

Prerequisites: Meeting of the Minds

Benefit: When communicating with an item via telepathy you may have that item make Charisma, Wisdom, and Intelligence skill checks on your behalf. The item uses your ranks in that skill and its own mental ability scores for the purposes of the skill check. This may be done a number of times per day equal to  $1/2$  the items ego score.



# New Magus Arcana

**ITEM BOND(SU):** The magus gains a bonded item, using his magus level as his effective wizard level. He may use the item to spontaneously cast magus spells as if they were wizard spells. This item follows the rules for bonded items presented in the arcane bond wizard class feature. A magus may not have both this arcana and the familiar arcana.

**ITEM FAMILIAR(SU):** A magus with this arcana may opt to make his bonded item intelligent. This item has the same alignment as the magus and a purpose that aligns with the goals of the magus. If the bonded item is replaced, such as crafting a new bonded wand with an old one, this intelligence transfers to the new bonded item. As long as this item is in the possession of the magus, he gains the benefits of the alertness. At 11th level the item gains spell resistance equal to the level of the magus +5. At 13th level the magus may scry on his familiar (as if casting the scrying spell) once per day.

# New Rogue Talents

These talents can be used for either the rogue, as described in Chapter 3 of the Pathfinder Core Rulebook, or for the Unchained Rogue, as described in Pathfinder Unchained.

**ITEM COLLECTOR:** A rogue with this talent gains a heirloom as the collector class feature. This item must have a maximum cost of 500 gp. This may talent may be selected multiple times.

**MAGICIAN WANNABE:** A rogue with this talent gains a single magician secret, as the class feature, using their rogue level as their magician level to determine their effects.

**EYE FOR VALUE:** A rogue with this talent may substitute their rogue level in place of their ranks of Appraise in all situations where it applies. In addition they automatically have the chance to detect whether an item is cursed or not, gaining a +5 bonus on the roll if the item is actually cursed.





## 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 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, © 2000, Wizards of the Coast, Inc.;
- System Reference Document, © 2000, Wizards of the Coast, Inc.; Authors: Jonathan Tweet, Monte Cook, and Skip Williams, based on material by E. Gary Gygax and Dave Arneson.
- System Reference Document, © 2000, Wizards of the Coast, Inc.; Authors: Jonathan Tweet, Monte Cook, and Skip Williams, based on material by E. Gary Gygax and Dave Arneson.
- System Reference Document, © 2000, Wizards of the Coast, Inc.; Authors: Jonathan Tweet, Monte Cook, Skip Williams, based on material by E. Gary Gygax and Dave Arneson.
- Advanced Player's Guide, © 2010, Paizo Publishing, LLC; Author: Jason Bulmahn.
- Pathfinder RPG Core Rulebook, © 2009, Paizo Publishing, LLC; Author: Jason Bulmahn, based on material by Jonathan Tweet, Monte Cook, and Skip Williams.
- Pathfinder Roleplaying Game Advanced Class Guide, © 2014, Paizo Inc.; Authors: Dennis Baker, Ross Byers, Jesse Benner, Savannah Broadway, Jason Bulmahn, Jim Groves, Tim Hitchcock, Tracy Hurley, Jonathan H. Keith, Will McCardell, Dale C. McCoy, Jr., Tom Phillips, Stephen Radney-MacFarland, Thomas M. Reid, Sean K Reynolds, Tork Shaw, Owen K.C. Stephens, and Russ Taylor.
- Pathfinder Roleplaying Game Advanced Race Guide, © 2012, Paizo Publishing, LLC; Authors: Dennis Baker, Jesse Benner, Benjamin Bruck, Jason Bulmahn, Adam Daigle, Jim Groves, Tim Hitchcock, Hal MacLean, Jason Nelson, Stephen Radney-MacFarland, Owen K.C. Stephens, Todd Stewart, and Russ Taylor.
- Pathfinder Roleplaying Game Bestiary 2, © 2010, Paizo Publishing, LLC; Authors: Wolfgang Baur, Jason Bulmahn, Adam Daigle, Graeme Davis, Crystal Frasier, Joshua J. Frost, Tim Hitchcock, Brandon Hodge, James Jacobs, Steve Kenson, Hal MacLean, Martin Mason, Rob McCreary, Erik Mona, Jason Nelson, Patrick Renie, Sean K Reynolds, F. Wesley Schneider, Owen K.C. Stephens, James L. Sutter, Russ Taylor, and Greg A. Vaughan, based on material by Jonathan Tweet, Monte Cook, and Skip Williams.
- Pathfinder Roleplaying Game Bestiary 3, © 2011, Paizo Publishing, LLC; Authors: Jesse Benner, Jason Bulmahn, Adam Daigle, James Jacobs, Michael Kenway, Rob McCreary, Patrick Renie, Chris Sims, F. Wesley Schneider, James L. Sutter, and Russ Taylor, based on material by Jonathan Tweet, Monte Cook, and Skip Williams.
- Pathfinder Roleplaying Game Bestiary, © 2009, Paizo Publishing, LLC; Author: Jason Bulmahn, based on material by Jonathan Tweet, Monte Cook, and Skip Williams.
- Pathfinder Roleplaying Game Core Rulebook, © 2009, Paizo Inc.; Author: Jason Bulmahn, based on material by Jonathan Tweet, Monte Cook, and Skip Williams.
- Pathfinder Roleplaying Game Pathfinder Unchained, © 2015, Paizo Inc.; Authors: Dennis Baker, Jesse Benner, Ross Byers, Logan Bonner, Jason Bulmahn, Robert Emerson, Tim Hitchcock, Jason Nelson, Tom Phillips, Stephen Radney-MacFarland, Thomas M. Reid, Robert Schwalb, Mark Seifter, and Russ Taylor.
- Pathfinder Roleplaying Game Ultimate Combat, © 2011, Paizo Publishing, LLC; Authors: Jason Bulmahn, Tim Hitchcock, Colin McComb, Rob McCreary, Jason Nelson, Stephen Radney-MacFarland, Sean K Reynolds, Owen K.C. Stephens, and Russ Taylor.
- Pathfinder Roleplaying Game Ultimate Intrigue, © 2016, Paizo Inc.; Authors: Jesse Benner, John Bennett, Logan Bonner, Robert Brookes, Jason Bulmahn, Ross Byers, Robert N. Emerson, Amanda Hamon Kunz, Steven Helt, Thurston Hillman, Tim Hitchcock, Mikko Kallio, Rob McCreary, Jason Nelson, Tom Phillips, Stephen Radney-MacFarland, Thomas M. Reid, Alexander Riggs, David N. Ross, David Schwartz, Mark Seifter, Linda Zayas-Palmer.

- Little Red Goblin Games Racial Guide 2.5: Halfbreeds and Hybrids © 2014, Little Red Goblin Games LLC, Authors: Caleb Aylsworth, Jeremiah Zerby, Christos Gurd, Scott Gladstein, Stewart Hall, Nick Esposito, Jason "Mikaze" Garrett, and Sarah Counts
- Little Red Goblin Games Racial Guide 4: Nontraditional Races © 2015, Little Red Goblin Games LLC; Author: Scott Gladstein, Christos Gurd, Ian Sisson, and Dayton Johnson.
- Little Red Goblin Games Racial Guide 5: Nontraditional Races © 2016, Little Red Goblin Games LLC; Author: Scott Gladstein, Ian Sisson, and Dayton Johnson.
- Tome of Advanced Item Use, © 2017, Little Red Goblin Games LLC; Authors: Scott Gladstein, Ian Sisson, Christos Gurd

## PRODUCT IDENTITY

Little Red Goblin Games LLC company names and logo; backgrounds as well as all trade dress and graphic design elements are all reserved as product identity. The illustrations of this book are either owned by Little Red Goblin Games LLC or reside in the public domain.

## OPEN CONTENT

All content not reserved above as product identity (including mechanics and proper names) book are Open Game Content as described in Section 1(d) of the Pathfinder Compatibility License.

