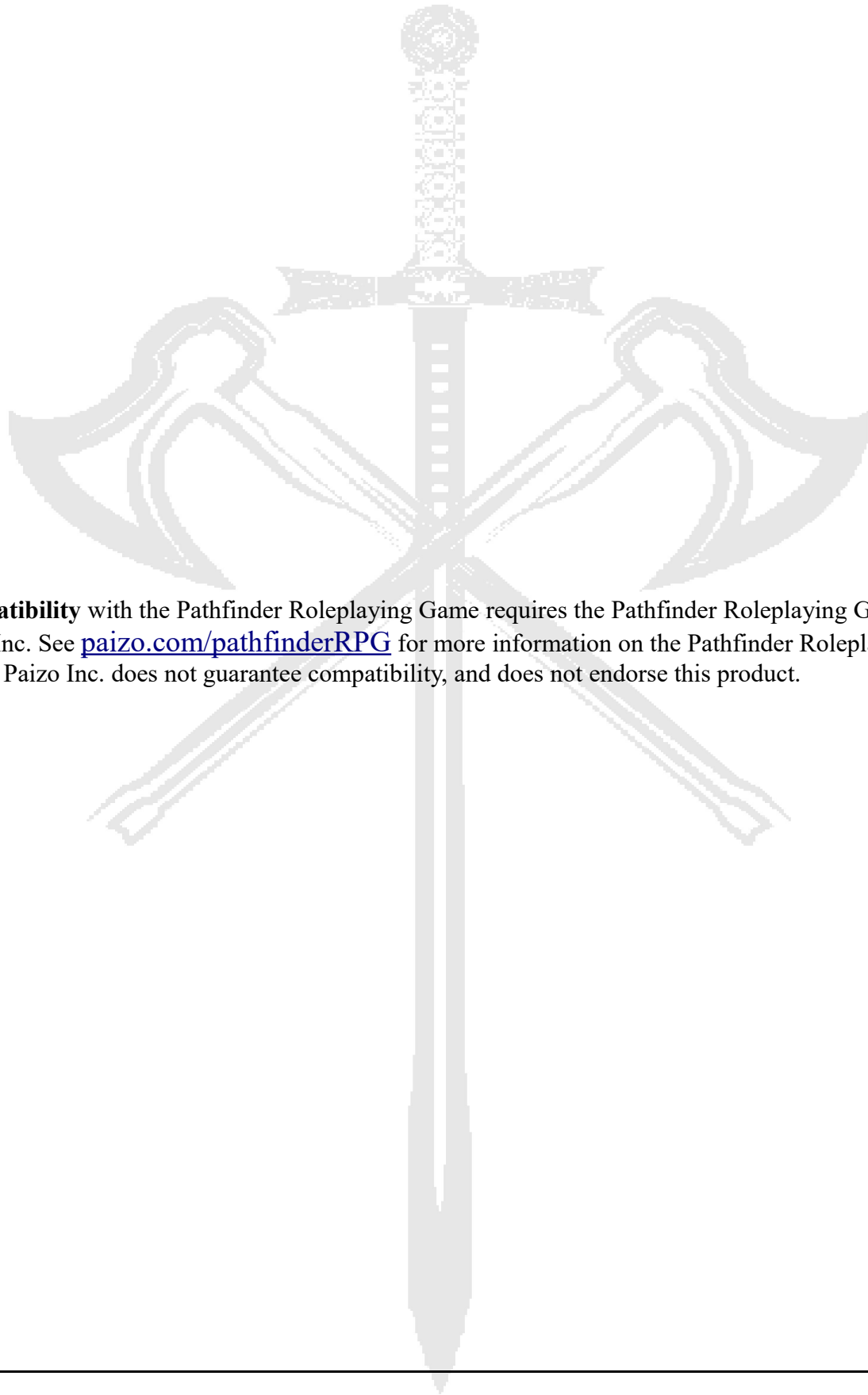


Forgotten Treasury

Arms
of an
Ancient Order





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



Forgotten Treasury

Arms
of an
Ancient Order



Credits

Published By



Red Star Gaming Press

Product Design & Writing

C.E. Patrick

Artwork

Deposit Photos

Legal

Pathfinder is a registered trademark of Paizo Inc., and the Pathfinder Roleplaying Game and the Pathfinder Roleplaying Game Compatibility Logo are trademarks of Paizo Inc., and are used under the Pathfinder Roleplaying Game Compatibility License. See </pathfinder/rpg/compatibility> for more information on the compatibility license.

Open Game Content: The only portion of this product designated as open game content is the rules content (Traits, Character Stat Blocks, etc) as defined in the Open Gaming License 1.0a Section 1 (d). No portion of this work that is not designated as open game content may be reproduced without permission.

Product Identity: The following portions of this work are designated as product identity as defined in the Open gaming License 1.0a Section 1 (e), and thus are not open content: All artwork herein, the Red Star Gaming Logo, Red Star Gaming Press Trade Dress, Groups of Interest: The Hellfire Hive, and all proper names of characters, items, and specified locations; excluding any portions which are the product identity of Paizo Publishing, Inc. or other entities.

Copyrights

Forgotten Treasury: Arms of an Ancient Order © 2019, Red Star Gaming Press, a subsidiary of Red Star Gaming LLC. Author; C.E. Patrick

Open Gaming License v1.0a © 2000, Wizards of the Coast, Inc.

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

Open Gaming License

OPEN GAME LICENSE Version 1.0a

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

1. Definitions: (a) "Contributors" means the copyright and/or trademark owners who have contributed Open Game Content; (b) "Derivative Material" means copyrighted material including derivative works and translations (including into other computer languages), potation, modification, correction, addition, extension, upgrade, improvement, compilation, abridgment or other form in which an existing work may be recast, transformed or adapted; (c) "Distribute" means to reproduce, license, rent, lease, sell, broadcast, publicly display, transmit or otherwise distribute; (d) "Open Game Content" means the game mechanic and includes the methods, procedures, processes and routines to the extent such content does not embody the Product Identity and is an enhancement over the prior art and any additional content clearly identified as Open Game Content by the Contributor, and means any work covered by this License, including translations and derivative works under copyright law, but specifically excludes Product Identity. (e) "Product Identity" means product and product line names, logos and identifying marks including trade dress; artifacts; creatures characters; stories, storylines, plots, thematic elements, dialogue, incidents, language, artwork, symbols, designs, depictions, likenesses, formats, poses, concepts, themes and graphic, photographic and other visual or audio representations; names and descriptions of characters, spells, enchantments, personalities, teams, personas, likenesses and special abilities; places, locations, environments, creatures, equipment, magical or supernatural abilities or effects, logos, symbols, or graphic designs; and any other trademark or registered trademark clearly identified as Product identity by the owner of the Product Identity, and which specifically excludes the Open Game Content; (f) "Trademark" means the logos, names, mark, sign, motto, designs that are used by a Contributor to identify itself or its products or the associated products contributed to the Open Game License by the Contributor (g) "Use", "Used" or "Using" means to use, Distribute, copy, edit, format, modify, translate and otherwise create Derivative Material of Open Game Content. (h) "You" or "Your" means the licensee in terms of this agreement.

2. The License: This License applies to any Open Game Content that contains a notice indicating that the Open Game Content may only be Used under and in terms of this License. You must affix such a notice to any Open Game Content that you Use. No terms may be added to or subtracted from this License except as described by the License itself. No other terms or conditions may be applied to any Open Game Content distributed using this License.

3. Offer and Acceptance: By Using the Open Game Content You indicate Your acceptance of the terms of this License.

4. Grant and Consideration: In consideration for agreeing to use this License, the Contributors grant You a perpetual, worldwide, royalty-free, non-exclusive license with the exact terms of this License to Use, the Open Game Content.

5. Representation of Authority to Contribute: If You are contributing original material as Open Game Content, You represent that Your Contributions are Your original creation and/or You have sufficient rights to grant the rights conveyed by this License.

6. Notice of License Copyright: You must update the COPYRIGHT NOTICE portion of this License to include the exact text of the COPYRIGHT NOTICE of any Open Game Content You are copying, modifying or distributing, and You must add the title, the copyright date, and the copyright holder's name to the COPYRIGHT NOTICE of any original Open Game Content you Distribute.

7. Use of Product Identity: You agree not to Use any Product Identity, including as an indication as to compatibility, except as expressly licensed in another, independent Agreement with the owner of each element of that Product Identity. You agree not to indicate compatibility or co-adaptability with any Trademark or Registered Trademark in conjunction with a work containing Open Game Content except as expressly licensed in another, independent Agreement with the owner of such Trademark or Registered Trademark. The use of any Product Identity in Open Game Content does not constitute a challenge to the ownership of that Product Identity. The owner of any Product Identity used in Open Game Content shall retain all rights, title and interest in and to that Product Identity.

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

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

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

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

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

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

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

15. COPYRIGHT NOTICE

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

Forgotten Treasury

Arms of an Ancient Order

Welcome to Arms of an Ancient Order. This book is meant to offer some new items which will enhance any paladin and provides an extension to some fighter play-styles. Most of these items were built with Paladins or Cavaliers in mind, so you should read them carefully before deciding what you will use.

I had intent to release this with a whole slew of new orders and a few other new mechanics, but I have decided just to release the items as is. It very quickly became apparent that to build convincing orders (apart from what Paizo had already created) I would need to dive deep, and it would likely involve me creating a whole new setting.

So that is what I have decided to do. I can't tell you much information right now, other than it will be my largest book to date. Anyhow, I hope you enjoy *Arms of an Ancient Order*.

Items

Blade of Truth

Aura *Faint Necromancy* **CL** *3^d* **Slot** *Gloves*

Price *2465 Gold Pieces* **Weight** *-*

This +1 Longsword has two distinct powers which make it incredibly useful. Firstly, the blade of the weapon can glow indefinitely on command, as if the spell *Light* were cast on it. Secondly, the swordblade can be touched against another character while they speak, and if they lie, a white topaz built into the pommel radiates a soft blue light.

Creation Requirements

Craft Magic Arms, Light

Cost 1232 Gold Pieces

Campaign Pennon

Aura *Faint Enchantment* **CL** *1st* **Slot** *None*

Price *800 Gold Pieces* **Weight** -

This small flag is meant to be born on a spear or hoist just above a unit flag or a cavalier banner. The heraldic device in question can be both. A pennon must be created, enchanted, and attached after a major campaign, a historic victory, or other momentous happening.

When hoisted with a Cavalier's Banner, the range of the Cavalier's Banner ability increases by ten feet. Multiple banners stack, increasing the range of this capability. In addition, once a day, allies within range of the banner can re-roll any single saving throw, but they must accept the new result, even if worse. If a Banner has multiple Campaign Pennons, allies can make a number of re-rolls per day equal to the number of pennons.

When hoisted above a unit flag, and using the mass battle rules, a unit's commander may re-roll a morale check once per day, but must accept the new result, even if worse. If a unit has multiple campaign pennons, the commander may re-roll as many morale checks.

Creation Requirements

Craft Wondrous Item, *Bless*

Cost 400 Gold Pieces, Recent Victory or Successful Campaign

Emissary's Amulet

Aura *Faint Enchantment* **CL** *3rd* **Slot** *Necklace*

Price *2200 Gold Pieces* **Weight** -

This intricate amulet is made up of a braided chain of silver and white gold, with a single platinum bead marking the center. Once per day, while making a diplomacy check, the wearer of the amulet may roll twice, and take the better result.

Creation Requirements

Craft Wondrous Item, *Tongues*

Cost 1100 Gold Piece

Gloves of the Healer

Aura *Faint Necromancy* **CL** *3rd* **Slot** *Gloves*
Price *5400 Gold Pieces* **Weight** -

These gloves have five charges, which replenish each day. Whenever you use the healing skill on another character [for any reason; whether or not the check is successful], you may heal an amount of hitpoint damage equal to the chart below. When the gloves have no charges remaining, they become inert, and don't even radiate magical energy when examined via detect magic.

Charges Remaining:	Passive Healing
1	1
2-3	D2+1
4+	D3+2

In addition, you may expend one charge to cast Cure Light Wounds, two charges to cast cure moderate wounds, and three charges to cast Cure Serious Wounds. All spells are cast with a caster level of 3rd; or the minimum caster level required, whichever is higher.

Creation Requirements

Craft Wondrous Item, Lesser Restoration
Cost 2700 Gold Pieces

Tabard of the Order

Aura *Faint (Minor) or Moderate (Regular, Major) Abjuration*
CL *3rd* **Slot** *Body*
Price *1200 Gold Pieces (Minor)*
4800 Gold Pieces (Regular)
19200 Gold Pieces (Major)

Weight -

This sturdy cloth vestment is meant to be worn over armor, and is usually decorated with the crest of a specific order or other religious iconography. The Tabard of the Order provides a bonus to a Paladin's attack and damage rolls based upon the strength of the tabard. Minor Tabards provide a +1 bonus to attacks and damage during a smite, a regular tabard provides a +2 bonus to attacks and damage during a smite, and a major tabard provides a +4 bonus to attacks and damage during a smite.

Creation Requirements

Craft Wondrous Item, Divine Power
Cost 600 (Minor), 2400 (Regular), 9600 (Major)

Tassel of the Order

Aura Faint Abjuration *CL* 1st *Slot* None

Price 400 Gold Pieces *Weight* -

This tassel is a bit of gold, silver, or alabaster cord decorated with ceremonial beads which hangs from the armor or clothing of a warrior. While wearing this decorative tassel, a paladin may sacrifice one use of his lay on hands to gain a bonus to any saving throw equal to his paladin level. This ability may be used once per day.

Creation Requirements

Craft Wondrous Item, Resistance

Cost 200 Gold Pieces

