

# BLOOD

written by Leon Conliff

# & STEEL



BOOK 4

# THE MONK



# Blood & Steel, Book 4: The Monk

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# Blood & Steel, Book 4: The Monk

## Introduction

Power, wisdom, and the balance between mind and body: these are at the core of any monk's teachings. From atop a monastery nestled in the mountains to lonely pilgrimages through deep forests, monks are some of the most revered adventurers in the world.

Provided within this book are several new options for the monk that examine the different ways monks throughout history have attempted to achieve balance. New archetypes explore different martial arts and practices that add a unique specialization for the monk class. Feats and weapons are also added to bring a bit more flare to the monk's arsenal.

The monk is a unique class; whereas most dedicate themselves wholly to one practice, a monk is a master of many. Some choose to pursue physical supremacy, becoming a living weapon unmatched in combat, while others seek to know themselves and the world around them, forgoing the body purely for the spirit. Others still desperately seek to stand in both worlds, never falling too far in one direction or the other. No matter the method, every monk is on a journey to find balance and it is up to the player what form that journey will take.

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## Archetypes

Below is a series of new archetypes for use in your games, subject to your Game Master's approval.

### Acupuncturist

*Not all monks seek to master a specific martial art. Some turn their attention to honing the spirit, and in the case of the acupuncturists, they seek to hone the spirits of others. Through their unique use of needles, acupuncturists can unlock hidden potential in their allies, or poison their enemies.*

An acupuncturist has the following class features.

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#### Skills

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The acupuncturist adds Heal as a class skill.  
This changes the monk's class skills.

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#### Weapon and Armor Proficiency

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Acupuncturists are not proficient with the handaxe, kama, nunchaku, quarterstaff, sai, siangham, sling, or temple sword.

Acupuncturists add the needle to their list of proficiencies.

This changes the monk's proficiencies.

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#### Acupuncture (Ex)

---

At 1st level, an acupuncturist is proficient in his chosen trade. Using his needles an acupuncturist may heal a target for 1d8 hit points plus an additional 1d8 for every acupuncturist level beyond 1st level an acupuncturist possesses. The process of

being healed through acupuncture is slow and requires a full uninterrupted hour to perform. An acupuncturist may perform this ability a number of times per day equal to his wisdom modifier (minimum 1).

At 10th level, the acupuncturist's acupuncture ability also cures any poisons the target is afflicted by.

At 17th level, the acupuncturist's acupuncture ability also cures any diseases the target is afflicted by.

This ability replaces stunning fist and quivering palm.

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#### Skilled Healer (Ex)

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At 3rd level, an acupuncturist becomes skilled at using his needles to aid in the healing process. When using needles the acupuncturist gains a +1 competence bonus to Heal checks. This bonus increases by +1 for every additional 4 levels the acupuncturist possesses (to a maximum of +5 at level 19).

This ability replaces maneuver training.

---

#### Combat Acupuncture (Su)

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At 4th level, the acupuncturist imbues his needles with his own energy to quickly heal his allies. As a standard action the acupuncturist may place a needle in an adjacent ally, doing so instantly heals the target for 1d6 points of damage plus 1d6 for every two acupuncturist levels beyond 4th level the acupuncturist possesses. The acupuncturist may perform this ability a number of times equal to 3 plus his Wisdom modifier per day.



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This ability replaces ki pool, high jump, wholeness of body, abundant step, and empty body.

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## Poison Immunity (Ex)

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At 5th level, an acupuncturist becomes completely immune to poison.

This ability replaces purity of body.

---

## Inner Spirit (Su)

---

At 9th level, the acupuncturist learns to use his acupuncture to unlock the inner powers of an ally. Whenever using Acupuncture or Combat Acupuncture on a target the acupuncturist may confer a +2 morale bonus to an ability score of the acupuncturist's choosing. This bonus lasts for 10 minutes. A creature cannot be affected by inner spirit more than once per day.

This ability replaces improved evasion.

## Agni Warrior

*The agni warriors thrive on duels and the peace found in combat. These monks believe in embracing their anger and passion in war to grant them focus and inner peace.*

An agni warrior has the following class features.

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## Challenge (Ex)

---

Once per day, an agni warrior can challenge a foe to combat. As a swift action, the agni warrior chooses one target within sight to challenge. The agni warrior's melee attacks deal extra damage whenever the attacks are made against the target of his challenge. This extra damage is equal to the agni warrior's level. The agni warrior can use this ability once per day at 1st level, plus one additional time per day for every three





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levels beyond 1st, to a maximum of seven times per day at 19th level.

Challenging a foe requires much of the agni warrior's concentration. The agni warrior takes a -2 penalty to his Armor Class, except against attacks made by the target of his challenge.

The challenge remains in effect until the target is dead or unconscious or until the combat ends.

This ability replaces stunning fist.

---

## Aggressive Flurry (Ex)

---

At 3rd level, an agni warrior may add an additional +2 damage to each blow from flurry of blows but takes a -2 penalty to AC per attack made (to a maximum of -10). For example, an agni warrior making 4 flurry of blow attacks takes a -8 penalty to AC.

This ability replaces still mind.

---

## Counterattack (Ex)

---

At 4th level, an agni warrior learns to take an incoming attack in exchange for an opening against a target. As a swift action, an agni warrior may enter a counter stance, this stance intentionally leaves large openings for opponents to strike at, causing the agni warrior to take a -2 penalty to AC. If the agni warrior is hit by an opponent while in this stance, he may make a single melee attack against the opponent as an immediate action after their attack. The agni warrior may only do this once per round.

This ability replaces slow fall.

---

## Demanding Challenge (Ex)

---

At 12th level, whenever an agni warrior declares a challenge, his target must pay attention to the threat he poses. As long as the target is within the threatened area of the agni warrior, it takes a -2 penalty to its AC from attacks made by anyone other than the cavalier.

This ability replaces abundant step.

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## Dragon Fist (Su)

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At 15th level, the agni warrior learns to channel the rage of a dragon into his strikes. An agni warrior gains Dragon Fist as a bonus feat, even if he does not meet the prerequisites. The agni warrior may attempt a dragon fist attack once per day for every five agni warrior levels he possesses.

This ability replaces quivering palm.

## Arnisador

*A true master understands that any tool can be used to achieve victory if you know how to wield it. An arnisador trains tirelessly to become a master of improvisation, never settling on just one weapon.*

An arnisador has the following class features.

---

## Catch Off Guard (Ex)

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At 1st level, an arnisador gains Catch Off-Guard as a bonus feat.

This ability replaces the bonus feat gained at level 1.



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## Master of Improvisation (Ex)

At 1st level, an arnisador deals more damage with improvised weapons than the average combatant. At 1st level, a Medium-sized arnisador deals 1d6 with any improvised weapon they wield. At 4th level, and every three levels thereafter, this damage increases by one step (to a maximum of 2d10 at level 17), similar to increasing in Size. Small arnisadors begin at 1d4 while Large arnisadors begin at 1d8. This ability replaces unarmed strike.

## Throw Anything (Ex)

At 2nd level, an arnisador gains Throw Anything as a bonus feat. The arnisador gains the effects of his master of improvisation ability when throwing improvised weapons.

This ability replaces the bonus feat gained at level 2.

## Improvised Defense (Ex)

At 3rd level, an arnisador becomes skilled at using their environment for defense. An arnisador may treat an object as a heavy wooden shield so long as it is of equivalent size and weight, so, for example, a door or the lid of a barrel would be fine, but a wooden stake would not. The arnisador is treated as being proficient with shields while using this ability.

This ability replaces still mind.

## Improvised Weapon Mastery (Ex)

At 10th level, an arnisador gains Improved Weapon Mastery as a bonus feat. The arnisador does not need to meet the prerequisites required for this feat.

This ability replaces the bonus feat gained at level 10.

## Perfect Weapon (Ex)

At 17th level, an arnisador is always treated as proficient with any weapon they are holding for the purposes of attacking.

This ability replaces tongue of the sun and the moon.





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## Baguazhang Master

*Swift and light, the baguazhang masters spend a lifetime separating themselves from the physical world. Material goods only weigh down the spirit of the baguazhang master.*

A baguazhang master has the following class features.

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### Weapon and Armor Proficiency

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Baguazhang masters add the bagua broadsword to their list of proficiencies.

This changes the monk's proficiencies.

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### Distant Strike (Su)

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At 3rd level, a baguazhang master can use the kinetic energy of his punches to strike those even outside his reach. By manipulating his *ki* the baguazhang master treats his unarmed strikes as having reach.

This ability replaces maneuver training.

---

### Uncanny Dodge (Ex)

---

Starting at 5th level, a baguazhang master senses slight changes in the air around him, allowing him to react to danger before it arrives. He cannot be caught flat-footed, nor does he lose his Dex bonus to AC if the attacker is invisible. He still loses his Dexterity bonus to AC if immobilized. A baguazhang master with this ability can still lose his Dexterity bonus to AC if an opponent successfully uses the feint action against him.

If a baguazhang master already has uncanny dodge from a different class, he

automatically gains improved uncanny dodge instead, but only at the higher level.

This ability replaces purity of body.

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### Circle Walk (Ex)

---

At 7th level, a baguazhang master learns to control the battlefield through constant movement, creating circles around his enemies. Whenever a baguazhang master lands a successful hit against an opponent the baguazhang master, as a free action, may take a five foot step.

This ability replaces wholeness of body.

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### Improved Uncanny Dodge (Ex)

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Starting at 11th level, a baguazhang master of 8th level or higher can no longer be flanked.

This defense denies rogues the ability to sneak attack the baguazhang master by flanking him unless the attacker has at least four more rogue levels than the target's baguazhang master levels.

If a character already has uncanny dodge from another class, the levels from the classes that grant uncanny dodge stack to determine the minimum rogue level required to flank the character.

This ability replaces diamond body.

---

### Lighter than Air (Su)

---

Starting at 13th level, a baguazhang master learns to walk on air, simulating flight. The baguazhang master can airwalk for 1 minute per day per baguazhang master level. Doing so grants the baguazhang master a fly speed equal to his land speed



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with good maneuverability. The duration of this ability does not need to be consecutive. This ability replaces diamond soul.

## Capoeirista

*A curious blend of martial artist and performer, the capoeiristas take pleasure in mystifying and confounding their enemies. These warriors spend years mastering their dances and unlocking the magical properties hidden in their art.*

A capoeirista has the following class features.

### Skills

The capoeirista must take Perform (dance) as his Perform class skill.

This changes the monk's class skills.

### Dance of the Capoeirista (Su)

A capoeirista is trained to use his strange mix of martial arts and dance to create magical effects on those around him, including himself if desired. He can use this ability for a number of rounds per day equal to 4 + his Charisma modifier. At each level after 1st, a capoeirista can use dance of the capoeirista for 2 additional rounds per day.

Starting a dance of the capoeirista is a standard action but can be maintained as a free action each round. Changing a dance of the capoeirista from one effect to another requires the capoeirista to stop the previous dance and start a new one as a standard action. A dance of the capoeirista cannot be disrupted except if the capoeirista is killed, paralyzed, stunned, knocked unconscious, knocked prone, or otherwise prevented from taking a free action to maintain it each round. A capoeirista cannot perform more than one dance at a time.

At 7th level, a capoeirista can start a dance of the capoeirista as a move action instead of a standard action. At 13th level, a capoeirista can start a dance of the capoeirista as a swift action.

Targets of the dance's effect must have line of sight to the capoeirista for the dance to have any effect. A blind capoeirista has a 50% chance to fail

when attempting to perform the dance.

If he fails this check, the attempt still counts against his daily limit. Blind creatures are immune to the dance of the capoeirista.

*Distortion (Su):* At 1st level, a capoeirista learns to distort his image and the image of those around him. Each





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round of the distortion he makes a Perform (dance) skill check. Any creature within 30 feet of the capoeirista (including the capoeirista himself) gains concealment as if under the effects of *blur* for the duration of his dance.

*Distraction* (Su): At 1st level, a capoeirista can use his performance to counter magic effects that depend on sight. Each round of the distraction, he makes a Perform (dance) skill check. Any creature within 30 feet of the capoeirista (including the capoeirista himself) that is affected by an illusion (pattern) or illusion (figment) magical attack may use the capoeirista's Perform check result in place of its saving throw if, after the saving throw is rolled, the Perform check result proves to be higher. If a creature within range of the distraction is already under the effect of a non-instantaneous illusion (pattern) or illusion (figment) magical attack, it gains another saving throw against the effect each round it sees the distraction, but it must use the capoeirista's Perform check result for the save. distraction does not work on effects that don't allow saves. distraction relies on visual components.

*Fascinate* (Su): At 1st level, a capoeirista can use his performance to cause one or more creatures to become fascinated with him. Each creature to be fascinated must be within 90 feet, able to see the capoeirista, and capable of paying attention to him. The capoeirista must also be able to see the creatures affected. The distraction of a nearby combat or other dangers prevents the ability from working. For every three

levels a bard has attained beyond 1st, he can target one additional creature with this ability.

Each creature within range receives a Will save (DC 10 + 1/2 the capoeirista's level + the capoeirista's Cha modifier) to negate the effect. If a creature's saving throw succeeds, the capoeirista cannot attempt to fascinate that creature again for 24 hours. If its saving throw fails, the creature sits quietly and observes the performance for as long as the capoeirista continues to maintain it. While fascinated, a target takes a -4 penalty on skill checks made as reactions, such as Perception checks. Any potential threat to the target allows the target to make a new saving throw against the effect. Any obvious threat, such as someone drawing a weapon, casting a spell, or aiming a weapon at the target, automatically breaks the effect.

Fascinate is an enchantment (compulsion), mind-affecting ability. Fascinate uses visual components.

*Inspire Courage* (Su): A 1st level capoeirista can use his performance to inspire courage in his allies (including himself), bolstering them against fear and improving their combat abilities. To be affected, an ally must be able to perceive the capoeirista's performance. An affected ally receives a +1 morale bonus on saving throws against charm and fear effects and a +1 competence bonus on attack and weapon damage rolls. At 5th level, and every six capoeirista levels thereafter, this bonus increases by +1, to a maximum of +4 at 17th level. Inspire



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courage is a mind-affecting ability. inspire courage uses visual components.

*Inspire Competence* (Su): A capoeirista of 3rd level or higher can use his performance to help an ally succeed at a task. The ally must be within 30 feet and able to see the capoeirista. The ally gets a +2 competence bonus on skill checks with a particular skill as long as she continues to see the capoeirista's dance. This bonus increases by +1 for every four levels the capoeirista has attained beyond 3rd (+3 at 7th, +4 at 11th, +5 at 15th, and +6 at 19th).

Certain uses of this ability are infeasible, such as Stealth, and may be disallowed at the GM's discretion. A capoeirista can't inspire competence in himself. inspire competence relies on visual components.

*Suggestion* (Sp): A capoeirista of 6th level or higher can use his performance to make a *suggestion* (as per the spell) to a creature that he has already fascinated. Using this ability does not disrupt the fascinate effect, but it does require a standard action to activate (in addition to the free action to continue the fascinate effect). A capoeirista can use this ability more than once against an individual creature during an individual performance.

A Will saving throw (DC 10 + 1/2 capoeirista's level + capoeirista's Cha modifier) negates the effect. This ability affects only a single creature. Suggestion is an enchantment (compulsion), mind-affecting, language-dependent ability and relies on visual and audible components.

*Dance of Doom* (Su): A capoeirista of 8th level or higher can use his performance to foster a sense of growing dread in his enemies, causing them to become shaken. To be affected, an enemy must be within 30 feet and able to see and hear the capoeirista's performance. The effect persists for as long as the enemy is within 30 feet and the capoeirista continues the performance. The performance cannot cause a creature to become frightened or panicked, even if the targets are already shaken from another effect. Dance of doom is a mind-affecting fear effect, and it relies on visual components.

*Inspire Greatness* (Su): A capoeirista of 9th level or higher can use his performance to inspire greatness in himself or a single willing ally within 30 feet, granting extra fighting capability. For every three levels a capoeirista attains beyond 9th, he can target one additional ally while using this performance (up to a maximum of four at 18th level). To inspire greatness, all of the targets must be able to see and hear the bard. A creature inspired with greatness gains 2 bonus Hit Dice (d10s), the commensurate number of temporary hit points (apply the target's Constitution modifier, if any, to these bonus Hit Dice), a +2 competence bonus on attack rolls, and a +1 competence bonus on Fortitude saves. The bonus Hit Dice count as regular Hit Dice for determining the effect of spells that are Hit Dice dependent. Inspire greatness is a mind-affecting ability and it relies on visual components.



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*Soothing Performance* (Su): A capoeirista of 12th level or higher can use his performance to create an effect equivalent to the mass cure serious wounds, using the capoeirista's level as the caster level. In addition, this performance removes the fatigued, sickened, and shaken condition from all those affected. Using this ability requires 4 continuous performances, and the targets must be able to see the capoeirista throughout the performance. Soothing performance relies on visual components.

*Frightening Pace* (Sp): A capoeirista of 14th level or higher can use his dance to cause fear in his enemies. To be affected, an enemy must be able to see the capoeirista perform and be within 30 feet. Each enemy within range receives a Will save (DC 10 + 1/2 the capoeirista's level + the capoeirista's Cha modifier) to negate the effect. If the save succeeds, the creature is immune to this ability for 24 hours. If the save fails, the target becomes frightened and flees for as long as the target can see the capoeirista's dance. Frightening pace relies on visual components.

*Inspire Heroics* (Su): A capoeirista of 15th level or higher can inspire tremendous heroism in himself or a single ally within 30 feet. For every three capoeirista levels the character attains beyond 15th, he can inspire heroics in one additional creature. To inspire heroics, all of the targets must be able to see the capoeirista. Inspired creatures gain a +4 morale bonus on saving throws and a +4 dodge bonus to AC. The effect lasts for as long as the targets are able

to witness the performance. Inspire heroics is a mind-affecting ability that relies on visual components.

*Mass Suggestion* (Sp): This ability functions just like *suggestion*, but allows a capoeirista of 18th level or higher to make a suggestion simultaneously to any number of creatures that he has already fascinated. Mass suggestion is an enchantment (compulsion), mind-affecting, language dependent ability that relies on audible components.

*Deadly Dance* (Su): A capoeirista of 20th level or higher can use his dance to cause one enemy to die from joy or sorrow. To be affected, the target must be able to see the capoeirista perform for 1 full round and be within 30 feet. The target receives a Will save (DC 10 + 1/2 the capoeirista's level + the capoeirista's Cha modifier) to negate the effect. If a creature's saving throw succeeds, the target is staggered for 1d4 rounds, and the capoeirista cannot use deadly performance on that creature again for 24 hours. If a creature's saving throw fails, it dies. Deadly performance is a mind-affecting death effect that relies on visual components.

This ability replaces stunning fist, flurry of blows, and quivering palm.

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## Watchful Eye (Ex)

---

At 3rd level, the capoeirista learns to keep a careful watch out for feints and common tricks. The capoeirista gains a +4 bonus to CMD against feints, as well as a +4 competence bonus to perception.

This ability replaces still mind.



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## Mystic Dance (Su)

---

At 5th level, the capoeirista's dances take on a supernatural quality. The change is subtle at first but as the capoeirista grows in power the magical properties of the dance become more intense. The capoeirista can use his bonus in the Perform (dance) skill in place of his bonus in acrobatics, fly, and intimidation. When substituting in this way, the capoeirista uses his total Perform skill bonus, including class skill bonus, in place of its associated skill's bonus, whether or not he has ranks in that skill or if it is a class skill. At 10th level, and every 3 levels thereafter, may choose an additional skill his perform (dance) skill bonus can be substituted for.

This ability replaces purity of body.

---

## Sweeping Circle (Ex)

---

At 7th level, a capoeirista can perform a sweeping kick that knocks over multiple foes at once. If a capoeirista makes a successful trip combat maneuver against a target he may make an additional trip combat maneuver against another target within reach. The capoeirista may continue to do so until he fails on a trip combat maneuver.

This ability replaces wholeness of body.

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## Continued Action (Ex)

---

At 11th level, a capoeirista becomes skilled at linking their movements together in a singular, fluid arch. A number of times per day equal to the capoeirista's Wisdom modifier, the capoeirista may perform an

additional standard action at the end of his turn.

This ability replaces diamond body and diamond soul.

## Combatant

*Day after day the combatant trains his body into a weapon that denies his enemies even the smallest opening. Facing a combatant in one on one combat is little more than a death sentence.*

A combatant has the following class features.

---

## Successive Maneuver (Ex)

---

At 1st level, the combatant strings together maneuvers in a devastating series of combos. Whenever the combatant makes a successful combat maneuver against a creature he may attempt an additional combat maneuver. The combatant can perform a maximum of four maneuvers in a single turn and the combatant may not make the same maneuver twice in a single combo.

This ability replaces flurry of blows.

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## Disarming Strike (Ex)

---

At 1st level, a combatant may attempt to disarm a creature while making a melee attack against them. He does not suffer the usual -4 penalty associated with attempting to disarm an opponent while unarmed. The combatant may attempt a disarming strike a number of times per day equal to his monk level, plus one more time per day



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for every four levels he has in classes other than monk.

This ability replaces stunning fist.

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## Counter Maneuver (Ex)

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At 3rd level, whenever an opponent fails a combat maneuver against a combatant the combatant may counter with his own combat maneuver against the creature. This does not replace any attacks of opportunity the combatant was able to make. At 10th level, he may use counter maneuver even if the creature has concealment or total concealment.

This ability replaces slow fall.

---

## Muscular Body (Ex)

---

At 5th level, the combatant's body has hardened from constant physical training; his form is now densely packed with muscle. A combatant is treated as one size category larger for the purposes of determining Combat Maneuver Bonuses or Combat Maneuver Defense when it is advantageous for him. Additionally, a combatant may use weapons designed for a creature one size larger without penalty, however, his space and reach remain those of a creature of his actual size.

This ability replaces purity of body.

---

## Sundering Strike (Ex)

---

At 12th level, the combatant may attempt to sunder any item held or worn by a creature as part of a melee attack. Additionally, the combatant treats the hardness of all items as 0 for the purposes

of dealing damage. The combatant may attempt a sundering strike a number of times per day equal to his monk level, plus one more time per day for every four levels he has in classes other than monk.

This ability replaces abundant step.

## Friar

*Friars are known both for their wisdom and for their ferocity. While they prefer the company of friends and food, they are not adverse to combat when the time calls for it. Friars do not lock themselves away from the world to find inner peace and serenity, for they believe it is found all around them in the action of life.*

A friar has the following class features.

---

### Skills

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The friar loses Acrobatics, Climb, and Swim as class skills, but adds Handle Animal and Heal.

This changes the monk's class skills.

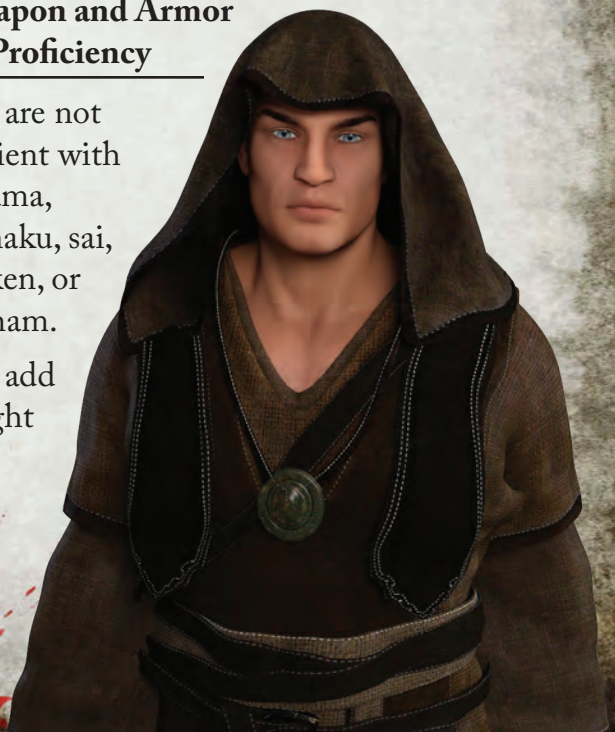
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### Weapon and Armor Proficiency

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Friars are not proficient with the kama, nunchaku, sai, shuriken, or siangham.

Friars add the light mace, heavy





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mace, warhammer, and longsword to their list of proficiencies. Friars may treat the light mace, heavy mace, warhammer, and longsword as monk weapons.

This changes the monk's proficiencies.

## Spells

Beginning at 4th level, a friar gains the ability to cast a small number of divine spells which are drawn from the cleric spell list. His alignment, however, may restrict him from casting spells opposed to his moral or ethical beliefs. A Good friar may not cast Evil spells, and an Evil friar may not cast Good spells. A Neutral friar may cast either but must choose to cast either Evil or Good spells only. A friar must choose and prepare his spells in advance.

To prepare or cast a spell, a friar must have a Wisdom score equal to at least 10 + the spell level. The Difficulty Class for a saving throw against a friar's spell is 10 + the spell level + the friar's Wisdom modifier.

Like other spellcasters, a friar can cast only a certain number of spells of each spell level per day. His base daily spell allotment is given below. In addition, he receives bonus spells per day if he has a high Wisdom score.

Friars meditate, pray, or fast for their spells. Each friar must choose a time at which he must spend 1 hour each day in quiet contemplation or joyful celebration to regain his daily allotment of spells. Time spent resting has no effect on whether a friar can prepare spells. A friar may prepare and cast any spell on the cleric spell list,

provided that he can cast spells of that level, but he must choose which spells to prepare during his daily meditation/celebration.

Through 3rd level, a friar has no caster level. At 4th level and higher, his caster level is equal to his paladin level - 3.

This ability replaces fast movement, evasion, and improved evasion.

Character Level	Spell level			
	1st	2nd	3rd	4th
1st	-	-	-	-
2nd	-	-	-	-
3rd	-	-	-	-
4th	0	-	-	-
5th	1	-	-	-
6th	1	-	-	-
7th	1	0	-	-
8th	1	1	-	-
9th	2	1	-	-
10th	2	1	0	-
11th	2	1	1	-
12th	2	2	1	-
13th	3	2	1	0
14th	3	2	1	1
15th	3	2	2	1
16th	3	3	2	1
17th	4	3	2	1
18th	4	3	2	2
19th	4	3	3	2
20th	4	4	3	3



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## Spontaneous Casting

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Beginning at 4th level, a good friar can channel stored spell energy into healing spells that he did not prepare ahead of time. The friar can “lose” any prepared spell in order to cast any cure spell of the same spell level or lower (a cure spell is any spell with “cure” in its name).

An evil friar can’t convert prepared spells to cure spells but can convert them to inflict spells (an inflict spell is one with “inflict” in its name).

A friar who is neither good nor evil can convert spells to either cure or inflict spells (player’s choice). Once the player makes this choice, it cannot be reversed.

This ability replaces maneuver training, slow fall, and high jump.

## Gouger

*Honor is only a word; in combat, survival is all that matters. A gouger studies the mind and spirit for the express purpose of attaining victory, no matter the cost.*

A gouger has the following class features.

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## Sneak Attack

---

If a gouger can catch an opponent when they are unable to defend themselves effectively from his attack, he can strike a vital spot for extra damage.

The gouger’s attack deals extra damage any time his target would be denied a Dexterity bonus to AC (whether the target actually has a Dexterity bonus or not), or when the

gouger flanks his target. This extra damage is 1d6 at 1st level, and increases by 1d6 every two gouger levels thereafter. Should the gouger score a critical hit with a sneak attack, this extra damage is not multiplied. Ranged attacks can count as sneak attacks only if the target is within 30 feet.

The gouger must be able to see the target well enough to pick out a vital spot and must be able to reach such a spot. A gouger cannot sneak attack while striking a creature with concealment.

This ability replaces flurry of blows.

---

## Debilitating Fist (Ex)

---

At 1st level, a gouger may perform a swift strike against the eyes or ears of their opponent, temporarily damaging them. A gouger gains Debilitating Fist as a bonus feat, even if he does not meet the prerequisites. The gouger may attempt a debilitating attack a number of times per day equal to his gouger level, plus one more time per day for every four levels he has in classes other than gouger.

At 4th level, Debilitating Fist blinds or deafens the target for two rounds.

At 8th level, Debilitating Fist blinds or deafens the target for three rounds.

At 12th level, Debilitating Fist blinds or deafens the target for four rounds.

At 16th level, the gouger may blind and deafen the target at the same time.

At 20th level, the gouger may choose to permanently blind and deafen the target.

This ability replaces stunning fist.



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## Offset (Ex)

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At 3rd level, a gouger may, as a move action, attempt to offset their opponent's stance to gain the upper hand. The gouger must make an Intimidate check against the opponent (DC 10 + the target's Hit Dice + the target's Wisdom modifier). If the check is successful the enemy is treated as flat-footed for one round. The gouger may use this ability once per battle.

This ability replaces fast movement.

---

## Dismember (Ex)

---

At 12th level, a gouger learns to sever the limbs of his opponent through nothing but the sheer force of his strikes. When a gouger makes a melee attack against a target they may grab the arm or leg of their opponent and attempt to rend it from their body. The target must make a Fortitude save (DC 10 + half the gouger's level + the gouger's Wisdom modifier) to attempt to prevent this. Should they fail the target limb is forcibly removed from their body. If an arm was removed the target suffers a -4 penalty to Strength and if a leg is removed the target suffers a -2 to Dexterity and may only move by crawling. These penalties remain until the limb is replaced or reattached. Lesser Restoration and other similar abilities may restore a lost limb. The gouger may use this ability once a day for every five levels in gouger they possess. Oozes, plants, incorporeal creatures, and creatures that lack functional arms and legs are not affected by this ability.

This ability replaces abundant step.

## Hung Ga Master

*Practitioners of Hung Ga may spend months, or even years, perfecting a single stance. While others claim to provide instant access to power, the Hung Ga Masters know that power is a byproduct of patience.*

A hung ga master has the following class features.

---

## Incredible Patience (Ex)

---

Starting at 2nd level, a hung ga master maintains a careful, patient, outlook even in the heat of battle. A hung ga master may take 10 on skill checks while in combat but doing so requires a full round action. Additionally, a hung ga monk may, once a day, take 20 in place of taking 10 on a single skill check.

This ability replaces evasion.

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## Endurance (Ex)

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At 2nd level, hung ga masters gain Endurance as a bonus feat.

This ability replaces the bonus feat gained at level 2.

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## Solid Stance (Ex)

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At 5th level, a hung ga master learns to root himself to the ground with a wide stance. Hung ga masters cannot be knocked prone except by magical effects.

This ability replaces high jump.

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## Die Hard (Ex)

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At 6th level, hung ga masters gain Diehard as a bonus feat.



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This ability replaces the bonus feat gained at level 6.

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## Damage Reduction (Ex)

---

At 7th level, a hung ga master gains damage reduction. Subtract 1 from the damage the hung ga master takes each time he is dealt damage from a weapon or a natural attack. At 10th level, and every three hung ga master levels thereafter (13th, 16th, and 19th level), this damage reduction rises by 1 point.

This ability replaces wholeness of body.

---

## Energy Resistance (Su)

---

At 9th level, a hung ga master's endurance training extends to incorporate resistance to magical damage. The hung ga master gains a 5 point resistance to fire, cold, electricity, and acid. This resistance increases by 5 every 2 additional levels the hung ga master possesses (to a maximum of 30 at level 19).

This ability replaces improved evasion.

## Hardened Striker

*Practitioners of an ancient and secretive martial art, hardened strikers are characterized by their ability to disable their opponents. One strike from a hardened striker's fist is enough to shatter bone and rend muscle.*

A hardened striker has the following class features.



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## Weapon and Armor Proficiency

---

Hardened strikers are not proficient with the kama, nunchaku, sai, shuriken, or siangham.

Hardened strikers add the ka'ane and leiomano to their list of proficiencies.

This changes the monk's proficiencies.

---

## Bonebreak (Ex)

---

At 4th level, a hardened striker learns one of the most dangerous techniques of his fighting style; the ability to shatter his opponent's bones. When a hardened striker makes a successful melee attack against an opponent they may forgo the usual damage in exchange to break a bone in the opponent's body. Doing so causes the opponent to take 1d6 damage and becomes staggered for one round. The hardened striker may continue to break bones on subsequent hits, each increases the amount of damage by 1d6 (to a maximum of 10d6).



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This ability has no effect on creatures that lack a functional skeleton or exoskeleton.

This ability replaces ki pool.

---

## Rend (Ex)

---

At 4th level, a hardened striker learns to target an opponent's legs to disable them. The hardened striker may make a melee attack against a target's legs. If the attack is successful the opponent must make a Reflex saving throw the DC of which is equal to 10 + the hardened striker's level + the hardened striker's Wisdom modifier. If the opponent fails this save their movement speed on land is reduced by half. This ability only affects creatures with functional legs.

This ability replaces slow fall and high jump

---

## Concussive Fist (Ex)

---

At 7th level, a hardened striker can deliver a devastating strike to an opponent's head, rattling their minds and cracking their skulls. A hardened striker gains Concussive Fist as a bonus feat, even if he does not meet the prerequisites. The hardened striker may attempt a concussive attack a number of times per day equal to half his monk level.

This ability replaces wholeness of body.

---

## Body of Stone (Ex)

---

At 11th level, a hardened striker's body is hardened from hundreds of hours spent training his body. A hardened striker adds his Con modifier to his AC and CMD as a natural armor bonus. This bonus to AC

applies even when the hardened striker is flat-footed but does not apply to touch attacks.

This ability replaces diamond body.

---

## Unshakable Body (Ex)

---

At 12th level, the hardened striker trains relentlessly to become resistant to his own destructive attacks. The hardened striker cannot be staggered, stunned, or paralyzed.

This ability replaces abundant step.

## Sifu

*The sifu are skilled martial artists known for their study of both the physical world and the spiritual one. In combat, a sifu turns the might of their opponents against them through deliberate strikes and fluid movements.*

A sifu has the following class features.

---

## Reversal (Ex)

---

At 1st level, when a sifu makes an unarmed attack against an opponent they may add their opponent's Strength modifier to the attack roll instead of their own modifier.

This ability replaces stunning fist.

---

## Uncanny Dodge (Ex)

---

Starting at 4th level, a sifu can react to danger before his senses would normally allow him to do so. He cannot be caught flat-footed, nor does he lose his Dex bonus to AC if the attacker is invisible. He still loses his Dexterity bonus to AC if immobilized. A sifu with this ability can still lose his Dexterity bonus to AC if an



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opponent successfully uses the feint action against him.

This ability replaces still mind.

---

## Transference (Su)

---

At 5th level, when a sifu is struck by a melee attack the sifu moves fluidly with the strike, reducing its impact on his body. A sifu may expend *ki* points to gain Damage Reduction. For every *ki* point spent the sifu gains Damage Reduction 2/- until his next turn.

This ability replaces slow fall and high jump.

---

## Improved Uncanny Dodge (Ex)

---

A sifu of 8th level or higher can no longer be flanked. This defense denies a rogue the ability to sneak attack the character by flanking him unless the attacker has at least four more levels than the character.

This ability replaces wholeness of body.

---

## Countertransference (Su)

---

At 15th level, when a sifu is struck by a melee attack, instead of reducing the damage, they may return the damage back at an opponent. The sifu must expend a *ki* point and declare that they are using countertransference before damage has been revealed for a melee attack made against them. The damage will then proceed as normal. On the sifu's next melee attack they may deal damage equal to the damage previously inflicted on them. A sifu cannot use transference and countertransference on the same round.

This ability replaces quivering palm.

## Tinku Master

*Tinku masters meld beauty and art with the violence and rage of battle, seeking the balance between them. While they value reason and peace, a Tinku Master looks forward to any fight with terrifying glee.*

A tinku master has the following class features.

---

## Betrayal Feats

---

A tinku master sees value in struggle and will inflict that viewpoint on others while in battle. At 1st level, 2nd level, and every 4 levels thereafter, a tinku master may select a bonus feat. These feats must be betrayal feats.

A tinku master need not have any of the prerequisites normally required for these feats to select them.

This ability replaces the bonus feats gained at 1st, 2nd, 6th, 10th, 14th, and 18th level.

---

## Brutal Unarmed Strike (Ex)

---

A tinku master wraps his fists in stone, glass, and other debris to increase the damage output of his strikes, but he sacrifices precision in the process. The tinku master is treated as one size category larger for determining the damage of his unarmed strike.

This ability replaces stunning fist.



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## Beautiful Disguise (Ex)

---

At 2nd level, a tinku master adorns any outfit they are wearing with beautiful feathers and cloth. These elaborate outfits are both beautiful and obscure the true abilities of the tinku master. A tinku master gains a +1 competence bonus to Disguise and Perform checks while wearing an outfit of their own design. This bonus increases by +1 for every four levels the tinku master possesses (to a maximum of +5 at level 18.)

This ability replaces evasion.

---

## Performance of Violence (Ex)

---

At 9th level, a tinku master combines their acts of violence with their performances to create a curious hybrid of the two. The tinku master may substitute attack rolls with their performance checks or substitute performance checks with an attack roll.

Some types of performance may not translate into an attack roll and vice versa, similar to a perform check for a Bard, i.e. a Perform (percussion) could stand in for it, but a Perform (oratory) could not. The GM may use their best judgment if a performance or attack will successfully translate.

This ability replaces improved evasion.

## Windwalker

*The windwalkers can spend decades meditating and training to detach themselves from the material plane. These beings see matter not as an immovable constant but as a fluid pool that they alone can freely swim through.*

A windwalker has the following class features.

---

### Careful Watch (Ex)

---

Starting at 1st level, a windwalker adds half their windwalker level to Perception checks.

This ability replaces the feats gained at 1st and 2nd level.

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### Perceptive Mind (Ex)

---

A windwalker of 3rd level or higher gains a +2 bonus on saving throws against mind-affecting spells and effects.

This ability replaces still mind.

---

### Fluid Body (Su)

---

At 4th level, a windwalker may move through solid objects as though they aren't there by briefly converting their bodies into incorporeal forms. They may only stay in this state for a brief instant and thus may not pass through more than 10 feet of solid matter and may not end their movement inside of a solid object.

This ability replaces slow fall.



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## Pursuit (Su)

At 6th level, a windwalker can choose to pursue enemies through space, refusing to give them even the briefest respite. If an opponent takes a 5-foot step within reach of the windwalker the windwalker may instantly take a 5-foot step toward the target. The windwalker turns incorporeal for the second it takes him to take this step and does not provoke attacks of opportunity.

This ability replaces the feats gained at 6th level.

## See Through Matter (Su)

At 10th level, the windwalker can always see invisible creatures and objects as though affected by *see invisibility*.

This ability replaces the feat gained at 10th level.

## Forced Transition (Su)

At 15th level, the windwalker learns how to manipulate the bodies of their opponents, briefly turning them incorporeal. Once a day the windwalker may announce his intention to make a

forced transition attack, the windwalker may do this as part of a bull rush, grapple, or trip combat maneuver.

Incorporeal creatures cannot be affected. Otherwise, if the windwalker's combat maneuver is successful, the windwalker may render the target incorporeal for a brief moment and force them into any solid object or surface (including the ground) within 5 feet of the windwalker or their target. The target immediately regains physical form and begins taking damage as though affected by a mishap from a teleport spell. The target takes 1d10 points

of damage every round and is treated as suffocating. The target may attempt a Fortitude save (DC10 + the windwalker's level + the windwalker's Wisdom modifier) to attempt to break free of their entrapment once per round as a full action.

This ability replaces quivering palm.





# Blood & Steel, Book 4: The Monk

## New Feats

Below is a series of new feats for use in your games, subject to your Game Master's approval.

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### Concussive Fist (Combat)

---

*You deliver a single, mighty strike to the side of your opponent's head, sending them reeling.*

**Prerequisite(s):** Dex 15, Wis 15, Stunning Fist, base attack bonus +10

**Benefit(s):** You must declare that you are using this feat before you make your attack roll. Concussive Fist forces a foe damaged by your unarmed attack to make a Fortitude saving throw (DC 10 + half your character level + your Wis modifier), in addition to dealing damage normally. A defender who fails this saving throw is confused for 1 round. You may attempt a Concussive Fist attack once per day for every four levels you have attained (but see Special), and no more than once per round. Constructs oozes, plants, undead, incorporeal creatures, creatures that lack an Intelligence score, and creatures immune to critical hits cannot be confused.

**Special:** A hardened striker receives Concussive Fist as a bonus feat at 7th level, even if he does not meet the prerequisites. A monk may attempt a Concussive Fist attack a number of times per day equal to half his monk level.

---

### Debilitating Fist (Combat)

---

*You smash your fists into the eyes or ears of your opponent, damaging their senses.*

**Prerequisite(s):** Dex 13, Wis 13, Improved Unarmed Strike, base attack bonus +8.

**Benefit(s):** You must declare that you are using this feat before you make your attack roll. Debilitating Fist forces a foe damaged by your unarmed attack to make a Fortitude saving throw (DC + half your character level + your Wis modifier), in addition to dealing damage normally. If the target fails this saving throw you may either blind or deafen them for 1 round. You may attempt a Debilitating Attack once per day for every four levels you have attained (but see Special), and no more than once per round. Constructs oozes, plants, undead, incorporeal creatures, creatures that lack eyes or ears, and creatures immune to critical hits cannot be blinded or deafened.

**Special:** A gouger receives Debilitating Fist as a bonus feat at 1st level, even if he does not meet the prerequisites. A monk may attempt a Debilitating Fist attack a number of times per day equal to half his monk level.

---

### Deflect Fists (Combat)

---

*You can knock away the fists and claws of your enemies with careful precision, preventing them from hitting you.*

**Prerequisite(s):** Dex 13, Improved Unarmed Strike.

**Benefit(s):** You must have at least one hand free (holding nothing) to use this feat. Once per round when you would normally be hit with an attack from a natural weapon or unarmed strike, you may deflect it so that you take no damage from it. You must



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be aware of the attack and not flat-footed. Attempting to deflect a natural attack or unarmed strike doesn't count as an action. Natural attacks made by a creature two size categories larger than you cannot be deflected.

---

## Dragon Fist (Combat)

---

*Your fist has all the force of a dragon's breath weapon.*

**Prerequisite(s):** Dex 15, Wis 15, Stunning Fist, base attack bonus +10

**Benefit(s):** You must declare that you are using this feat before you make your attack roll. If you successfully hit your opponent with the attack you deal an additional 2d6 fire damage. On a critical hit, the attack deals an additional 3d6 fire damage to anyone within 10 feet of you. You may attempt a Dragon Fist attack once per day (but see Special).

**Special:** An agni warrior receives Dragon Fist as a bonus feat at 15th level, even if he does not meet the prerequisites. A monk may attempt a Dragon Fist attack a number of times per day for every five levels in monk. Dragon Fist may not be used more than once per battle.

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## Joint Lock

---

*You painfully lock your opponent's joints in place, rendering them unable to effectively retaliate.*

**Prerequisite(s):** Wis 13, base attack bonus +5

**Benefit(s):** While grappling an opponent you may, as a standard action, attempt to

lock their joints, non-lethally incapacitating the opponent. To perform a joint lock you must make a new combat maneuver check against the target, should it succeed you successfully disable their limbs. The opponent takes a -4 on all Strength related checks and all spells that require a somatic component have a 10% failure chance for the next minute. This ability only works on creatures with a functional skeletal system.

---

## Ki Absorber (Betrayal, Teamwork)

---

*You willingly pull the spiritual energy out of an ally, weakening them to strengthen yourself.*

**Prerequisite(s):** Ki pool class feature.

**Benefit(s):** When you and an ally who also has this feat are adjacent to each other, you can, as a swift action, absorb 1d4 ki points from your ally's ki pool.

---

## Ki Block

---

*Through calculated strikes, you seal the ki of your opponent.*

**Prerequisite(s):** Wis 13, ki pool class feature, base attack bonus +1

**Benefit(s):** When you land a melee attack against an opponent with the ki pool class feature you can attempt to cut their connection to their ki pool for a brief time. Upon being hit your opponent must make a Fortitude save (DC 10 + half your level + your Wisdom modifier) or be locked out of using ki points for the next hour. If the opponent successfully saves they are immune to this ability for the next 24 hours.



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## Sabotage Attempt (Betrayal, Teamwork)

*You intentionally interrupt an ally's attempt to attack a target to take an action of your own.*

**Benefit(s):** When you and an ally who also has this feat are adjacent to each other you can, as an immediate action, interfere with an attack your ally is making to make an attack against the same target. Your ally must roll twice and take the lower result on their attack roll.

## Siphon Health (Betrayal, Teamwork)

*You siphon off magical healing meant for your allies.*

**Prerequisite(s):** Spellcraft 1 rank.

**Benefit(s):** As a free action you may designate a willing ally within 60 feet as the target of this feat. Whenever that ally would have their hit points restored by a spell or spell-like ability, you receive half the total hit points that were meant for them. The ally remains your target until you choose a new target for this feat or until they move more than 60 feet from you.



## New Weapons

Below is a series of new weapons for use in your games, subject to your Game Master's approval.

### Bagua Broadsword

This enormous sword is cumbersome and strangely weighted to the untrained. Only a true master knows the secrets of this weapon. A bagua broadsword can be treated as a martial weapon when wielded two-handed but becomes exotic when used one-handed as it was originally intended. A bagua broadsword loses its reach ability while wielded two-handed.

### Feng Huo Lun

More commonly known as the wind-and-fire wheels, feng huo lun almost always come in pairs of two. Alone there is nothing truly unique about a single feng huo lun, it is when they are together that they become especially dangerous. So long as the wielder has a feng huo lun in each hand both weapons are treated as having an 18-20 critical range.

### Ka'ane

This long, thick cord has a handle on one end that allows it to be swung like a whip. When a target is grappled the wielder of the ka'ane may, as a swift action, wrap the cord around the opponent's neck and begin to suffocate them. The opponent is treated as suffocating for as long as they are grappled. The drawback to the Ka'ane



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## (Simple) One-handed Melee Weapon

Name	Cost	DMG (S)	DMG (M)	Critical	Weight	Range	Type	Special
Leiomano	4 gp	1d4	1d6	19-20/ x2	3 lbs.	—	S	monk, fragile

## (Exotic) Light Melee Weapon

Name	Cost	DMG (S)	DMG (M)	Critical	Weight	Range	Type	Special
Needle	1gp	1d2	1d3	x2	—	10 ft.	P	monk, see text

## (Exotic) One-handed Melee Weapon

Name	Cost	DMG (S)	DMG (M)	Critical	Weight	Range	Type	Special
Bagua Broadsword	25 gp	1d6	1d8	x2	20 lbs.		S	monk, reach, see text
Feng Huo Lun	10 gp 1d6	1d8	x2	1 lb.	—		P or S	monk, deadly, see text
Ka'ane	10 gp 1d2	1d3	x2	2 lbs.	—		S	monk, deadly, see text

is its comparably short reach and inferior dexterity in comparison to the average whip.

### Leiomano

This club is lined with razor sharp teeth collected from various beasts. Although the weapon has the potential to tear into enemies it is considerably more fragile than the average club and has a tendency to shatter under heavy usage.

### Needle

This needle is longer and deadlier than the average sewing needle but still come across as mundane to the untrained eye. A perception check (DC15) is needed to realize the needle is actually combat oriented. Additionally, this needle can easily be concealed on the body, granting a +2 bonus to Sleight of Hand checks made to conceal the weapon.



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## New Equipment

Below is a series of new items for use in your games, subject to your Game Master's approval.

Name	Cost	Weight
Censer	40 gp	1 lb.
Incense	2 gp	—
Medicine Box	100 gp	1 lb.

### Censer

A censer is an ornate metal container from which incense can be burned. Usually, incense is a single use item, but while housed in a censer the incense will continue to burn and confer bonuses for an hour. To

be effective a censer must be held in the user's hand.

### Incense

Incense are pleasant burning spices and herbs used for recreation and spiritual needs. Incense comes in many different variations, the mundane versions of which have no extraordinary effect. Some incense has been lightly enchanted to grant clarity to the user and allow them to recall information they may have once forgotten. All incense are single use.

#### *Incense of Wizardry*

This purple incense grants a +2 circumstance bonus on Knowledge (arcana) checks when burned.





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## *Incense of The Land*

This green incense grants a +2 circumstance bonus on Knowledge (nature) checks when burned.

## *Incense of Memory*

This blue incense grants a +2 circumstance bonus on Knowledge (history) checks when burned.

## *Incense of Spirits*

This yellow incense grants a +2 circumstance bonus on Knowledge (religion) checks when burned.

## *Incense of The Outsider*

This red incense grants a +2 circumstance bonus on Knowledge (planes) checks when burned.

## Medicine Box

A medicine box contains various incense, plants, and herbs meant to heal the body and spirit in many different ways. This collection provides a +2 circumstance bonus on Heal checks, Perception checks, Diplomacy checks, and Handle Animal checks. It is expended after 4 uses.



## New Magic Items

### Magic Weapons

Below are a series of new magic weapons, suitable for use in your campaign, with your Game Masters approval.

#### Firewheel

**Aura** faint evocation; **CL** 3th; **Weight** 1 lb.;  
**Price** 14,310 gp

#### DESCRIPTION

*This golden feng huo lun is wreathed in a red flame that is harmless to its wielder.*

#### EFFECTS

This flaming feng huo lun is constantly ablaze with fire. All damage dealt by this weapon is treated as fire damage. If a character wields both Firewheel and Thunderwheel at the same time they treat all damage dealt by the weapons as fire and electric damage.

#### CONSTRUCTION REQUIREMENTS

**Feats** Craft Magic Arms and Armor;  
**Spells** *elemental touch*; **Cost** 7,155 gp

#### Quarterstaff of the Silent Master

**Aura** faint illusion; **CL** 3rd; **Weight** 10 lbs.;  
**Price** 11,900 gp

#### DESCRIPTION

*This magnificent yew quarterstaff has white curved lines inlaid throughout the shaft.*



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## EFFECTS

This +2 quarterstaff allows the wielder to disappear and reappear at will. Three times a day, as a swift action, the user of this staff can become invisible. The staff also renders the wielder entirely silent while invisible; they do not make noise while moving and cannot speak or make any audible sound. This effect lasts until their next round.

## CONSTRUCTION REQUIREMENTS

**Feats** Craft Magic Arms and Armor;  
**Spells** *vanish*; **Cost** 5,540 gp

## Thunderwheel

**Aura** faint evocation; **CL** 3th; **Weight** 1 lb.;  
**Price** 14,310 gp

## DESCRIPTION

*This silver feng huo lun sends out sparks of blue lightning in random bursts.*

## EFFECTS

This shock feng huo lun is constantly crackling with electricity. All damage dealt by this weapon is treated as electric damage. If a character wields both Thunderwheel and Firewheel at the same time they treat all damage dealt by the weapons as fire and electric damage.

## CONSTRUCTION REQUIREMENTS

**Feats** Craft Magic Arms and Armor;  
**Spells** *elemental touch*; **Cost** 7,155 gp

## Wondrous Items

Below are a series of new wondrous items, suitable for use in your campaign, with your Game Masters approval.

## Censer of Clear Mind

**Aura** moderate abjuration; **CL** 9th; **Slot** none; **Price** 25,200 gp; **Weight** 1 lb.

## DESCRIPTION

*This golden case dangles from a long chain, a purple smoke occasionally slips out of the vents along the sides of the case.*

## EFFECTS

Once a day the bearer of this censer can wave it before a target, causing them to breathe in the magical incense that burns within it. Doing so immediately ends any enchantment, transmutation, or curse effect on the target. Additionally, the bearer of this censer gains a +2 to saving throws against enchantment effects so long as the censer is on their person.

## CONSTRUCTION REQUIREMENTS

**Feats** Craft Wondrous Item **Spells** *break enchantment*; **Cost** 12,600 gp



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## Cloak of the Mimic

**Aura** faint transmutation; **CL** 5th; **Slot** shoulders; **Price** 18,000 gp; **Weight** 1 lb.

### DESCRIPTION

*This blood orange cloak seems to have a mind of its own, swaying back and forth at its own accord.*

### EFFECTS

Three times a day as a swift action the wearer of this cloak can remove the cloak from their person and transform it into a spectral version of themselves. The spectral form will repeat the last action performed prior to being removed for one round. If the action was an attack the cloak will attack the same target (assuming it hasn't moved) using the same bonuses and damage as the wearer. It will repeat a skill check using the same bonuses, or move a distance equal to the distance the wearer moved and then reform into the cloak. The spectral form is unable to cast spells or spell-like abilities but will mimic the casting process, making it look as though it is casting a spell.

### CONSTRUCTION REQUIREMENTS

**Feats** Craft Wondrous Item; **Spells** *haste*; **Cost** 9,000 gp

## Chalice of the Good Friar

**Aura** moderate conjuration; **CL** 7th; **Slot** none; **Price** 11,200 gp; **Weight** 1 lb.

### DESCRIPTION

*This humble silver chalice is engraved with an oak leaf.*

### EFFECTS

Once a day this chalice can be placed in a location. Within a 30 foot radius of the chalice, all poisons are negated, all food and drink is purified, and all creatures are healed for 1d8+5.

### CONSTRUCTION REQUIREMENTS

**Feats** Craft Wondrous Item; **Spells** *neutralize poison*, *purify food and drink*; **Cost** 5,600 gp





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## Medicine Box of the Four Winds

**Aura** strong conjuration; **CL** 13th; **Slot** none; **Price** 11,538 gp; **Weight** 1 lbs.

### DESCRIPTION

*This medicine box is split into four distinct sections, each depicting a season. Within the medicine box sits four flowers plucked from unknown plants.*

### EFFECTS

This medicine box contains four magically enchanted flowers that represent one of the cardinal directions. These plants can be consumed to gain a different effect. Each is a single use item.

#### *North Flower*

This flower instantly removes insanity, confusion, and similar mental effects. If the target is fatigued or exhausted these effects are also removed.

#### *East Flower*

This flower dispels all ability score damage and drain when consumed. Additionally, Any broken bones, missing appendages, or contusions are restored. Restoration of ability scores and appendages takes ten minutes to take effect while all other effects are instantaneous.

#### *West Flower*

This flower dispels all permanent and temporary negative levels when consumed. The restoration of lost levels takes one full day to take effect.

#### *South Flower*

This flower has no effect on a living target. Instead, it must be placed in the mouth of a deceased creature. After one minute the creature is restored to life with two permanent negative levels. The raised creature has a number of hit points equal to its current HD. A character who died with spells prepared has a 50% chance of losing any given spell upon being raised. A spellcasting creature that doesn't prepare spells (such as a sorcerer) has a 50% chance of losing any given unused spell slot as if it has been used to cast a spell. Normal poisons and diseases are cured in the process of raising the subject, but magical diseases and curses are not undone. The plant's effects close mortal wounds and repairs lethal damage of most kinds, but the body of the creature must be whole.

The south flower has no effect on undead creatures, constructs, elementals, or outsiders. The plant cannot bring back a creature that died of old age.

### CONSTRUCTION REQUIREMENTS

**Feats** Craft Wondrous Item; **Spells** *greater restoration*, *raise dead*; **Cost** 5,769 gp



# Blood & Steel, Book 4: The Monk

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Power, wisdom, and the balance between mind and body: these are at the core of any monk's teachings. From atop a monastery nestled in the mountains to lonely pilgrimages through deep forests, monks are some of the most revered adventurers in the world.

Provided within this book are several new options for the monk that examine the different ways monks throughout history have attempted to achieve balance. New archetypes explore different martial arts and practices that add a unique specialization for the monk class. Feats and weapons are also added to bring a bit more flare to the monk's arsenal.

