

# WEAPONS AND ARMOR

The following lists compile the information for all the new armor and weapons presented in the Implements of War section beginning on page 6.

# WEAPONS

# SIMPLE WEAPONS

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Two-Handed Weapons	Price	Dmg (S)	Dmg (M)	Critical	Range	Weight	Туре	Special
Lantern staff	15 gp	1d4	1d6	×2		9 lbs.	В	See text
								A CALL MAN AND AND A
MARTIAL WEAPONS								
Light Weapons	Price	Dmg (S)	Dmg (M)	Critical	Range	Weight	Туре	Special
Boarding axe	6 gp	1d4	1d6	×3		3 lbs.	P or S	
Cat-o'-nine-tails	1 gp	1d3	1d4	×2	179 . <del>-</del> - 3-	1 lb.	S	Disarm, nonlethal
Dueling dagger	12 gp	1d3	1d4	19-20/×2	10 ft.	1 lb.	P or S	See text
Katar, tri-bladed	6 gp	1d3	1d4	×4	-	2 lbs.	Р	
One-Handed Weapons								
Cutlass	15 gp	1d4	1d6	18-20/×2		4 lbs.	S	
EXOTIC WEAPONS								
Light Melee Weapons	Price	Dmg (S)	Dmg (M)	Critical	Range	Weight	Туре	Special
Flying talon	15 gp	1d3	1d4	×2	- <u>-</u> - 21	5 lbs.	P or S	Disarm, reach, trip, see text
Razor, drow	25 gp	1d3	1d4	18-20/×2		2 lbs.	S	See text
Sanpkhang	60 gp	1d3	1d4	19-20/×2	-	1 lb.	P or S	Monk, see text
War-shield, dwarven	50 gp	1d4	1d6	×2		8 lbs.	P or S	See text
Waveblade	5 gp	1d4	1d6	18-20/×2	-	2 lbs.	P or S	Monk, see text
One-Handed Weapons								
Sickle-sword	20 gp	1d6	1d8	19-20/×2		4 lbs.	S	Distracting <sup>ue</sup> , see text
Spiral rapier	80 gp	1d4	1d6	18-20/×2	-	3 lbs.	Р	Blocking <sup>ue</sup> , disarm, see text
Two-Handed Weapons								
Battle ladder, gnome	20 gp	1d4/1d4	1d6/1d6	×2		8 lbs.	В	Double, trip, see text
Boarding gaff	8 gp	1d4/1d4	1d6/1d6	×2	-	8 lbs.	P or S	Double, reach, trip
Butchering axe	65 gp	1d12	3d6	×3	-	25 lbs.	S	See text
Chain-hammer	35 gp	1d4/1d4	1d6/1d6	×2	20 ft.	8 lbs.	В	Double, see text
Dorn-dergar, dwarven	50 gp	1d8	1d10	×2		15 lbs.	В	Reach, see text
Fauchard	14 gp	1d8	1d10	18-20/×2		10 lbs.	S	Reach, trip
Piston maul, gnome	70 gp	1d8	1d10	×2	_	15 lbs.	В	See text
Ripsaw glaive, gnome	30 gp	1d8	1d10	×3	-	12 lbs.	S	Reach, see text
Switchscythe	18 gp	1d6	2d4	×4		10 lbs.	P or S	Trip
Ranged Weapons								

# Armor

Flask thrower

Hornbow, orc

Stormshaft javelin

25 gp

130 gp

35 gp

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1d8

1d4

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2d6

1d6

		Armor/Shield	Maximum	Armor	Spell	Spe	ed	
Armor/ Shield	Cost	Bonus	Dex Bonus	<b>Check Penalty</b>	Failure	30 ft.	20 ft.	Weight
Reinforced tunic	1 gp	+1	+5	0	5%	30 ft.	20 ft.	5 lbs.
Spider-silk bodysuit	850 gp	+3	+6	-1	10%	30 ft.	20 ft.	4 lbs.
Varisian dancing scarves	150 gp	See text	-	0	_	30 ft.	20 ft.	8 lbs.
Medium Armor								
Chain coat	75 gp	+4	+5	-2	30%	20 ft.	15 ft.	40 lbs.
Erutaki coat	80 gp	+4	+3	-2	20%	20 ft.	15 ft.	24 lbs.
Heavy Armor								
Alkenstar fortress plate	2,100 gp	+8	+0	-7	40%	20 ft.	15 ft.	75 lbs.
Shields								
Snarlshield, steel	50 gp	+2	-	-3	15%			20 lbs.
Snarlshield, wooden	37 gp	+2	-	-3	15%	-	-	15 lbs.
War-shield, dwarven	50 gp	+1	-	-1	20%	-		8 lbs.

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×3

×2

20 ft.

80 ft.

30 ft.

4 lbs.

7 lbs.

3 lbs.

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See text

See text

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#### ON THE COVER



A canny merchant displays the many useful wares on offer to adventurers able to pay the right price in this detailed cover by Caio Maciel Monteiro.



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# REFERENCE

This Pathfinder Player Companion refers to several other Pathfinder Roleplaying Game products and uses the following abbreviations. These books are not required to make use of this Player Companion. Readers interested in references to Pathfinder RPG hardcovers can find the complete rules from these books available for free online at **paizo.com/prd**.

Advanced Class Guide	ACG	Ultimate Combat	UC
Advanced Player's Guide	APG	Ultimate Equipment	UE
Advanced Race Guide	ARG	Ultimate Intrigue	UI
Occult Adventures	OA	Ultimate Magic	UM

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# INTRODUCTION



For adventures in the Inner Sea region, having the right equipment can spell the difference between life and death. Proper clothing protects travelers in the endless deserts of Osirion. Rare alchemical remedies counter the countless diseases and venoms of the Mwangi Expanse. Demonslaying weapons turn the tide of hopeless battles in the Worldwound. Such miraculous items might be found in shops and armories across Golarion, allowing any adventurer to go into the field equipped to succeed.

Pathfinder Player Companion: Adventurer's Armory 2 boasts a treasure trove of versatile equipment for heroes of every stripe. This book supplements Pathfinder Player Companion: Adventurer's Armory, providing new armor, weapons, adventuring gear, alchemical items, and clothing, as well as the most useful tools from out-of-print Pathfinder RPG products. Additionally, this collection presents a host of new feats, spells, magical customizations, and other options, ensuring that adventurers can make the most out of their signature gear.

#### EQUIPMENT TRICKS

The Equipment Trick feat first appeared in Adventurer's Armory, and grants the user new options and techniques tied to specific types of equipment. This book expands those options, featuring a slew of new equipment tricks. Characters will find new tricks for adventuring gear (page 14), musical instruments (page 18), and alchemical items

(page 25). For ease of reference, the Equipment Trick feat is provided below.

#### EQUIPMENT TRICK (COMBAT)

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

Prerequisite: Base attack bonus +1.

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

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

#### **ARMORIES OF GOLARION**

From exotic armor and weapons to uncommon gear and rare magic items, the specialized gear adventurers need can't be found on every street corner. Presented here are a few of the most notable or infamous marketplaces in the Inner Sea, as well as new traits appropriate for characters who might frequent these hubs of commerce.

#### ABSALOM

The Coins district is Absalom's mercantile heart. Adventurers, explorers, and mercenaries of every kind flock to the City

at the Center of the World. As a result, gear for facing any challenge is available in the Coins. While the prices of such tools may vary wildly, those wishing to use coin to grease the wheels of commerce might find new avenues available to them—if they proceed delicately.

**Amiable Briber (Social):** Your attempts to bribe others usually come off as playful or as a gag. The first time someone refuses a bribe you offer, that person's attitude toward you doesn't worsen, even if the offer would normally offend the person (as though you had failed a Diplomacy check by 5 or more).

#### CASSOMIR

The center of Taldor's vast shipbuilding industry, the city of Cassomir stands at the mouth of the Sellen River. Thanks to the centuries-old Treaty of the Wildwood between Taldor and the druids of the Verduran Forest, Cassomir's markets also provide rare wood, valuable herbs, and magic items. As a result, many residents know of rare herbs and their arcane uses.

**Bountiful Herb-Lore (Magic)**: Once per day after 10 minutes of foraging, you can sprinkle nutritious herbs into a magical consumable item (such as a *potion of cure light wounds*). If the item is consumed within 1 minute, it provides nourishment as if it were a normal meal to the creature that partakes of it.

#### KATAPESH

Anything the heart desires is for sale in the City of Trade for the right price. Buyers looking to purchase magic items often visit the Peculiar Emporium, a maze-like collection of shops where the line between mage and merchant blurs. Vendors and shoppers quickly develop a knack for distinguishing the miraculous from the mundane.

**Eye for the Wondrous (Magic)**: Your experience with magic items clues you in to their properties more quickly than others. You can identify the properties of a magic item using *detect magic* in 1 round.

#### OSTENSO

Thanks to trade from various nations across the Inner Sea region, the Chelish city of Ostenso boasts a bustling port where all manner of trade takes place. Commerce here occurs under the watchful eyes of Chelish bureaucrats and the powerful Chelish navy, whose draconian military presence encourages many otherwise-legitimate merchants to dabble in smuggling.

**Gifted Smuggler (Social)**: You have a knack for hiding goods on your person. Any small object you attempt to hide on your body is treated as an extraordinarily small object for the purpose of Sleight of Hand checks.

#### **R**IDDLEPORT

Eight influential crime lords compete for territory and profit among the markets of Riddleport. They jealously protect their operations, sometimes making the task of finding the best vendor a complicated affair. While it is a relatively simple matter to purchase illicit goods in Riddleport, the crime lords still value discretion. As a result, many Riddleport merchants use innuendo and secret languages in the ordinary course of business.

**Master Messenger (Social):** Your secret messages are rarely misunderstood. If you fail your Bluff check to pass a simple message by 5 or more, you deliver no message instead of delivering the wrong message.

#### **RULES INDEX**

In addition to the new armor, equipment, and weapons presented in this Pathfinder Player Companion, the following new rules options are located on the indicated pages. Charts compiling the new weapons, armor, and other equipment in this book can also be found on the inside front and back covers.

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# EQUIPMENT PACKAGES

Equipment selection can be daunting given the extent of options available, particularly when creating a new character. This section presents premade packages of equipment designed to help any character get off to a good start—no

matter her class. The items in each equipment package are fixed, with substitutions permitted only at the GM's discretion (suggestions for minor alterations are included in each equipment package).

The Well-Provisioned Adventurer trait allows a PC to select one of the following equipment packages instead of spending starting gold. This is an Equipment trait, a category of trait (like Combat, Magic,

or Social) first introduced in Pathfinder

Player Companion Adventurer's Armory. Alternatively, a PC can purchase an equipment package for 1,000 gp, or she might receive an equipment package as a reward from a wealthy NPC in exchange for a valuable service.

**Well-Provisioned Adventurer (Equipment)**: You always knew you'd leave your humble beginnings behind and become an adventurer, so you scrimped and saved, buying the necessary equipment one piece at a time until you had everything you needed. Select one of the equipment packages below. If you select this trait during character creation, you do not receive any starting gold.

#### ARCANE ADEPT PACKAGE

The arcane adept has collected useful magical gear to ensure her success on her adventures, and she prides herself on having just the right tool for the job. This equipment package is appropriate for an arcanist<sup>ACG</sup>, sorcerer, witch<sup>APG</sup>, or wizard. Some bards and summoners<sup>APG</sup> might also find it attractive. This equipment package can also work for a magus<sup>UM</sup> if the 1st-level scrolls and wand are replaced with a masterwork melee weapon.

**Weapons:** Light crossbow with 10 bolts, quarterstaff.

**Combat Gear:** Acid (2), scrolls of comprehend languages (2), scroll of detect secret doors, scroll of glitterdust, scrolls of identify (2), scroll of mount, scroll of rope trick, thunderstone, wand of mage armor (16 charges).

Other Gear: Backpack,

bedroll, belt pouch, candles (5), chalk (5 pieces), flint and steel, ink, inkpen, *ioun torch*<sup>UE</sup>, journal<sup>UE</sup>, magnifying glass, mess kit<sup>UE</sup>, scroll box<sup>UE</sup>, silk rope (50 ft.), spell component pouch, trail rations (5 days), waterskin, 3 gp.

Total Weight: 45 lbs. (28-3/4 lbs. for a Small character).

# **DARING BRAVO PACKAGE**

The daring bravo is equally adept in social situations and combat, with the right equipment to move fluidly from one to the other. Such adventurers are known as much for their flair and panache as their martial prowess, and the daring bravo's equipment is often ornately ornamented or personalized. This equipment package is good for a bard, fighter, rogue, swashbuckler<sup>ACG</sup>, or vigilante<sup>UI</sup>. Certain cavaliers<sup>APG</sup>, investigators<sup>ACG</sup>, skalds<sup>ACG</sup>, or even paladins may also find it appealing. If the PC can cast spells, add a spell component pouch.

Armor: Masterwork chain shirt.

**Weapons:** Light crossbow with 10 bolts, masterwork rapier, sap, alchemical silver dagger.

 Combat
 Gear:
 Acid
 (2),

 alchemist's kindness<sup>UE</sup>, potions of
 cure light wounds (2), sunrods (3).

 Other Gear:
 Backpack, bedroll,

belt pouch, bottle of fine wine, chalk (5

pieces), courtier's outfit with 50 gp in jewelry, flask, flint and steel, grooming kit<sup>UE</sup>, masterwork musical instrument, mess kit<sup>UE</sup>, mirror, perfume or cologne<sup>UE</sup>, sack, signet ring, silk rope (50 ft.), trail rations (5 days), waterskin, whetstone, 5 gp.

Total Weight: 76-1/2 lbs. (40-1/2 lbs. for a Small character).

#### **HOLY WARRIOR PACKAGE**

The holy warrior is prepared to use her might and zeal to take the fight to the enemy, but she understands the importance of having the right equipment to overcome the resistances of her monstrous foes. This equipment package is well-suited to a cleric, inquisitor<sup>APG</sup>, paladin, warpriest<sup>ACG</sup>, or even a fighter with a religious background. It's especially suited to characters who focus on supporting their party

members and making them more effective in a fight. Even more than with other equipment packages, the GM should consider substituting the masterwork longsword in this package with a masterwork melee weapon appropriate to the PC's faith. If the PC can cast spells, add a spell component pouch.

**Armor**: Heavy steel shield, masterwork breastplate.

Weapons: Cold iron morningstar, heavy crossbow with 10 bolts, masterwork longsword.

**Combat Gear:** Alchemist's fire (3), holy water (4), oil of bless weapon, potions of cure light wounds (2), potion of protection from evil, sunrods (3).

**Other Gear:** Backpack, bedroll, belt pouch, candles (5), chalk (5 pieces), crowbar, flint and steel, holy symbol (silver), mess kit<sup>UE</sup>, sack, silk rope (50 ft.), trail rations (5 days), waterskin, 7 gp.

Total Weight: 102 lbs. (57-1/4 lbs. for a Small character).

### LORE SEEKER PACKAGE

The lore seeker has the equipment necessary to delve into ancient ruins searching for lost knowledge. As this

equipment package contains little by way of armor or weapons, it is most appropriate for alchemists<sup>APG</sup>, bards, monks, sorcerers, and wizards. If the PC can cast spells, add a spell component pouch and a holy symbol (if required).

**Weapons:** Light crossbow with 10 bolts, quarterstaff, silver dagger.

**Combat Gear:** Alchemist's fire (3), antitoxin, oil of erase, potions of cure light wounds (2), potion of protection from evil, tanglefoot bag, thunderstone.

**Other Gear:** Backpack, bedroll, belt pouch, candles (5), chalk (5 pieces), compass<sup>UE</sup>, crowbar, everburning torch, flint and steel,

grappling hook, ink, inkpens (2), journals  $^{\scriptscriptstyle\rm UE}$ 

(2), magnifying glass, mapmaker's kit<sup>UE</sup>, mess kit<sup>UE</sup>, sack, signal whistle, silk rope (50 ft.), trail rations (5 days), *traveler's any-tool*<sup>UE</sup>, waterskin, 8 gp.

Total Weight: 44 lbs. (27-3/4 lbs. for a Small character).

#### **MYSTIC GUIDE PACKAGE**

This equipment package is designed to provide the most aid to divine casters, such as clerics, druids, oracles<sup>APG</sup>, and inquisitors<sup>APG</sup>, who prefer to help their companions from behind the front lines of a fight.

Armor: Leather armor, light wooden shield.

Weapons: Shortspear, sling with 10 bullets.

**Combat Gear**: Antitoxin, bead of blessing (as a *lesser strand* of prayer beads without the bead of healing), holy water (2), scrolls of cure light wounds (2), scroll of endure elements.

**Other Gear**: Backpack, bedroll, belt pouch, candles (5), chalk (5 pieces), flint and steel, healer's kit, holy symbol (silver), *ioun torch*<sup>UE</sup>, mess kit<sup>UE</sup>, mirror, sack, shovel, silk rope (50 ft.), smelling salts<sup>UE</sup>, soap, spell component pouch, trail rations (5 days), waterskin, 4 sp.

**Total Weight:** 67 lbs. (39-1/4 lbs. for a Small character).

#### QUESTING KNIGHT PACKAGE

If not descended from nobility, the questing knight certainly looks like he fits the part. This equipment package is useful for cavaliers<sup>APG</sup>, fighters, and paladins. If the PC can cast spells, add a spell component pouch and a holy symbol (if required). If the PC gains a mount from a class feature, remove the horse from the list below and replace the lance with a masterwork lance.

Armor: Half-plate, heavy wooden shield.

Weapons: Javelins (4), lance, longsword. Combat Gear: Sunrods (2).

**Other Gear:** Backpack, banner, bedroll, belt pouch, flask, flint and steel, mess kit<sup>UE</sup>, pole (10 ft.), sack, shovel, signet ring, silk rope (50 ft.), trail rations (5 days), waterskin, whetstone, 8 gp.

**Mount:** Heavy horse (combat trained) with bit and bridle, military saddle, and saddlebags.

**Total Weight:** 127-1/2 lbs. (73-3/4 lbs. for a Small character).

#### SHADOWY STALKER PACKAGE

Skulking through a city or a dungeon, the shadowy stalker is equipped to strike quickly and fade away. This equipment package is appropriate for stealthy characters such as rangers, rogues, and slayers<sup>ACG</sup>,

and for some bards and investigators<sup>ACG</sup>. If the PC can cast spells, add a spell component pouch.

Armor: Masterwork leather armor.

Weapons: Daggers (3), masterwork sickle, sap.

**Combat Gear:** Alchemist's fire (3), smokesticks (2), sunrods (2).

**Other Gear:** Bedroll, belt pouch, caltrops, candles (5), chalk (5 pieces), disguise kit, flint and steel, glass cutter<sup>UE</sup>, masterwork backpack<sup>APG</sup>, masterwork thieves' tools, mess kit<sup>UE</sup>, sack, silk rope (50 ft.), *sleeves of many garments*<sup>UE</sup>, trail rations (5 days), waterskin, 1 gp.

Total Weight: 63 lbs. (33-1/4 lbs. for a Small character).

#### WILDERNESS WANDERER PACKAGE

This equipment package is appropriate for any lightlyarmored combatant in the wild, such as a barbarian, hunter<sup>ACG</sup>, or ranger. If the PC can cast spells, add a spell component pouch and holly and mistletoe. The GM might consider

> altering which weapon is masterwork, based on the PC's specialization. For example, an archery-focused ranger might prefer a masterwork composite longbow

over a masterwork greataxe.

**Armor:** Light wooden quickdraw shield<sup>UE</sup>, masterwork studded leather armor.

Weapons: Cold iron flail, composite longbow with 20 arrows, masterwork greataxe, short sword.

**Combat Gear:** Alchemist's fire (2), antitoxin, potion of keen senses<sup>APG</sup>, sunrods (3).

**Other Gear:** Backpack, bedroll, belt pouch, chalk (5 pieces), climber's kit, cold-weather outfit, fishhook, flint and steel, mess kit<sup>UE</sup>, pole (10 ft.), shovel, signal whistle, silk rope (50 ft.), trail rations (5 days), waterskin, 2 sp.

Total Weight: 108-1/2 lbs. (63-1/4 lbs. for a Small character).



# IMPLEMENTS OF WAR

Use of expertly crafted armor and weapons, combined with the tactical expertise to best use their advantages, can give cunning adventurers a significant edge in life-or-death situations. Tables further detailing the items presented in this section can be found on the inside covers.

#### ARMOR

The following new armors provide specialized protection.

# ALKENSTAR FORTRESS

PRICE 2,100 GP ARMOR BONUS +8

This dwarf-forged armor features layers of overlapping plates molded to deflect projectiles—especially those from firearms. Whenever you are the target of a ranged weapon attack that would ignore your armor bonus to AC, you add half the fortress plate's armor bonus (including enhancement bonuses) to your AC against that attack. This benefit does not apply to energy attacks or magical



touch attacks such as rays. Because the armor is designed with dwarves in mind, If you have the dwarf's weapon familiarity racial trait, you increase this projectile-only bonus by 1. Fortress plate is incredibly bulky, and its armor category can't be reduced by any effect (including by special materials, such as mithral). Fortress plate includes gauntlets and a helm.

# **CHAIN COAT**

#### PRICE 75 GP ARMOR BONUS +4

This relatively simple armor consists of heavy chains that wrap around your body and limbs. While it weighs more and provides less protection than other medium armors, it is also less of a hindrance. In addition, if you are wielding a spiked chain, you can affix it to one hand. This functions as a locked gauntlet, and if you are proficient with spiked chains, you can treat the spiked chain as a one-handed weapon while it is attached. You can affix a spiked chain to each hand this way, but you can't wear locked gauntlets while wearing a chain coat, and you can't attach any weapon to a chain coat except spiked chains.

# **ERUTAKI COAT**



Used by the Erutaki human tribes and snowcaster elves native to the arctic tundra of the Crown of the World, this heavy parka is treated as an armored  $coat^{u\epsilon}$ . It provides the benefits of a cold-weather outfit, and it can be donned or removed as a move action. In addition, the fluffy white fur of the parka blends into arctic landscapes, providing a +2 circumstance bonus on Stealth checks in snowy environments.

SNARLSHIELD		PRICE varies
Wooden	SHEILD BONUS +2	37 GP
Steel	SHEILD BONUS +2	60 GP

The snarlshield is a heavy shield that features a dozen rods protruding from its surface. When used as a weapon to bash an opponent, a snarlshield has the disarm quality (*Core Rulebook 144*).

# SPIDER-SILK BODYSUIT

PRICE 850 GP ARMOR BONUS +3

This exotic form-fitting garment is woven entirely from alchemically treated silk harvested from giant spiders or other arachnid creatures. If you have the drow's weapon familiarity racial trait, you treat the spider-silk bodysuit's maximum Dexterity bonus as 2 higher.



# TUNIC, REINFORCED

	PRIC	<b>E</b> 1	GP
ARMOR	R BOI	NUS	+1

Sometimes called a leine, this belted tunic has thick cords woven through it that cover vital areas. A reinforced tunic's armor bonus is increased by 2 against attack rolls made to confirm critical hits against the wearer.

#### VARISIAN DANCING SCARVES

PRICE 150 GP ARMOR BONUS see text

This set of colorful scarves, is made of heavy silk and reinforced with leather straps. As you move, they flutter and flow, obscuring your shape and protecting against enemy attacks. Varisian dancing scarves provide no benefit while you are standing still. Whenever you move at least 10 feet during your turn, you gain a +2 armor bonus to AC until the beginning of your next turn. Varisian dancing scarves add their enhancement bonus to this armor bonus instead of providing a constant benefit; other magical enhancements (such as *light fortification*) apply whether or not you are moving. In addition, Varisian dancing scarves provide a +2 circumstance bonus on Bluff checks made to feint in combat.

# WAR SHIELD, DWARVEN

PRICE 50 GP SHIELD BONUS +1

This shield's sides are cut into jagged angles and honed to razor sharpness. Dwarven skirmishers often wield these shields in pairs, savagely hacking opponents to pieces, while some dwarven scoundrels enjoy the shields' imposing appearance and ease of use. If you have the Two-Weapon



Fighting feat and are wielding two dwarven war-shields, increase the higher of the two shield bonuses by 1. You lose this benefit for 1 round when you make a shield bash with one or both dwarven war-shields (unless you have the Improved Shield Bash feat or a similar benefit). A hand holding a dwarven warshield can't be used for anything else. A dwarven war-shield gains no benefit from shield spikes.

### ARMOR MODIFICATIONS

Not all adventurers settle for off-the-shelf armor. Master smiths can modify armor, tailoring it to its user's needs. While these modifications add to the price (and often the weight) of the modified armor, customized gear can prove its worth on the battlefield. These modifications are added to mundane armor after creation at the listed cost. Modifying magical armor increases the listed cost of modifications by 50%. A suit of armor can bear only one modification.

In addition to altering the price and weight of the modified armor, each armor modification has a drawback. In cases where the drawback reduces the wearer's speed, the slow and steady dwarf racial trait allows the wearer to ignore the speed reduction. The Armor Adept feat (see page 11) allows a skilled wearer to ignore penalties imposed by armor-modification drawbacks.

## **BURNISHED**

#### PRICE +500 GP WEIGHT +5 lbs.

Metal armor can be polished to reflect light in your enemies' eyes. In areas of bright light, all enemies within 30 feet that can see you must succeed at a Will saving throw (DC = 10 + your base attack bonus) or be dazzled for 1 round. Regardless of the result of its saving throw, a target may only be affected by this armor modification once per day.

#### DRAWBACK

Polished armor imparts a –10 penalty to Stealth checks made in areas of bright or normal light.

### DEFLECTING

**PRICE +1,000 GP WEIGHT** +10 lbs.

The artistry of a piece of armor's design lies not just in the protection it provides but also in its ability to deflect blows, creating momentary windows of opportunity when an opponent's attack is rebuffed. When an opponent attacks you with a bludgeoning or slashing melee weapon and misses by 5 or fewer, you gain a +1 circumstance bonus on your first melee attack roll against that opponent during your next turn.

#### DRAWBACK

Deflecting armor reduces your speed by 5 feet.

## **DOUBLE-PLATED**

**PRICE +1,000 GP** WEIGHT +20 lbs.

Plating adds protection to a suit of armor's wearer at the cost of mobility. Double-plated armor's armor bonus is increased by 1, and its maximum Dexterity bonus is reduced by 2.

#### DRAWBACK

Double-plated armor's armor category (light, medium, or heavy) is considered to be one heavier. Heavy armor that has the modification added to it is too restrictive to use without the Armor Adept (double-plated) feat (see page 11).

#### JARRING PRICE +1,000 GP WEIGHT +20 lbs.

Opponents who swing too hard at targets wearing this armor often regret it—striking jarring armor sends a shock up the arm.

Whenever an opponent makes a melee attack against you using the Power Attack feat and misses by 5 or fewer, he must succeed at a Fortitude saving throw (DC = 10 + the bonus that Power Attack would have applied to the attacker's weapon damage roll) or be sickened for 1 round.

# DRAWBACK

Jarring armor reduces your speed by 5 feet.

# NIMBLE

**PRICE +1,000 GP** WEIGHT +5 lbs.

Nimble armor is designed for flexibility and ease of use, although this compromises its protective qualities. Nimble armor's maximum Dexterity bonus is increased by 2, and its armor check penalty is reduced by 1 (minimum 0).

#### DRAWBACK

Nimble armor's armor bonus is reduced by 1.

# RAZORED

**PRICE +1,350 GP** WEIGHT +10 lbs.

With every plate sharpened to a cutting edge, razored armor punishes those who get too close. Armor with the razored modification counts as having masterwork armor spikes; if the armor already had armor spikes or masterwork armor spikes, decrease the cost of the razored modification by the cost of the existing armor spikes. Whenever an opponent hits you with a melee touch attack or succeeds at a combat maneuver check to grapple, she must succeed at a Reflex saving throw (DC = 10 + your base attack bonus) or take an amount of piercing damage equal to 1d6 plus the armor's enhancement bonus.

#### DRAWBACK

Razored armor reduces your speed by 5 feet. In addition, razored armor takes twice as long to don or remove.

#### **SLUMBERING**

PRICE +500 GP WEIGHT +5 lbs.

Soldiers in the field and adventurers in the dungeon both find slumbering armor to be a boon, as its layers of downy internal padding allow the wearer to rest comfortably while armored. Slumbering armor is considered to be one category lighter for the purpose of sleeping in the armor. This allows you to sleep in medium armor without penalty, and if you have the Endurance feat (or another method of sleeping in medium armor) you can sleep in heavy slumbering armor without penalty.

#### DRAWBACK

Slumbering armor's armor check penalty is increased by 1. This increase is applied after reductions for armor material and masterwork armor.

# VITALGUARD

PRICE +500 GP WEIGHT +15 lbs.

This well-designed armor reinforces your defenses, adding layers of padding or mail to your most vulnerable locations. Vitalguard armor's bonus to AC is increased by 2 for the purpose of confirming critical hits against you.

### DRAWBACK

Vitalguard armor reduces your speed by 5 feet.



#### WEAPONS

The following new weapons represent traditions of battle from across Golarion. See the book's inside covers for more details.

#### **BATTLE LADDER, GNOME**

#### PRICE 20 GP TYPE exotic

Gnomes use these narrow, reinforced, 4-foot ladders as weapons. Fighting with a battle ladder is like fighting with a quarterstaff, except that the spaces in the ladder can be used to entangle limbs, granting the ladder the trip weapon feature.

# BOARDING AXE PRICE 6 GP

A boarding axe is similar to a handaxe, but features a spike that allows the weapon to do either slashing or piercing damage. When in hand, a boarding axe grants a +2 circumstance bonus on Climb checks to scale wooden or other penetrable surfaces, such as ice.

# BOARDING GAFF

PRICE 8 GP

A boarding gaff, or gaff hook, is a long pole with a hook for spearing fish. Pirates often add extra, heavier hooks to both ends of boarding gaffs to assist with boarding actions, giving the weapon its common name. A boarding gaff can also be used for fishing.

## **BUTCHERING AXE**

PRICE 65 GP TYPE exotic

A creation of the orc smiths of Belkzen, this axe has an oversized head bristling with spikes and a long, thick haft that only barely counterbalances its weight. If your Strength is less than 19 (or 17 for a Small or smaller butchering axe), you take a -2 penalty on attacks with it, as you're unable to maneuver its daunting size and weight.

# CAT-O'-NINE-TAILS

PRICE 1 GP TYPE martial

This short whip is made of nine knotted thongs about 3 feet in length. A cat-o'-nine-tails deals no damage to any creature with an armor bonus of +1 or higher or a natural armor bonus of +3 or higher.

CHAIN-HAMMER	PRICE 35 GP
CHAIN-HAIVIIVIER	TYPE exotic

This pair of hammers is linked by a loose chain. While the two hammers are balanced to wield in melee together, the chain is long enough that you can throw one hammer a short distance and then pull it back; pulling the chain to retrieve the thrown hammer is a move action. The chain-hammer's maximum throwing range is 10 feet. Dwarf rangers are fond of using chain-hammers, often using a locked gauntlet to make sure one of the hammers remains secure.

CUTLASS	PRICE 15 GP
CUILA33	<b>TYPE</b> martial

This short, curved sword is favored by seafarers for close-

quarters combat. It is treated as a scimitar for any effects that apply to scimitars.

#### DORN-DERGAR, DWARVEN

**PRICE 50 GP TYPE** exotic

This 10-foot-long chain is weighted at the end by a ball of solid iron the size of a large fist. By adjusting the slack of the chain, the weapon can be used either with or without reach. Changing between using it as a



normal weapon and a reach weapon is a move action.

# DUELING DAGGER

PRICE 12 GP TYPE martial

This dagger is used in the off hand to block attacks. When you fight defensively or use Combat Expertise while wielding a dueling dagger, your bonus to AC increases by 1. This benefit applies even if you did not attack with the dueling dagger. If you aren't proficient with a dueling dagger, you treat it as a dagger and gain no special benefits. Any effects that apply to daggers apply to dueling daggers.

AUCHARD	PRICE 14 GP
	TYPE exotic

Like a glaive, the fauchard is a curved blade at the end of a pole. However, the cutting edge of a fauchard is along the concave side, like that of a sickle or scythe.

LASK THROWER	PRICE
LASK INKUWER	TYPE

TYPE exotic

25 GP

This staff has a cradle at the end, designed to hold alchemical weapons such as acid. A flask thrower significantly extends the range of thrown substances that deal splash damage, such as acid, alchemist's fire, or holy water, as well as that of tools such as tanglefoot bags, thunderstones, or caltrops.

FLYING TALON		PRICE 15 GP	
FLTING TALON		TYPE exotic	
This weapon consists of a three-			

This weapon consists of a threepronged, barbed hook attached to a length of chain. Due to the weapon's unwieldiness, you cannot make attacks of opportunity with a flying talon and do not threaten any squares with it.



# HORNBOW, ORC

PRICE 130 GP TYPE exotic

Larger even than a longbow, these bows are often made from the horns of great beasts. Though they have a shorter range than other bows, their greater destructive power is highly favored by orcs and their kin. All hornbows are composite bows and can be modified to benefit from high Strength scores in the same way as other composite bows. Any effect that applies to both longbows and shortbows also applies to hornbows.

# KATAR, TRI-BLADED

PRICE 6 GP TYPE martial

Where most punching daggers boast a single thick blade, the tri-bladed katar features a fan of three splayed razor edges. Any effects that apply to a punching dagger also apply to a tri-bladed katar.

# LANTERN STAFF

**PRICE** 15 GP **TYPE** simple

This long metal staff has reservoirs for lamp oil, and a lantern-like structure at its head. The lantern staff is fueled as and provides light as a hooded lantern. While lit, attacks with the lantern staff deal 1 point of fire damage in addition to the normal damage. Any effects that apply to a quarterstaff, except those that require it be used as a double weapon, also apply to a lantern staff.

## **PISTON MAUL, GNOME**

#### PRICE 70 GP TYPE exotic

An alchemically fired piston in the head of this two-handed hammer strikes targets with astounding force. Successful sunder attacks made with a piston maul deal an additional 4 points of damage. A piston maul requires a thunderstone to function; otherwise, it functions as a greatclub. Inserting a thunderstone into the weapon's compartment is a standard action, and powers the weapon for 24 hours, after which the thunderstone is consumed.

# RAZOR, DROW

#### PRICE 25 GP TYPE exotic

Meant for quick strikes and slashes, this long, slender knife is incredibly sharp along one edge. Drow swashbucklers and assassins are particularly fond of these weapons. A confirmed critical hit or successful sneak attack with a drow razor deals an additional 2 points of damage; this damage is precision damage and is not multiplied on a critical hit. A character with the drow's weapon familiarity racial trait treats the drow razor as a martial weapon.

# **RIPSAW GLAIVE, GNOME**

PRICE 30 GP TYPE exotic

The blade of this glaive is serrated and mounted on an axle, around which a heavy cord is wrapped. When the cord is pulled as a move action, the blade spins rapidly for a number of rounds equal to your Strength bonus. While the blade is spinning, you gain a +2 bonus on damage rolls with the weapon. When the blade is not spinning, treat this weapon as a glaive.

# SANPKHANG

PRICE 60 GP **TYPE** exotic

This elaborate knife is carved with special barbs and grooves, meant to channel toxins into the bloodstream. Any injury poison delivered with a sanpkhang has its DC increased by 1, or by 2 if delivered as part of a critical hit or sneak attack. The vishkanya's<sup>ARG</sup> weapon familiarity racial trait grants proficiency with the sanpkhang.

# SICKLE-SWORD

PRICE 20 GP

Favored by those residents of Irrisen with no talent for witchcraft, this exotic blade curves multiple times along its 3-1/2 feet. The sickle-sword's hilt is long and curved, and its blade bears a small secondary grip partway up its length. These allow a wielder with a free hand to rapidly twist the sword in unpredictable ways. When wielding a sickle-sword in one hand and nothing in the other, you can spend a swift action to gain a +2 bonus on your next attack roll before the end of your turn.

# **SPIRAL RAPIER**

PRICE 80 GP TYPE exotic

This rapier like weapon has a thicker blade than normal, which is shaped into a corkscrewing spiral of sharpened edges. These edges can catch enemy weapons, making it ideal for disarming or parrying. You can use the Weapon Finesse feat to apply your Dexterity modifier instead of your Strength modifier to attack rolls with a spiral rapier sized for you, even though it isn't a light weapon. You can't wield a spiral rapier in two hands in order to apply 1-1/2 times your Strength modifier to its damage. Any effects that apply to rapiers also apply to a spiral rapier.

# STORMSHAFT JAVELIN

PRICE 35 GP TYPE exotic

This single-use javelin bears a thunderstone just behind the head. If you successfully strike a target with one of these javelins, the creature takes damage as normal and is the center of the thunderstone's effect. If you miss, roll to see where the javelin lands (as if determining a miss with a splash weapon); that square becomes the center of the thunderstone's effect.

# SWITCHSCYTHE

PRICE 18 GP

This scythe has a spring-loaded blade that folds down into the weapon's handle. Opening the scythe blade is a swift action, and closing it again is a standard action. You can use Bluff or Sleight of Hand to treat a closed switchscythe as a hidden weapon; the apparatus can be disguised with 1 minute of work, which grants a +5 bonus on such checks. This disguise is ruined when the weapon is opened and must be reapplied to hide the weapon again. Any effects that apply to a scythe also apply to a switchscythe.

# WAR-SHIELD, DWARVEN TYPE exotic

See the entry on page 6.

WAVEBLADE	PRICE 5 GP
WAVEDLADE	TYPE exotic

Also known as a "scorpion's tail" due to its unique, stinger-like shape, this short, double-curved blade has no hilt but features a knuckle guard. You gain a +2 bonus to your CMD against disarm attempts made to disarm you of a waveblade.



#### **FIGHTER WEAPON GROUPS**

The new weapons fall into the following weapon groups. Axes: Boarding axe, butchering axe.

Blades, Heavy: Cutlass, sickle-sword, switchscythe.

**Blades, Light:** Drow razor, dueling dagger, sanpkhang, spiral rapier.

Bows: Orc hornbow.

Close: Dwarven war-shield, tri-bladed katar, waveblade. Double: Boarding gaff, chain-hammer, gnome battle ladder. Flails: Cat-o'-nine-tails, dwarven dorn-dergar, flying talon. Hammers: Chain-hammer, gnome piston maul, lantern staff. Monk: Sanpkhang.

**Polearms**: Boarding gaff, fauchard, gnome ripsaw glaive. **Spears**: Stormshaft javelin.

Thrown: Chain-hammer, dueling dagger, flask thrower, stormshaft javelin.

#### WEAPON MODIFICATIONS

Some smiths or inventive adventurers are unsatisfied with traditional weapon designs, adding custom improvements to the weapons they craft. These modifications are added to mundane weapons after creation at the listed cost, but modifying magical weapons increases the cost of modifications by 50%. As with enchanting, modifications are applied to ammunition in sets of 50. A weapon can normally only bear one modification at a time.

After being modified, a weapon's category (simple, martial, or exotic) increases by one step. While a character proficient with all martial weapons can use a modified simple weapon without additional training, modified martial weapons require the Exotic Weapon Proficiency feat to use without taking penalties. An exotic weapon that receives modifications cannot be wielded without the Modified Weapon Proficiency or Weapon Adept feat (see page 11). A character proficient with a specific weapon (such as a cleric's proficiency with her deity's favored weapon) is not automatically proficient with a modified weapon of that type.

## **BRUTALLY WEIGHTED**

#### **PRICE** +1,500 GP WEIGHT +1 lb.

A brutally weighted weapon is balanced to put more weight on the striking surface, knocking targets off balance with every blow. Only bludgeoning melee weapons can be brutally weighted. This modification can be added to a greatclub or tetsubo<sup>u€</sup> without increasing its weapon's category, but doing so increases the cost of modification by an additional 1,500 gp. A creature hit with a brutally weighted weapon takes a -2 penalty to its CMD against bull rush, reposition, and trip combat maneuvers until the end of its next turn or until after it is subject to such a maneuver (whichever comes first).

#### DUAL-BALANCED

#### PRICE +2,000 GP WEIGHT —

Dual-balanced weapons are balanced to be wielded in tandem. Only melee weapons can be dual-balanced. When wielding two weapons with the dual-balanced modification, reduce any two-weapon fighting penalties by 1 for both weapons. The weapons do not need to be the same type, but both must have the dual-balanced modification.

#### **JAGGED HOOKS**

**PRICE** +1,000 GP WEIGHT +1 lb.

Brutal hooks and barbs are worked along the weapon's blade or length. Only piercing or slashing weapons can have jagged hooks. Projectile weapons can't have jagged hooks, but their ammunition can. A weapon with jagged hooks deals additional damage equal to the weapon's critical hit multiplier on a confirmed critical hit; this additional damage is added to the final total, and is not multiplied by the critical hit multiplier.

#### **RAZOR-SHARP**

PRICE +1,000 GP WEIGHT —

The weapon's edge is honed to incredible sharpness. The weapon's edge dulls after a number of daily uses, but the bonus can be reset by spending 15 minutes whetting the blade after a night's rest. Only piercing or slashing weapons can have the razor-sharp modification. Projectile weapons can't be razor-sharp, but their ammunition can. A razor-sharp weapon gains a +1 bonus on weapon damage rolls for a number of attacks each day equal to 3 + your base attack bonus.

#### SERRATED EDGE

PRICE +2,000 GP WEIGHT —

The weapon's blade inflicts wounds that bleed profusely. Only piercing or slashing melee weapons can have a serrated edge. This modification can be added to a sawtooth sabre<sup>UE</sup> or rhoka sword<sup>UE</sup> without increasing its weapon category, but doing so increases the cost of modification by 2,000 gp. When you make an attack with a weapon with a serrated edge, you can take a -2 penalty on the attack roll. If you do and the attack deals damage, the weapon also inflicts 1 point of bleed damage. This bleed stacks with itself (to a maximum equal to the weapon's critical multiplier), but does not stack with bleed from other sources.

#### TACTICALLY ADAPTED

PRICE +2,000 GP WEIGHT —

A tactically adapted weapon is designed for specialized tactics rather than just swinging and stabbing. Only melee weapons can be tactically adapted. When this quality is added to a weapon, choose a weapon quality from the following list: blocking<sup>UE</sup>, brace, disarm, distracting<sup>UE</sup>, nonlethal, performance<sup>UE</sup>, or trip. The modified weapon gains that weapon quality.

# VERSATILE DESIGN

PRICE +500 GP WEIGHT —

A weapon with the versatile design modification is easier to wield for those skilled with other weapon groups. When versatile design is added to a weapon, choose a fighter weapon group. The modified weapon is considered to be a weapon of that weapon group (such as for the fighter's weapon training class feature). A melee weapon cannot be considered part of a weapon group for ranged weapons, and vice versa.

# **FEATS**

These feats expand upon the armor and weapon modifications and rules presented in the previous sections. Feats requiring ranks in Craft (weapons) as a prerequisite can use the same number of ranks in Craft (bows) to meet this prerequisite if the modification is being placed on a bow.

#### Armor Adept (Combat)

You are skilled at using customized armor.

**Benefit:** Choose two armor modifications (such as deflecting or jarring). You no longer suffer the drawbacks of wearing armor with those modifications.

**Normal**: Each type of armor modification imparts a drawback on a wearer.

**Special**: You can gain this feat multiple times, choosing two different armor modifications each time.

#### **CREATIVE ARMORSMITH (COMBAT)**

You can temporarily customize your own armor.

**Prerequisites:** Craft (armor) 3 ranks, Knowledge (engineering) 3 ranks.

**Benefit:** With an hour of work, you can temporarily add an armor modification of your choice to your armor, or temporarily remove an existing modification, at no cost. You must have access to masterwork artisan's tools designed for armorsmithing to perform this alteration. This alteration lasts for 8 hours. Armor modifications you add this way only provide their benefits to you; any other wearer suffers the modification's drawbacks but does not gain its benefits.

#### **CREATIVE WEAPONSMITH (COMBAT)**

You can temporarily customize your own weapons.

**Prerequisites**: Craft (weapons) 3 ranks, Knowledge (engineering) 3 ranks.

**Benefit:** With an hour of work, you can temporarily add a weapon modification of your choice to your weapon (or temporarily remove an existing modification) at no cost. You must have access to masterwork artisan's tools designed for weaponsmithing to perform this alteration. This alteration lasts for 8 hours. Weapon modifications you add this way only provide their benefits to you; any other wielder treats the weapon as one category more difficult to use than normal, but does not gain its benefits.

#### **DARTING VIPER (COMBAT)**

When using a dorn-dergar, you can quickly attack both near and distant foes.

**Prerequisites:** Base attack bonus +4, proficiency with the dwarven dorn-dergar.

**Benefit:** You can change whether you're using the dorndergar as a normal or reach weapon as a swift action.

**Normal:** Changing whether a dorn-dergar is a normal or reach weapon is a move action.

**DORN-DERGAR MASTER (COMBAT)** You can use a dorn-dergar with only one hand. **Prerequisites:** Two-Weapon Fighting, base attack bonus +4, proficiency with the dwarven dorn-dergar.

**Benefit:** You can use a dorn-dergar as a one-handed weapon. When using it one-handed, changing whether it's a normal or reach weapon is a full-round action. If you have the Darting Viper feat, changing its reach is a move action.

Normal: A dorn-dergar requires two hands to wield.

#### **MODIFICATION MASTERY (COMBAT)**

You can create inconceivable bastardizations of the smith's art.

**Prerequisites:** Creative Armorsmith, Armor Adept, and Craft (armor) 7 ranks, or Creative Weaponsmith, Weapon Adept, and Craft (weapons) 7 ranks; Knowledge (engineering) 7 ranks.

**Benefit:** You can use Creative Armorsmith or Creative Weaponsmith to add a modification to a weapon or suit of armor that already has a modification. The modification you are adding must be one that you have selected with Armor Adept or Weapon Adept. In addition, others can use armor or weapons with your temporary modifications.

#### **Modification Trainer (Combat)**

You can drill others in the use of modified weapons or armor.

**Prerequisites**: Cha 13, Armor Adept or Weapon Adept, fighter level 4th.

**Benefit:** Choose a modification that you have selected with the Armor Adept or Weapon Adept feat. Once per day with 10 minutes of drilling, you can instruct a number of allies equal to your Charisma modifier in the use of that modification. The allies to be trained must have an Intelligence of at least 3. The instructed allies gain the benefit of Armor Adept or Weapon Adept with that modification for 8 hours.

#### **MODIFIED WEAPON PROFICIENCY (COMBAT)**

You know how to use a specific weapon skillfully, even when it has undergone modification.

**Prerequisite**: Proficiency with the selected weapon.

**Benefit:** Select one type of weapon, such as longsword. You are always considered to be proficient with modified weapons of that type.

**Normal**: A modified weapon is treated as one category more difficult to wield.

**Special:** A warpriest<sup>ACG</sup> with the focus weapon class feature can gain this feat with his deity's favored weapon in place of his bonus Weapon Focus feat. A magus<sup>UM</sup> with the kensai<sup>UC</sup> archetype can gain this feat with his chosen weapon in place of his bonus Weapon Focus feat.

#### WEAPON ADEPT (COMBAT)

You are skilled at using customized weaponry.

**Benefit:** Choose a weapon modification (such as jagged hooks). You treat weapons with that modification as being of their normal category (simple, martial, or exotic).

**Normal**: A modified weapon is treated as one category more difficult to wield.

**Special:** You can gain this feat multiple times, choosing a different weapon modification each time.



# PUTTING GEAR TO WORK

Adventurers know that having the right gear can mean the difference between a fruitful excursion and coming home empty-handed—or not coming home at all. This section provides new gear for general adventuring and specific situations, as well as equipment tricks for common gear.

# **ADVENTURING GEAR**

The following equipment is useful for adventurers of all kinds.

# ADVENTURER'S SASH PRICE 20 GP WEIGHT 3 lbs.

This bandolier holds six pouches along its length and a satchel at the hip. Each pouch has a stiff leather flap that can be secured against jostling with a clasp (requiring a move action to open or close) or left unfastened for easier access. The pouches and satchel contain loops and ties for securing additional equipment. The sash buckles at the shoulder, and in an emergency can be freed with a sharp tug as a move action.

CANE		
Simple	WEIGHT 3 lbs.	PRICE 2 GP
Common	WEIGHT 3 lbs.	PRICE 1 SP
Elegant	WEIGHT 4 lbs.	PRICE 25 GP

A cane is a walking stick fashioned from wood. A cane sports either a metal cap or a curved top that's easy to grip. Simple canes are no more than a sturdy branch, while high quality canes are made from fine materials and bear intricate carvings or adornments.

# CANE, HOLLOW



A hollow cane has a false top that conceals a small compartment within the cane. The compartment is large enough to house a potion or vial. Spotting the secret compartment of a hollow cane requires a successful DC 18 Perception check.

# CHARCOAL

PRICE 5 SP Weight —

Sticks of charcoal are useful for marking floors and walls, writing on paper or parchment, and making rubbings of engravings or other markings. In a pinch, they can even be burned to stay warm. A good-quality rubbing generally takes 1 minute per sheet of paper.

CHEST, TREASURE		
Small	WEIGHT 25 lbs.	PRICE 3 GP
Medium	WEIGHT 50 lbs	PRICE 7 GP
Large	WEIGHT 100 lbs	PRICE 15 GP
Huge	WEIGHT 250 lbs.	PRICE 37 GP

A treasure chest is a common wooden chest treated with resin to make the wood water-resistant. Metal bands, usually bronze to prevent rusting, are strapped around the treasure chest for extra reinforcement, and the lock is also typically made of bronze. A treasure chest uses the statistics of an ordinary wooden chest (*Pathfinder RPG Ultimate Equipment* 62), but its hit points increase by 25% and its break DC increases by 2. Treasure chests are waterproof and withstand being buried better than ordinary chests

# CLIMBER'S PLANKS

PRICE 20 GP WEIGHT 4 lbs.

A climber's plank is a 1-foot-wide wooden plank with a steelcapped spike carved on one end. The spiked end can be driven into a wall to create a temporary platform. Driving a climber's plank into a wall is a standard action and requires a successful Strength check, with a DC equal to the break DC of the surface material. Removing an embedded climber's plank requires a second Strength check at the same DC. You can easily stand on a pair of climber's planks, but standing on a single plank requires a successful DC 5 Acrobatics check. Climber's planks are sold in pairs.

# CONVERSATION TUBE

**PRICE** 10 GP WEIGHT 3 lbs.

Used to carry out a private conversation even in a crowded room or public place, this 5-foot-long, 1/2-inch-wide leather hose widens into a copper bell at each end. To use it, one conversation partner holds her end to her ear while her partner speaks into his end, switching their postures for each reply. Conversing through a conversation tube increases the DC of Perception checks to eavesdrop on the conversation by +5 and negates the risk of lipreading but takes twice as long as conversing normally.

# CRUTCH

PRICE 5 SP WEIGHT 2 lbs.

A crutch is a simple device composed of wood or metal and held under the arm to assist the injured

or impaired with walking. Using a crutch requires a free hand, but does not impede movement speed

lens can be set in place or removed as a swift action. While the ruby lens is in place,





the lantern only provides dim light in a 60-foot cone. A dusk lantern's red light is imperceptible to creatures relying on darkvision as their sole form of sight.

FALSE TEETH		· · · · · · · · · · · · · · · · · · ·
Clockwork	WEIGHT 1/2 lb.	PRICE 100 GP
Common	WEIGHT —	PRICE 5 GP
Masterwork	WEIGHT —	PRICE 50 GP

These prosthetics are used as a replacement for lost or missing teeth. False teeth fashioned from wood or animal teeth are more common, while masterwork varieties are sculpted from bone or porcelain. Clockwork false teeth are novelties with mechanisms allowing the teeth to clatter and move on their own. Winding the clockworks is a move action, and the teeth move forward over flat surfaces at a rate of 5 feet per round for 10 rounds after one winding.

# GAUNTLET MAGNET

PRICE 75 GP WEIGHT 1/2 lb.

This specialized magnet straps onto a gauntlet and is powerful enough to attract metal even through leather or cloth. A gauntlet magnet provides a +2 bonus to your CMD against disarm attempts while holding a magnetic metal weapon, shield, or item (such as one made from steel or iron). It also provides a +1 bonus on disarm attempts made with the gauntlet against magnetic objects. Attaching one of these magnets to a gauntlet or removing it is a full-round action.

# **MIRROR BALL**

**PRICE 100** GP WEIGHT 1 lb.

This intensely polished steel sphere can be rolled in a manner similar to a thrown splash weapon. Anyone who can clearly see the sphere within 30 feet can notice the presence or absence of movement reflected on its surface, making it useful for checking around corners for guards. A gently rolled ball on a smooth floor requires a DC 10 Perception check to hear.

# **NAUTICAL CHART**

PRICE 25 GP Weight —

Nautical charts map waterways, showing the depth of water and height of coastlines, as well as currents, harbors, navigational hazards, reefs, and tides. A nautical chart grants a +4 circumstance bonus on Profession (sailor) checks to navigate in the area detailed by the chart.

# PANTOGRAPH

PRICE 50 GP WEIGHT 2 lbs.

This framework of interlocking metal arms is used to duplicate drawings, allowing enlarging (up to twice the original size) or shrinking (down to half



the original size) of the copy in the process. The pantograph is anchored at one end, then fitted with a stylus and a writing implement such as chalk, an ink pen, or a pencil. As the stylus is traced over the drawing or other item to be duplicated, the pantograph reproduces the motions, creating a copy. While handy for making quick, accurate copies of ancient carvings, runes, and drawings, a pantograph is unable to produce a convincing forgery or duplicate magical writings such as scrolls. More elaborate and expensive pantographs allow even larger or smaller copies to be made, or multiple copies to be made at the same time.

# **ROPE RECALLER**

PRICE 250 GP WEIGHT 30 lbs.

This large, portable spool of rope or cord contains a clockwork mechanism to reel the rope back in. You can unspool the rope from the mechanism at a rate of 30 feet per round. Activating the mechanism as a move action causes the rope to retract at a rate of 100 feet per round, pulling up to 200 pounds of attached weight. The mechanism works more slowly with increased weight, retracting the rope at a rate of 50 feet per round with more than 200 pounds but up to 300 pounds of attached weight. Weight in excess of 300 pounds prevents the mechanism from functioning. A rope recaller is sold with 100 feet of hemp rope already attached, but can hold up to 1,000 feet of rope. Replacing or adding rope to the device requires 1 minute of work for every 100 feet of rope.

SCROLL CASE, SPRING	PRICE 5 GP
LOADED	WEIGHT 1 lb.

This specialized scroll case can hold a single scroll and features a leather strap to hang the case from a belt or backpack. Retrieving the scroll held within is a swift action. Preparing the case for this use requires cranking the case's tiny gears and springs into place (a full-round action that provokes an attack of opportunity).

# WHEELCHAIR

PRICE 20 GP WEIGHT 25 lbs.

This device is a chair, typically made from wood, with large wheels attached on either side. A wheelchair can seat a single Medium or Small creature. When seated in a wheelchair, you can propel yourself along a reasonably flat surface at your base speed as a move action, so long as you have at least one hand free. Moving twice in a round or taking the run action requires you to have both hands free. Moving uphill or over rough terrain halves the speed you move in a wheelchair, and certain terrain (such as fallen logs) may be entirely impassable. A wheelchair has hardness 5 and 30 hit points.

# WING SHEATHS

PRICE 10 GP WEIGHT 10 lbs.

Wing sheaths are protective coverings created from thick fabric or canvas. The sheaths are designed to tightly cover a pair of wings to keep them hidden beneath a cloak or loose-fitting clothing. Noticing hidden wings bound within wing sheaths requires a successful DC 20 Perception check. Donning or removing wing sheaths requires 1

minute, or a full-round action with assistance. Wing sheaths can be burst with a successful DC 22 Strength check.



#### PREPARATORY GEAR

The equipment presented here assists adventurers in preparing for some specific challenges and environments.

#### **DROWNER'S HELM**

PRICE 35 GP WEIGHT 10 lbs.

This metal helmet sports an open top and a tightly sealed collar that closes securely around the neck. Water is poured into the open top, filling the helmet and forcing you to hold your breath. A safety lever allows you to release the water at any time. Training with the drowner's helm requires 1 hour of practice and a DC 15 Constitution check. If you succeed at the check, you treat your Constitution score as 5 higher when determining how long you can hold your breath. This bonus lasts for 24 hours.

## HANGING BOARD

PRICE 75 GP WEIGHT 7 lbs.

This wooden board bears a number of narrow, thin holes large enough to hold by the fingertips. The board mounts to a wall, allowing climbers to practice their technique and improve their grip by hanging from the board. Using a hanging board to improve your grip requires 1 hour of practice and a DC 18 Climb check. If you succeed at the check, you gain a +10 circumstance bonus on Climb checks to catch yourself while falling and a +5 bonus to catch a falling character while climbing. This bonus lasts for 24 hours.

# PRACTICE STRAITJACKET

PRICE 100 GP WEIGHT 2 lbs.

This straitjacket (Pathfinder RPG Occult Adventures 250) is designed for use by a single person. The leather straps and arm restraints are accessible in such a way as to be tightened by the wearer. Restraining or releasing oneself through these mechanisms requires 1 minute of work. Once restrained, the wearer can attempt to escape from the straitjacket as normal (that is, without using the built-in releases). Using a practice straitjacket to train for escape requires 1 hour of practice and a DC 20 Escape Artist check. If you succeed at the check, you gain a +2 circumstance bonus on Escape Artist checks to escape from bindings, a grapple, a net, rope, or similar restraints. This bonus lasts for 24 hours.

## THIEF TRAINER

PRICE 200 GP

This small box is covered with varying gears, locks, panels, and other mechanisms. Thieves practice their mechanical skills by attempting to undo or unlock the various mechanisms to reach the box's center. The mechanisms shift and rearrange, allowing for a multitude of combinations to keep the box



from opening. Once unlocked, the box resets itself and provides a reordered set of mechanisms, starting the process over. Using a thief trainer to improve your skills requires 1 hour and a DC 25 Disable Device check. If you succeed at the check, you reduce the time required to complete a Disable Device check by 2 rounds (minimum 1 round). This bonus lasts for 24 hours.

#### **GEAR EQUIPMENT TRICKS**

Clever adventurers know the best way to get the most out of their gear, even if it means using the equipment in unintended ways. Presented below are a number of new equipment tricks for adventuring gear. These tricks supplement the Equipment Trick feat presented on page 2.

#### LADDER TRICKS

Ladders are not a common adventuring staple due to their cumbersome size. Yet some adventurers who take ladders with them into the field use them to great effect. In addition to the feat, skill, or other requirements listed for each of these tricks, you must have the Equipment Trick (ladder) feat to use a trick.



Expertise, Combat Reflexes): You can hold a ladder in one hand and treat it as a heavy wooden shield with the fragile<sup>UE</sup> special feature. While holding a ladder, you can use the aid another action (or related abilities, such as the Bodyguard<sup>APG</sup> feat) to improve the AC of an ally up to 10 feet away.

Ladder Fighter (Catch Off-Guard): You treat a ladder as a quarterstaff with the fragile<sup>UE</sup> and trip special features, and you can apply feats and abilities as if it were a quarterstaff (for example, a monk can use a ladder to perform a flurry of blows).

Ladder Lock (Improved Dirty TrickAPG): When you successfully perform a dirty trick combat maneuver against an adjacent opponent while you are holding a ladder, you can trap your target's limbs between the rungs of the ladder. Your target gains the entangled condition in addition to the normal condition imposed by your dirty trick, and for the same duration. If the target removes the other condition, it also removes the entangled condition, and vice versa.

Vaulting Ladder (Acrobatics 3 ranks, Climb 3 ranks, or Acrobatic): You can climb the length of a ladder as part of a running jump, gaining a +4 circumstance bonus on your Acrobatics check and adding the ladder's length to the total distance you travel with your jump. You must let go of the ladder when you jump.

#### **LANTERN TRICKS**

Lanterns come in a variety of shapes and sizes. Each of these tricks can be performed with any sort of lantern or lamp, except when a specific kind of lamp is indicated in the description. In addition to the feat, skill, or other

requirements listed for each of these tricks, you must have the Equipment Trick (lantern) feat to use a trick.

Intensified Oil (Craft [alchemy] 3 ranks): You can combine three flasks of oil into a single use of improved oil as you add it to a lamp or lantern. This improved oil causes the lamp or lantern to which it is added to burn more brightly than usual, increasing its light range by 50%. This improved oil can only be used in the lamp or lantern it's mixed in and has no additional special effects.

Lantern Bash (Shield Focus): If you carry a lamp or lantern in the hand you use to wield a light shield, your shield bash attacks with that shield deal an additional 1 point of fire damage.

Lantern Bomb (Quick Draw): You can throw a lamp or lantern with at least 4 hours of oil remaining in it as a splash weapon, using the rules for alchemist's fire.

Lesser Light (no additional prerequisites): When lighting a lamp or lantern, you reduce the size of its flame to provide only dim light in the area in which the lantern usually provides normal light. The lamp or lantern uses oil at half the usual rate. The lamp or lantern must be extinguished and re-lit to shed light normally.

**Oil Splash (Improved Dirty Trick)**: You can attempt a dirty trick combat maneuver against an opponent while either you or the opponent is holding a lamp or lantern. If you succeed at this combat maneuver check, you can knock some oil from the lamp or lantern into your target's face. Your target is blinded as normal by the dirty trick and takes 1 point of fire damage each round the blindness lasts.

#### **MIRROR TRICKS**

Adventurers carry mirrors for many unconventional uses. You may perform the following tricks with a mirror or, at the GM's discretion, with a similarly reflective handheld

item, such as a highly polished piece of metal. In addition to the feat, skill, or other requirements listed for each of these tricks, you must have the Equipment Trick (mirror) feat to use a trick.

Blinding Light (Sleight of Hand 3 ranks): When in an area of normal or bright light, you can use a mirror held in your hand to shine light into the eyes of a creature within 10 feet as a move action. The target must succeed at a Fortitude save (DC = 10 + your ranks in Sleight of Hand) or be dazzled for 1 round.

**Bold Presentation (Knowledge [religion] 5 ranks)**: You can use a move action (rather than a standard action) to use a mirror to hold at bay a creature susceptible to mirrors (such as a vampire).

**Reflect Gaze (Combat Reflexes):** As an immediate or swift action, you can use a mirror to reflect a gaze attack. You must either be looking at the creature with the gaze attack or averting your eyes to use this ability, and you must succeed at your saving throw to resist the creature's gaze attack (if you don't avoid the need to attempt a saving throw by averting your eyes). If you reflect the creature's gaze back at it, the creature must succeed at a saving throw to resist its own gaze or lose access to its gaze attack for 1 round. If the creature attempts to gaze at you with its attack action, you may attempt to reflect its gaze back at it, as above, or redirect its gaze to a new target within 30 feet of you. In this case, the new creature is treated as the target of the original gaze (unless it is blindfolded or otherwise unable to see), although it is automatically treated as if it is averting its eyes.

> Telltale Reflection (Spellcraft 3 ranks or racial bonus on saving throws against illusion spells and effects): You are familiar with the ways illusions don't precisely mimic natural objects when reflected. If you see an illusion within 10 feet reflected in a mirror, you

count as having studied it carefully for the purposes of attempting a saving throw to disbelieve it.

**Trickster's Mirror (Spell Focus [illusion])**: You can use a mirror worth at least 10 gp as an additional material component for an illusion (figment) spell. The spell is treated as 1 spell level higher (to a maximum of 9th level) for all purposes, including the calculation of saving throw DCs.

#### **POLE TRICKS**

Each of these tricks can be done with a pole or balancing pole, but specific poles have further abilities. In addition to the feat, skill, or other requirements listed for each of these tricks, you must have the Equipment Trick (pole) feat to use a trick.

Pole Trip (Catch Off-Guard or Improved Trip): You can treat a pole as an improvised weapon with the reach and trip special features. You can treat an unhinged folding pole<sup>UE</sup> as an improvised weapon with the disarm and trip special features. A pole or folding pole used as an improvised weapon deals 1d6 points of bludgeoning damage. Seek the Unseen (Perception 1 rank): When you attempt to find a creature you cannot see (either because it is invisible, or because you are blind), you can sweep a pole through any two adjacent squares within 10 feet of you as a standard action. Make a melee attack against an AC of 10. If you hit, and if a creature you cannot see is in the designated area, you deal no damage but have successfully pinpointed the creature's current location.

Wall Climb (Climb 3 ranks): You can climb narrow passageways if your pole can reach a wall or other solid surface on both sides, bracing yourself and scooting the pole further along the surface as you climb. This method is reliable but laborious; you gain a +10 circumstance bonus on your Climb checks to climb in this manner, but you climb at half the usual speed.



# TOOLS OF THE TRADE

Success at any task requires the right tools. Adventurers in the wilderness, artisans in their workshops, and common folk conducting business employ a variety of tools to make their jobs easier. In addition to tools ranging from ordinary to superior quality, adventurers might also seek out useful equipment to help prepare for the unique situations they expect to face during the course of their travels.

## TOOLS

The following new tools are particularly useful to characters with certain skills or class abilities.

BEAR TRAP		
Offset	WEIGHT 10 lbs.	PRICE 3 GP
Sawtooth	WEIGHT 20 lbs.	PRICE 1,800 GP
		1

An offset bear trap is a specialized variety of a bear trap<sup>uE</sup> constructed with offset jaws coated in resin. It inflicts less damage on captured creatures but holds them more securely, and is therefore primarily used by



trappers or bounty hunters who do not want to risk killing their prey. Offset bear traps are almost always secured to the ground by a heavy spike and chain so the captured creature can't wander far.

A sawtooth bear trap has vicious jaws and tighter springs. Used primarily against humanoids or monsters rather than animals, sawtooth bear traps are often painted in camouflaged colors to blend in with the trap site. Most include locking plates over the spring mechanisms to prevent tampering by intelligent victims.

OFFSET BEAR TRAP	CR 1/2
Type mechanical; Perception DC 15; Disable Device DC	
EFFECTS	
Trigger location; Reset manual	

**Effect** Atk +10 melee (1d6+2); jaws spring shut around the creature's ankle and hold the creature immobile; the creature can escape with a DC 20 Disable Device check, DC 24 Escape Artist check, or DC 28 Strength check.

#### SAWTOOTH BEAR TRAP

#### CR 5

Type mechanical; Perception DC 25; Disable Device DC 25 EFFECTS

#### Trigger location; Reset manual

**Effect** Atk +15 melee (3d6+9); serrated jaws spring shut around the creature's ankle and halve the creature's base speed (or hold the creature immobile if the trap is attached to a solid object); the creature can escape with a DC 25 Disable Device check, DC 28 Escape Artist check, or DC 32 Strength check.

# BOLINE

PRICE 10 GP WEIGHT 2 lbs.

Bolines are hook-shaped knives commonly used by herbalists and spellcasters to harvest ingredients for their craft. A boline's blade is typically 5 inches long, and is too small and irregular to use as a weapon. You can use a boline to finely slice the herbs in a healer's kit, so you can treat deadly wounds with only a single use from a healer's kit rather than two uses.

### DISSIPATING FAN

**PRICE 150** GP WEIGHT 6 lbs.

This large wood-and-canvas fan is 2 feet wide and ideal for quickly dispersing smoke or other harmful gases. While waving a dissipating fan, you gain a +2 circumstance bonus on Fortitude saving throws to avoid taking nonlethal damage from heat exposure and to avoid the



effects of smoke inhalation. You can use a dissipating fan to clear nonmagical smoke, fog, or similar vapors from your square or an adjacent square as a full-round action—although dense smoke or fog in the surrounding area eventually refills the space (how long this takes depends on the source and the size of the area, at the GM's discretion). When folded and closed, a dissipating fan is the size of a thick walking stick. Some dissipating fans are decorated with paint or elaborate embroidery, and have a higher price to reflect their adornment.

#### LINGUIST'S CODEX

Standard	WEIGHT 3 lbs.	PRICE 50 GP
Expanded	WEIGHT 5 lbs.	<b>PRICE</b> 200 GP

This leather-bound reference tome contains several alphabets used in the various languages of Golarion, along with extensively cross-referenced and indexed words, phrases, and idioms. As long as you speak at least three languages, consulting a standard linguist's codex grants you a +2 circumstance bonus on Linguistics checks when communicating in a language you do not speak.

An expanded linguist's codex has far more phrases and guidance, including instructions to pronounce the sounds in a correct and pleasing manner. These codices provide a +2 circumstance bonus on Diplomacy checks when communicating in a language you do not speak.

## **PORTABLE TERRARIUM**

**PRICE 100** GP WEIGHT 4 lbs.

This small glass enclosure is 1 foot wide, 1 foot tall, and reinforced with a wooden or metal frame. Tiny air holes in the lid allow living creatures inside the portable terrarium to breathe, and the interior can be outfitted with a variety of substrates and other materials the creatures might require. A portable terrarium is usually fitted with straps so it can be tied to a pack. Diminutive and smaller creatures, such as some familiars, can be safely carried within a portable terrarium and have total cover while inside it. Healers and botanists often store living plants in these containers; a successful DC 12 Knowledge (nature) check is required to transplant a plant into a portable terrarium, and most plants can live in a portable terrarium indefinitely so long as they are properly tended.



SHEARS		
Small	WEIGHT 1/2 lb.	PRICE 5 SP
Lopping	WEIGHT 8 lbs.	PRICE 3 GP
Adamantine	WEIGHT 8 lbs.	<b>PRICE</b> 3,003 GP

Shears are used to guickly cut through items by snipping them between two sharp blades fitted with a spring to allow the jaws to open again after closing. Small shears can be used in one hand and are often used to trim hair, cut cloth, or perform other delicate cutting work. Lopping shears are 3 feet long and must be used in two hands; they are commonly used by farmers or gardeners to cut hedges and branches.

Adamantine shears are lopping shears with sharpened adamantine blades that can snip through nearly any material. You can use adamantine shears to cut through bars, chains, grates, or similar items, dealing damage to such objects as though using a scimitar and bypassing hardness less than 20. On any item the adamantine shears can fit around (such as a chain or iron bar, but not an iron door), using adamantine shears provides a +10 bonus on your Strength check to break or burst it.

#### **CONTINGENCY KITS**

The following specialized kits are intended for experienced adventurers who want to be prepared for every possible unpleasant contingency.

#### **ELEMENTAL EXPLORER'S KIT**

**PRICE 2,700** GP

This waterproof and flame-resistant case contains items useful to a spellcaster traveling the Elemental Planes, either intentionally or due to some mishap. The kit

includes durable guides to each of the

additional 2,000 gp



four Elemental Planes, describing a few common creatures and hazards found on each plane and pointing out major landmarks. Each guide grants a +2 circumstance bonus on Knowledge (planes) checks and Survival checks for its plane. This kit also contains 3 scrolls of comprehend languages, 2 scrolls of planar adaptation<sup>APG</sup>, and a scroll of plane shift attuned to the Material Plane so the kit's owner can return home. The price reflects a kit with divine scrolls; a kit containing arcane scrolls instead costs an

#### EMERGENCY **PRICE** 1,665 GP INTERROGATION KIT WEIGHT 3 lbs.

This wooden box contains the tools to interrogate a captive with ease. The kit includes masterwork manacles with an average lock, a vial of gravelly tonicACG, 2 elixirs of truth, and a scroll of detect thoughts. In case other methods fail, the kit also includes a scroll of speak with dead.

#### **INVISIBLE ENEMIES KIT**

**PRICE** 900 GP WEIGHT 4 lbs.

This kit is designed to help adventurers deal with surprise encounters against magically concealed enemies, and comes in a small, waterproof satchel. The kit contains 2 scrolls of *glitterdust*, 6 1/2-pound packages of powder<sup>uE</sup> such as flour, and one packet of dust of appearance.

# **FIENDSLAYER'S KIT**

**PRICE** 1,100 GP WEIGHT 9 lbs.

This pack includes several items necessary to injure or intimidate a variety of evil outsiders, or to overcome their damage reduction. The kit contains a celestial censerARG, a silver holy symbol, 2 cold iron weapon blanches<sup>UE</sup>, 2 vials of holy water, 10 sticks of incense<sup>ARG</sup>, an oil of align weapon (good), a vial of silversheen, and a scroll of magic circle



**PRICE** 900 GP

WEIGHT 3 lbs.

against evil. Most of the items in this kit are items evil outsiders hate, increasing the effectiveness of spells such as *banishment*.

#### **UNDEAD SURVIVOR'S KIT**

Although this sturdy leather bandolier contains a few items to help combat undead foes, its primary purpose is to supply the right tools to recover from an undead attack and escape. This kit includes 4 potions of hide from undead, a potion of lesser restoration, 2 flasks of holy water, 2 doses of holy weapon balm<sup>ACG</sup>, a vial of soul stimulant<sup>UE</sup>, and 2 vials of twitch tonic<sup>UE</sup>.

UNDERGROUND SURVIVAL PRICE 644 GP KIT WEIGHT 30 lbs.

Pits, fissures, and errant magic might unexpectedly drop a traveler into underground tunnels. This backpack contains a variety of tools to survive an accidental subterranean expedition, including chalk, a climber's kit, a compass<sup>ue</sup>, a grappling hook, a hammer, 5 pitons, 100 feet of silk rope, and an everburning torch<sup>UE</sup>. The kit also contains a *potion of* darkvision in the event light would draw unwanted attention. Since oozes are a common underground hazard, the kit also includes 2 alkali flasks<sup>uE</sup> and a dose of bladequard<sup>uE</sup>. Finally, a guidebook provides helpful information about underground flora and fauna, granting a +2 circumstance bonus on Knowledge (dungeoneering) checks to identify the abilities and weaknesses of creatures encountered in that terrain.



#### POISONS

Alchemists and assassins remain alert for rumors of new poisons available in underground marketplaces. The following poisons provide a variety of debilitating effects.

#### **GRINDING JOINT PASTE**

PRICE 2,100 GP WEIGHT —

This poisonous paste, made from dried cockatrice organs, causes extreme muscle stiffness and joint pain, with an unpleasant feeling of gravel grinding in the victim's shoulders, hips, and knees. As long as a creature has any Dexterity damage from this poison, the creature finds it physically painful to make wide motions with its limbs. Whenever the creature attacks with a two-handed weapon or moves more than 10 feet in a round (other than via travel that doesn't require movement, such as by wagon, or teleportation), it takes 2d6 points of damage.

Type poison, ingested; Save Fortitude DC 16 Onset 10 minutes; Frequency 1/minute for 6 minutes Effect 1d4 Dexterity damage; Cure 1 save

# HALO MUSHROOM TOXIN

PRICE 500 GP WEIGHT —

Extracted from mushrooms that grow commonly in caves and forests, this toxin is occasionally used as a recreational drug despite its dangerous side effects. A creature that

fails its initial saving throws sees displaced auras of color and light around other creatures and objects. The creature treats all targets as if they had concealment, suffering a 20% miss chance on all attack rolls until the creature is cured or the poison has run its course.

Type poison, ingested; Save Fortitude DC 18

Onset 10 minutes; Frequency 1/minute for 6 minutes Initial Effect distraction (see above); Secondary Effect 1d4 Wisdom damage; Cure 2 consecutive saves

## LENG'S TEARS

#### PRICE 1,500 GP WEIGHT —

Made from the distilled tears and sweat of denizens of Leng (*Pathfinder RPG Bestiary 2* 82), this substance causes hallucinations and temporary paralysis. A creature that fails its initial saving throw is paralyzed and experiences terrifying hallucinations of wandering through an icy, windswept waste. The creature's paralysis ends if it is cured or once the poison runs its course, though memories of the vivid hallucinations may haunt it for some time.

Type poison, contact; Save Fortitude DC 18

**Onset** 1 round; **Frequency** 1/10 minutes for 1 hour

Effect 1d2 Wisdom damage and paralyzed for 10 minutes; Cure 1 save

#### **NIGHT'S-EYE DUST**



This fine powder is extracted from the wings of night's-eye moths. Creatures inhaling this poison become shaken and experience slowly building pressure behind the eyes, leading to blindness that persists until the creature is cured or the poison has run its course. A creature immune to fear cannot be shaken by the poison's initial effect and receives a +4 bonus on its saving throw against the poison's secondary effect.

Type poison, inhaled; Save Fortitude DC 14

Onset immediate; Frequency 1/round for 6 rounds

Initial Effect shaken; Secondary Effect blinded for 6 rounds; Cure 2 consecutive saves

### **RAINBOW SCARAB SHELL**

This iridescent toxin is made from the crushed shells of a rare type of Osirian beetle. A creature reduced to 0 Strength by the poison asphyxiates and immediately begins



**PRICE 150** GP

suffocating. Creatures that do not breathe are immune to this suffocation, but not the Strength damage.

Type poison, injury; Save Fortitude DC 14

**Onset** 1 round; **Frequency** 1/round for 4 rounds

Effect 1d4 Strength damage and suffocation (see above); Cure 1 save

# **SKINSAP EXTRACT**

PRICE 1,400 GP WEIGHT —

Harvested by some Mwangi tribes from the skin of colorful tree frogs, this potent poison is often used to coat arrows, darts, and other weapons. A creature that fails its save is distracted by persistent auditory hallucinations of dripping water and susurrous voices, gaining the staggered condition until it is cured or the poison has run its course. A creature that fails two consecutive saving throws against this effect is also confused until cured or the poison has run its course; this confusion is a mind-affecting effect. **Type** poison, injury; **Save** Fortitude DC 16

Onset immediate; Frequency 1/round for 6 rounds

Initial Effect staggered and confused (see above); Secondary Effect 1d2 Dexterity damage; Cure 1 save

# **SWEETDREAM**

PRICE	<b>90</b> 0 GP
WE	IGHT —

Often employed by spies and saboteurs, sweetdream is a potent sedative with useful amnesia-causing side effects. The memory loss is a mind-affecting effect.

Victims of sweetdream often experience pleasant, fanciful dreams when affected by the poison's secondary effect, a fact that both inspired the poison its name and contributed to its medicinal use among those plagued by nightmares or insomnia. Unlike similar drugs, sweetdream is not habit-forming, and thus users have no risk of developing a physiological addiction to the inhaled powder. However, once a frequent user becomes accustomed to the poison's effects, he often finds himself unable to sleep without it, leading some authorities to ban its willing use.

Type poison, inhaled; Save Fortitude DC 19

Onset 1 round; Frequency 1/minute for 2 minutes

Initial Effect sleep for 1 minute and forget events of 1d4 rounds prior to exposure; Secondary Effect sleep for 1d4 hours; Cure 1 save

#### **INSTRUMENT EQUIPMENT TRICK**

Bards and other musicians must sometimes improvise more than their music. These instrument tricks expand any musical instrument's uses and supplement the Equipment Trick feat presented on page 2. Some tricks might be unusable for certain instruments at the GM's discretion; for example, an organ is too unwieldy to use as an improvised weapon. In addition to the feat, skill, or other requirements listed for each of these tricks, you must have the Equipment Trick (instrument) feat to use a trick.

Attention Grabber (Perform 5 ranks, Bluff 5 ranks or bardic performance or raging song class feature): Your loud or discordant performance covers your allies' movements. Creatures within 30 feet of you that can hear you play an instrument take a -2 penalty on Perception checks, other than Perception checks made in response to your actions, for as long as you play.

Goad Animal (Handle Animal 5 ranks or Animal Affinity): You can use your soothing performance to handle an animal that is friendly toward you, such as a mount or pet. When playing your instrument, commanding the animal to perform a trick it knows is a free action, and pushing it to perform a trick it does not know is a standard action. If you already can make an animal respond more quickly, such as with the link ability of an animal companion, this trick provides no benefit.

Jaw-Dropping Distraction (Perform 7 ranks, Bluff 7 ranks or bardic performance or raging song class feature): When using your instrument, you can attempt a Perform check instead of a Bluff check to feint an opponent. If you succeed, the creature is denied its Dexterity bonus to AC against one target of your choosing (other than you) until the beginning of your next turn. Once you have used this trick against a creature, whether or not you succeeded at the check, you cannot use this trick to feint the creature for 24 hours. Creatures with uncanny dodge are immune to this trick.

Play to the Crowd (Perform 3 ranks, Diplomacy 3 ranks or bardic performance or raging song class feature): You can use Perform, rather than Diplomacy, to improve an NPC's initial attitude toward you as long as you are able to perform for at least 1 minute. You cannot use this trick to increase the NPC's attitude beyond friendly.

**Ruffian's Riff (Catch Off-Guard):** You can treat a musical instrument as an improvised weapon with the performance<sup>UE</sup> special feature. When you use a masterwork musical instrument as an improvised weapon, you treat it as a masterwork weapon (adding a +1 enhancement bonus on

your attack rolls). Your attacks with a magical musical instrument are treated as magic for the purpose of overcoming damage reduction.

#### **EXAMPLE MASTERWORK TOOLS**

The definition of masterwork tools on page 161 of the *Pathfinder RPG Core Rulebook* is intentionally vague to allow players to make creative use of their equipment. The following are examples of masterwork tools for skills that

do not have designated kits (such as a climber's kit [Climb], disguise kit [Disguise], healer's kit [Heal], magnifying glass [Perception], or masterwork thieves' tools [Disable Device]).

Acrobatics: A balancing pole<sup>UE</sup> to retain balance; gymnast's slippers to improve footing; a vaulting pole to assist with jumps.

**Appraise**: A pricing reference book; a jeweler's loupe to examine fine detail.

Bluff: False but convincing credentials.

**Diplomacy:** A cultural reference manual; culturally appropriate offerings of peace or gestures of compromise.

**Escape Artist:** Expensive lubricating oils; a finger-sized saw to weaken restraints.

Fly: Finned clothing to streamline airflow.

Handle Animal: Food that is particularly motivating to the animal; a durable harness and lead; a piercing whistle keyed to pitches animals can hear.

**Intimidate**: Frightening tattoos or body paint; menacing clothing such as an executioner's hood; a set of torturer's tools.

**Knowledge:** A quality reference work on the subject of choice (existing examples include a blue book<sup>UE</sup>, a heritage book<sup>UE</sup>, and occult reference materials<sup>OA</sup>).

**Linguistics**: A comprehensive translation reference; for a dishonest practitioner of this skill, a forger's kit<sup>UE</sup>.

**Perception**: A spyglass or telescope to boost visual perception; a customized ear trumpet; swaths of hanging gauze to detect movement or changes in air pressure.

**Perform:** Varies by performance: an actor would benefit from well-made props and costumes; a dancer might use specially tailored shoes and outfits.

**Sense Motive**: A guide to reading body language; a stethoscope to monitor heart rate.

**Sleight of Hand**: Hidden pockets or compartments to conceal items; discreet finger razors to slit open pockets or bags.

**Spellcraft**: A tome containing magical lore; divination tools such as bones or runes.

**Stealth**: Carefully patterned camouflage clothing; false screens or blinds; a device to create a well-timed distracting noise.

**Survival**: A reference book to identify local animals and plants; a footprint book<sup>UE</sup> to aid in tracking; a mapmaker's kit<sup>UE</sup>, an almanac and barometer; a dowsing rod<sup>OA</sup>; basic components for building shelter or maintaining comfortable temperatures.

**Swim**: Lightweight swim fins and hand fins; reinforced air bladders.

**Use Magic Device:** A codex of magical symbols and trigger phrases; a gem or jewel to focus your intuition



# ADVENTURING IN STYLE

A person's choice of garments speaks volumes about his culture, vocation, and personal taste. Clothing can also serve a greater purpose than simply making a statement—many articles of clothing are useful to adventurers.

# CLOTHING

The following items of clothing provide utility, fashion, or an extra edge. A character can begin play with any of the following outfits instead of other starting outfits.

## **BURGLAR'S OUTFIT**

PRICE 5 GP WEIGHT 5 lbs.

This outfit consists of fitted pants, a shirt, a hooded reversible cloak, soft leather boots, and a face mask, all in dark or neutral colors. The outfit's few buttons and rivets are wrapped in dull, dark cloth to avoid jingling or reflecting light. A number of loops and shallow pockets are also worked into the outfit, providing ample spaces for stashing small tools or weapons.



# CHAUSSES

PRICE 1 GP WEIGHT 3 lbs.

These padded woolen leggings are quilted to provide extra warmth and protection. They are frequently worn under mail or plate armor.

# CORSET

#### PRICE 1 SP-200 GP WEIGHT 3 lbs.

Sewn-in boning and laces allow this bodice to adjust your waist size in a way considered alluring by some cultures. The restrictive nature of this garment makes it a poor choice for combat or other athletic exertions, but you can easily conceal a thin knife in the corset's boning. The price varies greatly depending on the corset's quality; the cheapest corsets are made of simple cloth and cost mere silver pieces, while the most expensive feature silk brocade and are decorated with pearls or other costly adornments.



# **COURTESAN'S OUTFIT**

#### PRICE 8 GP WEIGHT 4 lbs.

This outfit includes fine silk or satin garments tailored to complement your figure. In addition, the outfit contains a loose shawl or robe with several discreet pockets for items such as perfume, massage oils, or even a small dagger.

## **EXECUTIONER'S OUTFIT**

PRICE 5 GP WEIGHT 8 lbs.

Typically worn by jailers or executioners, this outfit includes a black woolen shirt, a tunic, pants, a belt, sturdy boots, a balaclava or hood, and a great cloak. This outfit is generally too intimidating and macabre to be worn in polite company. Some executioner's outfits prominently bear the symbol of the government or lawenforcing institution the wearer serves, while others are left ragged and stained to appear all the more threatening.

# GAMBESON

**PRICE** 1 GP WEIGHT 4 lbs.

This padded cloth jacket is often worn alone or with mail or plate armor and is favored by hunters, guards, and soldiers. A gambeson fitted with leather loops to more easily attach armor is called an arming doublet. Although sufficient to protect you against casual scrapes, it is not as thick as padded armor.

# HEADSCARF

PRICE 1 SP-10 GP WEIGHT —

Often worn for privacy, religious or cultural reasons, or protection from the elements, full scarves designed to be wrapped around the head are common accessories throughout Golarion. Headscarves of bright colors or ornate embroidery can fetch a substantially higher price.

# **SPARRING GEAR**

PRICE 35 SP WEIGHT 15 lb.

This array of thick, heavily lined pads, including a quilted helmet, rigid shin guards, and a wraparound rib guard, protects you during hand-to-hand training. Sparring gear cannot be worn with armor, but grants DR 2/— against nonlethal damage. Fighting schools often customize their sparring gear to feature prestigious colors or symbols.

# **SQUIRE'S OUTFIT**

PRICE 5 GP WEIGHT 8 lbs.

This outfit includes heavy woolen pants, a tunic, leather boots, a belt, sturdy gloves, a cap, and a heavy tabard bearing the colors or sigil of a noble house or organization. Many organizations provide new squires this outfit for free, with the expectation they wear it during their duties.

# **STILETTO BOOTS**

PRICE 10 GP WEIGHT 1 lb.

The most ostentatious and impractical of footwear, the tall heel attached to these boots adds several inches to your height. This type of boot is popular among Chelish nobles, though the trend has recently caught on among some members of Taldan courts. You can use the heel of a stiletto boot as an improvised weapon, dealing damage as a punching dagger



# **SPELLS**

The following spells all require an article of clothing worn by the caster as a focus component for the spell, and can be cast on mundane or magical clothing. The spell might require the caster to remove the item to make use of it (such as *restful cloak*) or might provide a benefit as long as the item is worn (such as *surefoot boots*). In the latter case, any creature wearing the article of clothing gains its benefit, but the spell's duration continues even while the item isn't being worn.

#### ALLIED CLOAK

School abjuration; Level bard 3, bloodrager 3, magus 3, occultist 2, sorcerer/wizard 3, summoner 3
Casting Time 1 standard action
Components V, S, F (cloak or outer garment)
Range personal
Target you
Duration 1 round/level
Saving Throw none; Spell Resistance no
You cause a cloak, shawl, poncho, or other outer garment

you are wearing to animate to aid and defend you. The cloak provides a +2 shield bonus to your AC. In addition, once each round during your turn, you can take a free action to direct your cloak to use the aid another action to assist your skill check, attack roll, or AC. The cloak has an attack bonus or a total skill bonus equal to your caster level plus your key spellcasting ability score modifier (Charisma for bards, Intelligence for wizards, and so on). If another creature dons the cloak during the duration, the cloak provides its protection and aid to the wearer, but it still uses the same bonus on the aid another actions as if you were the wearer. The cloak cannot take any other type of action.

#### **BILLOWING SKIRT**

**School** transmutation; **Level** bard 2, inquisitor 2, occultist 2, shaman 2, sorcerer/wizard 2, witch 2

Casting Time 1 standard action

**Components** V, S, F (a skirt, kilt, or gown)

Range personal

Target you

Duration 1 minute/level

Saving Throw none; Spell Resistance no

A skirt, kilt, or gown you are wearing enables you to control your falls through the air. A creature wearing the enchanted item of clothing falls slowly as if affected by *feather fall* and can attempt a DC 15 Fly skill check as a move action to hover in place for 1 round.

#### **GRAPPLING SCARF**

School transmutation; Level bard 1, inquisitor 1, occultist 1, skald 1, sorcerer/wizard 1
Casting Time 1 standard action
Components V, S, F (scarf)
Range personal
Target you
Duration 1 minute/level
Saving Throw none; Spell Resistance no
A scarf you are wearing frays at the end into hook-like shapes

and can extend to incredible lengths. Although your scarf retains its weight, its frayed ends function as a grappling hook that can be thrown with a range increment of 20 feet. Your scarf elongates to 100 feet the first time it is thrown during the spell duration. Regardless of its apparent material, the scarf is as strong and easy to climb as a knotted silk rope. At the end of the duration, the scarf detaches and returns to its former shape, fluttering down from its position if you haven't already retrieved it.

#### **RESTFUL CLOAK**

School conjuration (healing); Level cleric 2, druid 2, occultist 2, paladin 2, ranger 2, shaman 2
Casting Time 1 standard action
Components V, S, F (cloak)
Range personal
Target you
Duration 1 hour/level
Saving Throw none; Spell Resistance no

A cloak you are wearing transforms into a canvas tent large enough to hold four Medium creatures, firmly pitched in a flat area adjacent to you (if there is no such area, this spell simply fails). A creature regains 1 hit point for each hour it rests in the tent, in addition to any other benefits of resting. Additionally, a fatigued creature resting within the tent for 1 hour loses the fatigued condition, but a creature cannot recover from being fatigued more than once per casting of *restful tent*. At the end of the spell's duration, the tent transforms back into a cloak. If the tent is moved prior to the expiration of the spell's duration, the spell immediately ends.

#### SCULPTED CAPE

School transmutation; Level bard 1, occultist 1, ranger 1,

shaman 1, sorcerer/wizard 1, witch 1

Casting Time 1 standard action

Components V, S, F (cape or loose outer garment)

Range personal

Target you

Duration 1 minute/level

Saving Throw none; Spell Resistance no

Your cape, cloak, or shawl stiffens and maintains its shape even if removed. A *sculpted cape* has hardness 2 and a number of hit points equal to your caster level, and it can support 1 pound of weight per caster level. An unworn *sculpted cape* can provide cover.

#### SUREFOOT BOOTS

School transmutation; Level druid 2, occultist 2, ranger 2, shaman 2 Casting Time 1 standard action

Components V, S, F (footwear) Range personal Target you

Duration 1 round/level

Saving Throw none; Spell Resistance no

You touch your boots, shoes, or other footwear and imbue them with the ability to find purchase on even the most treacherous ground. While the spell is in effect, the footwear's wearer treats any Acrobatics skill check to balance as though the wearer had rolled a 20.



# IMPROMPTU EQUIPMENT

Some warriors train with objects that don't look like weapons but are surprisingly effective in skilled hands. This section presents new options for using improvised equipment.

# EXPANDED IMPROVISED WEAPONS

Without the appropriate feats, abilities, or magic, improvised weapons generally impart a -4 nonproficiency penalty on attack rolls, threaten critical hits only on a natural 20, have a critical multiplier of x2, and possess a range increment of 10 feet. At the GM's discretion, some

improvised weapons may have additional qualities, such as those listed below. Improvised weapons only ever have one quality, determined by the GM.

**Burning:** A burning or heated object, such as a fireplace poker or burning log, deals 1 point of fire damage, but its base damage die is usually one size category smaller.

**Covering:** A large, soft item like a sheet of canvas, a blanket, or a drapery can be used to entangle foes as a net, though it is always treated as being unfolded, and thus imparts and additional -4 penalty on the attack roll to use it as an improvised weapon.

**Disk-Shaped:** Plates and other thin, circular objects have a range increment of 20 feet, but they are usually destroyed after an attack, like ammunition.

**Gross:** Disgusting items, like hunks of rotting meat, the severed limb of a target's ally, or the contents of a chamberpot, can be used as improvised weapons that deal no damage but

sicken the target for 1d4 rounds. A successful DC 12 Fortitude saving throw negates this condition.

**Jagged:** Broken bottles and similar jagged, fragile items have a critical threat range of 19–20 but are destroyed on an attack roll of a natural 1.

Heavy: Anvils, sledgehammers, and other very heavy items deal damage as if one size category larger, but attacking with the weapon puts the attacker off-balance, imparting a –2 penalty to AC until the start of the attacker's next turn.

**Pronged**: Items with large prongs or flanges, like a pitchfork or the antlers of some taxidermic trophies, provide a +1 bonus on combat maneuver checks to disarm an enemy.

**Silverware:** Items made of silver bypass damage resistance like alchemical silver weapons, but the wielder takes a -1 penalty on damage rolls.

**Weapon-Like**: Wall hanger swords, replicas, and other objects shaped very much like real weapons impart only a –2 nonproficiency penalty if the wielder is proficient in the weapon the object resembles.

# FEATS

The following new feats are useful for characters in situations where normal tools and weapons are unavailable.

#### HOOK FIGHTER (COMBAT)

In your deft hands, a climbing tool becomes a deadly weapon.

Prerequisite: Base attack bonus +1. Benefit: You treat a grappling hook as a one-handed weapon that deals piercing damage equal to a heavy pick of its size and that has the disarm and trip special weapon features. You do not incur penalties as you would for using a grappling hook as an improvised weapon. If you are proficient

with whips and your grappling hook has at least 10 feet of rope or chain attached to it, you can treat it as a twohanded melee weapon with 15-foot reach, though you can use it against foes anywhere within your reach (including adjacent foes), though you don't threaten any squares with it.

Changing between using a grappling hook as a normal weapon and a reach weapon is a move action. When performing a reposition<sup>APG</sup> maneuver with a grappling hook, you can only move the target toward you from its original position.

#### **IMPROVISATIONAL HEALER**

In any urban or natural setting, you can scavenge for useful medical supplies.

Prerequisite: Heal 1 rank.

**Benefit**: When attempting a Heal check that normally requires a healer's kit, you don't take a penalty on the check for not having a healer's kit. When you use a healer's kit, you can augment it with improvised supplies, gaining

an additional +2 circumstance bonus on your check. Finally, you can treat any potion of cure light wounds, potion of cure moderate wounds, or potion of cure serious wounds you drink yourself or administer to another character as though its caster level were equal to the number of ranks you have in the Heal skill. The spell's normal limitations apply; for example, a potion of cure light wounds can cure a maximum of 1d8+5 points of damage, even if you have more than 5 ranks in the Heal skill.

#### TOOL OPTIMIZER

You can easily find items that function as tools or augment your own set of tools.

**Prerequisite**: Craft (any) 1 rank, Disable Device 1 rank, or Profession (any) 1 rank.

**Benefit:** You take no penalty for using an improvised tool associated with a skill in which you have at least 1 rank. For example, if you have 1 rank in Disable Device, you take no penalty when opening a lock without a proper tool. If you have at least 3 ranks in a skill, you can treat a normal tool associated with that skill as though it were a masterwork tool.

## **MAGIC ITEMS**

The following new magic items help characters utilize improvised weapons better.

GLOVES OF IMPROVISED MIGHT		PRICE varies
+1		4,000 GP
+2		16,000 GP
+3		36,000 GP
+4		64,000 GP
+5		100,000 GP
SLOT hands CL 5th		WEIGHT 1 lb.
AURA faint transmutation		

These rough leather gloves grant an enhancement bonus of +1 to +5 on attack and damage rolls with improvised weapons. Alternatively, the gloves can grant melee weapon special abilities, so long as they can be applied to melee or thrown weapons (see pages 136-137 of *Pathfinder RPG Ultimate Equipment* for a list of abilities). Special abilities count



as additional bonuses for determining the market value of the item, but do not modify attack or damage bonuses. *Gloves of improvised might* cannot have a modified bonus (enhancement bonus plus special ability bonus equivalents) higher than +5. Unlike an *amulet of mighty fists, gloves of improvised might* must have a +1 enhancement bonus to grant a melee weapon special ability.

Normal weapons are unaffected by *gloves of improvised might* except when used as an improvised weapon in a way specifically permitted by the weapon description, such as using an arrow or bolt as a melee weapon (or if the user has an ability that allows the use of normal weapons as improvised weapons). The wearer still takes a -4 nonproficiency penalty on attack rolls with improvised weapons, as normal, unless he has the Catch Off-Guard feat or a similar ability.

CONSTRUCTION REQUIREMENTS	<b>COST</b> varies
+1	2,000 GP
+2	8,000 GP
+3	18,000 GP
+4	32,000 GP
+5	50,000 GP

Craft Wondrous Item, *greater magic weapon*, creator's caster level must be at least three times the gloves' bonus, plus any requirements of the melee weapon special abilities

QUICKMETAL BRACERS		PRICE varies
Adamantine		5,000 GP
Cold iron		2,000 GP
Silver		1,000 GP
SLOT wrists CL 9th		WEIGHT 1 lb.
AURA moderate transmutation		

Once per day when a user wearing both these bracers speaks a command word, the metal turns entirely liquid and swims over the wearer's hands to cover her weapons. The user can cover a two-handed melee weapon or up to two one-handed

#### **TYPICAL IMPROVISED WEAPONS**

Most improvised light, one-handed, and two-handed weapons appropriately sized for a Medium character should deal 1d4, 1d6, and 1d8 points of damage, respectively. The following examples of improvised weapons adhere to this guideline.

**Light Weapons:** Arrow or bolt (as melee weapons), book, bottle, broken bottle, bucket, chisel, frying pan, kitchen knife, rolling pin, scissors, skull, spade, straight razor, or tankard.

**One-Handed Weapons**: Branding iron, candlestick, chain, chair leg, crowbar, femur, grappling hook, scabbard, scepter, shovel, or walking stick.

**Two-Handed Weapons**: Brazier, chair, digging bar, metal pipe, ornamental greatsword, pitchfork, Small statue.

or light melee weapons. For the next 10 rounds, the affected weapons can overcome damage reduction as though the weapons were made of adamantine, cold iron, or silver (as determined by the *quickmetal bracers'* type).



The heavy, shifting metal coating affects the balance of manufactured weapons, imposing a -2 penalty on attack rolls. Improvised weapons, however, are already unwieldy, and the metal coating doesn't significantly affect their balance.

If the wielder lets go of a weapon affected by the bracers, the liquid metal immediately turns back into a solid metal bracer or bracers, in the case of a two-handed weapon—reappearing on the user's wrists. The bracers cannot therefore affect thrown weapons or ranged weapon ammunition.

CONSTRUCTION REQUIREMENTS	<b>COST</b> varies
Adamantine	2,500 GP
Cold iron	1,000 GP
Silver	500 GP

Craft Wondrous Item, major creation

RING OF BALANCED	GRIP	<b>PRICE</b> 1,600 GP
<b>SLOT</b> ring	<b>CL</b> 7th	WEIGHT —
AURA moderate transmutation		

This sturdy ring allows the user to ignore the nonproficiency penalty for using a particular type of improvised weapon, such as a crowbar or pitchfork, and grants a +1 enhancement bonus on attack rolls with that item as though it were a masterwork weapon.

SCRAP COLLECTOR'S STRAP		<b>PRICE</b> 500 GP
SLOT none	<b>CL</b> 3rd	WEIGHT —
AURA faint transmutation		

When this leather strap is tied around the grip of a broken weapon, the user can ignore the effects of the broken condition on that weapon. If the weapon loses its remaining hit points, it is destroyed as normal. Tying or untying the strap is a full-round action.

CONSTRUCTION REQUIREMENTS COST 250 GP Craft Wondrous Item, mending



# ALCHEMICAL WARES

While most alchemical items are only usable once, their power and utility make them well worth the expense. A pack full of the right alchemical gear can be priceless in the right situation.

# **ALCHEMICAL GEAR**

From the cruel drow to Mwangi herbalists, alchemists from every corner of Golarion ceaselessly innovate. Wise adventurers keep abreast of these advancements. All of the following substances can be made by a character with the Craft (alchemy) skill; the DC to craft each item is listed on the inside back cover.

#### **ALCHEMICAL REMEDIES**

The following alchemical remedies are used to heal unusual ailments.

SURGICAL JELLY	<b>PRICE</b> 300 GP
SURGICAL JELLI	<b>WEIGHT</b> 1 lb.

When ingested, this thick red gelatinous substance seeks out and surgically eliminates invasive threats to the body. Consuming surgical jelly immediately ends any infestations (such as rot grubs; *Pathfinder RPG GameMastery Guide* 245), implanted eggs (such as those implanted by xills), or other nondisease effects that can be cured by *remove disease*, so long as such a cure does not require a caster level check. Consuming a pot of surgical jelly is a full-round action.

#### TROLL STYPTIC

Troll styptic is used as a field treatment for wounds and bleeding, particularly where magical healing is not available. When applied directly to wounds, this jar of paste grants a living



creature fast healing 2 for 2d4 rounds. While active, the styptic also closes any open wounds the subject receives, negating any bleed effects that would affect the target. This is a painful cure, and the target must succeed at a DC 15 Fortitude save or be sickened for the styptic's duration.

## ALCHEMICAL TOOLS

Alchemical tools are not generally used to cure debilitating conditions or attack opponents directly, but they can prove extremely useful in a variety of situations.

#### BEAST-SCENT



This mixture of scent-gland extracts and aromatic herbs serves as both attractor and olfactory camouflage. It masks the natural scent of a creature with a pungent musk that is alluring to animals. Beast-scent provides a +2 circumstance bonus on Handle Animal and wild empathy checks and a -5 penalty on attempts to track the wearer by his original scent. If the tracking creature is following the smell of beast-scent itself, Survival checks to track gain a +10 circumstance bonus instead.

A single vial of beast-scent masks the scent of one Medium creature or two smaller creatures; larger creatures require proportionally more to gain the benefits. Beast-scent becomes inert after 1 hour of exposure to air. Applying a vial is a full-round action that provokes attacks of opportunity.

# **GHOST INK**

Pale blue when wet, ghost ink dries to near-transparency 1 minute after application. Ghost ink is used to subtly mark trails and locations. The pigment glows red under the light shed by fire beetle glands and sunrods; otherwise, a successful DC 25 Perception check is required to notice a mark in ghost ink. One vial of ghost ink is sufficient for writing a page's worth of characters.

# **GLOOMSTICK**

PRICE 25 GP WEIGHT 1 lb.

PRICE 25 GP

WEIGHT -

This variant sunrod was developed by fetchling alchemists. When twisted as a standard action, a gloomstick begins drawing in light from the surrounding area, reducing the light level by one step (to a minimum of dim light) in a 20-foot radius. A gloomstick remains active for 1 minute before crumbling to dust.

## **ALCHEMICAL WEAPONS**

Alchemical weapons are principally designed to harm one's foes, though inventive adventurers may find additional uses for them.

	PRICE 40 GP
BOLT, ACID	WEIGHT —

These metal crossbow bolts have a glass section in the middle filled with acid. On a hit, an acid bolt deals 1d4 points of acid damage in addition to its normal damage. Acid bolts do not cause splash damage.

# BOLT, ALCHEMICAL FIRE

PRICE 50 GP
WEIGHT —

These carefully crafted wooden crossbow bolts have a hollow core filled with alchemist's fire. On a hit, an alchemical fire bolt deals 1d4 points of fire damage in addition to its normal damage. Alchemical fire bolts do not cause splash damage, and they do not set targets on fire unless a target is particularly flammable.

# **BOLT, LIQUID ICE**

These metal crossbow bolts have a glass section in the middle filled with liquid  $ice^{u\epsilon}$ . On a hit, it deals 1d4 points of cold damage



PRICE 40 GP

in addition to its normal damage. Liquid ice bolts do not cause splash damage.

### **BOLT, POISON**

#### PRICE 25 GP Weight —

These iron crossbow bolts have resin tips that break when the bolts strike their targets; inside the tip is a dose of injury or contact poison. In addition to dealing damage normally, anyone struck by a poison bolt is exposed to the poison. When using a poison bolt, you do not risk poisoning yourself, but the tip affects the bolt's accuracy; double all range increment penalties when using poison bolts. The bolt's cost does not include the cost of the poison, which must be included during creation.

DARKFLARE	<b>Price</b> 1 GP
DARNFLARE	WEIGHT —

This alchemical flare explodes in black sparks 1 round after lighting. Any creature with darkvision in the same square as a darkflare when it explodes must succeed at a DC 15 Fortitude save or lose its darkvision for 1d10 rounds. Affected creatures can still use other vision (such as normal vision and low-light vision) with no penalty.

## **KITUMU'S IRE**

PRICE 75 GP
WEIGHT —

Named after a malevolent Mwangi goddess, this sack of luminous paste is made from crushed jungle flowers. You can throw Kitumu's ire as a ranged touch attack with a range increment of 10 feet; on a hit, the target is coated with the paste. A target coated with the paste draws the attention of any swarm within 30 feet, causing it to seek out and attack the target over any other creature. In addition, an affected creature takes a -2 penalty on saving throws against swarms' distraction ability. Kitumu's ire lasts for 1 hour or until washed away with at least a gallon of alcohol.

## TRESS TINCTURE

PRICE 50 GP WEIGHT —

This tincture is used to counteract hair loss and guarantee luxurious locks, but alchemists have developed a concentrated form for use in combat. You can throw tress tincture as a ranged touch attack with a range increment of 10 feet. On a hit, the target's hair grows long and thick, partly blocking the target's vision. The affected creature treats all other creatures as if they had concealment. As a swift action, the affected creature can brush or toss its hair aside, negating this concealment for 1 round. As a full-

round action that provokes an attack of opportunity, the affected creature can hack off enough hair to end the concealment effect; this requires a light or one-handed slashing weapon. Creatures incapable of growing hair are unaffected by tress tincture.

## ALCHEMICAL EQUIPMENT TRICKS

Dedicated warriors and explorers learn to take advantage of everything at their disposal. In the case of alchemical tools, this means drawing upon their versatility—any fool can hurl a thunderstone or hide within a smokestick cloud, but seasoned adventurers master a variety of useful stunts. The following tricks supplement the Equipment Trick feat presented on page 2.

#### **SMOKESTICK TRICKS**

Often overlooked for alchemist's fire, smokesticks can provide versatile tactical advantage in the right hands. In addition to the feat, skill, or other requirements listed for each of these tricks, you must have the Equipment Trick (smokestick) feat to use the following trick.

**Choking Smoke (Improved Dirty Trick**<sup>APG</sup>): When you perform a successful dirty trick<sup>APG</sup> combat maneuver while holding a lit smokestick, you can shove the smokestick into your opponent's mouth (or other breathing apparatus) to impair its breathing. The affected creature begins choking and sputtering, gaining the sickened condition. Unlike a normal dirty trick, the foe must succeed at a Fortitude save to remove this condition, in addition to spending an action. The DC of this Fortitude save is equal to 10 + half your base attack bonus + any bonus you add to dirty trick combat maneuvers (such as that granted by Improved Dirty Trick). This condition ends after 1 minute, if not removed sooner. Creatures that do not breathe are immune to this effect.

**Slow Burn (Craft [alchemy] 1 rank):** You can burn a smokestick just slowly enough to not consume it immediately. You must choose to use this trick when you light a smokestick. A slow-burning smokestick is not consumed after 1 round, and the smoke produced only lasts for 1 round. For the next hour, as a swift action when you are holding a slow-burning smokestick, you can use the smokestick to produce a cloud of smoke that lasts for only 1 round. The slow-burning smokestick lasts for 1 hour or until you have created a total of 10 clouds, at which point it is consumed.

Smoke Shadow (Craft [alchemy] 1 rank; Skill Focus [Stealth] or Stealthy): You can use a slow-burning smokestick (using the slow burn trick) to conceal your motions while sneaking. While your smokestick is slow-burning, whenever a creature would succeed at an opposed Perception check against your Stealth check, you can emit a puff of smoke as an immediate action to hide your presence. When you do, the creature must reroll its Perception check and take the second result, even if it is worse. Even if the creature fails this Perception check, it is aware of your general location because of the sudden smoke (unless the location is already filled with smoke—like that emitted by the normal use of a smokestick—or fog).

**Smoke Strike (Craft [alchemy] 1 rank, Improved Feint)**: You can use a slow-burning smokestick (using the slow burn trick) to distract foes from your strikes. As a swift action when you are holding a slow-burning smokestick, instead of producing a cloud with the slow burn trick, you can create a small, dense burst of smoke in an adjacent foe's face. This allows you to feint as part of that swift action.



#### **TANGLEFOOT BAG TRICKS**

Tanglefoot bags can be a versatile and even deadly tool in the hands of a skilled user. In addition to the feat, skill, or

other requirements listed for each of these tricks, you must have the Equipment Trick (tanglefoot bag) feat to use a trick. At your GM's discretion, you may be able to use some of these tricks with a tangleburn bag<sup>UE</sup>, but at the risk of dealing fire damage to connected items or creatures.

Captivating Embrace (Improved Grapple): You get up close and personal, then use a tanglefoot bag to keep things that way. When you successfully grapple a creature, you burst a tanglefoot bag to stick yourself to your target. You must have the tanglefoot bag in hand to use this ability unless you have the Quick Draw feat (in which case the tanglefoot bag must be easily accessible on your person). While the tanglefoot bag's effect lasts, you do not take a penalty to grapple checks for not having two hands free, and your opponent takes a -4 penalty on combat maneuver checks and Escape Artist checks to break the grapple.

Sticky Bombs (Quick Draw, Throw Anything): You can slap another item on a tanglefoot bag and toss both to ensure contact. When you throw an alchemical item, you can attach a tanglefoot bag to it as you throw it; this does not require an additional action. On a hit, the target is affected by the tanglefoot bag, with the alchemical item firmly stuck in the goo. The item stays in the target's square as long the tanglefoot bag's effect lasts, making this most useful with items that don't immediately take effect, such as darkflares (see above) or fuse grenades<sup>UE</sup>.

Thieving Shield (Shield Focus or armor training class feature): As an immediate action, you can splatter a tanglefoot bag on your shield, making it sticky. Your shield gains the grapple<sup>UE</sup> weapon quality when used as a weapon with a shield bash attack. In addition, the first time each round an attack with a manufactured weapon misses you by 4 or less, you can make a free disarm attempt against that weapon. This disarm attempt does not provoke an attack of opportunity. Your shield remains sticky for 2d4 rounds, after which it must be cleaned (a full-round action) before you can use this trick again.

## **THUNDERSTONE TRICKS**

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

Deafening Component (ability to create bombs or cast any spell with the electricity, fire, or sonic descriptor): You can add a thunderstone as an additional material component to any spell you cast with the electricity, fire, or sonic descriptor, or to any bomb you throw. Any creature damaged by that spell or bomb must also succeed at a DC 15 Fortitude save or be deafened for 1 hour.

Evolve Resilience (Knowledge [arcana] 1 rank, eidolon class feature): Your eidolon can consume a thunderstone

a standard action to bolster its resilience against certain effects. For 1 hour, your eidolon gains the resistance evolution (electricity or sonic only; Pathfinder RPG Advanced Player's Guide 61 or Pathfinder RPG Pathfinder Unchained 36). Your eidolon cannot gain both resistances from this trick at the same time. During this time, the eidolon is immune to the effects of thunderstones. Startling Noise (Stealth 3 ranks or vigilante<sup>UI</sup> stalker specialization): Your thunderstones are especially effective when foes don't know they're coming. Any creature that is completely unaware of your presence takes a -4 penalty on saving throws against thunderstones you use and, if deafened, takes an amount of nonlethal damage equal to your number of sneak attack or

Thunderclap (Weapon Focus [any hammer]): Your thunderstones enhance the concussive force of hammers you wield. This trick only works with hammers to which your Weapon Focus feat applies. As a move action, you can wedge a thunderstone in place on your hammer's striking surface. When you hit a foe with that hammer, the thunderstone detonates. You gain a +4 bonus on your saving throw against the thunderstone's effect (if necessary), and your foe takes a -4 penalty on its saving throw against the thunderstone's effect.

#### CONCOCTIONS

hidden strike dice (if any).

Some alchemical creations are less stable than others. Concoctions are notorious for their side effects and for their dangerous unpredictability when mixed together.

All concoctions last for 1 hour, even if their benefits are expended before then. Drinking a second concoction before this duration expires causes unpredictable effects as their unstable alchemical compounds mix inside the body. To determine the effects of admixture, roll on the Concoction Miscibility Table. For each additional concoction consumed before the initial duration expires, rolls on the Concoction Miscibility Table take a cumulative -10% penalty. Mixing concoctions outside the body ruins both substances' potency. All concoctions have a Craft DC of 15.

#### **CRYSTAL-SWEET** CONCOCTION

#### PRICE 50 GP WEIGHT -

This sugary blue drink, often cut with mint to reduce the cloying sweetness, brightens your demeanor and sweetens your voice, granting a +2 alchemical bonus on Diplomacy checks. It renders you naive and perilously trusting, however, imparting a -4 penalty on your Sense Motive checks.



# **DARTING-EYE CONCOCTION**

PRICE 50 GP WEIGHT —

This effervescent concoction improves your sensory reaction time, providing a +2 alchemical bonus on Perception checks. However, the mental hyperactivity it creates imparts a -1 penalty on your Will saving throws.

# FEAR-KILLER CONCOCTION

PRICE 50 GP WEIGHT —

A favorite of Ustalavic alchemists, this pale sludge hampers your fear response, granting a +2 alchemical bonus on your saves against fear effects. The concoction's necrotic components dull healing, however, causing you to regain 2 fewer hit points from healing effects (to a minimum of 1 point of healing per effect).

# QUICK-STEP CONCOCTION

PRICE 75 GP Weight —

This minty fluid quickens your feet and improves your balance, granting a +2 alchemical bonus on Acrobatics checks and to your CMD against trip attempts. However, you become easily distracted and take a -2 penalty on Perception checks.

# **SLOW-HEART CONCOCTION**

PRICE 50 GP WEIGHT -

This inky concoction slows the flow of blood, reducing any bleed damage you would suffer by 2 and causing you to automatically stabilize when dying. The concoction dulls your response speed, however, imparting a -1 penalty on your Reflex saving throws.

SNAKE-TONGUE	PRICE 50 GP
CONCOCTION	WEIGHT —

This lime-green goo turns your saliva venomous. Once during the concoction's duration, as a swift action, you can lick or spit on a held weapon to apply a dose of black adder venom to the weapon. If you are a vishkanya<sup>ARG</sup>, you instead apply the poison granted by your toxic racial trait; this does not count against that trait's uses per day. The concoction weakens your physical defenses, imparting a –1 penalty on your Fortitude saving throws.

# SPHERE-SONG CONCOCTION

PRICE 50 GP WEIGHT —

This syrupy concoction fills you with a dreamy, peaceful feeling, providing a +1 alchemical bonus on Will saving throws. However, the dreaminess slows your reactions to danger, imparting a -2 penalty on initiative checks.

# WILD-BLOOD CONCOCTION

PRICE 100 GP WEIGHT —

This coppery-tasting substance causes your adrenaline production to spike, granting you a +2 alchemical bonus on melee damage rolls with natural and manufactured weapons. The concoction weakens your self-preservation urges and imparts a -2 penalty to your AC.

# **CONCOCTION MISCIBILITY TABLE**

d%	CTION MISCIBILITY TABLE
1	The concoctions combine to form a deadly
	poison. You take 1d6 points of Constitution
	damage per round for 1d3+1 rounds.
2-3	The concoctions react explosively inside you.
	You take 5d12 points of fire damage.
4–7	You are rendered permanently blind or deaf
	(determined randomly). A remove blindness/
	deafness spell or similar effect is required to
	restore your lost sense.
8-12	The concoctions thin your blood so that any
	injury causes rapid bleeding. Whenever you take
	piercing or slashing damage during the next 24
	hours, you also take 1 point of bleed damage.
	This bleed damage stacks with itself and with
	other bleed effects.
13-25	The concoctions render you violently ill. You
	become nauseated for 2d6 rounds
26-33	The concoctions unsettle your health. You
	become sickened for 3d4 minutes.
34-40	The concoctions meddle with your mind. You are
	confused during the first round of each combat
	during the next 24 hours.
41-50	The concoctions sap your energy. You are
	fatigued until you rest for 2d12 minutes.
51-60	The concoctions sharpen your senses. You gain
	low-light vision and a +2 alchemical bonus on
	Perception checks; if you already have low-light
	vision, increase the bonus on Perception checks
	to +4. This effect lasts for 1d6 minutes.
61-69	The concoctions grant you a sudden burst of
	energy. You gain the benefits of the <i>haste</i> spell
	for 1d3+1 rounds. This effect is nonmagical and
	cannot be dispelled.
70-75	Any melee attacks you make with natural
	weapons or metal manufactured weapons deal
	an extra 1d4 points of electricity damage. Any
	electricity spell you cast deals 1 extra point of
	damage per die rolled. This effect is magical and
	lasts for 3d6 rounds.
76-85	The concoctions toughen your skin, granting
	you a +1d3 enhancement bonus to your natural
	armor for 3d10 minutes.
86-92	The concoctions accelerate your natural healing
	process. You gain fast healing 1d4 (roll each
02.00	round) for 2d6 rounds.
93-99	The concoctions fill you with euphoric morale.
	For the next 10d6 minutes, you gain the benefits
	of the <i>good hope</i> spell. This effect is nonmagical
100	and cannot be dispelled.
100	The concoctions unleash the full potential of your
	body and mind, transforming you into a paragon
	of your race and class. Choose two ability scores.
	You gain a +4 enhancement bonus to each of
	those ability scores for 24 hours.



# EQUIPMENT FROM ABROAD

The tools of distant lands often appeal to well-traveled explorers. This rare equipment allows adventurers from the Inner Sea to fit into these cultures while traveling abroad, and offers an unexpected edge when using it at home.

# **DRAGON EMPIRES EQUIPMENT**

Items from Tian Xia are most common in northeast Avistan, transported by hardy merchants crossing the Crown of the World, but such goods can be found in cosmopolitan areas throughout Golarion.

#### **ALCHEMICAL REMEDIES AND TOOLS**

Alchemy is a deeply respected art throughout the lands of Tian Xia, and its practice is intertwined with culture, faith, and everyday life in the Dragon Empires.

# MINKAIAN CEREMONIAL

PRICE 900 GP WEIGHT —

This tea is extremely rare and expensive, requiring several years to grow and prepare. A geisha bard (Pathfinder RPG Ultimate Magic 27) who uses this tea as part of her tea ceremony to inspire courage increases the bonuses granted by 1. A lotus geisha bard (*Pathfinder Player Companion: Dragon Empires Primer* 22) who

drinks this tea increases the bonus granted by her enrapturing performance ability by 1; this effect lasts for 24 hours.

# **SPIRIT-VISION INK**



Originally developed by kami-revering priests to write prayer scrolls, this pale ink is now often used by ninjas to mark locations or leave messages. Once spirit-vision ink dries, it becomes completely invisible. To invisible creatures, however, writing in spirit-vision ink shimmers with a rich azure hue.

Tian clothing stands out for its beauty and functionality. It is usually crafted from silk, fine linen, or other pricey fabrics, and is often densely embroidered with metallic and richly dyed threads. Tian clothing is seen as a sign of prestige in major cities like Absalom and Katheer.

# SHINOBI SHOZOKU

CLOTHING

#### PRICE 50 GP WEIGHT 2 lbs.

This close-fitting bodysuit of soft, dark fabric is favored by ninja and assassins. When worn, it grants a +2 circumstance bonus on Stealth checks. Wearing armor with a base armor bonus higher than +1 negates this bonus, as does additional heavy clothing or equipment worn under the shinobi shozoku (at the GM's discretion).

# SILK KIMONO

PRICE 200 GP WEIGHT 5 lbs.

This exquisite silken garment is vitally important formal wear for certain social roles in many Tian cultures, including Minkai. Properly donning a kimono requires assistance and a successful DC 15 Knowledge (nobility) check. When dealing with Minkaians or others familiar with the cultural significance of this garment, a properly worn kimono grants a +2 circumstance bonus on Diplomacy checks, as well as on Disguise checks made to appear as a geisha, noble, or other high standing member of Minkai society.



#### SPECIAL MATERIAL: SINGING STEEL

This lustrous golden metal emits beautiful bell-like tones when struck. An alloy of gold and mithral, singing steel was originally created by the elves of Jinin, although the secrets of working singing steel have spread to Hwanggot, Minkai, and Tianjing. Instruments made of this metal are especially popular among bards and other performers who worship the goddess Shelyn.

A weapon made of singing steel counts as alchemical silver for all purposes, including the -1 penalty on damage rolls with singing steel weapons. Most armor made of singing steel is treated as one category lighter (heavy armors are treated as medium, and medium armors are treated as light, but light armors are still treated as light). The armor or shield's arcane spell failure chance is reduced by 5%, its maximum Dexterity bonus is increased by 1, and its armor check penalty is reduced by 1 (to a minimum of o).

When wielding a singing steel weapon, shield, or item weighing at least 5 pounds, or wearing medium or heavy singing steel armor, the wielder or wearer can strike the singing steel as part of beginning a bardic performance. If the wielder can normally start a bardic performance as a standard action, he can do so as a move action instead. If the wielder can normally start a bardic performance as a move action, he can do so as a swift action instead. This ability does not function in the area of a *silence* spell or similar effect. After using the singing steel in this fashion, the steel must be carefully brushed to remove any lingering vibrations, a process that takes 10 minutes.

Singing steel items are always masterwork; this cost is included in the price. Singing steel has 20 hp per inch of thickness and hardness 10. Although formed partially from mithral, singing steel items weigh as much as their normal counterparts.

Item Price Modifier
+750 gp
+9,000 gp
+12,000 gp
+7,000 gp
+6,000 gp
+600 gp/lb.

# **KELESHITE EQUIPMENT**

Qadira serves as a gateway for the Padishah Empire's goods to enter the Inner Sea region. Keleshites are incredibly well traveled and thus this iconic equipment can be found throughout Avistan and Garund, especially in cosmopolitan population centers where trade is healthy.

#### **CLOTHING AND ENTERTAINMENT**

Sophisticated entertainments are a mainstay of Keleshite culture, from complex dances and poetry to games of strategy and friendly artistic competitions.

DANCER'S GARB	<b>PRICE 10</b> 0 GP
DANCER 3 GARD	WEIGHT 5 lbs.

This combination of loose-fitting sashes, veils, and ornamentation accentuates a dancer's form and movements. Dancer's garb provides a +2 circumstance bonus on Perform (dance) checks, similar to that provided by masterwork instruments for other Perform skills, but does not grant this benefit when worn with armor or other concealing clothing.

## **DANCER'S GARB, SILVER**

#### PRICE 200 GP WEIGHT 5 lbs.

In addition to granting the same bonus on Perform (dance) checks as regular dancer's garb, silver dancer's garb is considered a silver instrument for silver balladeer bards (*Pathfinder RPG Occult Adventures* 115). Silver dancer's garb can be made of sunsilver (see below); sunsilver dancer's garb costs an additional 3,000 gp and grants the same benefits as armor made of sunsilver. As with the bonus on Perform (dance) checks, this benefit functions only when no other armor or concealing clothing is worn.

# **IMPERIAL CONQUEST**

**PRICE 25**0 GP WEIGHT 4 lbs.

This strategy game, best played with an elaborate ebony board and intricate ivory pieces, follows deceptively simple rules with great strategic depth. While the game can be played with less expensive sets, only a suitably intricate and well-crafted game set can generate the state of mind necessary to gain the tactical benefits of the game. Imperial conquest is a great intellectual pursuit across the breadth of the Padishah Empire, but the game has only recently begun to spread through the Inner Sea region.

Up to four people can play a game of imperial conquest, which generally takes 1–2 hours (4d20+20 minutes). At the end of an uninterrupted game, each player attempts a DC 20 Intelligence check, with success granting tactical insights. For the next 8 hours, any character who succeeded at the Intelligence check gains a +1 bonus to AC against attacks of opportunity; when two players who succeeded at the Intelligence check flank the same enemy during this time, the bonus on attack rolls from flanking increases by 1.

### ALCHEMICAL REMEDIES

The physicians of the Padishah Empire are among the most advanced students of healing and physiology on Golarion. While the Sarenite Church specializes in healing magic, it also trains students in non-magical medicine and biology. Their studies have led to the development of numerous potent medicines.

# ANESTHETIC WINE

**PRICE 5**0 GP WEIGHT 1 lb.

This alchemical anesthetic, developed from ancient recipes for Sarenite sacred wine, grants a powerful resistance to pain. For 1 hour after drinking anesthetic wine, you gain a +5 bonus on saving throws against pain effects, and when you would take nonlethal damage, reduce the amount of damage taken by 1.

# CURATIVE MYRRH

PRICE 50 GP WEIGHT —

When you burn this powerful resin, it fills eight contiguous 10foot cubes with faint smoke that persists for 8 hours. Creatures resting or receiving long-term care in the smoke from curative myrrh regain 1 additional hit point per level. Multiple uses of curative myrrh in a 24-hour period do not stack.

## LIQUID BREEZE

PRICE 30 GP WEIGHT —

Developed in ancient times to ease travels across the harsh deserts of Kelesh, liquid breeze is a common ware in markets catering to travelers, adventurers, and explorers. This soothing liquid grants the benefits of *endure elements* for 8 hours, but only against hot environments. This effect is nonmagical and can't be dispelled.

## SPECIAL MATERIAL: SUNSILVER

An advanced form of alchemical silver, sunsilver is the pride of the Padishah Empire's war smiths. A weapon made of sunsilver counts as alchemical silver for all purposes. Items not primarily made of metal are not meaningfully affected by being partially made of sunsilver. (For example, a scimitar or breastplate can be made of sunsilver, while a quarterstaff or hide armor cannot.) In addition, items made of sunsilver are immune to rust effects (such as *rusting grasp*). While in an area of bright light, a shield or suit of armor made of sunsilver shines brightly, allowing the wearer to reflect light at nearby foes as a move action. When she does so, creatures adjacent to the wearer must succeed at a DC 12 Fortitude save or be dazzled for 1 round.

Armor and weapons made of sunsilver are always masterwork. To determine the price of a sunsilver item, add 25 gp per pound to the price of a masterwork version of that item. Sunsilver has 10 hit points per inch of thickness and hardness 8.



# POPPETS

Humanoid in shape and constructed of base materials, poppets are designed to accompany explorers into dangerous places and help with simple tasks.

# **POPPET STATISTICS**

The following statistics represent a standard poppet without any modifications.

CR 1/3

# POPPET

XP 135
N Tiny construct
Init +2; Senses darkvision 60 ft., low-light vision;
Perception -3
DEFENSE
AC 14, touch 14, flat-footed 12
(+2 Dex, +2 size)
hp 5 (1d10)
Fort +0, Ref +2, Will -3

Immune construct traits Weaknesses vulnerable to fire

# OFFENSE

**Speed** 20 ft. **Melee** slam +2 (1d2–1) **Space** 2-1/2 ft.; **Reach** 0 ft. **STATISTICS** 

Str 8, Dex 14, Con —, Int —, Wis 5, Cha 1 Base Atk +1; CMB +1; CMD 10

Poppets resemble humanoid mannequins standing 1 foot tall and weighing 6 pounds. Their faces have only the crudest features, if any at all.

Each poppet is connected to a wooden token as a part of its creation, typically shaped into a doll or piece of jewelry. The poppet follows orders given by the individual keyed to this token, so long as that individual carries or wears the token. The individual currently keyed to the token can give it to another—transferring control of the poppet—in a 1-minute ritual. This transfer is typical when a poppet is sold to a new owner.

Poppets have no minds of their own, and so carry out orders explicitly as they are instructed, even if their situation makes the command nonsensical. Poppets can only perform simple manual labor, but they can be commanded to perform simple tasks at certain times, or when certain conditions are met.

#### CONSTRUCTION

Poppets are among the simplest of constructs. The creator must start with quality pieces of wood and wicker worth 10 gp.

#### **POPPET, TINY**

CL 1st; Price 310 gp

#### CONSTRUCTION

Requirements Craft Construct or Craft Poppet, make whole, mending; Skill Craft (carpentry) DC 15; Cost 160 gp

#### **POPPET VARIANTS**

Poppets can be enhanced with a variety of abilities or built in a slightly larger size.

#### **POPPET AUGMENTATIONS**

The following abilities can be added to a poppet at the time of creation or added later to a poppet under the crafter's control. Each augmentation is listed with the additional price to a buyer, as well as the additional requirements that a crafter must meet to produce the augmentation (in addition to the Craft Construct or Craft Poppet feat), followed by the additional cost to the crafter.

Unless otherwise stated, a poppet can gain each augmentation only once.

Agile Poppet (Price +200 gp): The poppet's joints are carefully articulated to provide it a more flexible range of motion. The poppet gains Acrobatic, Athletic, or Stealthy as a bonus feat. A poppet can gain this augmentation up to three times, providing the poppet with a different feat each time. **Requirements:** *minor creation*; **Cost:** +100 gp.

Armored Poppet (Price +300 gp): An armored poppet has thick wooden plates around its torso. The poppet gains a +2 armor bonus to AC. Requirements: mage armor; Cost: +150 gp.

**Durable Poppet (Price +500 gp)**: A durable poppet can sustain more blows before breaking apart. It gains 10 additional hit points. **Requirements**: *false life*; **Cost**: +250 gp.

Fleet Poppet (Price +250 gp): The poppet has longer legs, allowing it to move more quickly. The poppet's base land movement speed increases from 20 feet to 30 feet.
Requirements: expeditious retreat or longstrider; Cost: +125 gp.

Heavy Lifter (Price +250 gp): The poppet has a series of harnesses, plates and sturdy leather straps that allow it to distribute weight more evenly. The poppet's carrying capacity

triples. **Requirements**: ant haul<sup>APG</sup>; **Cost**: +125 gp.

Mighty Poppet (Price +400 gp): The poppet's Strength score increases

by 4. **Requirements**: *bull's strength*; **Cost**: +200 gp.

Nimble Poppet (Price +400 gp): The poppet's Dexterity score increases by 4. Requirements: cat's grace; Cost: +200 gp.

**Scaling Poppet (Price +400 gp)**: The poppet's construction integrates climbing tools, allowing it to move across steep surfaces with ease. It gains a climb

speed of 20 feet. A poppet must have the Athletic feat before

gaining this augmentation. **Requirements**: *minor creation, spider climb*; **Cost**: +200 gp.

**Sealed Poppet (Price +200 gp):** A layer of protective sealants protects the poppet from flames. The poppet loses its vulnerability to fire. **Requirements**: *resist energy*; **Cost**: +100 gp.

**Soaring Poppet (Price +800 gp):** The poppet gains a rudimentary pair of wings, granting it the ability to fly at a speed of 20 feet with poor maneuverability. A poppet can gain this augmentation a second time to increase its fly speed to 30 feet and gain Hover as a bonus feat. A poppet must have the Acrobatic feat before gaining this augmentation. **Requirements:** *fly, minor creation;* **Cost:** +400 gp.

#### Swimming Poppet (Price +400 gp): The

poppet bears fins, flippers, or other accessories to assist with swimming. It gains a swim speed of 20 feet. A poppet must have the Athletic feat before gaining this augmentation. **Requirements:** *minor creation, water breathing*; **Cost:** +200 gp.

#### **SMALL POPPETS**

Small poppets are more durable but more expensive than typical poppets. They can also gain augmentations, but the extra material required doubles an augmentation's cost.

#### 

N Small construct

Init +1; Senses darkvision 60 ft., low-light vision; Perception -3
DEFENSE
AC 12, touch 12, flat-footed 11 (+1 Dex, +1 size)
hp 15 (1d10+10)
Fort +0, Ref +1, Will -3
Immune construct traits
Weaknesses vulnerable to fire
OFFENSE
Speed 20 ft.

**Melee** slam +3 (1d3+1)

STATISTICS

Str 12, Dex 12, Con —, Int —, Wis 5, Cha 1 Base Atk +1; CMB +1; CMD 12

Small poppets are the size of human toddler, standing about 2 feet tall and weighing approximately 30 pounds.

#### CONSTRUCTION

Small poppets require quality pieces of wood or wicker worth 100 gp.

#### POPPET, SMALL

CL 3rd; Price 900 gp

Requirements Craft Construct or Craft Poppet, make whole, mending; Skill Craft (carpentry) DC 18; Cost 500 gp

#### **FEATS**

The following new feats are useful for characters who want to craft poppets or forge a closer magical connection with one.

#### **CRAFT POPPET (ITEM CREATION)**

Some construct builders learn their art by creating poppets. **Prerequisite:** Caster level 1st.

**Benefit:** You can craft poppets and add augmentations to existing poppets that you control. You are treated as having both Craft Arms and Armor and Craft Wondrous Item for the purpose of fulfilling the prerequisites for Craft Construct.

#### **POPPET FAMILIAR**

You may select a poppet as your familiar. **Prerequisites:** Ability to acquire a new

familiar, caster level 3rd.

**Benefit:** You can choose a standard Tiny poppet that you control as your familiar. This poppet cannot have any existing augmentations. You absorb the poppet's token harmlessly into your

body, making it impossible for you to transfer control of the poppet thereafter. A poppet familiar uses the rules for regular familiars, with the following exceptions: its type does not change, and it does not gain the ability to speak with others of its kind. The poppet's Wisdom score increases to match its Intelligence score and it can speak and understand one language chosen by you at the time you select the poppet as your familiar. A poppet familiar has Craft, Perception, Profession, and Stealth as class skills. A poppet familiar cannot receive augmentations from crafting, but its connection to you allows it to spontaneously generate augmentations of your choice as you increase in level.

If your caster level is 5th or higher, your poppet familiar either becomes Small in size or gains two augmentations of your choice. You do not need to meet the requirements (or pay the construction cost) to craft these augmentations. At caster level 7th, and every 2 caster levels thereafter, your poppet familiar gains an additional augmentation of your choice.

If your caster level is 7th or higher, your poppet familiar gains the ability to generate spray of splinters as a breath weapon that deals 1d6 points of piercing damage in a 15-foot cone. At caster level 9th and every 2 caster levels thereafter, the damage increases by 1d6 (to a maximum of 7d6 at 19th level). A poppet can use this breath weapon three times per day.

If your poppet familiar is lost or destroyed, you can replace it with another standard Tiny poppet that you control by undertaking a ritual that takes 8 hours to complete. If your previous poppet familiar was Small or had gained augmentations, you can choose different augmentations for your new poppet familiar.



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# MISCELLANEOUS EQUIPMENT

# The following lists compile the information for new gear in this book other than armor and weapons.

### **ADVENTURING GEAR**

ADVENIORINO GEAR		
Item	Price	Weight
Adventurer's sash	20 gp	3 lbs.*
Cane (simple)	2 ср	3 lbs.*
Cane (common)	1 sp	3 lbs.*
Cane (elegant)	25 gp	4 lbs.*
Cane, hollow	+1 gp	-
Charcoal	5 sp	1911 - 2000
Chest, Small treasure	3 др	25 lbs.
Chest, Medium treasure	7 gp	50 lbs.
Chest, Large treasure	15 gp	100 lbs.
Chest, Huge treasure	37 др	250 lbs.
Climber's planks	20 gp	4 lbs.
Conversation tube	10 gp	3 lbs.
Crutch	5 sp	2 lbs.*
Dusk lantern	35 gp	4 lbs.
False teeth (clockwork)	100 gp	1/2 lb.
False teeth (common)	5 gp	-
False teeth (masterwork)	50 gp	
Gauntlet magnet	75 gp	1/2 lb.*
Mirror ball	100 gp	1 lb.
Nautical chart	25 gp	
Pantograph	50 gp	2 lbs.
Rope recaller	250 gp	30 lbs.
Scroll case, spring loaded	5 gp	1 lb.
Wheelchair	20 gp	25 lbs*
Wing sheaths	10 gp	10 lbs. *

#### **ALCHEMICAL REMEDIES**

Item	Price	Weight	Craft DC
Anesthetic wine	50 gp	1 lb.	20
Curative myrrh	50 gp	-	20
Liquid breeze	30 gp	-	20
Surgical jelly	300 gp	1 lb.	25
Troll styptic	100 gp		25

#### ALCHEMICAL TOOLS

Item	Price	Weight	Craft DC
Beast-scent	75 gp	1/2 lb.	25
Ghost ink	25 gp		25
Gloomstick	25 gp	1 lb.	25
Minkaian ceremonial tea	900 gp		35
Nalinivati's kiss	40 gp		30
Spirit-vision ink	25 gp		30

#### **ALCHEMICAL WEAPONS**

Item	Price	Weight	Craft DC
Bolt (acid)	40 gp		25
Bolt (alchemical fire)	50 gp	_	25
Bolt (liquid ice)	40 gp	— — — — — — — — — — — — — — — — — — —	25

Bolt (poison)	25 gp	-	20
Darkflare	1 gp		25
Kitumu's ire	75 gp	-	30
Tress tincture	50 gp	-	25

### CLOTHING

Item	Price	Weight
Burglar's outfit	5 gp	5 lbs.*
Chausses	1 gp	3 lbs.*
Corset	1 sp-200 gp	3 lbs.*
Courtesan's outfit	8 gp	4 lbs.*
Dancer's garb	100 gp	5 lbs.*
Dancer's garb, silver	200 gp	5 lbs.*
Executioner's outfit	5 gp	8 lbs.*
Gambeson	1 gp	4 lbs.*
Headscarf	1 sp-10 gp	
Shinobi shozoku	50 gp	2 lbs.*
Silk kimono	200 gp	5 lbs.*
Sparring gear	35 sp	15 lbs.*
Squire's outfit	5 gp	8 lbs.*
Stiletto boots	10 gp	1 lb.*

# MAGIC ITEMS

Item	Price	Weight
Gloves of improvised might +1	4,000 gp	1 lb.
Gloves of improvised might +2	16,000 gp	1 lb.
Gloves of improvised might +3	36,000 gp	1 lb.
Gloves of improvised might +4	64,000 gp	1 lb.
Gloves of improvised might +5	100,000 gp	1 lb.
Quickmetal bracers (adamantine)	5,000 gp	1 lb.
Quickmetal bracers (cold iron)	2,000 gp	1 lb.
Quickmetal bracers (silver)	1,000 gp	1 lb.
Ring of balanced grip	1,600 gp	
Scrap collector's strap	500 gp	1

# TOOLS

Item	Price	Weight
Bear trap (offset)	3 др	10 lbs.
Bear trap (sawtooth)	1,800 gp	20 lbs.
Boline	10 gp	2 lbs.
Dissipating fan	150 gp	6 lbs.
Linguist's codex (standard)	50 gp	3 lbs.
Linguist's codex (expanded)	200 gp	5 lbs.
Portable terrarium	100 gp	4 lbs.
Shears (small)	5 sp	1/2 lb.
Shears (lopping)	3 др	8 lbs.
Shears (adamantine)	3,003 gp	8 lbs.

#### POISONS

FUISUNS							
Poison	Туре	Fort DC	Onset	Frequency	Effect	Cure	Price
Grinding joint paste	Ingested	16	10 min.	1/min. for 6 min.	1d4 Dex and pain (see text)	1 save	2,100 gp
Halo mushroom toxin	Ingested	18	10 min.	1/min. for 6 min.	Distraction (see text)/1d4 Wis	2 saves	500 gp
Leng's tears	Contact	18	1 rd.	1/10 min. for 1 hour	1d2 Wis and paralyzed 10 min	1 save	1,500 gp
Night's-eye dust	Inhaled	14	-	1/rd. for 6 rds.	Shaken/blinded	2 saves	900 gp
Rainbow scarab shell	Injury	14	1 rd.	1/rd. for 4 rds.	1d4 Str and suffocation	1 save	150 gp
Skinsap extract	Injury	16		1/rd. for 6 rds.	Staggered and confused	1 save	1,400 gp
				(see text)/1d2 Dex			
Sweetdream	Inhaled	19	1 rd.	1/min. for 2 min.	Sleep and forget (see text)	1 save	900 gp

\* These items weigh one-quarter this amount when made for Small characters.

# **ARMED FOR ADVENTURE**

Following in the tradition of the most popular Pathfinder Player Companion of all time, *Adventurer's Armory 2* is a comprehensive guide to equipment of all sorts. Containing a wide array of new adventuring gear, alchemical items, armor, clothing options, magic items,poisons, tools, traps, and weapons to outfit any character, this guide is a welcome addition to any armory. Whether you're looking to gain the edge in combat or fit in to a social situation, *Pathfinder Player Companion: Adventurer's Armory 2* has you covered! Inside this book you'll find:

- ► New feats, spells, and skill tricks to allow any adventurer to get the most out of the equipment they already own.
- ► Armor and weapon modifications, allowing smiths or skilled adventurers to customize equipment on the fly to meet specific needs.
- New construct familiars known as poppets—stuffed or wicker dolls crafted to carry out simple tasks at their masters' bidding.

This Pathfinder Player Companion is intended for use with the Pathfinder Roleplaying Game and the Pathfinder campaign setting, but can easily be incorporated into any fantasy world.



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