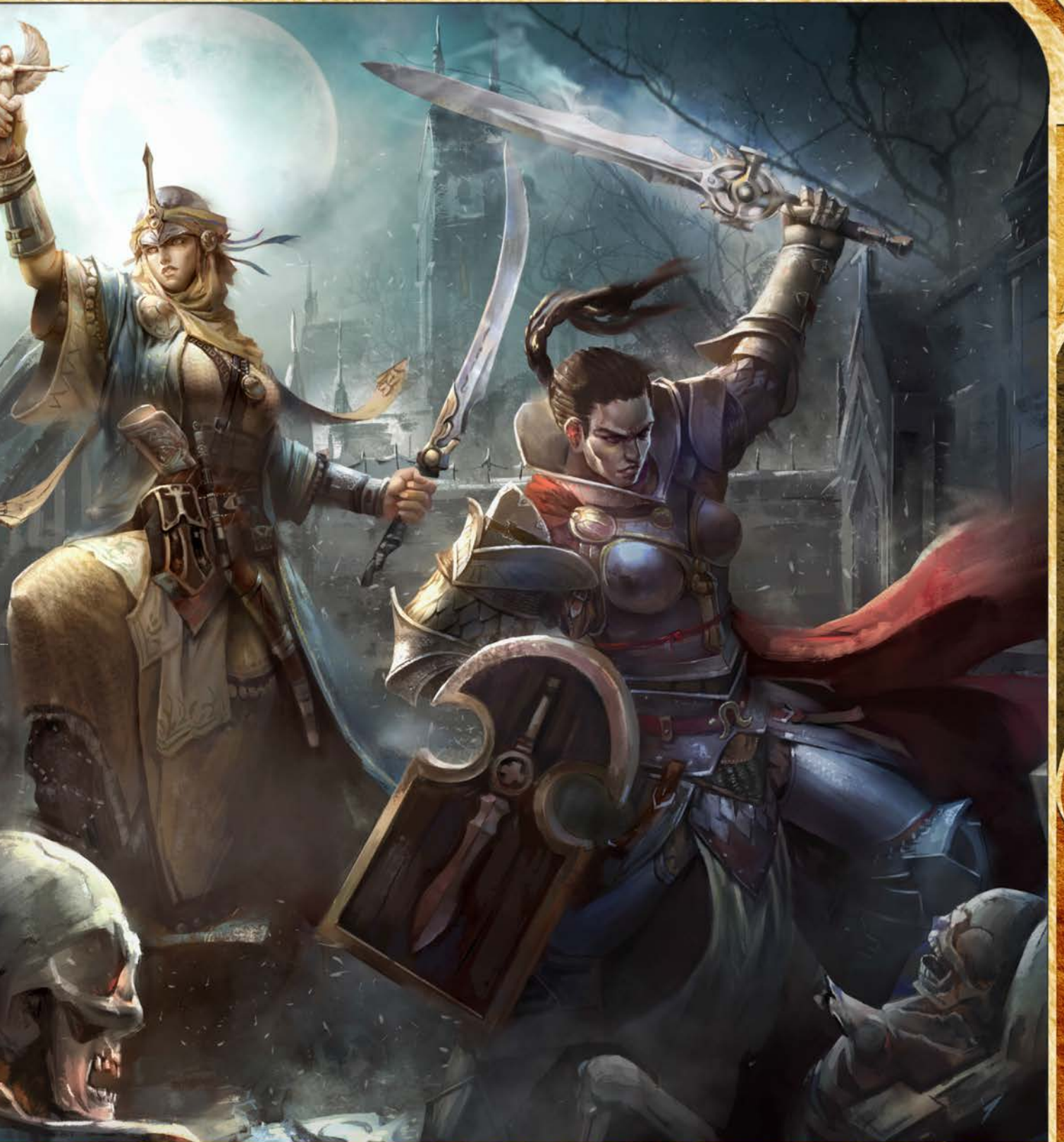




CHAPTER THREE



OPTIONS

POWER OF THE GODS

The gods of the Pathfinder Campaign Setting play significant roles in the lives of Golarion's people and the designs of some of the world's most powerful organizations, from the holy crusaders in the Worldwound to the staunch atheists of Rahadoum. The faiths and philosophies of these characters play out not only in their actions, but in the mechanics that drive them as part of the Pathfinder Roleplaying Game. Traits, feats, spells, and prestige classes with ties to deities and faiths can all help define a character's nature and role within a party or a story.

This chapter provides numerous options for followers of the deities presented in the previous chapters, including three new faith-based prestige classes, over 100 new traits, scores of new feats, dozens of spells, and a treasure trove of new magic items, including a magic altar for each of the 20 core deities of the Inner Sea region.

Many of the new rules presented in this chapter have close ties to a single deity, but followers of other faiths can use them as well. A priest of Nethys may be the first mortal to discover a new spell, but spellcasters of other faiths can research it thereafter, and other deities may grant it to their servants. A magic item may have been first crafted at a forge dedicated to Torag, but that doesn't preclude another craftsman from replicating the process; in fact, the Forgefather would likely smile upon such an act. When exploring options for your character that are associated with a deity different from the one she worships, check with your GM to see if doing so is appropriate. He might wish to restrict options from certain religions, slightly alter the flavor of the item, or incorporate your discovery possession of it into the campaign's story.

Each deity entry in Chapter 1 presents an index of rules elements in this chapter that are directly or thematically tied to their respective faiths. Refer to those sections to find associated feats, spells, traits, and magic items from the following pages to make your character's faith shine through in her abilities.

PRESTIGE CLASSES

Clerics, inquisitors, and other divine spellcasters are tied closely to their deities, but other characters who are devout servants of Golarion's gods can also draw upon their power. The three prestige classes in this book are designed to give these characters mechanical and thematic links to their patrons. Characters of all types

will find the evangelist (page 198) an intriguing option for incorporating the powers and tenets of their chosen faith into the abilities they already receive from their base classes. Divine spellcasters will find the exalted (page 200) empowers them to embody the essence of their faith and inspire others to follow their chosen religion, whether the exalted operates within the church structure or apart from it. The sentinel (page 202) presents opportunities for characters with a martial bent to become champions of their patron deity, serving as divine warriors with power channeled directly from their god.

All three prestige classes require the Deific Obedience feat (page 210), granting access to various abilities unique to the character's patron deity. For a complete listing of the granted powers for sentinels, evangelists, exalted, along with those who take the Deific Obedience feat, see each god's entry in Chapter 1. Whenever an ability refers to a "sacred or profane bonus," the type matches that of the character's bonus from performing his obedience. See page 174 for advice on playing an obedient worshiper of any of the other gods detailed in Chapter 2.

FEATS

Feats often define a character's abilities and style both in and out of combat, regardless of her class. The feats presented in this chapter provide mechanical benefits specific to characters of many of the gods of the Inner Sea, helping to define the unique powers available to members of every faith, and may also provide tools for outlining a character's philosophy toward her faith. Many of the included feats have a particular patron deity as a prerequisite, but others may be selected by members of any religion.

RELIGION TRAITS

Even characters without a large investment in their faith may still show signs of their upbringing within their chosen church, or bear the mark of a religion that has influenced who they are or the way that they see the world. The traits provided in this section give characters of nearly every religion at least one possible background trait to further tie them to their deity. All the included traits are religion traits, and can be selected at character creation, or by taking the Additional Traits feat (*Pathfinder RPG Advanced Player's Guide* 150). For more information on traits, see page 326 of the *Advanced Player's Guide* or page 51 of *Pathfinder RPG Ultimate Campaign*.

SPELLS

Arcane and divine spellcasters alike are sure to find these deity-themed spells useful in carrying out their gods' wills with their magical abilities. Whether granted by a cleric's patron or as the result of a wizard's expansive research into the magic of another faith, these spells provide magical characters the tools they need to evoke their faith through the spells they cast.

SUBDOMAINS

Players looking for ways to give clerics specialization options beyond domain selection will find a wealth of choices in the subdomains found in this section. For a complete list of all subdomains available to clerics of each deity detailed in this book, see the appendix on page 316.

MAGIC ITEMS

No rules compendium would be complete without a stockpile of new magic items. In this chapter, you'll find weapons (page 254), armor (page 250), rings (page 258), wondrous items (page 260), and a new category of magic item: the permanent and powerful altars of the Inner Sea region's core deities (page 246).

OTHER SOURCES

A number of other sources provide extensive character options for characters of all faiths, expanding on the cults and religions of Golarion and opening doorways beyond those detailed here.

Pathfinder Adventure Path: The articles included in every volume of Pathfinder Adventure Path regularly feature in-depth explorations of the deities and faiths of Golarion, similar to those found in Chapter 1.

Pathfinder Campaign Setting: Book of the Damned Series: Divided into three volumes (*Princes of Darkness*, *Lords of Chaos*, and *Horsemen of the Apocalypse*), the most evil servants of the gods will find a host of patrons, new prestige classes, spells, special magic items, and more in these foul tomes.

Pathfinder Campaign Setting: Chronicle of the Righteous: Adherents of the mystery cults of the angelic empyreal lords will find the details on these good-aligned demigods and the associated mechanics useful.

Pathfinder Player Companion: Champions of Balance: This guide to playing lawful, chaotic, and neutral characters is an asset to any character who views the battle between chaos and order as more important than the struggle between good and evil.

Pathfinder Player Companion: Champions of Corruption: Players of evil-aligned characters will find the tools in this book helpful in emulating their alignments, serving their dark patrons, and spreading corruption throughout the Inner Sea regions.

Pathfinder Player Companion: Champions of Purity: This player's guide presents character options for good-aligned characters of any class and faith, with an emphasis on redemption.

Pathfinder Player Companion: Faiths & Philosophies: For characters who follow philosophies such as the Green Faith, atheism, shamanism, or the Prophecies of Kalistrade, this book presents options to make these faiths (or lack thereof) as pronounced as those of followers of the deities described in this book.

Pathfinder Player Companion: Mythic Origins: Expanding on the powers of *Pathfinder RPG Mythic Adventures*, this guide gives players options to trace their mythic might to the gods of Golarion, whether through amazing encounters or direct blood relations.



PRESTIGE CLASSES

EVANGELIST

Though all faiths have their dedicated priests and righteous warriors, gods inspire devotion from a wide range of individuals. Rogues who specialize in stealth and poisons might swear allegiance to Norgorber, while wandering bards sing songs in praise of Desna. Even the most powerful deity is not too proud to turn such followers aside, for the worship of passionate acolytes is precious regardless of their backgrounds, professions, races, or ages, and they might lead others to the faith by example. These unusual but skillful followers of the gods are called evangelists.

An evangelist could have a childhood rooted in wealth or poverty, hail from the north or the south, and may have been raised in her faith or come to it late in life. She may follow one path strictly or dabble in multiple professions. She may be of any race and pledge her faith to any of the core deities. Of all the preeminent followers of the core deities, the evangelist is the hardest to predict and shows the most variety in her abilities.

Hit Die: d8.

REQUIREMENTS

To qualify to become an evangelist, a character must fulfill all of the following criteria.

Alignment: Within one step of chosen deity.

Deity: Must worship a single, specific deity. While any worshiper of any deity can become an evangelist, the unique focus of each faith inspires individuals of different backgrounds to aspire to this path within that faith. Below are examples of the class types most likely to become evangelists in each of the major faiths of the Inner Sea region.

Abadar: Alchemist, cavalier, inquisitor, monk, wizard
Asmodeus: Cavalier, magus, monk, rogue, summoner
Calistria: Bard, ranger, rogue, sorcerer, witch
Cayden Cailean: Alchemist, bard, fighter, magus, rogue
Desna: Bard, magus, ranger, rogue, sorcerer
Erastil: Barbarian, druid, fighter, ranger, wizard
Gorum: Barbarian, cavalier, fighter, magus, sorcerer
Gozreh: Barbarian, druid, ranger, summoner, witch
Iomedae: Bard, cavalier, monk, paladin, ranger, wizard
Irori: Alchemist, bard, inquisitor, monk, wizard
Lamashu: Alchemist, barbarian, sorcerer, summoner, witch
Nethys: Alchemist, magus, sorcerer, summoner, wizard
Norgorber: Alchemist, fighter, magus, rogue, sorcerer
Pharasma: Fighter, inquisitor, oracle, sorcerer, witch

Rovagug: Barbarian, druid, fighter, sorcerer, summoner

Sarenrae: Cavalier, druid, inquisitor, sorcerer, wizard

Shelyn: Bard, fighter, rogue, sorcerer, summoner

Torag: Alchemist, cavalier, fighter, monk, wizard

Urgathoa: Magus, rogue, witch, wizard

Zon-Kuthon: Inquisitor, monk, rogue, summoner, witch

Feat: Deific Obedience*

Special: Any one of the following: base attack bonus +5, 5 ranks in any skill other than Knowledge (religion), or ability to cast 3rd-level spells.

CLASS SKILLS

The evangelist's class skills (and the key ability for each skill) are Craft (Int), Diplomacy (Cha), Heal (Wis), Knowledge (religion) (Int), Perception (Wis), and Profession (Wis).

Skill Ranks at Each Level: 6 + Int modifier.

CLASS FEATURES

The following are class features of the evangelist prestige class.

Weapon and Armor Proficiency: An evangelist is proficient with all simple weapons and light armor. An evangelist also gains weapon proficiency with her chosen deity's favored weapon.

Obedience (Ex): In order to maintain the abilities granted by this prestige class, including all abilities gained from aligned class (see below), an evangelist must perform a daily obedience to her chosen deity (see page 10).

Skilled: Evangelists possess a range of skills across multiple disciplines. At 1st level, an evangelist selects two skills to add to her class skill list. Once selected, these class skills can't be changed.

Aligned Class (Ex): Evangelists come from many different backgrounds, and they show an unusual range of diversity. At 2nd level, the evangelist must choose a class she belonged to before adding the prestige class to be her aligned class. She gains all the class features for this class, essentially adding every evangelist level beyond 1st to her aligned class to determine what class features she gains. She still retains the Hit Dice, base attack bonus, saving throw bonuses, and skill ranks of the prestige class, but gains all other class features of her aligned class as well as those of the evangelist prestige class.

Protective Grace (Su): The evangelist's chosen deity rewards her with heightened awareness and reaction skills, making her more difficult to strike in combat. At 2nd level, the evangelist gains a +1 dodge bonus to AC.

EVANGELIST

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+0	+0	+1	+0	Obedience, skilled
2nd	+1	+1	+1	+1	Aligned class, protective grace +1
3rd	+2	+1	+2	+1	Divine boon 1
4th	+3	+1	+2	+1	Gift of tongues
5th	+3	+2	+3	+2	Multitude of talents
6th	+4	+2	+3	+2	Divine boon 2
7th	+5	+2	+4	+2	Protective grace +2
8th	+6	+3	+4	+3	Gift of tongues
9th	+6	+3	+5	+3	Divine boon 3
10th	+7	+3	+5	+3	Spiritual form

This bonus increases to +2 at 7th level. The evangelist loses this bonus when she is denied her Dexterity bonus to AC.

Divine Boon: As the evangelist gains levels, she gains boons from her chosen deity. The nature of these boons varies depending on the evangelist's chosen deity. Each deity grants three boons, each more powerful than the last. At 3rd level, the evangelist gains the first boon. At 6th level, she gains the second boon, and at 9th level, she gains the third boon. Consult the Deific Obedience feat on page 210 and the core deity descriptions in Chapter 1 for details on these divine boons. When a divine boon grants a spell-like ability, the evangelist's caster level for the spell-like ability equals her total character level. This ability allows an evangelist to access these boons earlier than with the Deific Obedience feat alone; it does not grant additional uses of the boons once the character reaches the necessary Hit Dice to earn the boons normally.

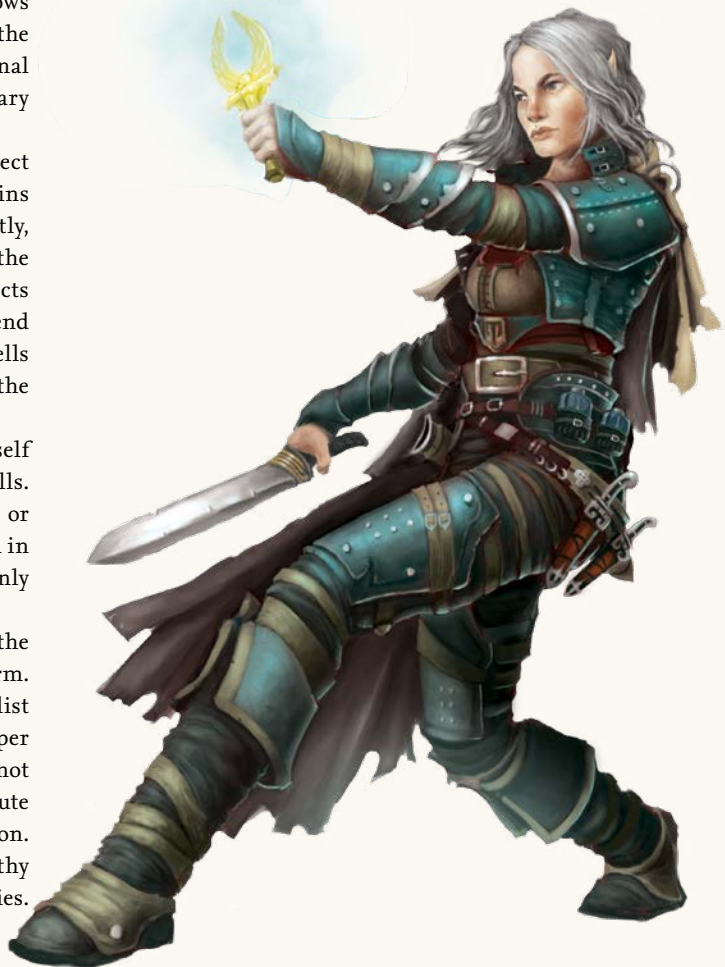
Gift of Tongues: At 4th level, the evangelist may select a new language as a gift from her chosen deity. She gains the ability to speak and write this new language fluently, so as to better communicate with those she meets in the course of her travels. At 8th level, the evangelist selects a second language to learn. The ability to comprehend these languages is an instantaneous divine gift, and spells and effects that dispel persistent effects can't remove the evangelist's gift of tongues.

Multitude of Talents (Ex): The evangelist finds herself in many strange situations requiring a variety of skills. Starting at 5th level, the evangelist gains a +4 sacred or profane bonus on any skill check attempted with a skill in which the character has no ranks. This bonus applies only to skill checks that can be made untrained.

Spiritual Form (Su): Upon reaching 10th level, the evangelist gains the ability to assume a spiritual form. Assuming this form is a standard action, and the evangelist can remain in spiritual form for a number of minutes per day equal to her character level. This duration does not need to be consecutive, but it must be used in 1-minute increments. Returning to her normal form is a free action.

The evangelist's spiritual form grants her telepathy to a range of 100 feet, as well as two variable abilities.

Upon reaching 10th level, the evangelist must choose the form of these two abilities, and once she has selected them they can't be changed. First, she chooses one ability score to which she gains a +4 bonus when in spiritual form. Second, she chooses one physical transformation from the following to gain when she transforms: wings (fly speed of 40 feet with good maneuverability), gills (ability to breathe water and a swim speed of 30 feet), or a single natural attack (a claw, bite, gore, slam, or tail sting that deals damage as appropriate for the evangelist's size) as well as a temporary appendage capable of making such an attack if necessary.



EXALTED

The exalted exemplifies the teachings of her faith. More than a religious leader, she is the embodiment of faith that all members of the religion strive to emulate. She may be part of the official religious hierarchy or an independent worshiper, but wherever she goes she inspires others to join or commit more fully to her faith.

Through constant meditation, reflection, and religious study, the exalted has forged a unique connection to her god. Though the exalted of every faith share certain granted abilities, each one also receives special abilities based on the specific teachings of her religion. An exalted of Torag acts and appears very differently from an exalted of Lamashtu, for example. All exalted conduct themselves with devotion and passion, however, inspiring zealotry through word and deed wherever they go.

Hit Die: d8.

REQUIREMENTS

To qualify to become an exalted, a character must fulfill all of the following criteria.

Alignment: Same as chosen deity.

Deity: Must worship a single, specific deity.

Feats: Deific Obedience*, Skill Focus (Knowledge [religion]).

Skills: Diplomacy 5 ranks, Knowledge (religion) 5 ranks.

Spells: Ability to cast 3rd-level divine spells.

CLASS SKILLS

The exalted's class skills (and the key ability for each skill) are Craft (Int), Diplomacy (Cha), Heal (Wis), Intimidate (Cha), Knowledge (planes), Knowledge (religion), Linguistics (Int), Perform (oratory) (Cha), Profession (Wis), Sense Motive (Wis), and Spellcraft (Int).

Skill Ranks at Each Level: 2 + Int modifier.

CLASS FEATURES

The following are class features of the exalted prestige class.

Weapon and Armor Proficiency: An exalted gains weapon proficiency with her chosen deity's favored weapon.

Spells per Day/Spells Known: At the indicated levels, an exalted gains new spells per day as if she had also gained a level in a spellcasting class to which she belonged before taking the prestige class. She

does not, however, gain other benefits a character of that class would have gained, except for additional spells per day, spells known (if she is a spontaneous spellcaster), and an increased effective level of spellcasting. If the character had more than one divine spellcasting class before becoming an exalted, she must decide to which class she adds the new level for the purposes of determining spells per day.

Divine Brand (Su): At 1st level, a mark appears somewhere on the exalted's body. The mark's location varies by individual and by faith, but the mark clearly represents the exalted's chosen deity. The divine brand generally appears in a location easy to display, such as on the hand, forearm, chest, or face. An uncovered divine brand functions as a silver holy (or unholy) symbol. If the divine brand is forcibly removed from an unwilling exalted, it reappears on her body 24 hours later.

Obedience (Ex): In order to maintain the abilities granted by this prestige class (including all spellcasting abilities that have been augmented by this prestige class), an exalted must perform a daily obedience to the deity she worships (see page 10).

Scholar (Ex): The exalted come from many backgrounds and study different aspects of their chosen faiths. At 1st level, an exalted may select one additional Knowledge skill to add to her list of class skills.

Vitality (Su): Divine energy suffuses the body of the exalted, making her more resilient. At 2nd level, the exalted gains a +2 sacred or profane bonus on Fortitude saves and on Constitution checks to stabilize.

Divine Boon: As the exalted gains levels, she gains boons from her chosen deity. The nature of these boons varies depending on the exalted's chosen deity. Each deity grants three boons, each more powerful than the last. At 3rd level, the exalted gains the first boon. At 6th level, she gains the second boon, and at 9th level, she gains the third boon. Consult the Deific Obedience feat on page 210 and the core deity descriptions in Chapter 1 for details on these divine boons. When a divine boon grants a spell-like ability, the exalted's caster level for the spell-like ability equals her total character level.

This ability allows an exalted to access these boons earlier than with the Deific Obedience



EXALTED

LEVEL	BASE ATTACK BONUS	FORT SAVE	REF SAVE	WILL SAVE	SPECIAL	SPELLS PER DAY
1st	+0	+0	+0	+1	Divine brand, obedience, scholar	+1 level of existing divine spellcasting class
2nd	+1	+1	+1	+1	Vitality	+1 level of existing divine spellcasting class
3rd	+2	+1	+1	+2	Divine boon 1	+1 level of existing divine spellcasting class
4th	+3	+1	+1	+2	Religious speaker	+1 level of existing divine spellcasting class
5th	+3	+2	+2	+3	Expanded portfolio	+1 level of existing divine spellcasting class
6th	+4	+2	+2	+3	Divine boon 2	+1 level of existing divine spellcasting class
7th	+5	+2	+2	+4	Aspect of divinity	+1 level of existing divine spellcasting class
8th	+6	+3	+3	+4	Ardent vision	+1 level of existing divine spellcasting class
9th	+6	+3	+3	+5	Divine boon 3	+1 level of existing divine spellcasting class
10th	+7	+3	+3	+5	Perform miracle	+1 level of existing divine spellcasting class

feat alone; it does not grant additional uses of the boons once the character reaches the necessary Hit Dice to earn the boons normally.

Religious Speaker (Ex): Through her intense studies, meditation, and discussions with other worshipers, the exalted has mastered the art of speaking about her faith. At 4th level, she gains a +2 competence bonus on Bluff, Diplomacy, and Perform (oratory) checks while her divine brand is visible.

Expanded Portfolio (Su): At 5th level, the exalted further increases her already impressive knowledge of her chosen deity's faith and is rewarded with increased powers in one of the spheres over which her deity holds sway. The exalted chooses a domain of her chosen deity to which she gains access, using her exalted level as her effective cleric level.

The exalted can also use each of the chosen domain's spells once per day as a spell-like ability, with a caster level equal to her exalted level. The exalted can use each spell-like ability only if she is able to cast divine spells of that level. If the exalted has any domain spell slots, she is also able to cast the chosen domain's spells in those slots as normal.

Aspect of Divinity (Su): At 7th level, the exalted gains a physical trait that reflects her faith. These physical traits vary by individual and deity; examples include hair with the appearance of fire or water, scaled or metallic flesh, talons, reptilian or glowing eyes, or a faint and colorful aura. The traits may be obvious or subtle, but in any case they confer no special attacks or abilities and impose a -4 penalty on Disguise checks.

In addition, the exalted gains a permanent *protection from chaos/evil/good/law* effect with a caster level equal to her character level. She must select one alignment from which her aura protects her, and the chosen alignment must be opposed to the exalted's alignment (and therefore her deity's). An exalted who is neutral chooses any of the four alignments. Once the exalted makes this choice, it can't be changed.

Ardent Vision (Sp): At 8th level, the exalted can always discern the enemies of her faith. She gains the ability to cast *detect chaos/evil/good/law* at will, with a caster level equal to her character level. The exalted must choose one alignment to detect that is opposed to her alignment (or one of her choice is if she is neutral), and once this choice is made it can't be changed.

Perform Miracle (Su): The exalted at the pinnacle of her abilities can create effects that are nothing short of miraculous. At 10th level, once per day the exalted can do one of the following things.

- Duplicate any cleric spell of 6th level or lower.
- Duplicate any other spell of 5th level or lower.
- Potentially undo the harmful effects of certain spells, such as *feeblemind* or *insanity*, that require *miracle* to counteract. To attempt to undo such a spell, the exalted must make a caster level check using her level in the spellcasting class to which she added her exalted levels (including the increases in spellcasting from her exalted levels) against a DC of 11 + the caster level of the targeted effect. On a success, the exalted counters the spell or effect. On a failure, the exalted does not counter the spell or effect, though she can try again after 24 hours.
- Make a request of her chosen deity in line with the above effects. Doing so requires a sacrifice of 10,000 gp in powdered diamond or another appropriate precious material based on the teachings of the deity's faith. Examples of potential effects include returning a fallen ally to life and full health, teleporting the exalted and her allies to a location with no chance of error, or protecting a town from a wildfire. In any event, a request that is out of line with the deity's nature is refused.

A duplicated spell allows saving throws and spell resistance as normal, but the save DCs are calculated as if it were a 7th-level spell. When an exalted uses this ability to duplicate a spell with a material component that costs more than 100 gp, she must provide that component.

SENTINEL

Every major deity boasts champions of some type, whether they are paladins sworn to Iomedae or barbarians who channel their destructive rage from Rovagug. The sentinel is a warrior who receives special powers in exchange for his service to a deity, and often serves as a guard for the deity's clergy. Some undergo official training, others experience visions leading them to their path, and some simply make the decision to pledge their lives to upholding their faith.

Sentinels frequently clash with enemies of their deity or champions of rival faiths, and occasionally work with other sentinels to undertake great quests or overcome challenging obstacles. Some inspire unique warrior orders dedicated to their faith, and legendary champions of the faith are often sentinels.

Hit Die: d10

REQUIREMENTS

To qualify to become a sentinel, a character must fulfill all of the following criteria.

Alignment: Within one step of chosen deity.

Deity: Must worship a single, specific deity.

Feats: Deific Obedience*, Weapon Focus (deity's favored weapon).

Special: Base attack bonus +5 or higher.

CLASS SKILLS

The sentinel's class skills (and the key ability for each skill) are Climb (Str), Craft (Int), Handle Animal (Cha), Intimidate (Cha), Knowledge (religion) (Int), Perception (Wis), Profession (Wis), Ride (Dex), Survival (Wis), and Swim (Str).

Skill Ranks at Each Level: 2 + Int modifier.

CLASS FEATURES

The following are class features of the sentinel prestige class.

Weapon and Armor Proficiency: Sentinels are proficient with all simple and martial weapons, with all types of armor (heavy, medium, and light), and with shields (except tower shields).

Obedience (Ex): In order to maintain the abilities granted by this prestige class, a sentinel must perform a daily obedience to his chosen deity (see page 10).

Symbolic Weapon (Su): When wielding his deity's favored weapon, the sentinel gains a +1 sacred or profane bonus on attack and damage rolls. These bonuses increase by 1 for every 3 levels he has in the sentinel prestige class (maximum +4). His deity's favored weapon also functions as a holy (or unholy) symbol when wielded by a sentinel.

Bonus Feat: At 2nd level and again at 7th level, the sentinel gains a bonus feat in addition to those gained from normal advancement. These bonus feats must be selected from those listed as combat feats. Sentinel levels stack with fighter levels for the purpose of qualifying for feats with a fighter level prerequisite. If the bonus feat selected requires the sentinel to select a specific weapon for the feat to apply to (such as Greater Weapon Focus), the sentinel must select his deity's favored weapon.

Divine Boon: As the sentinel gains levels, he gains boons from his chosen deity. The nature of these boons varies depending on the sentinel's chosen deity. Each deity grants three boons, each more powerful than the last. At 3rd level, the sentinel gains the first boon. At 6th level, he gains the second boon, and at 9th level, he gains the third boon. Consult the Deific Obedience feat on page 210 and the core deity descriptions in Chapter 1 for details on these divine boons. When a divine boon grants a spell-like ability, the sentinel's caster level for



SENTINEL

LEVEL	BASE ATTACK BONUS	FORT SAVE	REF SAVE	WILL SAVE	SPECIAL
1st	+1	+1	+0	+0	Obedience, symbolic weapon +1
2nd	+2	+1	+1	+1	Bonus feat
3rd	+3	+2	+1	+1	Divine boon 1, symbolic weapon +2
4th	+4	+2	+1	+1	Divine quickness +2
5th	+5	+3	+2	+2	Aligned strike, stalwart
6th	+6	+3	+2	+2	Divine boon 2, symbolic weapon +3
7th	+7	+4	+2	+2	Bonus feat, practiced combatant
8th	+8	+4	+3	+3	Divine quickness +4, righteous leader
9th	+9	+5	+3	+3	Divine boon 3, symbolic weapon +4
10th	+10	+5	+3	+3	Unstoppable warrior

the spell-like ability equals his total character level. This ability allows a sentinel to access these boons earlier than with the Deific Obedience feat alone; it does not grant additional uses of the boons once the character reaches the necessary Hit Dice to earn the boons normally.

Divine Quickness (Ex): Starting at 4th level, so long as the sentinel carries his deity's favored weapon, he gains a +2 sacred or profane bonus on initiative checks. The weapon doesn't need to be carried in hand, but must at least be on his person and accessible enough that he can wield it with no greater than a move action. At 8th level, this bonus increases to +4.

Aligned Strike (Su): The sentinel's righteous fervor allows him to cut through certain types of damage reduction. At 5th level, the sentinel gains the ability to bypass a specific type of damage reduction when wielding his deity's favored weapon. The type of damage reduction his weapon bypasses is based on his chosen deity's alignment. The sentinel chooses this type of damage reduction when he gains this ability and this choice can't be changed. He can choose only one of the aligned weapon types regardless of how many options he has based on his deity's alignment. For example, a sentinel of Iomedae can treat his weapon as *axiomatic* or *holy*, but not both. The choices are as follows.

Lawful: The sentinel can treat his weapon as *axiomatic* if his deity is lawful.

Chaotic: The sentinel can treat his weapon as *anarchic* if his deity is chaotic.

Good: The sentinel can treat his weapon as *holy* if his deity is good.

Evil: The sentinel can treat his weapon as *unholy* if his deity is evil.

Neutral: The sentinel can choose one of the four other weapon alignment types if his deity is neutral.

Stalwart (Su): At 5th level, the sentinel gains mental fortitude through his constant meditation and adherence to religious tenets. He gains a +2 sacred or profane bonus on saving throws to resist divine spells.

CHOSEN DEITY'S ALIGNMENT	DAMAGE REDUCTION
LG	10/evil
NG	5/evil and silver
CG	5/cold iron and evil
LN	10/chaotic
N	3/—
CN	10/lawful
LE	10/good
NE	5/good and silver
CE	5/cold iron and good

Practiced Combatant (Ex): At 7th level, the sentinel displays increased combat ability thanks to his extensive training and experience. He gains a +2 sacred or profane bonus on combat maneuvers he performs with his deity's favored weapon.

Righteous Leader (Ex): At 8th level, the sentinel's commitment to his faith and the deeds he does in the name of his god add to his reputation. He gains Leadership as a bonus feat, and is considered to qualify for that feat's special power leadership modifier. He takes no penalty for moving around a lot (normally this imposes a –1 penalty to a character's leadership score) but he takes double the usual penalty for recruiting a cohort of a different alignment (–2 instead of –1).

Unstoppable Warrior (Su): At 10th level, the sentinel becomes a stalwart paragon demonstrating incredible combat prowess. He gains damage reduction based on the alignment of his deity, as shown in the table.

In addition, the sentinel no longer falls unconscious when reduced to a negative hit point total, though he can take only a single standard or move action while at negative hit points, and he continues to lose hit points normally if he is not stabilized. Taking standard actions after becoming stable causes the sentinel's wounds to reopen, and he begins losing hit points normally again.

Once per day as a swift action, the sentinel can use *cure critical wounds*, but targeting only himself, with a caster level equal to his character level.

FEATS

The following feats are available to all characters and creatures that qualify for them. Many of these feats have prerequisites that require a character to be a worshiper

of the deity with which the feat is associated. As long as a character is a willing and devout worshiper of the deity in question, that character fulfills such a prerequisite.

FEAT	PREREQUISITES	BENEFITS
Arcane Insight	Arcane Shield ^{APG} , arcane spellcaster, caster level 10th, worshiper of Nethys	+1 bonus to AC when using Arcane Shield
Aura of Succumbing	Channel energy class feature, worshiper of one of the Four Horsemen	Channel energy to create aura that saps life from dying creatures
Beacon of Hope	Channel energy 3d6, worshiper of Milani	Channel positive energy to heal creatures and grant +2 morale bonus
Believable Veils	Caster level 3rd, ability to cast figments or glamers, worshiper of Sivanah	DC to disbelieve your figments and glamers is 2 higher
Bestow Hope	Improved Channel, channel energy class feature, worshiper of Sarenrae	Channel positive energy to heal creatures and alleviate fear conditions
Blessed Hammer	Ability to cast 3rd-level divine spells, proficient with warhammer, worshiper of Torag	Use warhammer as holy symbol and cast touch spells through it
Bloodletting [†]	Worshiper of Zon-Kuthon	Deal 1 bleed damage when you threaten a critical hit with a piercing or slashing weapon
Bloody Sabres [†]	Dex 15, Exotic Weapon Proficiency (sawtooth sabre), Two-Weapon Fighting, worshiper of Achaekek	When you hit with both your primary and off-hand sawtooth sabres, deal 1 bleed damage
Bloody Vengeance [†]	Base attack bonus +1, worshiper of Calistria	Study those who have damaged you to deal bleed damage
Bolster Undead	Channel energy 6d6, worshiper of Urgathoa	Channel negative energy to heal undead and grant +1 channel resistance
Breaker of Barriers [†]	Str 17, worshiper of Rovagug	+2 bonus on checks to break barriers, bull rush, and overrun
Bullseye Shot [†]	Point-Blank Shot, Precise Shot, base attack bonus +5	Gain +4 bonus on next ranged attack as a move action
Butterfly's Sting [†]	Combat Expertise, worshiper of Desna	Grant confirmed critical hit to an ally instead
Channel Discord	Channel energy 8d6, worshiper of a demon lord	Affect those damaged by your channeled energy with <i>song of discord</i>
Channel Endurance	Channel positive energy 3d6, worshiper of Gozreh	Affect those healed by your channeled energy with <i>endure elements</i>
Channel Hate	Channel energy 6d6, worshiper of Gyronna	Expend a use of channel energy to affect creatures with <i>vengeful outrage</i> ^{UM}
Channel Viciousness	Channel negative energy 4d6, worshiper of Gorum	Expend a use of channel energy to grant <i>vicious</i> special ability to allies' weapons
Charge of the Righteous [†]	Base attack bonus +1, any good alignment	When charging an undead creature, you don't take the -2 penalty to AC
Clarifying Channel	Channel energy class feature, worshiper of Shelyn	Channel positive energy to heal and grant extra save against charms and compulsions
Conversion Channel	Channel energy 7d6, worshiper of Asmodeus	Channel negative energy to heal undead, Asmodeans, and creatures who convert
Courage in a Bottle	Bravery class feature, worshiper of Cayden Cailean	Alcohol increases effects of your bravery class feature
Cruelty	Worshiper of Zon-Kuthon	+2 bonus on attacks and damage when you cause others to suffer
Curse of Vengeance	Ability to cast a curse spell or spell-like ability, worshiper of Calistria	Cast an immediate curse when you become helpless or are killed

INNER SEA GODS

FEAT	PREREQUISITES	BENEFITS
Deific Obedience	Knowledge (religion) 3 ranks, must worship a deity	Gain spell-like and other abilities in exchange for performing a daily obedience
Destroy Identity [†]	Critical Focus, base attack bonus +11, worshiper of Lamashtu	Deal Charisma damage and stagger target on a critical hit
Devilish Pride	Iron Will, worshiper of Asmodeus	Roll twice and take the better result on saves against the compulsions and charms of non-Asmodeans
Diabolical Negotiator	Skill Focus (Diplomacy), worshiper of Asmodeus	Diplomacy checks are based on Intelligence or Wisdom
Disciple of the Sword	Weapon Focus (longsword), cleric or inquisitor level 4th, worshiper of Iomedae	Gain benefits of Weapon Specialization (longsword)
Divination Guide	Caster level 3rd, ability to cast <i>augury</i> or <i>divination</i> , must worship a deity	Your divinations steer you from danger and grant a +1 bonus on saving throws
Divine Barrier	Channel energy class feature, worshiper of Apsu	Expend a use of channel energy to protect allies from energy damage
Divine Dignity	Combat Casting, ability to cast divine spells, worshiper of Abadar	Cast harmless spells without provoking attacks of opportunity
Perfect Casting	Combat Casting, Divine Dignity, ability to cast divine spells, worshiper of Abadar	Benefits of Divine Dignity extend to all divine spells
Divine Expression	Bard level 1st, cleric or oracle level 1st, worshiper of Shelyn	Add cleric or oracle levels to bard levels to determine rounds and actions for bardic performance
Dreamed Secrets	Ability to cast divine spells, caster level 7th, worshiper of a Great Old One or Outer God	Gain access to wizard spells through dreams
Drunken Brawler [†]	Endurance, worshiper of Cayden Cailean	Alcohol bestows a -2 penalty on Reflex saves, but grants temporary hit points and more
Eerie Sense	Ability to cast <i>detect undead</i> or <i>detect evil</i> , worshiper of Pharasma	Intuitively sense the presence undead
Elemental Vigor	Worshiper of an elemental lord	Gain temporary hit points and a +10 ft. bonus to speed while in elemental form
Fateful Channel	Channel positive energy 3d6, worshiper of Pharasma	Channel positive energy to heal and grant creatures a second roll on an attack, skill check, or save
Fearsome Finish [†]	Intimidating Prowess, worshiper of Lamashtu	+4 bonus on Intimidate checks to demoralize when you reduce an enemy to 0 or fewer hit points
Fey Friend	Worshiper of one of the Eldest	Gain a +2 bonus on Bluff, Diplomacy, and Sense Motive checks against fey
Flagellant	Endurance, character level 7th, worshiper of Zon-Kuthon	Gain a +4 bonus on saving throws against pain effects and nonlethal damage has a lesser effect on you
Forceful Channel	Channel negative energy 7d6, worshiper of Nethys	Channel negative energy to deal force damage and knock foes prone
Glorious Heat	Ability to cast divine spells, caster level 5th, worshiper of Sarenrae	Heal nearby allies when you cast fire spells
Hands of Valor	Lay on hands class feature, worshiper of Iomedae	Lay on hands to grant bonus on attacks and saves against fear
Hellish Shackles	Channel energy 5d6; worshiper of an archdevil, infernal duke, malbranche, or whore queen	Affect those damaged by your channeled energy with <i>dimensional anchor</i>
Heroic Interposition [†]	Dex 13, Dodge, Improved Initiative, Mobility, worshiper of an empyreal lord	Move your speed as an immediate action to move next to an enemy attacking an ally
Hunter of Dahak	Favored enemy (dragon), worshiper of Dahak	Your favored enemy bonuses increase by 2 against metallic dragons
Intrepid Rescuer [†]	Combat Reflexes, worshiper of Kurgess	Those you threaten that attack helpless, prone, or stunned allies provoke an attack of opportunity
Ironbound Master	Cleric level 7th, worshiper of Gorum	Gain armor training as a fighter

FEAT	PREREQUISITES	BENEFITS
Ki Channel	Channel positive energy class feature, worshiper of Irori	Channel positive energy to either heal creatures or replenish their ki points
Liberation Channel	Channel energy 7d6, worshiper of Cayden Cailean	Affect those healed by your channeled energy as per the spell <i>freedom of movement</i>
Magical Epiphany	Ability to prepare spells, worshiper of Nethys	Once per day, prepare a spell in an open spell slot as a standard action
Master of Knowledge	Int 17, Skill Focus (Knowledge [any]), worshiper of Irori	Once per day, treat a roll on your selected Knowledge skill check as a natural 20
Measured Response†	Base attack bonus +1, worshiper of Abadar	When you hit with a melee or ranged weapon attack, you can choose to deal the average amount of damage
Merciless Rush†	Improved Bull Rush, worshiper of Rovagug	When your bull rush exceeds your target's CMD by 5 or more, deal damage equal to your Strength modifier
Squash Flat†	Improved Bull Rush, Merciless Rush, worshiper of Rovagug	Whenever you exceed a bull rush attempt by 5 or more, trip the target as a free action
Messenger of Fate	Ability to cast <i>augury</i> , worshiper of Pharasma	Cast divination spells at +1 caster level, and increase your chance for correct divination
Nightmare Scars	Worshiper of Lamashtu	+2 bonus on Intimidate checks and to affect attitudes of magical beasts, monstrous humanoids, and worshipers of Lamashtu
Nimble Natural Summons	Augment Summoning, Spell Focus (conjunction), ability to cast <i>summon nature's ally</i> , caster level 6th, worshiper of Erastil	Summoned creatures may move freely through nonmagical undergrowth
Oath of the Unbound	Worshiper of Rovagug	+2 bonus on combat maneuver checks, Strength checks, and saving throws to break free of bonds and restraints
Ordered Mind	Caster level 7th, any lawful alignment	Counterspell with spells of the same school
Persuasive Performer	Versatile performance class feature, worshiper of Shelyn	Use any Perform skill in place of Diplomacy
Poisoner's Channel	Channel energy 3d6, worshiper of Norgorber	Channel negative energy to deal damage and impose a -4 penalty on saving throws to resist poison
Potion Glutton	Worshiper of Urgathoa	Drink potables as a swift action instead of a move action
Protective Channel	Channel energy 7d6, worshiper of Iomedae	Affect those healed by your channeled energy with <i>protection from evil</i>
Protector's Strike	Base attack bonus +5, smite evil class feature	Grant your deflection bonus to another creature when you smite evil
Reject Poison	Con 13, poison use class feature, worshiper of Norgorber	You have a 20% chance of not being affected by poisons
Riptide Attack	Improved Drag ^{APG} , Improved Trip, worshiper of Gozreh	Drag tripped foes as a swift action
Savior's Arrow	Ability to cast cure spells, proficient with longbow, worshiper of Erastil	Once per day, shoot an arrow that heals the target
Seductive Channel	Channel positive energy class feature, worshiper of Calistria	Creatures healed by your channeled energy may accept extra healing in exchange for susceptibility to your charms
Shadow Dodge	Dex 13, worshiper of Norgorber	+3 dodge bonus to AC when you move through normal or dim light
Shatter Resolve	Channel energy class feature, worshiper of Urgathoa	Creatures damaged by your channeled negative energy become shaken
Siphon Channel	Channel energy 3d6, worshiper of Ghlaunder	Gain temporary hit points when you deal damage with channeled negative energy
Spear Dancer†	Weapon Focus (any two-handed reach weapon), Perform (dance) 4 ranks	When you hit a creature with a two-handed reach weapon they are dazzled for 1 round
Spiked Destroyer†	Proficient with armor spikes	Use your armor spikes against foes you bull rush or overrun
Steady Engagement†	Combat Reflexes, Stand Still, worshiper of Irori	When you use Stand Still, you can attempt to disarm or trip as an immediate action



FEAT	PREREQUISITES	BENEFITS
Steelskin Channel	Channel energy 7d6, worshiper of Torag	Grant DR to creatures healed by your channeled positive energy
Stone Read	Knowledge (dungeoneering) 4 ranks	+3 bonus on Perception checks in mountainous or underground terrain
Stone Strider	Stonecunning racial trait, worshiper of Torag	Move freely through nonmagical rocky terrain
Sun Striker†	Critical Focus, Weapon Focus (scimitar), character level 7th, worshiper of Sarenrae	Critical hits against undead bypass DR and gain additional properties
Thicket Channel	Channel energy 7d6, worshiper of Erastil	Make plants in the area grow when you channel positive energy
To the Last†	Diehard, Endurance, worshiper of Gorum	You are no longer staggered when disabled
Torch Bearer†	—	Treat torch as a light weapon that deals damage as a mace
Trailblazing Channel	Channel energy 3d6, worshiper of Desna	Creatures healed by your channeled energy are not impeded by difficult terrain
Undermining Exploit	Knowledge (dungeoneering) 4 ranks	+4 bonus on combat maneuvers against foes on rocky difficult terrain
Wave Master	Worshiper of Gozreh	When you succeed at a Swim check you can move your full speed as a full-round action, or half your speed as a move action

† This is a combat feat and can be selected as a fighter bonus feat

ARCANE INSIGHT

Magical insight helps you evade attacks.

Prerequisites: Arcane Shield^{APG}, arcane spellcaster, caster level 10th, worshiper of Nethys.

Benefit: Whenever you use Arcane Shield, you also gain a +1 insight bonus to AC for 1 round.

AURA OF SUCCUMBING

Your foul patron's influence hastens death's approach.

Prerequisites: Channel energy class feature, worshiper of one of the Four Horsemen.

Benefit: As a swift action, you can expend one of your uses of channel energy to emanate a 30-foot-radius aura of succumbing for a number of rounds equal to your effective cleric level. Dying creatures in the area take 1 point of damage per die of your normal channel negative energy damage at the start of your turn each round. A successful Will save (DC equal to the DC of your channel energy ability) halves this damage. Whenever a living creature dies while within your aura of succumbing, you gain a number of temporary hit points equal to that creature's Hit Dice. These temporary hit points last for 1 hour.

BEACON OF HOPE

Your hope inspires allies in their struggles.

Prerequisites: Channel energy 3d6, worshiper of Milani.

Benefit: When you channel positive energy to heal living creatures, those you heal gain a +2 morale bonus on saving throws, attack rolls, ability checks, and skill checks for a number of rounds equal to your Charisma bonus (minimum 1 round).

BELIEVABLE VEILS

The teachings of your deity help you keep your secrets safe.

Prerequisites: Caster level 3rd, ability to cast at least one glamor or figment, worshiper of Sivanah.

Benefit: Once per day when you create a glamor or figment effect, you can empower the effect so that the DC to disbelieve it is 2 higher than normal.

BESTOW HOPE

You instill hope in the creatures you heal.

Prerequisites: Improved Channel, channel energy class feature, worshiper of Sarenrae.

Benefit: When you heal a creature by channeling positive energy, you also relieve its fear. If a creature you heal is shaken, that condition ends. If the creature is frightened, it becomes shaken instead. If the creature is panicked, it becomes frightened instead.

BLESSED HAMMER

Your god's power radiates from your warhammer.

Prerequisites: Ability to cast 3rd-level divine spells, proficient with warhammer, worshiper of Torag.

Benefit: You can use any warhammer you wield as a holy symbol when casting spells that require a divine focus or when you channel energy.

Furthermore, as a swift action when you cast a divine touch spell, you can choose to have the warhammer carry the charge of the spell instead of your hand. When you deliver a touch spell with your warhammer you can do so as part of melee attack made with the warhammer. If you drop the warhammer or the warhammer is disarmed while carrying a charge, the charge is lost.

FEATS

BLOODLETTING (COMBAT)

When you attack with a piercing or slashing weapon, the wounds you cause bleed profusely.

Prerequisite: Worshiper of Zon-Kuthon.

Benefit: Whenever you threaten a critical hit with a piercing or slashing weapon (regardless of whether you confirm the critical hit or not), you deal 1 point of bleed damage to the targeted creature.

BLOODY SABRES (COMBAT)

Imitating the forms of your god, you strike deep and inflict a bloody wound.

Prerequisites: Dex 15, Exotic Weapon Proficiency (sawtooth sabre), Two-Weapon Fighting, worshiper of Achaek.

Benefit: If you hit an opponent with both your primary weapon and your off-hand weapon as part of the same attack action, and both of those weapons are sawtooth sabres, you deal 1 point of bleed damage in addition to the normal damage dealt by these attacks.

BLOODY VENGEANCE (COMBAT)

Your retaliatory strikes have long-lasting effects.

Prerequisites: Base attack bonus +1, worshiper of Calistria.

Benefit: If an opponent within line of sight has damaged you within the last minute, you may study that opponent as a standard action. Thereafter, if you hit that opponent with a melee attack, you deal 1 point of bleed damage to that creature in addition to the normal damage dealt by your attack.

BOLSTER UNDEAD

You can fortify undead against positive energy.

Prerequisites: Channel energy 6d6, worshiper of Urgathoa.

Benefit: Whenever you channel negative energy to heal undead creatures, you grant all undead you heal +1 channel resistance (or a +1 bonus to their existing channel resistance) for a number of rounds equal to your Charisma modifier (minimum 1 round).

BREAKER OF BARRIERS (COMBAT)

You see it as your sacred duty to destroy all obstacles.

Prerequisites: Str 17, worshiper of Rovagug.

Benefit: You gain a +2 bonus on Strength checks to break down doors, walls, dams, and other barriers and on combat maneuver checks to bull rush and overrun opponents. You ignore the first 5 points of hardness when you deal damage to doors, walls, dams, and other barriers.

BULLSEYE SHOT (COMBAT)

You slow your breath, calm yourself, and hit the bullseye, just as you were trained to do.

Prerequisites: Point-Blank Shot, Precise Shot, base attack bonus +5.

Benefit: You can spend a move action to steady your shot. When you do, you gain a +4 bonus on your next ranged attack roll before the end of your turn.

BUTTERFLY'S STING (COMBAT)

You can forgo a critical hit in order to pass it on to an ally.

Prerequisites: Combat Expertise, worshiper of Desna.

Benefit: When you confirm a critical hit against a creature, you can choose to forgo the effect of the critical hit and grant a critical hit to the next ally who hits that creature with a melee attack before the start of your next turn. Your attack only deals normal damage, and the next ally to hit the target automatically confirms the attack as a critical hit.

CHANNEL DISCORD

You can focus the Abyss's power to sow discord among those who take damage from your channeled energy.

Prerequisites: Channel energy 8d6, worshiper of a demon lord.



Benefit: Once per day when you channel negative energy to harm living creatures, in addition to dealing damage you can choose to affect those who fail their Will save against your channel with a *song of discord* (caster level equal to your effective cleric level).

CHANNEL ENDURANCE

Calling upon the winds and the waves, you prepare your allies for the dangers of the natural world.

Prerequisites: Channel positive energy 3d6, worshiper of Gozreh.

Benefit: Once per day when you channel positive energy to heal living creatures, you can choose to grant each healed creature the benefit of *endure elements* (caster level equal to your effective cleric level). This effect lasts 24 hours.

CHANNEL HATE

You masterfully inspire in others violence toward those you hate.

Prerequisites: Channel energy 6d6, worshiper of Gyronna.

Benefit: As a standard action, you can expend one use of your channel energy ability to affect a single creature within 30 feet as if you had cast *vengeful outrage*^{UM} (caster level equal to your effective cleric level). Upon obtaining channel energy 9d6, you can affect a number of creatures within 30 feet equal to your Charisma bonus (minimum 2 creatures) with this feat instead. If you expend an extra use of channel energy when using this feat, the target does not gain a second saving throw against this effect if you designate the target's friend or loved one as its hated enemy.

CHANNEL VICIOUSNESS

You can channel brutality into the weapons of your allies.

Prerequisites: Channel negative energy 4d6, worshiper of Gorum.

Benefit: As a standard action, you can expend one of your uses of channel energy to charge the melee weapons of all allies within 30 feet of you with negative energy. Affected melee weapons gain the *vicious* magic weapon special ability for 1 minute × your Charisma bonus (minimum 1 minute).

CHARGE OF THE RIGHTEOUS (COMBAT)

You charge toward undead and fiends with confidence in your righteous cause.

Prerequisites: Base attack bonus +1, any good alignment.

Benefit: You do not take a penalty to AC while charging undead creatures and evil outsiders.

Normal: When you charge, you take a -2 penalty to AC until the start of your next turn.

CLARIFYING CHANNEL

Your channeled energy heals the body and opens the mind to the possibility of true love.

Prerequisites: Channel energy class feature, worshiper of Shelyn.

Benefit: Once per day when you channel positive energy to heal living creatures, if any of the creatures you healed are currently affected by one or more charms or compulsions that allowed a saving throw, you grant each of those creatures an immediate save to prematurely end one of those effects. Creatures healed gain a sacred bonus on this save equal to your Charisma bonus (minimum +1).

CONVERSION CHANNEL

When you channel negative energy, you can heal others in return for their obedience.

Prerequisites: Channel energy 7d6, worshiper of Asmodeus.

Benefit: Once per day when you channel negative energy to deal damage to living creatures, you can grant the effects of channeling positive energy to the faithful of Asmodeus. Worshipers of Asmodeus within the area of your channel recover a number of hit points equal to the amount of negative energy channeled. Non-Asmodeus worshipers within the channeled energy can convert to the worship of Asmodeus as an immediate action in order to gain this healing effect. As long as their conversion is sincere, willing converts gain the healing instead of the damage from the channeled negative energy. Such a conversion can only be undone by an *atonement* or similar effect.

COURAGE IN A BOTTLE

You show little fear while inebriated.

Prerequisites: Bravery class feature, worshiper of Cayden Cailean.

Benefit: While you are intoxicated, the bonus you gain from your bravery class feature increases by 2. If this increase grants you a total bonus of +6 or higher against fear effects, you become immune to fear instead.

CRUELTY

The suffering of others compels you to greater cruelties.

Prerequisite: Worshiper of Zon-Kuthon.

Benefit: Whenever you deal bleed damage to an opponent, cause an opponent to suffer a fear or pain effect, or reduce an opponent's hit points to 0 or fewer, you gain a +2 morale bonus on attack rolls and weapon damage rolls for 1 round.

CURSE OF VENGEANCE

Your deity lays curses upon those who wrong you.

Prerequisites: Ability to cast at least one spell or spell-like ability with the curse descriptor, worshiper of Calistria.

Benefit: Whenever you are rendered helpless or a creature kills you, you can cast a single spell or spell-like ability with the curse descriptor as an immediate action before you become helpless or are killed. The curse must have a casting time of 1 standard action or less and must target the creature who rendered you helpless or who killed you. If the curse has a range of touch and the attacker is not within your reach, you can deliver it as a ranged touch attack with a range of 30 feet.

DEIFIC OBEDIENCE

Your reverence for a deity is so great that daily prayer and minor sacrifices grant you special boons.

Prerequisites: Knowledge (religion) 3 ranks, must worship a deity.

Benefit: Each deity requires a different daily obedience, but all obediences take no more than 1 hour per day to perform. Once you've performed the obedience, you gain the benefit of a special ability or resistance as indicated in the "Obedience" entry for the god to whom you performed the obedience.

If you have at least 12 Hit Dice, you also gain the first boon granted by your deity upon undertaking your obedience. If you have at least 16 Hit Dice, you also gain the deity's second boon. If you have 20 Hit Dice or more, you also gain the deity's third boon. Unless a specific duration or number of uses per day is listed, a boon's effects are constant.

Certain prestige classes (see page 198) gain access to these boons at lower levels as a benefit of their prestige class. If you have no levels in one of these prestige classes, you gain the boons marked as exalted boons. If you later take levels in sentinel or evangelist, you lose access to the exalted boons and gain access to the new boons appropriate to your class.

If you ever fail to perform a daily obedience, you lose all access to the benefits and boons granted by this feat until you next perform the obedience.

DESTROY IDENTITY (COMBAT, CRITICAL)

You can use your weapons to mar your opponents' most distinctive characteristics.

Prerequisites: Critical Focus, base attack bonus +11, worshiper of Lamashtu.

Benefit: Whenever you confirm a critical hit against an opponent, in addition to dealing critical damage as normal, you maim your target so much that it takes 2 points of Charisma damage and becomes staggered for 1 round.

DEVILISH PRIDE

Your pride allows no master but Asmodeus.

Prerequisites: Iron Will, worshiper of Asmodeus.

Benefit: Whenever you attempt a Will save against a charm or compulsion spell cast by anyone who is not a worshiper of Asmodeus, you may roll twice and take the better result.

DIABOLICAL NEGOTIATOR

You treat the art of negotiation as devilish science.

Prerequisites: Skill Focus (Diplomacy), worshiper of Asmodeus.

Benefit: You can add your Intelligence or Wisdom modifier (whichever is higher) on Diplomacy checks in place of your Charisma modifier. You can shift a creature's attitude more than two steps with Diplomacy, and a creature's attitude is only decreased by one step if you roll a natural 1 and fail the check by 5 or more.

DISCIPLE OF THE SWORD

Your dedication to mastering Iomedae's favored weapon puts other to shame.

Prerequisites: Weapon Focus (longsword), cleric or inquisitor level 4th, worshiper of Iomedae.

Benefit: You gain the benefits of Weapon Specialization (longsword), and you can use your cleric or inquisitor level in place of your fighter level for the purpose of qualifying for Greater Weapon Focus (longsword) and Greater Weapon Specialization (longsword). You can use this feat instead of Weapon Specialization (longsword) to qualify for Greater Weapon Specialization (longsword).

DIVINATION GUIDE

You deity grants you greater guidance and divine insight.

Prerequisites: Caster level 3rd, ability to cast *augury* or *divination*, must worship a deity.

Benefit: Whenever you cast *augury* or *divination*, you receive further guidance from your deity's agents. You gain a +1 sacred bonus if your worship a good deity or a +1 profane bonus if you worship an evil deity (if you worship a neutral deity the type of bonus is either determined by the type of energy you channel with the channel energy class feature or, if you don't have that class ability, your choice upon taking this feat) on all saving throws for 1 minute per caster level of the *augury* or *divination* spell you cast.

DIVINE BARRIER

You have trained in the art of blocking breath weapons.

Prerequisites: Channel energy class feature, worshiper of Apsu.

Benefit: When you are within an area effect that deals acid, cold, electricity, or fire damage, you can expend one use of your channel energy ability as an immediate action to shield yourself and all allies within 30 feet. You and allies within your shield only take half damage if they fail their save against the effect, and those who make a successful save take no damage from the effect.

DIVINE DIGNITY

Secrets of the First Vault help you perfect your spellcasting.

Prerequisites: Combat Casting, ability to cast divine spells, worshiper of Abadar.

Benefit: Three times per day, as a free action when you cast a harmless divine spell or a domain spell, you can choose for the casting to not provoke attacks of opportunity.

Special: You can take this feat multiple times. When you do, you can use this feat three more times per day.

DIVINE EXPRESSION

You mix faith with art to empower your performances.

Prerequisites: Bard level 1st, cleric or oracle level 1st, worshiper of Shelyn.

Benefit: When you take this feat, choose either the cleric or oracle class. Levels in the selected class stack with your bard level when determining the number of rounds per day you can use your bardic performance and the type of action it takes to start a bardic performance.

DREAMED SECRETS

When you sleep you gain secrets from beyond the stars, but such power comes with a price.

Prerequisites: Ability to cast divine spells, caster level 7th, worshiper of a Great Old One or Outer God.

Benefit: With each night's rest, you can choose two spells from the wizard spell list, both of which must be at least 1 wizard spell level lower than the highest level divine spell you can cast. If you are a spontaneous caster, these spells are added to your spells known for 24 hours. If you prepare spells, you can prepare these spells any time you do so in the next 24 hours. Each time you attempt to cast one of the wizard spells you have chosen, you must succeed at a DC 20 Will save or take 1d2 points of Wisdom damage and fail to cast the spell, though you do not lose the spell.

DRUNKEN BRAWLER (COMBAT)

You have learned how to fight effectively while drunk.

Prerequisites: Endurance, worshiper of Cayden Cailean.

Benefit: When you drink a tankard of ale or strong alcohol, you take a -2 penalty on Reflex saving throws, but gain a number of temporary hit points equal to your character level, and gain a +2 alchemical bonus on Fortitude and Will saving throws. These bonuses last 1 hour or until the temporary hit points gained by this effect are lost, whichever occurs first. Regardless, the penalty lasts for a full hour.

EERIE SENSE

You have a knack for sniffing out undead.

Prerequisites: Ability to cast *detect undead* or *detect evil* as a spell or spell-like ability, worshiper of Pharasma.

Benefit: At the beginning of your turn each round, if you are within 60 feet of an undead creature or a haunt, you get a chill down your spine and instinctively sense that something eerie is very near. This sense does not alert you to the direction of the undead or haunt. Anything that can block *detect undead* can likewise block this sense.

ELEMENTAL VIGOR

You have learned transformative secrets from communing with elemental beings.

Prerequisite: Worshiper of an elemental lord.

Benefit: Whenever you use a polymorph effect to assume the form of an elemental you gain a rush of vital energy. You gain a number of temporary hit points equal to the caster level of the polymorph effect and you gain a +10 foot bonus to your base speed.



FATEFUL CHANNEL

Your faith not only heals the body, it tugs the strands of fate.

Prerequisites: Channel positive energy 3d6, worshiper of Pharasma.

Benefit: When you channel positive energy to heal living creatures, you grant each creature you heal the ability to roll twice and take the better result on a single attack roll, skill check, or saving throw of their choice within a number of rounds equal to your Charisma bonus (minimum 1). Multiple uses of this ability do not stack, but they do reset the effect's duration. A creature can only benefit from one instance of this channel effect at a time.

FEARSOME FINISH (COMBAT)

When you slay enemies, you frighten other opponents.

Prerequisites: Intimidating Prowess, worshiper of Lamashtu.

Benefit: Upon reducing an enemy to 0 or fewer hit points, for the remaining duration of the combat encounter, you gain a +4 bonus on any Intimidate checks made to demoralize opponents who can see both you and the opponent you dropped.

FEY FRIEND

Your reverence for the Eldest helps make fey your allies.

Prerequisite: Worshiper of one of the Eldest.

Benefit: Fey regard you as akin to them, and the spells and other abilities of fey treat you as fey or your actual type, whichever is more advantageous to you. You gain a +2 bonus on Bluff, Diplomacy, and Sense Motive checks against fey.

FLAGELLANT

You have learned to ignore the effects of pain through long years of exposure to it.

Prerequisites: Endurance, character level 7th, worshiper of Zon-Kuthon.

Benefit: You gain a +4 bonus on saving throws against pain effects. Also, you suffer no adverse effect when your nonlethal damage equals your current hit points, and you become staggered when your nonlethal damage exceeds your current hit points. You never fall unconscious due to nonlethal damage.

Normal: When your nonlethal damage equals your current hit points, you become staggered. When your nonlethal damage exceeds your current hit points, you fall unconscious.

FORCEFUL CHANNEL

Calling on the destructive aspect of Nethys, you channel pure force.

Prerequisites: Channel negative energy 7d6, worshiper of Nethys.

Benefit: Once per day when you channel negative energy to deal damage to living creatures, you can cause affected creatures to make Fortitude saves instead of Will saves. Affected creatures take the amount of damage channeled in force damage (a successful save halves). Creatures that fail their saves are also knocked prone.

GLORIOUS HEAT

When you cast divine fire spells, their heat empowers nearby allies.

Prerequisites: Ability to cast divine spells, caster level 5th, worshiper of Sarenrae.

Benefit: Whenever you cast a divine spell with the fire descriptor, choose a single ally within 30 feet that you can see. That ally heals a number of hit points equal to half your level and gains a +1 morale bonus on attack rolls until the end of its next turn.

HANDS OF VALOR

Your touch staunches wounds and inspires great deeds.

Prerequisites: Lay on hands class feature, worshiper of Iomedae.

Benefit: Once per day when you use lay on hands, you can also imbue that ally with valor. In addition to the normal effects of your lay on hands, the targeted ally gains a sacred bonus on attack rolls and on saves against fear effects equal to your Charisma bonus (minimum +1) for 1 minute.

HELLISH SHACKLES

You can channel the shackles of Hell onto your foes.

Prerequisites: Channel energy 5d6; worshiper of an archdevil, infernal duke, malbranche, or whore queen.

Benefit: Once per day when you channel negative energy to damage living creatures, you can attempt to affect damaged creatures with a *dimensional anchor*. Those damaged must make a successful Will save (DC equal to the DC of the channel effect) in addition to the normal Will save to halve damage from the channeled energy. Those that fail their save against the channeled energy take a -4 penalty on their saving throw against the *dimensional anchor* effect. Those that fail their second Will save are affected by *dimensional anchor* for a number of minutes equal to your Charisma modifier (minimum 1 minute).

HEROIC INTERPOSITION (COMBAT)

You arrive just when you are most needed to vanquish evil.

Prerequisites: Dex 13, Dodge, Improved Initiative, Mobility, worshiper of an empyreal lord.

Benefit: Once per day, you can move up to your speed as an immediate action, but you must end this movement adjacent to an opponent who is about to make an attack against an ally. As long as you are visible to

the opponent you moved next to, that opponent takes a -2 penalty on the attack roll to which you moved in response.

HUNTER OF DAHAK

You viciously hunt and sacrifice metallic dragons.

Prerequisites: Favored enemy (dragon), worshiper of Dahak.

Benefit: Your favored enemy bonuses increase by 2 against metallic dragons.

INTREPID RESCUER (COMBAT)

You instinctively react to interfere with foes that attack your allies or innocents.

Prerequisites: Combat Reflexes, worshiper of Kurgess.

Benefit: Whenever an opponent you threaten makes an attack against a helpless, prone, or stunned ally or any attack against a noncombatant, that opponent provokes an attack of opportunity from you. If your attack of opportunity hits your foe, she takes a -4 penalty on the attack roll that provoked this attack of opportunity.

IRONBOUND MASTER

You wear your heavy armor like a second skin.

Prerequisites: Cleric level 7th, worshiper of Gorum.

Benefit: You gain the armor training fighter class feature with an effective fighter level equal to your cleric level -4.

KI CHANNEL

When you channel positive energy, you can also channel ki.

Prerequisites: Channel positive energy class feature, worshiper of Irori.

Benefit: When you channel positive energy to heal living creatures, any creature that could be healed by the channeled energy can choose to regain ki from it instead. Affected creatures regain a number of ki points equal to the number of dice healed by the channel. A creature regaining ki in such a way must either regain ki or be healed by the channel (it cannot gain both).

LIBERATION CHANNEL

Your channeled energy is truly liberating.

Prerequisites: Channel energy 7d6, worshiper of Cayden Cailean.

Benefit: When you channel positive energy, any creature healed by the channel also gains the effect of *freedom of movement* for a number of rounds equal to your Charisma modifier (minimum 1 round). This effect has a caster level equal to your effective cleric level.

MAGICAL EPIPHANY

Your faith allows you to prepare a spell when you need it.

Prerequisites: Ability to prepare spells, worshiper of Nethys.

Benefit: Once per day, you can prepare a spell in an open spell slot as a standard action.

MASTER OF KNOWLEDGE

In times of need, you have the answers.

Prerequisites: Int 17, Skill Focus (Knowledge [any]), worshiper of Irori.

Benefit: Choose a single Knowledge skill with which you have Skill Focus. Once per day, when you wish to make a check with that Knowledge skill, you need not roll, and may treat the result as if you had rolled a natural 20 instead.

MEASURED RESPONSE (COMBAT)

You believe that a conservative but consistent response guarantees success.

Prerequisites: Base attack bonus +1, worshiper of Abadar.

Benefit: When you hit an opponent with a melee or ranged weapon attack, you may choose to deal average



damage (rounded down), as if you had rolled exactly the average amount on the damage die or dice. You add your damage bonuses and penalties as normal.

MERCILESS RUSH (COMBAT)

Though hordes stand against you, they rarely stand long.

Prerequisites: Improved Bull Rush, worshiper of Rovagug.

Benefit: When you bull rush a creature and your check exceeds the target's CMD by 5 or more, you deal damage equal to your Strength modifier to that target.

MESSENGER OF FATE

The Lady of Graves has blessed you with the power of true prophecy.



FEATS

Prerequisites: Ability to cast *augury*, worshiper of Pharasma.

Benefit: When casting divination spells, you do so at +1 caster level. If your divination spell has a base percentage chance of providing correct or useful information, your maximum chance of gleaning correct or useful information is 100%, instead of the standard 90%.

NIGHTMARE SCARS

You bear scars in honor of Lamashtu, whether because you injured yourself in her name or because she saw fit to bless you with them.

Prerequisite: Worshiper of Lamashtu.

Benefit: You gain a +2 bonus on Diplomacy and Handle Animal checks to affect the attitudes of magical beasts, monstrous humanoids, and worshipers of Lamashtu. You take a -2 penalty on Diplomacy and Handle Animal checks to affect the attitudes of all other types of creatures. You also gain a +2 bonus on Intimidate checks, and take no penalty on Intimidate checks based on your size.

NIMBLE NATURAL SUMMONS

Your summoned natural allies may walk the wild parts of the world unimpeded.

Prerequisites: Augmented Summoning, Spell Focus (conjunction), ability to cast *summon nature's ally*, caster level 6th, worshiper of Erastil.

Benefit: Creatures you summon with *summon nature's ally* can move through any sort of undergrowth (such as natural thorns, briars, and similar terrain) at their normal speeds without taking damage or suffering other impairment. Thorns, briars, and undergrowth areas that have been magically manipulated to impede motion, however, still affect summoned creatures.

OATH OF THE UNBOUND

You have sworn never to be shackled.

Prerequisite: Worshiper of Rovagug.

Benefit: You gain a +2 bonus on combat maneuver checks to break free of a grapple or pin, on Strength checks to burst bonds or to break through doors or walls, and on saving throws to resist spells and effects that would entangle or slow you.

ORDERED MIND

You can modify a variety of your spells to use as counterspells.

Prerequisites: Caster level 7th, any lawful alignment.

Benefit: The DC of your Spellcraft check to identify an opponent's spell is equal to 20 + the spell level of the opponent's spell, but for your counterspell you can cast any

spell from the same school of your foe's spell. The level of the spell used to counterspell must be equal to or higher than the level of your foe's spell.

Normal: The Spellcraft DC to identify an opponent's spell is equal to 15 + the spell's level. Generally, a spell can only counter itself.

PERFECT CASTING

You unlock greater secrets of divine spellcasting from the First Vault.

Prerequisites: Combat Casting, Divine Dignity, ability to cast divine spells, worshiper of Abadar.

Benefit: When you use Divine Dignity, it can affect the casting of any of your divine spells, not just harmless and domain spells.

PERSUASIVE PERFORMER

For you, performance is the heart of negotiation.

Prerequisites: Versatile performance class feature, worshiper of Shelyn.

Benefit: You can use any of your Perform skills in place of Diplomacy, not just Perform (keyboard instruments, oratory, string, or wind). If you do use Perform (keyboard instruments, oratory, string, or wind), you gain a +2 bonus on your check.

POISONER'S CHANNEL

You cause anyone damaged by your negative energy to become susceptible to poison.

Prerequisites: Channel energy 3d6, worshiper of Norgorber.

Benefit: Once per day when you channel negative energy to damage living creatures, you can cause any creatures that failed their save against your channel to take a -4 penalty on saving throws against poison effects. This penalty lasts for 1 minute.

POTION GLUTTON

You gulp down potions with unsettling speed.

Prerequisite: Worshiper of Urgathoa.

Benefit: You can drink potions, elixirs, or other potables as a swift action without provoking attacks of opportunity.

Normal: Drinking potions is a move action that provokes attacks of opportunity.

PROTECTIVE CHANNEL

When you channel energy, Iomedae grants protection against dark forces.

Prerequisites: Channel energy 7d6, worshiper of Iomedae.

Benefit: When you channel positive energy to heal living creatures, you can choose to affect healed creatures with a *protection from evil* spell (caster level equal to your effective cleric level).

PROTECTOR'S STRIKE

You can use your smiting power to protect an ally from known evil.

Prerequisites: Base attack bonus +5, smite evil class feature.

Benefit: When you choose the target of your smite evil ability, you also choose one creature other than you within line of sight. While your smite is in effect, the additional creature you chose gains a deflection bonus to AC equal to your Charisma modifier against attacks made by the target of the smite. This bonus ends when the smite ends. You do not gain the deflection bonus to AC normally granted by smite evil.

Normal: While smite evil is in effect, the paladin gains a deflection bonus to her AC equal to her Charisma bonus (if any) against attacks made by the target of her smite attack.

REJECT POISON

You are a careful poisoner, and know how to protect yourself against exposure to the ill effects of most substances.

Prerequisites: Con 13, poison use class feature, worshiper of Norgorber.

Benefit: Whenever you fail the initial saving throw against poison, you have a 20% chance of naturally rejecting the toxin, negating its effects and wasting its use.

RIPTIDE ATTACK (COMBAT)

You can immediately drag opponents you successfully trip.

Prerequisites: Improved Drag^{APG}, Improved Trip, worshiper of Gozreh.

Benefit: Whenever you succeed at a trip combat maneuver, you can automatically attempt a drag combat maneuver against your tripped target as a swift action.

SAVIOR'S ARROW

Calling on the power of Erastil, you can fire an arrow that heals instead of harms.

Prerequisites: Ability to cast cure spells, proficient with longbow, worshiper of Erastil.

Benefit: Once per day when you cast a cure spell, you can replace the normal somatic component with drawing a longbow to create a shaft of green glowing light. When you fire the bow as a part of casting the spell and hit your target with a ranged touch attack, the green shaft of light cures the target as if it were touched by the cure spell.

SEDUCTIVE CHANNEL

Even your healing is seductive.

Prerequisites: Channel positive energy class feature, worshiper of Calistria.

Benefit: When you channel positive energy, those you heal can choose to take additional healing equal to

your Charisma bonus (minimum 1), but in return they take a –2 penalty on Will saves against your charms, compulsions, and emotion effects and on Sense Motive checks against your Bluff checks. This penalty lasts for 24 hours. A creature cannot benefit from this feat again for the duration of this penalty.

SHADOW DODGE

You use shadows to confound your enemies' senses.

Prerequisites: Dex 13, worshiper of Norgorber.

Benefit: You can use the light around you to move back and forth from shadow to light again, and your sudden shifting confuses your enemies' eyes. Each time you move a distance equal to or greater than your speed in areas of normal light or dim light, you gain a +3 dodge bonus to AC until the start of your next turn. Enemies who do not use sight in order to perceive you or are using *true seeing* or a similar effect ignore this AC bonus. This feat is ineffective in areas of darkness or bright light, where one cannot readily shift between light and shadow.

SHATTER RESOLVE

Your negative energy causes despair in those you harm.

Prerequisites: Channel energy class feature, worshiper of Urgathoa.

Benefit: When you damage a creature by channeling negative energy, you fill your foe with fear. A creature that fails its Will save against your channeled energy also becomes shaken for a number of rounds equal to the number of dice you roll for your channel energy ability.

SIPHON CHANNEL

You can channel negative energy to feed off the suffering of others.

Prerequisites: Channel energy 3d6, worshiper of Ghlaunder.

Benefit: Once per day when you channel negative energy to damage living creatures, you gain a number of temporary hit points equal to half the die result of your channeled energy + 1 per creature affected by the channeled energy. For each affected creature that did not succeed at its saving throw against the channeled energy, you gain an additional temporary hit point. These temporary hit points disappear after 1 hour.

SPEAR DANCER (COMBAT)

You incorporate your two-handed reach weapon into a dizzying martial dance.

Prerequisites: Weapon Focus (any two-handed reach weapon), Perform (dance) 4 ranks.

Benefit: Each time you hit a creature with a two-handed reach weapon that you have Weapon Focus in, the creature is dazzled for 1 round.

SPIKED DESTROYER (COMBAT)

You can attack with your armor spikes while using bull rush or overrun.

Prerequisite: Proficient with armor spikes.

Benefit: When you succeed at a bull rush or overrun combat maneuver, you may automatically make an attack roll with your armor spikes against the target of the maneuver as a swift action, using your highest attack bonus.

SQUASH FLAT (COMBAT)

You can bull rush an opponent straight to the ground.

Prerequisites: Improved Bull Rush, Merciless Rush, worshiper of Rovagug.

Benefit: Whenever you make a bull rush attack and your combat maneuver check exceeds the target's CMD by 5 or more, you can attempt to trip the target as part of your bull rush as a free action. This does not provoke an attack of opportunity.

STEADY ENGAGEMENT (COMBAT)

You can draw on your excellent balance to trip or disarm opponents when they try to disengage.

Prerequisites: Combat Reflexes, Stand Still, worshiper of Irori.

Benefits: If you use Stand Still to prevent an opponent from moving, you may make a disarm or trip combat maneuver against your target as an immediate action.

STEELSKIN CHANNEL

Torag's blessing heals the body and hardens the skin.

Prerequisites: Channel energy 7d6, worshiper of Torag.

Benefit: Once per day when you channel positive energy to heal living creatures, you can grant healed creatures damage resistance. Affected creatures gain DR 2/— (or increase their DR/— by 2, if they already have DR/—) for a number of minutes equal to your Charisma bonus (minimum 1 minute).

STONE READ

Faint vibrations in stone can alert you to trouble.

Prerequisite: Knowledge (dungeoneering) 4 ranks.

Benefit: You gain a +3 bonus on Perception checks in underground or mountainous environments. If you have 10 or more ranks in Knowledge (dungeoneering), this bonus increases to +6.

STONE STRIDER

You discern the best path through rocky terrain.

Prerequisites: Stonecunning racial trait, worshiper of Torag.

Benefit: You can move through any sort of nonmagical rocky terrain without taking damage, becoming slowed due

to difficult terrain, or suffering any other impairments the terrain would otherwise cause.

SUN STRIKER (COMBAT, CRITICAL)

Called by the Dawnflower to strike down the undead, your scimitar becomes an agent of her burning will.

Prerequisites: Critical Focus, Weapon Focus (scimitar), character level 7th, worshiper of Sarenrae.

Benefit: Whenever you confirm a critical hit against an undead creature, your attack bypasses all DR, deals full damage to incorporeal creatures, and acts as though it has the *flaming burst* weapon special ability.

THICKET CHANNEL

Your deity infuses your channeled energy with bounty.

Prerequisites: Channel energy 7d6, worshiper of Erastil.

Benefit: When you channel positive energy, you can cause plants in the affected area to grow as though targeted by the overgrowth version of *plant growth* (caster level equal to your effective cleric level).

TO THE LAST (COMBAT)

Your devotion to battle inspires you to fight competently until death claims you.

Prerequisites: Diehard, Endurance, worshiper of Gorum.

Benefit: When you are disabled, you are not staggered, though performing standard actions still deals 1 point of damage to you. Taking a full-round action deals 2 points of damage to you.

TORCH BEARER (COMBAT)

You can make use of a torch as a deadly, macelike weapon.

Benefit: You treat a torch as a light weapon that deals bludgeoning damage equal to that of a light mace of its size plus 1 point of fire damage, and you do not incur penalties as you would for using it as an improvised weapon.

Normal: A torch used in combat is treated as a one-handed improvised weapon that deals bludgeoning damage equal to that of a gauntlet of its size plus 1 point of fire damage.

TRAILBLAZING CHANNEL

Your positive energy makes trailblazers of those you heal.

Prerequisites: Channel energy 3d6, worshiper of Desna.

Benefit: Once per day when you channel positive energy, you can cause healed creatures to be unimpeded by difficult terrain for a number of minutes equal to your Charisma modifier (minimum 1 minute).

UNDERMINING EXPLOIT

Your familiarity with earth and stone gives you a distinct advantage on rocky battlefields.

Prerequisite: Knowledge (dungeoneering) 4 ranks.

Benefit: You gain a +4 insight bonus on combat maneuver checks against opponents occupying a square of rocky difficult terrain such as rubble, broken ground, or steep stairs.

WAVE MASTER

Gozreh has seen fit to bless you as an uncommonly skilled swimmer.

Prerequisite: Worshiper of Gozreh.

Benefit: When you succeed at a Swim check, you can move your full speed as a full-round action or half your speed as a move action. This does not grant you the benefit of having a swim speed.

Normal: A successful Swim check allows you to move up to half your speed as a full-round action or up to a quarter your speed as a move action.



RELIGION TRAITS

The following traits religion traits can be taken only by worshipers of the specified deity. An overview of the traits system can be found on page 326 of the *Pathfinder RPG Advanced Player's Guide*.

Accident Resistant (Zyphus): Your understanding of pointless and unexpected death grants you a special awareness. You gain a +2 trait bonus on Reflex saves when denied your Dexterity bonus or during a surprise round.

Adventurous Imbiber (Cayden Cailean): You've never been afraid of good, strong drink, and that has prepared you for the perils of more dangerous substances. You gain a +1 trait bonus on saving throws against poison.

Affinity for the Elements (any elemental lord): Add 1 to the DC of saving throws made to resist the effects of spells cast by you that have either the air, earth, fire, or water descriptor, depending on which elemental lord you worship. You must choose a single elemental lord when you take this trait; once chosen, it cannot be changed.

Agent of Chance (Nivi Rhombodazzle): You can change the fortunes of others, typically for the better. Once per day, you can allow an adjacent ally to reroll a skill check as an immediate action before the result is revealed. The ally must take the second roll, even if it is worse.

Always Threatening (Thamir Gixx): You are fast on the draw. As a move action, you can draw a light, concealed weapon for which you have Weapon Focus. If you have the Quick Draw feat, drawing this weapon is a free action.

Arcane Depth (Nethys): You have studied the great masters of spellcraft, and your knowledge is exceptional. You gain a bonus of either +1 on Spellcraft checks or +2 on Knowledge (arcana) checks. You must choose which bonus you receive when you take the trait; once chosen, it cannot be changed.

Battlefield Surgeon (Zon-Kuthon): You're skilled at both dealing and repairing wounds. Heal is a class skill for you, and you can use the treat deadly wounds aspect of Heal 1 additional time per creature per day.

Besmara's Name (Besmara): Besmara sometimes answers your call. Once per day when casting a divine spell, you can speak or whisper her name in place of using a divine focus.

Bestial Wrath (Rovagug): When you strike hard, you strike deep. You gain a +2 trait bonus on critical confirmation rolls.

Blessed Orphan (Folgrit): As an orphan, you have always looked to Folgrit for protection. Once per day, you gain a +1 trait bonus on any

saving throw. You must use this ability after the roll is made but before the result is revealed.

Broken Mind (Groetus): You're used to living with your own madness, and gain a +2 trait bonus on saving throws against madness and confusion effects.

Centered (Irori): Having anchored yourself in your faith and your knowledge of yourself, you've made it difficult for others to dominate you. You gain a +1 trait bonus on saving throws against charm and compulsion effects, and the DC of any attempts to use the Intimidate skill on you increases by 1.

Child of Nature (Gozreh): The wild places are your home, and provide everything you need to be happy. You gain a +2 trait bonus on Survival checks, and Survival is a class skill for you.

Cleansing Light (Sarenrae): Your faith is pure and strong, and your positive energy purges undead. When dealing



damage to undead with your channel energy ability, you can reroll any damage die roll that results in a natural 1.

Contract Master (Asmodeus): Your facility with contracts makes you good at understanding dense text and obfuscating your intent. You gain a +1 trait bonus on Linguistics checks, and Linguistics is a class skill for you.

Corpse Hunter (Pharasma): You have dedicated yourself to the destruction of undead, and gain a +1 trait bonus on attacks made against undead.

Covenant of Abaddon (any of the Four Horsemen): Because your soul is pledged to one of the Horsemen, you gain a +2 trait bonus on Fortitude saving throws against level-draining effects.

Deadeye Bowman (Erastil): When you are using a longbow, if only a single creature is providing soft cover to your target, your target does not receive the +4 bonus to AC.

Deathspeaker (Urgathoa): Your experience with undead creatures gives you a +2 trait bonus on Diplomacy checks when dealing with undead, as well as a +2 trait bonus on Charisma checks to influence undead (such as with the *command undead* spell).

Deck Fighter (Besmara): Your long experience in compensating for the pitch and yaw of ocean-going ships grants you a +1 trait bonus on attacks of opportunity when fighting aboard a ship.

Deep Wounding (Achaekkek): You have learned the bloody secret of striking true and deep. When you deal bleed damage with a melee weapon, a successful DC 20 Heal check is required to stop the bleed damage. Magical healing stops the damage as normal.

Defensive Strategist (Torag): Your study of dwarven history has trained you in defensive strategy. You aren't flat-footed during a surprise round that you don't get to act in or before you get to act at the start of a battle.

Deformed (Lamashtu): Your monstrous deformities grant you a +1 trait bonus on Intimidate checks, and Intimidate is a class skill for you.

Demonic Persuasion (any demon lord): Your lord's favor aids you in your interactions with demonic creatures. You gain a +2 trait bonus on Diplomacy and Intimidate checks when dealing with creatures of the demon subtype.

Demoralizing Presence (Zon-Kuthon): Your very existence is unsettling to your foes. You gain a +2 trait bonus on Intimidate checks made to demoralize opponents.

Denial of Fate (Urgathoa): The Pallid Princess has blessed you with the ability to avoid the final fate. Once per day while you are below 0 hit points, at the start of your turn you can choose to stabilize without needing to succeed at a Constitution check.

Destructive Blows (Rovagug): Your faith strengthens your powers of destruction. You gain a +2 trait bonus on Strength checks to break objects, as well as on combat maneuver checks to sunder.

Diseased Heart (Ghlaunder): Your work with infections has infused your spirit with disease. Any creature that performs a blood drain or swallow whole attack on you must succeed at a Fortitude saving throw (DC = 10 + your character level + your Constitution modifier) or become infected with filth fever. This is a poison effect.

Dragon Tracker (Dahak): You have been taught to identify the subtle and not-so-subtle signs of a dragon's passage. You gain a +2 trait bonus on Survival checks to track dragons, and you can track a dragon with Survival untrained if the check's DC is 15 or lower.

Dragonslayer (Dahak): You're greatly skilled in hunting and slaying those who resemble your lord's favored prey. You gain a +1 trait bonus on attack rolls against creatures of the dragon type.

Elemental Resilience (any elemental lord): Choose one of the following energy types: acid, cold, electricity, or fire. You gain a +1 trait bonus on saving throws against spells with that descriptor. Once the energy type is chosen, it cannot be changed.

Elven Polytheist (any elven deity): Your knowledge of the diverse elven gods has given you a broad perspective. You gain a +1 trait bonus on Knowledge (religion) skill checks, and Knowledge (religion) is a class skill for you.

Empty Heart, Full Heart (Naderi): Because of the aching strength of your forbidden love, you gain a +1 trait bonus on saving throws against charm effects, and targets of your charm spells take a -1 penalty on their saving throws.

Empyrean Focus (any empyreal lord): The empyreal lord you worship rewards your devotion by granting you an occasional boon. Once per day, before you attempt a skill check, you can use this boon to gain a +2 trait bonus on that skill check.

Enchanting Conniver (Calistria): You gain a +2 trait bonus on Bluff and Diplomacy checks against creatures affected by one of your charm or compulsion effects.

Erastil's Speaker (Erastil): You understand the importance of keeping the peace in your community, and you have learned how to speak to the faithful in ways that they understand. You gain a +1 trait bonus on Diplomacy checks, and Diplomacy is a class skill for you.

Eternal Understanding (Irori): Though you haven't been traditionally educated, you're blessed with potent observation and discernment. You can attempt Knowledge checks with a DC of 15 or lower untrained.

Extended Toil (Droskar): Your faith teaches you to push magical servants to the limit. When you cast a spell that creates a loyal servant to fulfill a specific or mindless task (such as *unseen servant*, *mount*, or *spiritual weapon*, but not *summon monster* spells), you may choose to increase its duration by 50%. This does not stack with the Extend Spell feat. The effect weakens the spell, however; dispel checks against spells you cast in this manner gain a +4 bonus.

Eye for Quality (Abadar): Your deity has granted you an uncanny ability to find the true worth of items. You gain a +1 trait bonus on Appraise checks, you don't suffer the effects of failing such checks by 5 or more, and Appraise is a class skill for you.

Eye of the Father (Torag): You have an innate sense of what is right and wrong in the works you craft, based on your years studying with the church elders at their forges. Choose one Craft skill; you gain a +1 trait bonus on Craft checks of the selected type.

Eyes of the Wild (Green Faith): Having spent much time immersed in the wilderness, you're now attuned to its ways. You gain a +2 trait bonus on Perception checks in natural settings.

Faithful Artist (Desna): With Desna's blessing, you have pursued an artistic path. Choose one Perform skill; you gain a +1 trait bonus on Perform checks of the selected type, and Perform is a class skill for you.

Fatal Trapper (Zyphus): Your patron grants you expertise at creating or disabling traps. You gain a +1 trait bonus on Craft (traps) checks, as well as a +1 trait bonus on Disable Device checks to disable traps.

Favored Prey (Keteplys): Those you track feel the sting of your arrows. You gain a +1 trait bonus on damage rolls when making bow attacks against a creature whose tracks you have successfully followed in the last hour.

Fiendish Confidence (Asmodeus): You expect to be obeyed, and are rarely proven wrong. You gain a +1 trait bonus on Intimidate checks, and Intimidate is a class skill for you.

Flames of Hell (any archdevil): Your bond with the archdevil you worship strengthens your ability to channel powers of the divine. Add 1 to the DC of saving throws made to resist the effects of your channel energy ability.

The Flexing Arm (Kurgess): You are practiced at using physical might to escape your bonds. You can use Strength instead of Dexterity as your base ability for Escape Artist skill checks to free yourself from bondage. Additionally, you gain a +1 trait bonus on such Escape Artist checks.

Frightening Speed (Achaek): Your careful study of Achaek's kills has unlocked a divine speed in you. Once per day during a combat encounter, you can move an additional 5 feet as a part of a move action without penalty.

Furious Vengeance (Drangvit): Once wronged, your vengeance can be swift and brutal. Once per day as an immediate action, you gain a +1 trait bonus on a single attack roll. In addition, if the target has damaged you within the last round, you deal 1 additional point of damage on a successful hit. You must choose to use this ability before making the attack roll.

Gifted Medium (Magrim): Your understanding of Magrim's teachings makes you a perfect conduit for mystical forces. You gain a +1 trait bonus on your caster

level when using divinations to reach out to other entities, such as *commune* or *speak with dead*.

Good-Natured (Cayden Cailean): You have an unusually sunny spirit, and it takes something truly intimidating to dampen your mood. You gain a +2 trait bonus on saving throws against fear effects.

Hatred of the Gods (Rovagug): Your god's own hatred of other deities is reflected in your ability to withstand the attacks of their followers. You gain a +1 trait bonus on saving throws made against divine spells.

Holy Schemer (Calistria): You are well versed in the arts of misdirection, plotting, and intrigue, and you know how to recognize these tactics when they're used against you. You receive a +1 trait bonus on Sense Motive checks, and Sense Motive is a class skill for you.

Honey-Tongued (Abadar): Your deep understanding of human nature and social philosophy grants you a +1 trait bonus on Diplomacy or Bluff checks when dealing with agents of the law, such as judges, guards, and paladins.

Illuminator (Sarenrae): When you are filled with the light of Sarenrae, your speech takes on a fiery eloquence. You gain a +2 trait bonus on Diplomacy checks, and Diplomacy is a class skill for you.

Inner Beauty (Shelyn): Once per day when you manifest your faith in your goddess, you gain a +4 trait bonus on a single Bluff, Craft, Diplomacy, or Perform skill check. You must choose to use this trait immediately after rolling the skill check but before the result is revealed by the GM.

Inoculated (Urgathoa): Your regular exposure to plagues grants you a +2 trait bonus on saving throws against disease effects.

Inspiring Leader (Apsu): Imitating the leadership of your deity, you spur others on to great deeds. When you cast a spell that grants allies a morale bonus, you cast that spell at +1 caster level.

Intense Artist (Shelyn): Your devotion to Shelyn has caused you to delve more deeply into your art. Choose two Perform skills; you gain a +1 trait bonus on Perform checks of the selected types, and Perform is a class skill for you.

Iron Grip (Gorum): You and your weapon are practically one. You receive a +2 trait bonus to your CMD against disarm attempts.

Know the Land (Green Faith): Your familiarity with the plants and animals of a variety of environments gives you a +1 trait bonus on Knowledge (nature) and Survival checks, and one of these skills is a class skill for you.

Kuthite Caster (Zon-Kuthon): You gain a +4 trait bonus on concentration checks when casting spells with the darkness, pain, or shadow descriptor.

Lessons of Chaldira (Chaldira Zuzaristan): Your studies of Chaldira Zuzaristan's exploits have given you a knack

for avoiding trouble. Once per day before the result of a saving throw is known, you can reroll that saving throw. You must take the second result even if it is worse.

Liar's Tongue (Asmodeus): Thanks to your friendly mien and sly tongue, your lies are often believed. You gain a +1 trait bonus on Bluff checks, and Bluff is a class skill for you.

Light-Bringer (Sarenrae): You were born with a blessing of the Dawnflower. Once per day, you can use *light* as a spell-like ability. Your caster level is equal to your character level.

Light Sleeper (Hanspur): Because of a blessing from your god, or worries inspired by the way he died as a mortal, you are a light sleeper. Your modifier to Perception DCs when sleeping is +5 instead of +10.

Lover of the Law (Abadar): You have a strong belief in the righteousness of law and justice. You receive a +1 trait bonus on saving throws against charm and compulsion effects, and may attempt a new saving throw with an additional +1 bonus (for a total of +2) if you are directed to break the law.

Loyal Bond (Grudinnar): You are at your best when you serve others. When you cast spells that offer protection to an ally at your expense (such as *shield other*) or spells whose duration is divided when shared among many (such as *water breathing* or any of the *communal* spells), you do so at +1 caster level.

Magic's Might (Yuelral): Your natural affinity for magic allows you to affect even those who resist it. You gain a +1 trait bonus on caster level checks to overcome spell resistance.

Natural Philosopher (Gozreh): You study the outdoors, and leave books for dusty libraries. You can attempt Knowledge (geography) and Knowledge (nature) checks as if you were trained.

Nimble Fingers, Keen Mind (Brigh): Your study of clockwork mechanisms and other mechanical wonders grants you a +1 trait bonus on Disable Device checks, and Disable Device is a class skill for you.

Opener of Doors (Alseta): Because of your devotion to Alseta, you are blessed with the ability to find hidden portals. You gain a +2 trait bonus on Perception checks to find secret doors.

Opportune Slayer (Lamashtu): Those who open themselves to your attacks feel your wrath. You gain a +2 trait bonus on damage rolls against those you hit with attacks of opportunity.

Opportunistic (Calistria): You have learned to recognize openings that your foes leave, and you know how to take advantage of them. You gain a +1 trait

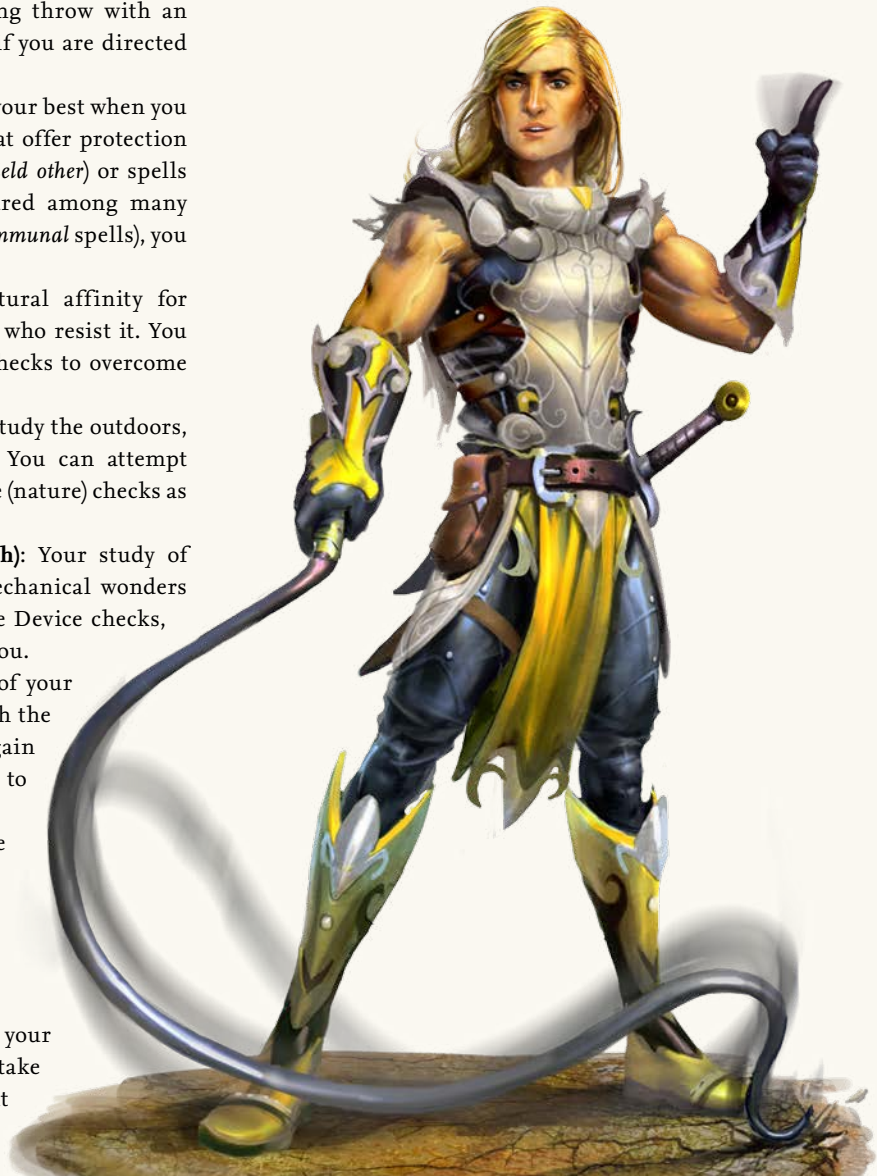
bonus on attacks of opportunity when using a dagger, sword, or whip.

Poisonous Slayer (Norgorber): You know the secret of plunging a poisoned weapon in just the right spot. You gain a +1 trait bonus on attack rolls when you are wielding a weapon treated with poison.

Potent Concoctions (Ghlaunder): You have dedicated your life to honoring famine and disease. Choose any two poisons from the table on page 559 of the *Pathfinder RPG Core Rulebook*; when you attempt to inflict either of these poisons on an enemy, the DC to resist it increases by 1.

Practiced Deception (Norgorber): You gain a +1 trait bonus on Disguise checks, and you can apply and remove a disguise in half the normal time.

Propitiation (any dwarven deity): Your knowledge of the dwarven pantheon tells you precisely which gods have jurisdiction over which aspects of your life, and you can



call upon the appropriate deity for help even if that deity is not your patron. At the start of each day, pick one of the following skills: Appraise, Bluff, Craft (pick one craft skill), Diplomacy, Intimidate, or Knowledge (local). You gain a +2 trait bonus on that skill until the start of the next day.

Protective Faith (Torag): Your faith in the Father of Creation strengthens your ability to shield others. When you use the aid another action to grant your ally a bonus to AC, you grant a +3 bonus to AC instead of the normal +2.

Purity of Faith (Iomedae): Your soul is free from impurity, and you are deeply committed to fulfilling your duties to the church. You gain a +1 trait bonus on Will saving throws and a +1 trait bonus on saving throws against spells and effects originating from an outsider with the evil subtype.

Reckless Luck (Chaldira Zuzaristan): Like your deity, you charge in when others fall back. When you make a charge attack in the surprise round or first round of combat, you gain a +2 trait bonus to your AC for 1 round.

Regal Presence (Iomedae): You've always had a presence that people respect. You gain a +1 trait bonus on Diplomacy checks, and Diplomacy is a class skill for you.

River Freedom (Hanspur): The freedom of water inspires you. While touching flowing water, you gain a +2 trait bonus on saving throws against effects that would hamper your movement.

Scaly Ally (Apsu): Because of your devotion to Apsu, you gain a +2 trait bonus on Diplomacy checks involving reptiles or those of draconic blood, whether they are good-aligned or not.

Secret Knowledge (Norgorber): At any point after taking this trait, you may choose one Knowledge skill. You gain a permanent +2 trait bonus on checks with that skill, and it is a class skill for you. Once this skill is chosen, it cannot be changed.

Seer of Reality (Irori): You have a deep understanding of the world around you, and thus you are more perceptive about what belongs and what does not. You gain a +2 trait bonus on saving throws against illusion magic.

Serpentine Squeeze (Ydersius): You gain a +1 trait bonus on combat maneuver checks to grapple a foe, as well as a +1 trait bonus to your CMD whenever an opponent tries to grapple you.

Shaper of Reality (any of the Eldest): You can mimic the Eldest's ability to reshape the world. Once per day, you can cast either a conjuration spell or a transmutation spell at +1 caster level.

Shield-Trained (Gorum): You were trained to use shields as weapons. Heavy and light shields are considered simple weapons rather than martial weapons for you. Heavy shields are considered light weapons for you.

A Shining Beacon (Iomedae): You carry a burning hatred in your heart for all things demonic, and have studied their

weaknesses carefully. You deal an amount of additional damage equal to your weapon's critical hit modifier when you score a successful critical hit with a weapon against a demon. This damage is added only after the damage is totaled, and is not multiplied by the critical hit multiplier.

Spirit Guide (Pharasma): As someone who has performed or observed funeral rites for a wide variety of people, you have a basic understanding of many different religions. You gain a +2 trait bonus on Knowledge (religion) checks, and Knowledge (religion) is a class skill for you.

Split-Second Defense (Milani): When you are the target of an attack by an opponent that is flanking you, as an immediate action once per day you can foil that opponent's attack. For that attack, the opponent does not gain any of the bonuses or effects that are associated with flanking.

Stabilizing Touch (Pharasma): You were born with the ability to stop the passage to death's door. Once per day, you can use *stabilize* as a spell-like ability, but with a range of touch.

Steady Strength (Trudd): Your strength training conditioned you to wearing heavy armor. When you wear medium or heavy armor, your armor check penalty on Strength-based skills is reduced by 2.

Stoic Optimism (Desna): You realize that accepting the pain in life accentuates its joys by contrast, and so your hope sustains you where others despair. You receive a +2 trait bonus on saving throws against fear effects.

Strength's Fanfare (Kurgess): Songs of your glory and prowess bolster your strength. When you are the subject of any sonic effect that grants a morale bonus on attack or damage rolls, you also gain a +1 trait bonus on Strength-based skill checks; on combat maneuver checks to bull rush, grapple, and reposition; and to your CMD against those combat maneuvers.

Strict Judgment (Kols): Your respect for the letter of the law bleeds into your spellcasting. Any spells you cast that prescribe certain behaviors with a consequence for breaking these directives (such as *mark of justice* or *geas*) have their save DC increased by 1.

Strip the Veils (Sivanah): You are unusually perceptive when dealing with others. You gain a +1 trait bonus on Sense Motive checks, and Sense Motive is a class skill for you.

Strong Heart (Gorum): You can stand firm against even the most terrifying foes. You gain a +1 trait bonus on saves against fear effects, and the DC of Intimidate checks against you increases by 2.

Strong Swimmer (Gozreh): Your faith in Gozreh's grace gives you the confidence to swim without fear. You gain a +2 trait bonus on Swim checks, and can hold your breath for an extra 2 rounds when underwater.

Strong-Willed (Cayden Cailean): Your fervent desire to choose your own path gives you strong willpower. You receive a +2 trait bonus on saving throws against charm and compulsion effects.

Structural Knowledge (Findeladlara): You are blessed with an insight into architecture and artifice. You gain a +1 trait bonus on Knowledge (engineering) checks, and Knowledge (engineering) is a class skill for you.

Talented Organizer (Milani): You are both skilled and knowledgeable when at putting together strong resistance organizations, thanks to your keen sense of how to motivate people. You gain a +1 trait bonus on Sense Motive skill checks, and Sense Motive is a class skill for you.

Thirst for Knowledge (Nethys): You have a need to bring old knowledge into the light, no matter what language it's written in. You gain a +1 trait bonus on Linguistics checks, and Linguistics is a class skill for you.

Thrill-Seeker (Desna): Desna has blessed you not just with a love of taking chances, but also the fortune to come out of such risky situations unscathed. Once per day, when you attempt an Acrobatics check, you can roll twice and take the better result. You must choose to use this ability before making the check.

Underlying Principles (Nethys): You've spent a large amount of time around magical items, and understand the similarities between many of them. You gain a +1 trait bonus on Use Magic Device checks, and Use Magic Device is a class skill for you.

Unhinged Mentality (Lamashtu): Your goddess-granted madness gives you a +2 trait bonus on saving throws against confusion, insanity, and fear effects.

Unspeakable Bond (any Elder God): You are an ally of the unclean creatures of the world, and gain a +2 trait bonus on Diplomacy checks when dealing with creatures of the aberration type.

Unswaying Love (Shelyn): Your resolute devotion to the unadulterated purity of your goddess protects you from those who would manipulate you. You gain a +2 trait bonus on saving throws against charm or compulsion effects.

Veils upon Veils (Sivanah): You have learned a holy secret that makes your illusions more powerful. Once per day when casting an illusion spell, you can do so at +1 caster level.

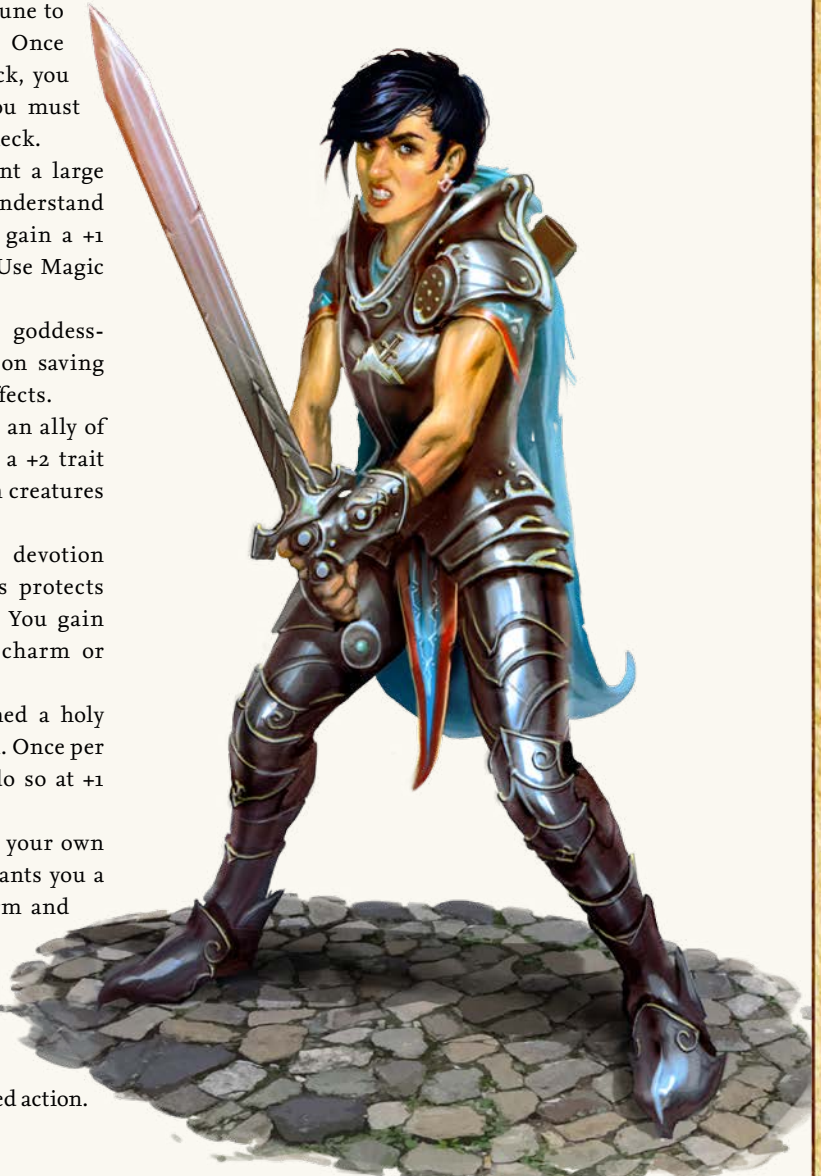
Wedded Bliss (Bolka): Your commitment to your own marriage or your burning desire to be wed grants you a +2 trait bonus on saving throws against charm and compulsion effects.

Well-Prepared (Angradd): Angradd teaches that a good offense can be the best defense. You gain a +1 trait bonus on attack rolls made as part of a readied action, and a +1 trait bonus on caster level checks when casting a spell as a readied action.

Wise Teacher (Erastil): You are skilled in passing along knowledge of rural matters. If you have 4 or more ranks in Knowledge (Nature) or Survival, when you aid another with these skills, you grant a +4 bonus on the check you are aiding instead of the normal +2.

Worthless Pawn (any Great Old One): Your existence is so meaningless to your chosen patron that it cares nothing for how you wield its power. You may prepare and cast spells whose alignment is in opposition to your patron's, but doing so causes you to take 1 point of Wisdom damage per spell level when the spell is cast. This does not permit you to use spell trigger or completion items of opposing alignments.

Wronged (Gyronna): Somewhere in your past, you were taken advantage of because of your gender. You gain a +2 trait bonus on Sense Motive checks against male creatures of your race, and the DC for men to intimidate you increases by 2.



SUBDOMAINS

The following are a number of new subdomains. The rules for subdomains can be found on page 86 of the *Pathfinder RPG Advanced Player's Guide*. The Scalykind and Void domains can be found in *Pathfinder Campaign Setting: The Inner Sea World Guide*. For a list of subdomains granted by specific deities, please refer to the appendix on page 316.

ARSON SUBDOMAIN

You express your devotion by setting the world ablaze.

Associated Domain: Fire.

Replacement Power: The following granted power replaces the fire bolt power of the Fire domain.

Call Fire (Su): As a standard action, you can stretch out your hand toward any visible fire source within 60 feet and beckon it toward you. This causes a ribbon-thin streak of fire to approach you in a straight line through the air. Any creature directly in the fire ribbon's path takes 1d4 points of fire damage; a successful Reflex save (DC = 10 + 1/2 your cleric level + your Wisdom modifier) negates this damage. When the ribbon of fire reaches your hand, it either extinguishes or lights a flammable object of your choice that you're holding. You can use this ability a number of times per day equal to 3 + your Wisdom modifier.

Replacement Domain Spells: 2nd—*flaming sphere*, 5th—*flame strike*, 7th—*delayed blast fireball*.

COOPERATION SUBDOMAIN

You know that you and your allies are strongest when you work together toward a common goal.

Associated Domain: Community.

Replacement Power: The following granted power replaces the calming touch ability of the Community domain.

Synergistic Touch (Sp): You can touch a creature as a standard action to confer upon it the benefits of any one Teamwork feat that you possess. This effect persists for a number of rounds equal to 1/2 your cleric level (minimum 1). You can use this ability a number of times per day equal to 3 + your Wisdom modifier.

Replacement Domain Spells: 1st—*borrow skill*^{APG}, 2nd—*share language*^{APG}, 3rd—*coordinated effort*^{APG}.

DARK TAPESTRY SUBDOMAIN

You worship not only the vast emptiness of space, but the sinister and alien powers that reside therein.

Associated Domain: Void.

Replacement Power: The following granted power replaces the guarded mind power of the Void domain.

It Came from Beyond (Su): Once per day, when you cast a summoning spell, any one creature you summon is more powerful than normal. The creature gains the advanced creature simple template. If you summon more than one creature with a spell, only one of the summoned creatures gains the advanced creature simple template. A summoned creature that gains the advanced creature simple template in this manner appears unnervingly deformed or unnaturally hideous, bringing with it a whiff of the emptiness of the void. This ability works only on spells you cast as a cleric—it does not work on spellcasting abilities gained from any other spellcasting classes you might have.

Replacement Domain Spells: 2nd—*summon monster II*, 5th—*summon monster V*, 7th—*insanity*.

DRAGON SUBDOMAIN

You have innate connection to dragons and their kin.

Associated Domain: Scalykind.

Replacement Power: The following granted power replaces the serpent companion ability of the Scalykind domain.

Dragonbreath (Su): At 4th level, you may use a breath weapon once per day as a standard action. When you gain this ability, choose acid, cold, fire, or electricity—this determines what kind of damage your breath weapon deals. Once you make this choice, you cannot change it later. Your breath weapon fills a 15-foot cone, and deals 3d6 points of damage—this damage increases by 1d6 points at every even-numbered level you gain beyond 4th level. A creature hit by your dragonbreath attack can attempt a Reflex save (DC 10 + 1/2 your cleric level + your Wisdom modifier) to take half damage. At 9th level, you can use this ability two times per day, and at 14th level you can use it three times per day.

Replacement Domain Spells: 3rd—*draconic reservoir*^{APG}, 4th—*dragon's breath*^{APG}, 6th—*form of the dragon I*.

ENTROPY SUBDOMAIN

You seek to bring about the end of all things.

Associated Domain: Chaos.

Replacement Power: The following granted power replaces the chaos blade power of the Chaos domain.

Hasten the End (Su): At 8th level, as an immediate action upon successfully hitting an opponent with a melee attack, you reduce the remaining duration of all beneficial

magical effects currently affecting the target by 1 round, minute, hour, or day—whichever measurement is used to determine the duration of each particular magical effect. You can use this ability once per day at 8th level, and an additional time per day for every 4 levels beyond 8th.

Replacement Domain Spells: 1st—*entropic shield*, 3rd—*dispel magic*, 5th—*confusion*, 7th—*destruction*.

FEAR SUBDOMAIN

You relish the feeling of power that rises in you when your enemies quake before you in fear.

Associated Domain: Evil.

Replacement Power: The following granted power replaces the scythe of evil power of the Evil domain.

Feed on Fear (Su): At 8th level, as an immediate action upon successfully hitting a creature with a melee attack that's already suffering from a fear effect, you deal 2d6 extra points of damage and gain that amount in temporary hit points. These temporary hit points last for 24 hours or until lost. You can use this ability once per day at 8th level, and an additional time per day for every 4 levels beyond 8th.

Replacement Domain Spells: 1st—*cause fear*, 3rd—*scare*, 4th—*fear*.

FLOTSAM SUBDOMAIN

You know that the sea's bounty takes many forms, including hidden treasures among refuse.

Associated Domain: Water.

Replacement Power: The following granted power replaces the cold resistance power of the Water domain.

Sift (Su): At 6th level, once per day you can reach into water as a standard action and pull out an object with a maximum gp value of up to 50 gp × your cleric level. This object always has the broken condition upon being withdrawn from the water. The water you reach into must be at least deep enough to fully immerse yourself in it. At 12th level, objects you retrieve are not broken. At 20th level, you can retrieve objects worth up to 5,000 gp. If retrieving an object that would not normally float, assume it rests on top of or is entwined with debris that does float. Objects retrieved in this manner disappear after 24 hours, if not already used up or otherwise destroyed before then.

Replacement Domain Spells: 2nd—*make whole*, 5th—*major creation*, 6th—*animate object*.

FRIENDSHIP SUBDOMAIN

Your faith in your friends bolsters the strength of your faith in your god.

Associated Domain: Good.

Replacement Power: The following granted power replaces the touch of good power of the Good domain.

Powerful Bond (Su): As a free action, you can open a link to communicate telepathically with a single ally within 60 feet. The telepathic link is two-way and lasts for 1 minute. Unlike normal telepathy, this ability requires a shared language. You can use this ability a number of times per day equal to 3 + your Wisdom modifier.

Replacement Domain Spells: 2nd—*shield other*, 5th—*telepathic bond*.

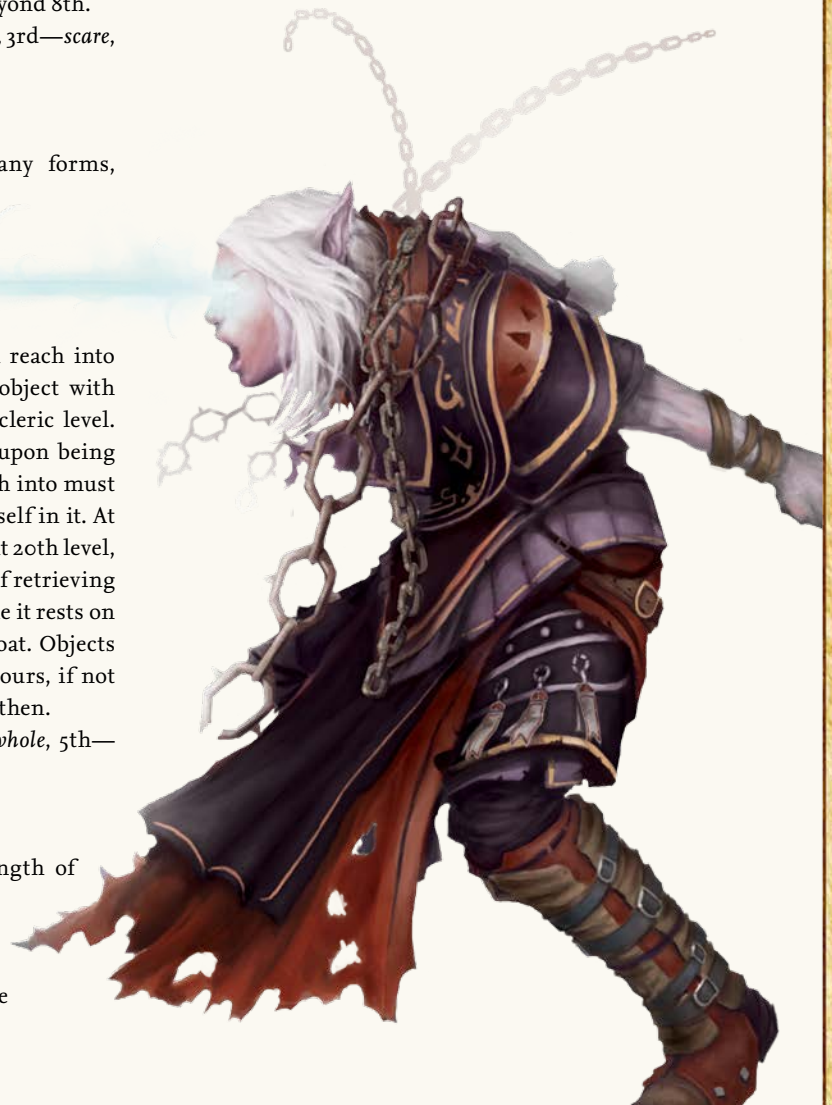
ISOLATION SUBDOMAIN

You find strength in the solitude found in the remote corners of the universe.

Associated Domain: Void.

Replacement Power: The following granted power replaces the part the veil power of the Void domain.

Aura of Isolation (Su): As a standard action, you can create a 20-foot aura that causes enemies within to be overcome with feelings of isolation and loss. Your enemies treat the aura as difficult terrain, as they become sluggish within its area of effect. Furthermore, while within the aura,



your enemies cannot provide flanking, nor can they use or benefit from the aid of another action. The aura lasts for a number of rounds equal to 3 + your Wisdom modifier, but the rounds need not be consecutive. This is a mind-affecting emotion effect.

Replacement Domain Spells: 4th—*crushing despair*, 6th—*wall of force*, 8th—*prismatic wall*.

JUDGMENT SUBDOMAIN

The balance of law is paramount to you, and you ensure that transgressions are punished appropriately.

Associated Domain: Law.

Replacement Power: The following granted power replaces the touch of law ability of the Law domain.

Chastisement (Su): As a standard action, you can cast a strengthened spell against a creature that damaged you since your last turn. This spell must target the creature that damaged you, and is cast at +1 caster level. Area of effect spells cannot be used in conjunction with this ability, but other spells that target multiple creatures may be. You can use this ability a number of times per day equal to 3 + your Wisdom modifier.

Replacement Domain Spells: 2nd—*castigate*^{APG}, 4th—*rebuke*^{APG}, 5th—*mark of justice*.

LOYALTY SUBDOMAIN

Nothing can dissuade you and your allies from fulfilling your sworn duty.

Associated Domain: Law.

Replacement Power: The following granted power replaces the touch of law power of the Law domain.

Touch of Loyalty (Su): As a standard action, you can touch a willing creature, granting it a +4 sacred bonus on saving throws to resist charm, compulsion, and fear effects for 1 hour. You can use this ability a number of times per day equal to 3 + your Wisdom modifier.

Replacement Domain Spells: 1st—*remove fear*, 5th—*greater command*.

MOON SUBDOMAIN

Even amid the darkness of night, the power of the illuminating moon has always fascinated you.

Associated Domain: Darkness.

Replacement Power: The following granted power replaces the eyes of darkness power of the Darkness domain.

Moonfire (Su): At 8th level, as a standard action you can shoot a blast of divine moonlight from your eyes, as a ranged touch attack against a single target within 30 feet. Moonfire deals 1d8 points of damage per 2 cleric levels, and the target is dazzled for 1 round per cleric level. Moonfire deals 1d10 points of damage per cleric level against lycanthropes. You can use this ability once per day at 8th level, and one additional time per day for every 4 levels beyond 8th.

Replacement Domain Spells: 1st—*faerie fire*, 4th—*moonstruck*^{APG}, 6th—*dream*.

REVELRY SUBDOMAIN

You know how to best celebrate the good times in life.

Associated Domain: Chaos.

Replacement Power: The following granted power replaces the chaos blade ability of the Chaos domain.

Intense Celebration (Su): At 8th level, any spells you cast that confer a morale effect upon you or your allies are automatically affected as if by the Extend Spell metamagic feat, with no increase in spell level.

Replacement Domain Spells: 2nd—*hideous laughter*, 3rd—*good hope*, 6th—*heroes' feast*, 8th—*irresistible dance*.

RIVERS SUBDOMAIN

Freshwater rivers and streams are the lifeblood of both the land and your life.

Associated Domain: Water.

Replacement Power: The following granted power replaces the icicle power of the Water domain.

Current Flow (Su): As a free action, you can increase either your land or swim speed by 10 feet. While swimming, you gain a bonus on Swim checks equal to your 1/2 your cleric level (minimum 1). These effects last for a number of rounds equal to your Wisdom modifier (minimum 1). You can use this ability a number of times per day equal to 3 + your Wisdom modifier.

Replacement Domain Spells: 1st—*hydraulic push*^{APG}, 2nd—*slipstream*^{APG}, 5th—*elemental body II*, 6th—*fluid form*^{APG}.

SAURIAN SUBDOMAIN

Few creatures demand your respect and awe like the mighty dinosaur.

Associated Domain: Scalykind.

Replacement Power: The following granted power replaces the serpent companion ability of the Scalykind domain.

Dinosaur Companion (Ex): At 4th level, you gain the service of a loyal animal companion. Your effective druid level for this animal companion is equal to your cleric level – 2. You may only choose a dinosaur as your companion.

Replacement Domain Spells: 4th—*summon nature's ally IV* (deinonychus or pteranodon only), 5th—*beast shape III*, 7th—*summon nature's ally VII* (brachiosaurus or tyrannosaurus only).

SLAVERY SUBDOMAIN

You believe the natural order of the world is for the strong to subjugate the weak, so you work to spread slavery.

Associated Domain: Law.

Replacement Power: The following granted power replaces the staff of order power of the Law domain.

Master's Yoke (Su): At 8th level, you can attempt to assert your dominance over any visible creature within 30 feet by declaring the target your property. The target can resist this effect with a successful Will save (DC = 10 + 1/2 your cleric level + your Wisdom modifier). If the target fails the save, it is affected as if by *dominate monster* for a number of rounds equal to 1/2 your cleric level, save that the target can choose to ignore any order you give and instead take 2 points of Constitution damage and become staggered for 1 round. You can use this ability once per day at 8th level, and an additional time per day for every 4 levels beyond 8th. This is a language-based mind-affecting effect.

Replacement Domain Spells: 1st—*charm person*, 5th—*dominate person*, 8th—*binding*.

STARS SUBDOMAIN

The firmament provides you inspiration, and you draw power from the stars' distant light.

Associated Domain: Void.

Replacement Power: The following granted power replaces the part the veil power of the Void domain.

The Stars Are Right (Su): If you prepare your cleric spells while the stars are visible to you, you may spontaneously cast any of your Stars subdomain spells by swapping out a spell of an equal spell level. Any Stars subdomain spell that you cast while the stars are visible to you heals you of an amount of hit point damage equal to the spell's level; this effect happens as you cast the spell.

Replacement Domain Spells: 2nd—*hypnotic pattern*, 7th—*sunbeam*, 9th—*meteor swarm*.

TORTURE SUBDOMAIN

You revel in the pleasure of causing pain in others, whether to extract information or simply for the sake of causing suffering.

Associated Domain: Destruction.

Replacement Power: The following granted power replaces the destructive smite power of the Destruction domain.

Painful Smite (Su): Prior to making a melee attack roll, you can choose to convert all damage from that strike into nonlethal damage, adding your Wisdom modifier to the damage. If you succeed in your attack, as a free action you can make an Intimidate check against your target to demoralize the target. You gain a bonus on your Intimidate check equal to the amount of nonlethal damage dealt by the painful smite. You can use this ability a number of times per day equal to 3 + your Wisdom modifier.

Replacement Domain Spells: 2nd—*pain strike*^{APG}, 5th—*symbol of pain*, 8th—*demand*.

TYRANNY SUBDOMAIN

Nothing—not even the suffering of others—will stand between you and the power you seek.

Associated Domain: Law.

Replacement Power: The following granted power replaces the staff of order power of the Law domain.

Tyrannical Strike (Su): At 8th level, as an immediate action upon successfully hitting an opponent with a melee attack, you can choose to forgo the damage (but not any other effects of the attack) to instead affect the creature you hit as a *greater command* spell, with a caster level equal to your cleric level. You can use this ability once per day at 8th level, and an additional time per day for every 4 levels beyond 8th.

Replacement Domain Spells: 1st—*command*, 3rd—*bestow curse*, 7th—*symbol of persuasion*.

VENOM SUBDOMAIN

Poison may not course through your veins, but it's ever on your mind and plays a vital part in your faith and your daily worship.

Associated Domain: Scalykind.

Replacement Power: The following granted power replace the venomous stare power of the Scalykind domain.

Venomous Saliva (Su): As a swift action, you can spit a gout of life-stealing venom onto a weapon you are wielding. The poison lasts for 1 minute or until you make an attack that injures a foe with that weapon.

Life-Stealing Venom: Injury; *save* Fort DC 10 + 1/2 your cleric level + your Wisdom modifier; *frequency* 1/round for 3 rounds; *effect* 1 Con damage; *cure* 1 save.

You can use the venomous saliva ability a number of times per day equal to 3 + your Wisdom modifier.

Replacement Domain Spells: 2nd—*pernicious poison*^{UM}, 6th—*cloudkill*.

WHIMSY SUBDOMAIN

You find the humor in all things, and enjoy spreading laughter through pranks and trickery, even in the direst of situations.

Associated Domain: Chaos.

Replacement Power: The following granted power replaces the chaos blade of the Chaos domain.

Unexpected Whimsy (Su): As a standard action, you dance, act like a buffoon, or commit some other act of whimsy. When you do, enemies within 30 feet of you that can see and hear you must succeed a Will saving throw (DC = 10 + 1/2 your cleric level + half your Wisdom modifier) or they collapse into gales of manic laughter, falling prone. Those who fail their saving throws can take no actions other than laughing for 1 round, but are not considered helpless. You can use this ability once per day at 8th level and one additional time for every 4 levels you possess beyond 8th.

Replacement Domain Spells: 1st—*hideous laughter*, 4th—*confusion*, 6th—*cloak of dreams*^{APG}.

SPELLS

The deities of Golarion grant a diverse range of spells to their followers, and many of those spells also have arcane forms. The following chapter details new spells that are known in Golarion, both ones specific to individual deities and those with more general use.

Many of the spells in this chapter originated with the faithful of a particular deity and are more common among the worshipers of that god. Such spells are denoted with the god's name in parentheses after the spell's name. Worshipers of a spell's associated deity always treat the spell as common, and need not research it in order to prepare or learn it. Despite this, all the spells in this chapter are available to members of other faiths, though some temples or religious organizations may proscribe the use of specific spells. Additionally, arcane spellcasters have unlocked the secrets of casting particular spells.

The other spells presented in this section are not preferred by a specific deity and fit thematically with the churches of several gods.



ABADAR'S TRUTHTELLING (ABADAR)

School enchantment (compulsion) [mind-affecting]; **Level**

cleric 1, inquisitor 1, paladin 1

Casting Time 1 standard action

Components V, S, DF

Range touch

Target creature touched

This spell functions identically to the spell *zone of truth*, except as noted above. The target momentarily takes on the semblance of a being of perfect order, like an archon or inevitable, so that all who can see the target know it is affected by the spell. This divine guise flickers over the target for only an instant and does not allow it to pass as a member of a different race.

ABSTEMIOUSNESS (IRORI)

School transmutation; **Level** bard 1, cleric 1, druid 1, witch 1

Casting Time 1 standard action

Components V

Range touch

Target a handful of berries, grains, nuts, or rice

Duration 1 hour

Saving Throw Fortitude negates (harmless); **Spell Resistance** yes (harmless)

Sometimes Irori smiles on his worshipers, granting them a reprieve from physical hunger. This spell magically enhances a handful of simple food, imbuing it with enough nutrition to satisfy a Medium or smaller creature for a full day. The spell does not create food, and thus will not alone prevent someone from starving, but it can extend even limited reserves for lengthy periods.

ASPECT OF THE NIGHTINGALE (SHELYN)

School transmutation (polymorph); **Level** bard 1, cleric 1, druid 1, inquisitor 1, paladin 1, ranger 1

Casting Time 1 standard action

Components V, S, DF

Range personal

Target you

Duration 1 minute/level

You take on an aspect of a nightingale. Your voice becomes clear and pleasant. You gain a +2 competence



bonus on Perform (sing) checks and a +2 competence bonus on Diplomacy checks. Once per minute, if you are subject to a charm effect that allows a saving throw, you may roll twice and take the more favorable result.

BAPHOMET'S BLESSING

School transmutation (polymorph); **Level** cleric 4, druid 4, sorcerer/wizard 4, summoner 4, witch 4

Casting Time 1 standard action

Components V, M/DF (powdered bull's horn)

Range touch

Target one living creature

Duration 1 round/level

Saving Throw Fortitude negates; **Spell Resistance** yes

You change the target's head into that of a bull. The creature's Intelligence becomes 2, and it gains a gore melee attack that it can use as a primary or secondary attack. The gore attack uses the creature's base attack bonus, and the creature gains a +2 bonus on attack and damage rolls with the gore attack. The gore attack deals a number of points of damage equal to 1d6 + Strength modifier if the target is Small, 1d8 + Strength modifier if the target is Medium, and 2d6 + Strength modifier if the target is Large or larger.

The affected creature still retains its type, class, levels, and Hit Dice. The creature's base attack bonus, base save bonuses, and hit points remain unmodified. It retains all of its class

features and may still cast spells, though it must do so using its newly modified Intelligence score. Any items equipped in the creature's head slot meld into its body. Affected items that grant passive bonuses continue to do so, though items that require activation become nonfunctional for the duration of the spell.

If the target fails to resist *Baphomet's blessing*, it also becomes immune to polymorph spells (except for this one) for the duration of the spell's effect. Undead, incorporeal, or gaseous creatures are immune to *Baphomet's blessing*.

BEACON OF LUCK (DESNA)

School divination; **Level** bard 3, cleric 3, inquisitor 4, paladin 4

Casting Time 1 standard action

Components V, S, M/DF (a tuft of rabbit fur)

Range personal; see text

Target you

Duration 1 minute/level (D)

You send out a burst of luck with a 30-foot radius centered around you. While the *beacon of luck* is in effect, you gain a +2 sacred bonus on all saving throws. As an immediate action before a saving throw is made, allies within the area can choose to benefit from this luck, rolling twice for a saving throw and taking the better result. Once a creature benefits from the *beacon of luck* in this way, it cannot gain the benefit of this spell for 24 hours.

BLADE SNARE

School abjuration; **Level** druid 3, magus 3, ranger 3, sorcerer/wizard 3

Casting Time 1 standard action

Components V, S

Range personal

Target you

Duration 1 round/level

Saving Throw none; **Spell Resistance** no

This spell creates an invisible magic field that does not stop weapons (whether manufactured or natural) from moving toward you, but impedes their motion when they are retracted. When you are hit with a melee attack, attempt a caster level check against your opponent's CMD. If your check succeeds, your opponent's attacking weapon or body part becomes caught in the field, as if magically affixed to your body. If your check fails, your opponent may retract its weapon.

If your opponent's melee weapon becomes trapped in the field, the opponent may release the weapon and move away from you. If your opponent attacked with a part of its body (such as a fist, a horn, a tail, etc.) or it attacked with a weapon but refuses to release it, your opponent gains the grappled condition. Because you are not using any part of your body to maintain control over your opponent, you do not gain the grappled condition.

Once an opponent's weapon is snared, you may attempt a new caster level check against that opponent's CMD on each of your subsequent turns to maintain the grapple. This is a standard action, during which you may make any of the usual grappling actions, but if you choose to pin the opponent, you gain the grappled condition as well. On your opponent's turn, it may try to retract its weapon or limb by attempting a combat maneuver check or Escape Artist check, the DC of which is equal to the spell's saving throw.

While *blade snare* is active, you may make melee attacks and cast spells as normal, though you may not make ranged weapon attacks; the magic field thwarts such attacks. You may not snare more than one limb or weapon in the field at a time. If you already have an opponent's weapon or limb stuck in the field and you are hit by a second melee attack, you must choose which weapon or limb to snare. The other limb or weapon is unaffected by the spell.

BLESSING OF THE WATCH (ABADAR)

School enchantment (compulsion) [mind-affecting]; **Level** cleric 1, inquisitor 1, paladin 1

Duration: 1 hour/level

This spell functions like *bless*, except as noted. It works only in the caster's home city, and in areas under the jurisdiction of the city watch. For example, if the watch patrols a shantytown outside the city walls but not the ruined subterranean tunnels that lie beneath the city, the spell works in the former area but not the latter.

BRITTLE PORTAL (ROVAGUG)

School transmutation; **Level** antipaladin 2, cleric 2, druid 2, inquisitor 2, sorcerer/wizard 2, witch 2

Casting Time 1 standard action

Components V, S

Range close (25 ft. + 5 ft./2 levels)

Area 5-ft.-radius spread

Duration 1 round/level

Saving Throw Will negates (object); **Spell Resistance** yes (object)

This spell weakens the bonds of existence, and reduces the hardness of any nonmagical surface within its area of effect by 2 per caster level. The spell is centered on a flat surface chosen by the caster, and the hardness reduction effect persists for the duration of the spell.

BURST OF GLORY (IOMEDAE)

School enchantment (compulsion) [mind-affecting]; **Level** cleric 5, inquisitor 4, paladin 4

Casting Time 1 standard action

Components V, S, DF

Area 10-ft.-radius burst, centered on you

Duration 1 round/level (D; see text)

Saving Throw Will negates (harmless); **Spell Resistance** yes (harmless)

Allies in the area of this spell at the time of casting gain a +1 sacred bonus on attack rolls and saves against fear effects, plus 1 temporary hit point per caster level (maximum 20). You shine with a white or golden radiance equal to a torch for the spell's duration, though you can dismiss the glow effect as a free action.

CAUSTIC BLOOD

School transmutation [acid]; **Level** alchemist 4, cleric 5, druid 4, magus 4, sorcerer/wizard 5, summoner 4

Casting Time 1 standard action

Components V, S, M (vial of black adder venom)

Range personal

Target you

Duration 1 round/level

Saving Throw Reflex half or negates; see text; **Spell Resistance** no

You imbue your blood with corrosive acid. Any time you take piercing or slashing damage, a spray of acidic blood spurts from your body in the direction of the opponent who inflicted the wound, dealing 1d6 points of acid damage per caster level (maximum 15d6, Reflex half). This spurt travels in a 10-foot line, damaging the first creature or object it touches, with no splash damage. After it contacts a creature or object, your acidic blood continues to burn that creature for 1 round, dealing 1d6 points of acid damage per 2 caster levels (maximum 7d6). A second successful Reflex save negates this additional damage.

CHANNEL THE GIFT (NETHYS)

School evocation; **Level** bard 3, cleric 3, druid 3, ranger 3, sorcerer/wizard 3, witch 3



Casting Time 1 standard action

Components V, S, DF

Range touch

Target ally spellcaster touched

Duration 1 round or see text

Saving Throw Will negates (harmless) or none; **Spell Resistance** yes (harmless) or no

You channel your magical power to fuel the target's spellcasting. The next spell the target casts of 3rd level or lower does not expend a spell slot; in effect, you are using your spell slot to power the target's spell. The target must start casting this spell before your next turn, and the spell cannot have a casting time longer than 1 full round. Your alignment, prohibited wizard school, and other restrictions on your own spellcasting do not affect the target, nor do you suffer any backlash from the target's choice of spell.

If you target yourself with this spell, you may spontaneously cast any prepared spell of 3rd level or lower without expending its spell slot on your next turn (this aspect of the spell has no effect if you are a spontaneous caster). The spell that's cast after *channel the gift* cannot have a casting time longer than 1 full round.

CHANNEL VIGOR (IRORI)

School transmutation; **Level** alchemist 3, cleric 3, inquisitor 3, magus 3

Casting Time 1 standard action

Components V, S

Range personal

Target you

Duration 1 round/level

You focus the energy of your mind, body, and spirit into a specific part of your being, granting yourself an exceptional ability to perform certain tasks. When you cast the spell, choose one of the following portions of your self as your focus target. Thereafter, you may change the focus target as a move action. You can gain the benefit of only one *channel vigor* spell at a time.

Limbs: You gain the benefits of a *haste* spell.

Mind: You gain a +4 competence bonus on Knowledge and Perception skill checks and on ranged attack rolls.

Spirit: You gain a +6 competence bonus on Will saving throws and Bluff and Intimidate checks.

Torso: You gain a +6 competence bonus on Fortitude saving throws and concentration checks.

DEADEYE'S ARROW (ERASTIL)

School evocation [electricity]; **Level** cleric 2, inquisitor 1, druid 1, magus 1, paladin 1, ranger 1

Casting Time 1 standard action

Components V, S, M (one arrow)

Range Medium (100 ft. + 10 ft./level) or see text

Effect arrow of electricity

Duration instantaneous or 1 round (see text)

Saving Throw none; **Spell Resistance** yes

You create an arrow made of crackling electricity, which you may use for one of two effects.

Attack: You may throw the arrow up to Medium range or fire it from a bow up to the bow's maximum range. Either use is a ranged touch attack. The arrow deals 1d6 points of electricity damage + 1 point per level (maximum +5).

Beacon: You throw or fire the arrow straight up. When it reaches maximum range or a solid surface (such as the roof of a cave) it explodes in a peal of thunder and forms a forked bolt of electricity resembling Erastil's holy symbol, which lingers for 1 round. The thunder and lightning are as loud and bright as natural thunder and lightning, but they do not harm any nearby creatures.

DEFENDING BONE (PHARASMA)

School necromancy; **Level** cleric 2, inquisitor 2, magus 2, sorcerer/wizard 2, witch 2

Casting Time 1 standard action

Components V, S, F (a Medium creature's skull or femur), DF

Range personal

Target you

Duration 1 hour/level or until discharged

You animate a bone with necromantic energy, giving it the power to float near your body and interpose itself against physical attacks. This gives you damage reduction 5/bludgeoning. Once the bone has prevented a total of 5 points of damage per caster level (maximum 50 points), it is destroyed and the spell is discharged. This spell has no effect if you have damage reduction from another source.

DREAM FEAST (DESNA)

School conjuration (creation); **Level** cleric 1, druid 1, ranger 1

Casting Time 1 standard action

Components V, S, DF

Range touch

Target creature touched

Duration instantaneous

Saving Throw Will negates (harmless); **Spell Resistance** yes (harmless)

The next time the target sleeps (within the next 8 hours), she dreams of a rich feast with her favorite foods and drinks. When she awakens, she is sated as if she had eaten a nutritious meal, regardless of what she dreamed she ate. The target must sleep for at least 1 hour to gain the benefits of



this spell. Being awakened during this period interrupts the spell and cancels its effects.

If you sleep with this spell prepared, you may automatically expend it while you sleep to gain the spell's benefit. This expenditure does not count as spellcasting for the purpose of determining available spell slots (you could go to sleep at midnight, expend this spell during an 8-hour period of sleep, and still prepare your full allotment of spells in the morning).

EARLY JUDGMENT (PHARASMA)

School divination; **Level** cleric 2, inquisitor 2, witch 1

Casting Time 1 standard action

Components V, S, DF

Range close (25 ft. + 5 ft./2 levels)

Target one humanoid creature

Duration 1d4 rounds

Saving Throw Will negates; **Spell Resistance** yes

You show one creature the effect of its life so far and what it might expect when it passes under Pharama's impartial gaze at the end of its life. Depending on the creature's alignment and its adherence to its ethos, you can provide it a brief glimpse of the reward or punishment that waits for it when it dies by showing it a mental image of its destined plane in the Great Beyond. If the target is good-aligned, it is fascinated for 1d4 rounds on a failed save. If the target is neutral-aligned, it is confused for 1d4 rounds on a failed save. If the target is evil-aligned, it is shaken for 1d4 rounds on a failed save.

ENHANCE WATER (CAYDEN CAILEAN)

School transmutation; **Level** bard 1, cleric 1, paladin 1

Casting Time 1 round

Components V, S

Range touch

Target 1 pint of water/level

Duration instantaneous

Saving Throw Fortitude negates (harmless, object); **Spell**

Resistance yes (harmless, object)

This spell transforms water into an alcoholic beverage, typically ale, beer, mead, or wine. The alcohol is of middling quality but perfectly drinkable. The spell also serves to remove poisons, diseases, minerals, and other toxins from the water as it transforms. The more contaminants that exist in the water, the darker the ale or the more full-bodied the wine becomes. The beverage's alcohol content is not affected by the presence or absence of contaminants.

This spell does not work on unholy water, potions, or other liquids with magical power.

FACE OF THE DEVOURER (ROVAGUG)

School transmutation (polymorph); **Level** adept 1, antipaladin 1, cleric 1, druid 1, sorcerer/wizard 1

Casting Time 1 standard action

Components V, S

Range touch

Target creature touched

Duration 1 minute/level

Saving Throw Fortitude negates (harmless); **Spell Resistance** yes (harmless)

You transform the target's face into a hideous shape, such as a half-melted visage with insect legs instead of teeth, seeping pits instead of eyes, and suckered tongues dangling from its misshapen mouth. You do not choose what shape the target's face takes, and the shape is different every time you cast the spell. This transformation does not interfere with the target's senses or its ability to breathe, though it might prevent it from speaking. The target gains a +4 circumstance bonus on Intimidate checks.

If the target does not normally have a bite attack, it gains a bite attack as a natural weapon for the duration of the spell. This bite attack deals 1d6 points of damage if the target is Medium, 1d4 points of damage if the target is Small, or 1d8 points of damage if the creature is Large. The target may use this bite as a primary attack or a secondary attack.

FAIRNESS (ABADAR)

School enchantment (compulsion) [mind-affecting]; **Level**

cleric 1, inquisitor 2, paladin 2

Casting Time 1 round

Components V, S, DF

Range close (25 ft. + 5 ft./2 levels)

Target one humanoid creature per level

Duration 1 minute/level

Saving Throw Will negates; **Spell Resistance** yes

Humanoid creatures affected by this spell must trade fairly with others to the best of their knowledge. If they know the fair value (or even an estimated fair value) of a good or service, they cannot participate in a trade if it would benefit one side unfairly, and must attempt to stop such trades from occurring, preventing them from cheating another while under the influence of this spell. The symbol of Abadar appears above the heads of those affected by this spell, making those affected and unaffected by the spell immediately apparent.

FALLBACK STRATEGY (TORAG)

School abjuration; **Level** cleric 1, inquisitor 1, paladin 1, magus 1

Casting Time 1 standard action

Components V, S, DF

Range personal

Target you

Duration 1 minute/level or until discharged; see text

While this spell is active, you may reroll one attack roll, combat maneuver check, or skill check before the result of the roll or check is known. You must take the result of the reroll, even if it's worse than the original roll. Once the reroll is used, the spell ends. You can have no more than one *fallback strategy* active on you at the same time.

FALSE ALIBI (NORGORBER)

School enchantment (compulsion) [mind-affecting]; **Level** bard 3, cleric 3, inquisitor 3

Casting Time 1 round

Components V, S, M (emerald dust worth 100 gp)

Range close (25 ft. + 5 ft./2 levels)

Target one living creature

Duration permanent; see text

Saving Throw Will negates; **Spell Resistance** yes

This spell functions similarly to *modify memory*, except you can modify the target's memory only in a specific way. In response to a triggering condition you determine, up to the last 5 minutes of the target's memory are eliminated and replaced with a memory of your choosing (or no memory at all). For example, you could cast this on an assassin, set it to trigger when he completes his kill, and replace his memory of the murder with the memory of him discovering the body and picking up the murder weapon. You can cast this spell multiple times on the same target, even with the same trigger, affecting different memories. A single casting of *false alibi* affects a creature only until the specified condition has been triggered; once a condition has been triggered and the target's memory altered, that condition no longer triggers this spell unless the victim is subject to another casting of *false alibi* that specifies the same trigger.

FIREBELLY (TORAG)

School abjuration; **Level** alchemist 1, cleric 1, druid 1, paladin 1

Casting Time 1 standard action

Components V, S, DF

Range personal

Target you

Duration 1 minute/level

Saving Throw Reflex half; see text; **Spell Resistance** yes; see text
A magical fire warms your belly, granting fire resistance 5 and making your gut hot to the touch (but not enough to damage you or anything else). As a standard action, you can breathe a 15-foot cone of flame that deals 1d4 points of fire damage (Reflex half, SR applies). Each time you use this breath weapon, reduce the remaining duration of the spell by 1 minute.

FRACTIONS OF HEAL AND HARM (NETHYS)

School transmutation; **Level** bard 3, cleric 3, sorcerer/wizard 3

Casting Time 1 swift action

Components V, S

Range personal

Target you

Duration instantaneous

This spell channels a portion of the next spell you cast into magic that heals you. The next instantaneous area damage spell of 3rd level or lower that you cast deals only 75% of its damage, but heals you of a number of hit points equal to the remaining 25% of the spell's damage. For example, if you cast

this spell and followed it with a *fireball* that would normally deal 40 hit points of damage, the fireball instead deals 30 hit points of damage and heals you of 10 hit points of damage. The spell affected by this spell must be cast before the end of your next turn. This spell has no effect on spells that do not deal damage or spells higher than 3rd level. This healing is treated as if you had been affected by a cure or inflict spell (whichever would heal you), and is treated as the same spell level as the area-affecting spell for the purpose of effects that relate to the spell level of cure or inflict spells.

FREEDOM'S TOAST (CAYDEN CAILEAN)

School conjuration (teleportation); **Level** bard 5, cleric 5, inquisitor 5, sorcerer/wizard 4

Casting Time 1 standard action

Components V, S, M/DF (a small amount of ale in a flagon)

Range close (25 ft. + 5 ft./2 levels)

Target one creature

Duration instantaneous

Saving Throw Will negates (harmless); **Spell Resistance** yes (harmless)

When the caster hoists a flagon and delivers a toast to freedom, the target is transported up to 15 feet from its position to a space of your choice, though that space must be within your line of sight. If the target was prone at the time of casting, you can choose for the target to be standing upon reaching the destination. Furthermore, if the target was bound with nonmagical ropes, manacles, or other restraints, those restraints are not transported with the target, effectively freeing the target from those restraints. If the target is bound by magical restraints, you can bar those restraints from being transported with the target with a successful caster level check against a DC based on the restraints' caster level (DC = 11 + the restraining magic item's or spell's caster level).

GHOUL HUNGER (URGATHOA)

School necromancy [evil, mind-affecting]; **Level** antipaladin 2, cleric 2, sorcerer/wizard 2, witch 2

Casting Time 1 standard action

Components V, S

Range close (25 ft. + 5 ft./2 levels)

Target one humanoid creature

Duration 1 round/level; see text

Saving Throw Will negates; see text; **Spell Resistance** yes

You awaken an unnatural hunger in the target, compelling it to fall upon a nearby helpless or dead humanoid creature and begin eating its flesh. The target defends itself normally but takes no other actions while eating. The target does not take extraordinary risks to satisfy this urge (it wouldn't jump over a pit or swim through lava to reach a suitable victim). If the target can't fulfill this urge on its next turn, the spell fails. Each round on its turn, the target can attempt a new saving throw to end the effect.

GOZREH'S TRIDENT (GOZREH)**School** evocation [electricity]; **Level** cleric 2, druid 2, witch 2**Casting Time** 1 standard action**Components** V, S, DF**Range** 0 ft.**Effect** trident-like bolt of electricity**Duration** 1 minute/level (D)**Saving Throw** none; **Spell Resistance** yes

A 4-foot-long, blazing, forked bolt of electricity springs forth from your hand. You wield this spear-like bolt as if it were a trident (you are considered proficient with the bolt). Attacks with *Gozreh's trident* are melee touch attacks. The bolt deals 1d8 points of electricity damage + 1 point per 2 caster levels (maximum +10). Since the bolt is immaterial, your Strength modifier does not apply to the damage. The bolt can ignite combustible materials such as parchment, straw, dry sticks, and cloth.

HAIRLINE FRACTURES (TORAG)**School** transmutation [earth]; **Level** cleric 1, druid 1, witch 1**Casting Time** 1 standard action**Components** V, S, M (a broken twig)**Range** touch**Target** 5-foot-square section of stone or a creature with the earth subtype**Duration** 1 round/level**Saving Throw** Fortitude negates (object); **Spell Resistance** yes (object)

With a single touch, you create temporary hairline fractures in a piece of stone or a creature with the earth subtype. If you cast this spell on a section of stone, you reduce its hardness to 5 and its hit points to 10/inch of thickness. If you cast this spell on a creature with the earth subtype, that creature takes a -2 penalty to AC for the spell's duration. *Make whole* reverses this spell's effect.

HAMMER OF MENDING (TORAG)**School** transmutation; **Level** cleric 6, sorcerer/wizard 5, summoner 5**Casting Time** 1 standard action**Components** V, S, F (a small mithral hammer worth 300 gp), DF**Area** 30-ft.-radius burst centered on you**Duration** instantaneous**Saving Throw** Fortitude negates (harmless);**Spell Resistance** yes (harmless)

Upon striking a piece of solid ground with the spell's focus or a holy symbol, you let out a wave of energy that repairs items within its burst. All objects or constructs within the burst are repaired of 1d6 points of damage per

level. When this spell affects constructs, the spell bypasses any immunity to magic as if the spell did not allow spell resistance.

Hammer of mending can fix destroyed magic items (items with 0 hit points or fewer), and restores the magic properties of the item if your caster level is at least twice that of the item. Items with charges (such as wands) and single-use items (such as potions and scrolls) cannot be repaired in this way.

HAZE OF DREAMS (DESNA)**School** enchantment (charm) [emotion, mind-affecting]; **Level** bard 1, cleric 1, inquisitor 1, paladin 1, witch 1**Casting Time** 1 standard action**Components** V, M (pinch of sand)**Range** close (25 ft. + 5 ft./2 levels)**Target** one creature**Duration** 1 round/level**Saving Throw** Will negates; **Spell Resistance** yes

You fill an enemy's head with waking dreams, a reminder of the pleasures, delights, and terrors to be found in the dream world. While in this strange dream state, the target moves at half its normal speed (round down to the next 5-foot increment), which affects the creature's jumping distance as normal for decreased speed.

Multiple *haze of dreams* effects do not stack, nor does this spell's effect stack with *slow*.

HUNTER'S BLESSING (ERASTIL)**School** transmutation; **Level** cleric 5, druid 5, inquisitor 5**Casting Time** 1 standard action**Components** V, S, DF**Range** close (25 ft. + 5 ft./2 levels)

Target one creature/level, no two of which can be more than 30 ft. apart

Duration 1 hour/level

Saving Throw Will negates (harmless); **Spell Resistance** yes (harmless)

When casting this spell, you designate a type or type and subtype of creature (using the ranger's favored enemy categories; *Pathfinder RPG Core Rulebook* 64) and a type of terrain (using the list of ranger's favored terrain categories, *Core Rulebook* 65). Targets of the spell gain a +2 sacred bonus on Bluff, Perception, Sense Motive, and Survival checks attempted against creatures of the selected type, and a +2 sacred bonus on attack rolls and damage rolls made against creatures of that type. Furthermore, they gain a +2 sacred bonus on initiative checks, Perception, Stealth, and Survival checks while they are in the type of terrain you designate. Lastly, when tracking the designated creature type in the chosen terrain, the targets can follow the tracks of such creatures untrained, even if the DC for the task is 11 or higher.

ICE ARMOR (GOZREH)

School transmutation [cold, water]; **Level** cleric 1, druid 1

Casting Time 1 minute

Components V, S, F (5 gallons of water)

Range 0 ft.; see text

Effect a suit of armor made of ice

Duration 1 hour/level or until destroyed

Saving Throw none; **Spell Resistance** no

You create a suit of armor made of ice. While cold to the touch, it does not harm the wearer, especially if worn over normal clothing (though it can hasten the effects of exposure in cold environments). It offers the same protection as a breastplate, except it has hardness 0 and 30 hit points. If the intended wearer is immersed in water when you cast this spell, you may form the armor around the wearer (who may be you); otherwise the wearer must don the armor normally. Attacks against the wearer that create heat or fire degrade the armor, reducing its armor bonus by 1 for every 5 points of fire damage the wearer takes; when the armor's bonus to AC reaches 0, the armor is destroyed and the spell ends. Because the ice is slightly buoyant, the wearer gains a +2 circumstance bonus on Swim checks, except when swimming downward. Druids can wear *ice armor* without penalty.

INHERITOR'S SMITE (IOMEDAE)

School transmutation; **Level** cleric 2, inquisitor 2, paladin 2

Casting Time 1 swift action

Components V, S, DF

Range personal

Target you

Duration see text

You channel the power of righteousness into your weapon arm, allowing you to strike with great force. Your next melee attack (if made before the end of your next turn) gains a +5 sacred

bonus on the attack roll. If the attack hits, you may immediately attempt a bull rush combat maneuver (with a +5 sacred bonus on your combat maneuver check) against the target without provoking an attack of opportunity; if your combat maneuver check exceeds the defender's CMD by more than 5, you do not need to move with the target to push it back more than 5 feet.

LIGHT PRISON (IOMEDAE)

School evocation [light]; **Level** bard 2, cleric 2, inquisitor 2, magus 2, sorcerer/wizard 2

Casting Time 1 standard action

Components V, S

Range close (25 ft. + 5 ft./2 levels)

Target one creature/2 levels

Duration 1 round/level (D)

Saving Throw Reflex negates; **Spell Resistance** yes

Rays of light burst forth from your outstretched hand, encircling each target's space with a cage of light. If a target fails its Reflex save, it becomes enclosed in the *light prison*. A creature enclosed in a *light prison* can attack, cast spells, and otherwise act normally as long as it stays within the *light prison*. However, if a creature passes through the walls of a *light prison* enclosing it, it takes 1d6 points of damage and is blinded for 1 round. Creatures do not receive saves to negate these effects. Once a creature passes through the walls of a *light prison* surrounding it, the effect ends for that creature.

LIGHTEN OBJECT (GORUM)

School transmutation; **Level** bard 1, cleric 1, magus 1, sorcerer/wizard 1, summoner 1

Casting Time 1 standard action

Components V, M (goose down)

Range close (25 ft. + 5 ft./2 levels)

Target 1 object of up to 1 cubic ft./level

Duration 1 minute/level

Saving Throw Will negates (object); **Spell Resistance** yes (object)

The target's weight decreases by half. If this spell is cast on armor, the armor's armor check penalty decreases by 1, though its categorization as light, medium, or heavy does not change.

LIGHTEN OBJECT, MASS (GORUM)

School transmutation; **Level** cleric 5, magus 5, sorcerer/wizard 5, summoner 5

Targets multiple objects totaling up to 1 cubic ft./level, no two of which can be more than 30 ft. apart

Duration 10 minutes/level

This spell functions like *lighten object*, except that it affects a number of objects equal to half your caster level.

LOSE THE TRAIL (NORGORBER)

School illusion (glamer); **Level** antipaladin 2, ranger 1, sorcerer/wizard 1

Casting Time 1 standard action

Components V, S

Range close (25 ft. + 5 ft./2 levels)

Targets one creature/level

Duration 1 hour/level (D)

Saving Throw Will negates (harmless); **Spell Resistance** yes (harmless)

The target or targets of this spell can obscure their tracks when fleeing from a pursuer. This increases the DC of any Survival checks made to track the spell's targets by 2 per level of the caster.

MADDENING OUBLIETTE (ZON-KUTHON)

School conjuration (teleportation); **Level** cleric 7, sorcerer/wizard 7, witch 7

Casting Time 1 round

Components V, S, M (the powdered bones of a creature that died in prison)

Range close (25 ft. + 5 ft./2 levels)

Target one creature

Duration special; see text

Saving Throw Will negates; see text; **Spell Resistance** yes

The target is transported to a dark and dank prison in some unspecified horrific demiplane, where tentacles writhe around, clawed fingers grab at the creature (though they deal no damage), and harsh, whispering voices speak blasphemies and maddening secrets. At the end of each round within this terrifying oubliette, the target can attempt a Will saving throw in order to escape the prison. The saving throw has a penalty equal to the number of rounds the target has spent in the oubliette (minimum -1 and maximum -5). If the target succeeds at its saving throw, it returns to its former space. If that space is occupied or otherwise unavailable, the target is shunted to the nearest available space. When the target returns from the oubliette, it is confused for a number of rounds equal to the number of rounds of imprisonment (minimum 1), unless it was confined in the oubliette for 10 or more rounds, in which case the target is affected as if it were subject to an *insanity* spell instead.

MONSTROUS EXTREMITIES (LAMASHTU)

School transmutation (polymorph); **Level** cleric 3, sorcerer/wizard 3, witch 4

Casting Time 1 minute

Components V, S

Range touch

Target creature touched

Duration 1 hour/level

Saving Throw Will negates; **Spell Resistance** yes

You change one of the extremities of the creature touched—arms or legs only—into another shape of approximately the same size and mass. You can choose a tentacle, a hoof, or a wing. The subject must take approximately 10 minutes to familiarize

itself with the function and movement of the new extremity to use it properly. These new forms do not allow the subject to fly, run faster, or swim better; however, they do act as natural weapons of the appropriate type, and the subject can use them to make secondary attacks while making attacks with weapons as a full-attack action. The secondary attacks are made using the creature's base attack bonus -5 and adding only 1/2 the creature's Strength bonus on damage rolls. The subject cannot hold a weapon or use any item that would ordinarily fit into the slot of the changed extremity. The subject can receive the benefits of this spell multiple times.

NIGHT OF BLADES (NORGORBER)

School evocation; **Level** antipaladin 4, inquisitor 3, ranger 4, sorcerer/wizard 3, summoner 3

Casting Time 1 standard action

Components V, S

Range close (25 ft. + 5 ft./2 levels)

Effect wall of blades up to 10 ft. long/level and 10 ft. tall

Duration 1 minute/level (D)



Saving Throw Reflex half; **Spell Resistance** yes
Useful primarily to those who skulk in the darkness, this spell is a temporary trap for the unwary. You create an immobile wall of tiny black blades that whirl and tear into creatures like a cyclone. Anyone who enters this space takes 1d4 points of damage per caster level (maximum 10d4), though a successful Reflex save halves the damage. The spell cannot be cast so that it appears in a space already occupied by Small or larger creatures.

PICK YOUR POISON (CAYDEN CAILEAN)

School conjuration (healing) [mind-affecting]; **Level** bard 1, cleric 1, inquisitor 1, witch 1
Casting Time 1 standard action
Components V, S, DF
Range touch
Target creature touched
Duration 10 minute/level
Saving Throw Fortitude negates (harmless); **Spell Resistance** yes (harmless)

This spell temporarily converts even the deadliest poison affecting a creature into an intoxicating alcohol. If the subject is affected by a poison effect while under the effects of this spell, instead of the poison's normal effect, she feels intoxicated as if she'd just had a very strong drink and takes a -2 penalty on attacks, saves, and checks for the duration of the spell. When the spell's duration expires, the penalty ends and the poison's normal effects apply. *Pick your poison* does not affect any poison effects that occurred before the spell was cast.

PLAGUE BEARER (URGATHOA)

School necromancy [disease, evil];
Level alchemist 6, antipaladin 6, cleric 6, druid 6, inquisitor 6, sorcerer/wizard 7, witch 6
Casting Time 1 standard action
Components V, S
Range touch
Target one living creature
Duration 1 round/level; see text
Saving Throw Fortitude negates; see text; **Spell Resistance** yes
You make the target an asymptomatic carrier for a host of virulent diseases. Creatures that end their turn adjacent to the target must succeed at a



Fortitude save or be affected as if by the spell *contagion*. The target itself does not become diseased, and suffers no ill effects from this spell. Once *plague bearer* ends, the target is no longer contagious, though any creature it infected remains diseased.

POISONED EGG (NORGORBER)

School transmutation [poison]; **Level** bard 1, cleric 1, inquisitor 1, magus 1, sorcerer/wizard 1, witch 1
Casting Time 1 standard action
Components V, S, DF
Range touch
Target one egg
Duration 1 minute/level
Saving Throw none (object); **Spell Resistance** no (object)
You transform the contents of a normal egg into a single dose of small centipede poison (injury; *save* DC 11; *frequency* 1/round for 4 rounds; *effect* 1 Dex; *cure* 1 save). The poison reverts to a normal egg at the end of the spell's duration (the reverted egg substance is harmless unless the poisoned creature is vulnerable to eggs). The egg may be raw or cooked but must be whole and not empty when you cast the spell. When applying the poisoned egg's contents to a weapon, the wielder has no chance of poisoning herself, as though she had the poison use class feature.

READ WEATHER (GOZREH)

School divination; **Level** bard 1, cleric 1, druid 1, ranger 1, witch 1
Casting Time 1 minute
Components V, S, F (a set of marked sticks or bones worth at least 25 gp)
Range personal
Target you
Duration instantaneous
This spell allows you to forecast the weather at your location for the next 48 hours, providing you with advance warning of storms, tornadoes, and so on. This forecast reveals only the weather that would arise naturally, and does not take into account any magical occurrences that might change the weather.

REPLENISH KI (IRORI)

School conjuration (healing);
Level cleric 4
Casting Time 1 minute
Components V, S, DF
Range touch
Target creature touched
Duration instantaneous
Saving Throw Will negates (harmless);
Spell Resistance yes (harmless)



You attune the target's internal store of supernatural energy to the cosmos, replenishing its ki pool. If you are the target, you regain 2 ki points. If another creature is the target, it regains 1 ki point. This does not allow the target to exceed its ki pool's maximum. This spell has no effect if the target does not have a ki pool.

ROVAGUG'S FURY (ROVAGUG)

School transmutation; **Level** adept 2, cleric 2, inquisitor 2, sorcerer/wizard 2, witch 2

Casting Time 1 standard action **Components** V, S

Range 30 ft.

Area cone-shaped burst

Duration instantaneous

Saving Throw none; **Spell Resistance** yes

You create a minor earthquake that can trip creatures. Attempt a single combat maneuver check and apply the result against the CMD of every creature in the area. If your roll equals or exceeds a creature's CMD, that creature is knocked prone. This trip attack does not provoke an attack of opportunity (though you do provoke one for casting the spell), nor are you knocked prone if you fail the check by 10 or more. Unlike with a regular trip attack, you can trip

any creature touching the ground, regardless of size. Improved Trip does not affect this spell in any way. Though the earthquake is small and focused on the ground, if the area is particularly unstable, the spell might cause items to topple, stones to shake loose from the walls or ceiling, and so on at the GM's discretion.

SADOMASOCHISM (ZON-KUTHON)

School necromancy [pain]; **Level** antipaladin 3, cleric 3, inquisitor 3, magus 4, sorcerer/wizard 4, witch 4

Casting Time 1 standard action

Components V, S

Range personal

Target you

Duration 1 minute/level (D)

Saving Throw Will negates; see text; **Spell Resistance** yes

While subject to this spell, any time you are dealt damage, your attacker must roll damage for the attack twice and take the higher roll, but the attacker must also succeed at a Will saving throw or become demoralized (*Core Rulebook* 99) for 1 round. Each time you deal damage to a creature demoralized by this spell, you roll damage twice and take the higher result.

SECRET SPEECH (CALISTRIA)

School divination; **Level** bard 1, cleric 2, inquisitor 1, sorcerer/wizard 2

Casting Time 1 standard action

Components V, S

Range touch

Target creature touched

Duration 10 minutes/level

Saving Throw Will negates (harmless); **Spell Resistance** no (harmless)

This spell grants the target the ability to send secret messages embedded within normal speech. This is similar to the secret messages ability of the Bluff skill, but no check is needed; the speaker's intended recipient always understands the hidden message perfectly, but other listeners cannot perceive the message at all. The target can send only one message at a time, though it can send that message to multiple listeners. The secret message is considered to be in the same language the target is speaking, and intended recipients hear and understand both the actual speech and the secret message. The target can make itself understood as far as its voice carries.

For example, at a fancy noble's wedding, a jealous former suitor casts this spell on himself before making a speech. Everyone hears his glowing words of praise, but only his allies hear his secret message instructing them to attack the groom.

SEDUCER'S EYES (CALISTRIA)

School enchantment (charm) [mind-affecting]; **Level** bard 2, sorcerer/wizard 2, witch 2

Casting Time 1 standard action

Components V, S, DF

Range personal

Target you

Duration 10 minutes/level (D)

You gain a bonus on Charisma-based skill checks equal to 1 + 1 for every 4 caster levels you possess (to a maximum of +5), but only when interacting with those who might conceivably find you sexually attractive. You do not gain this bonus against those you or your allies are attacking or threatening.

SHARED SACRIFICE (ASMODEUS)

School necromancy [evil]; **Level** antipaladin 3, cleric 2, summoner 3, witch 2

Casting Time 1 round

Components V, S

Range close (25 ft. + 5 ft./2 levels)

Target one creature

Duration 1 round/level (D)

Saving Throw Will negates; **Spell**

Resistance yes

You create a link to a target and can direct pain and damage through this link. You take only half damage from effects and attacks that deal hit point damage.

The target of this spell takes the remainder of the damage. Forms of harm that do not involve hit points, such as charm effects, temporary ability damage, level drain, and death effects cannot be shared through this link. If you suffer a reduction in hit points because of a lowered Constitution score, the reduction is not split with the target of this spell because it is not hit point damage. When the spell ends, subsequent damage is no longer divided between the subject and you, but damage already split is not reassigned back to you.

If you and the target of the spell move out of range of each other, the spell immediately ends.

SHIELD OF THE DAWNFLOWER, GREATER (SARENRAE)

School evocation [fire, good, light]; **Level** bard 6, cleric 6, magus 6

Casting Time 1 standard action





Components V, S, DF

Range personal

Target you

Duration 1 round/level

You create a disk of sunlight on one arm. Any creature that strikes you with a melee attack deals normal damage, but also takes 1d6 points of damage + 1 point per caster level. Half of this damage is fire damage and half is holy damage (as the spell *flame strike*). An undead creature or a creature particularly vulnerable to light that hits you instead takes 2d6 points of damage +1 point per caster level. Creatures with reach weapons are not subject to this damage if they attack you. The shield provides illumination equivalent to a *daylight* spell. You can have only one instance of this spell in effect at a time. It does not stack with similar damaging aura spells such as *fire shield* or *shield of the Dawnflower* (*The Inner Sea World Guide* 296).

SKY SWIM (GOZREH)

School transmutation [air]; **Level** cleric 3, druid 3, witch 3

Casting Time 1 standard action

Components V, S, DF

Range touch

Target Large or smaller creature touched

Duration 1 minute/level

Saving Throw none (harmless); **Spell Resistance** yes (harmless)
This spell grants the target the ability to swim through the air.

If the target has a swim speed, it can move through the air at that speed. Otherwise, it must succeed at Swim checks to move as normal. Still air is treated as calm water, light or moderate wind is treated as rough water, strong or severe wind is treated as stormy water, and the target cannot swim through stronger winds (*Core Rulebook* 439). This spell does not grant the ability to breathe air to creatures that normally can't.

SMITE ABOMINATION (PHARASMA)

School evocation; **Level** cleric 5, inquisitor 4

Casting Time 1 standard action

Components V, S, DF

Range personal

Target you

Duration 1 round/level

Drawing upon positive energy, you emulate some of a paladin's power to smite undead. Choose one undead creature as your target. Your melee attacks against that target gain a bonus equal to your Charisma or Wisdom modifier, whichever is higher, on your attack rolls, and a bonus equal to your caster level on damage rolls. Your melee attacks also bypass the target's damage reduction. These bonuses do not stack with the bonuses from a paladin's smite.

SPAWN CALLING (ROVAGUG)

School conjuration (calling) [chaotic, evil]; **Level** cleric 9, sorcerer/wizard 9, witch 9

Casting Time 1 week

Components V, S, M/DF (bull's blood, tallow, one or more humanoid victims totaling at least 15 Hit Dice)

Range medium (100 ft. + 10 ft./level)

Duration instantaneous

Saving Throw none; **Spell Resistance** no

Having attained the highest and most profane form of magical achievement in the Great Destroyer's service, you are able to call forth his most dreaded creations: the Spawn of Rovagug. Casting this spell requires a week-long ritual involving the sacrifice of one or more sentient humanoid creatures that between them possess a total of at least 15 Hit Dice. You may not eat, sleep, or cast any other spells for the duration of this ritual. After the third day of the ritual, you must succeed at a Constitution check on each remaining day of the ritual (DC 10 + 1 for each previous check) or take 1d6 points of nonlethal damage from hunger. At the end of the ritual, you

gain the exhausted condition from lack of sleep.

Upon completion of the ritual, the ground rumbles in a 100-foot radius centered on you. This effect lasts for 1 round. Any creature on the ground in this area that attempts to cast a spell during this round must succeed at a concentration check (DC 20 + spell level) or lose the spell. Any creature on the ground in the area that attempts to attack or move during this round must succeed at a DC 15 Reflex save at the beginning of its turn or fall prone.

At the beginning of your next turn, a massive fissure full of dark fire and shrieking cries appears at a point you designate within the spell's range, and a Spawn of Rovagug emerges. This creature takes the form of a thunder behemoth (*Pathfinder RPG Bestiary* 3 39) with the advanced and entropic simple templates. Unlike with *summon monster* or similar spells, the caster has no control whatsoever over the called creature. The spawn immediately heads in a random direction or toward an obvious target such as a population center, destroying anything in its path, yourself and your allies included.

Any creature may attempt to control the called Spawn of Rovagug via spells like *dominate monster* or *binding*.

However, if such an attempt fails, it draws the spawn's attention, and the monster immediately tries to destroy the creature that attempted to control it.

Because the Spawn of Rovagug are all magical beasts native to the Material Plane, spells such as *banishment* or *dismissal* have no effect on the called spawn.

Mythic: When casting this spell, you can specify a particular Spawn of Rovagug—including the Tarrasque, the Armageddon Engine (*Pathfinder RPG Bestiary* 262); Chemnosit, the Monarch Worm (*Pathfinder Campaign Setting: Inner Sea Bestiary* 47); or Volnagur, the End-Singer (*Inner Sea Bestiary* 48)—to call in place of the nameless behemoth spawned by the non-mythic version of this spell. In order to do so, you must expend one use of mythic power plus three additional uses of mythic power per point of Challenge Rating the specified spawn represents above CR 20. These must be expended on the final day of the week-long ritual to cast the spell.

SPELL GAUGE (NETHYS)

School divination [mind-affecting]; **Level**

bard 2, cleric 2, inquisitor 2, sorcerer/wizard 2, witch 2

Casting Time 1 standard action

Components V, S, F (a silver piece)

Range close (25 ft. + 5 ft./2 levels)

Target one creature



Duration instantaneous

Saving Throw Will negates; **Spell Resistance** yes

You immediately discover some of the spells that the target knows or has prepared. The number of spells revealed to you is equal to your caster level. The target's lowest-level spells are revealed first—ignoring 0-level spells—in a random order. Once all of the target's 1st-level spells are revealed, the spell begins revealing 2nd-level spells, then 3rd-level spells. This spell does not reveal spells of 4th level or higher, nor does it reveal spell-like abilities or other special abilities. If cast on a creature that is not a spellcaster, that has only 0-level spells or spells of 4th level or higher prepared, that has expended all of its spells, or that has not prepared any spells that day, the spell has no effect.

SPELL SCOURGE (NETHYS)

School abjuration; **Level** cleric 7, sorcerer/wizard 7, witch 7

Casting Time 1 standard action

Components V, S

Range close (25 ft. + 5 ft./2 levels)

Target one creature

Duration instantaneous or 1d4 rounds; see text

Saving Throw Will negates; **Spell Resistance** yes

A whip of cracking magical might appears in your hand, allowing you lash spells from the mind of enemy spellcasters. With a lash of bluish-purple energy, you strip many protective spells and effects from a single creature. If the target of this spell is currently under the effects of any harmless spells or effects, it must succeed at a Will save or all of those spells and effects end, stripping the target of the benefit of those spells. If the target is not currently under the effect of at least one harmless spell, the target is instead confused for 1d4 rounds.

SYMBOL OF DEBAUCHERY

School enchantment (compulsion) [emotion, mind-affecting];

Level bard 6, cleric 8, sorcerer/wizard 8, witch 8

Casting Time 10 minutes

Components V, S, M (a set of bull genitals and powdered ruby worth 5,000 gp)

Range 0 ft.; see text

Effect one symbol

Duration see text

Saving Throw Will negates; **Spell Resistance** yes

You conjure a sizable symbol into being, a rune suggestive of bloated bodies, flung food, and flowing wine. This spell functions as *symbol of death*, except that all creatures within 60 feet of the *symbol of debauchery* are instead filled with lust for the nearest conscious creature. This effect lasts for 1 round per caster level, even after creatures leave the symbol's area of effect. Affected creatures are compelled to rush to the nearest creature in order to caress and kiss it, and may take no other actions. Each creature receives a single Will save when the *symbol of debauchery* is triggered to negate the effect. If no other creatures are visible, an affected creature may act normally.

SYMBOL OF DISPELLING

School abjuration; **Level** cleric 8, sorcerer/wizard 8, witch 8

Casting Time 10 minutes

Components V, S, M (pure grain alcohol and powdered diamond worth 5,000 gp)

Range 0 ft.; see text

Effect one symbol

Duration instantaneous

Saving Throw none; **Spell Resistance** no

This spell functions as *symbol of death*, except that all creatures within 40 feet of the *symbol of dispelling* are instead affected as if by the area dispel function of *greater dispel magic*. Attempt a dispel check when casting *symbol of dispelling*. Once the symbol is triggered, apply the result of that check to each creature in the area, as well as each object that is the target of one or more spells. Unlike *symbol of death*, *symbol of dispelling* grants no saving throws, and it is not subject to spell resistance.

TAP INNER BEAUTY (SHELYN)

School divination; **Level** bard 1, cleric 1, witch 1

Casting Time 1 standard action

Components V, M (a tiny mirror)

Range personal

Target you

Duration 1 minute/level

This spell allows you to tap into the natural beauty of your soul and let it shine from your eyes and your speech. While the spell is active, you gain a +2 insight bonus on all Charisma ability checks and Charisma-based skill checks.

TOUCH OF BLOODLETTING (ZON-KUTHON)

School necromancy; **Level** antipaladin 2, cleric 1, druid 1, sorcerer/wizard 2, witch 2

Casting Time 1 standard action

Components V, S

Range touch

Target living creature touched

Duration 1 round/level

Saving Throw Will negates; **Spell Resistance** yes

This spell causes any existing wounds that the target possesses to bleed profusely. If the creature's current total hit points are less than its maximum, this spell causes the creature to take 1 point of bleed damage each round and become exhausted for the duration of the spell. A successful DC 15 Heal check or any spell that cures hit point damage negates the effects of this spell.

TRACKING MARK (ERASTIL)

School evocation; **Level** druid 1, cleric 1, paladin 1, ranger 1

Casting Time 1 standard action

Components S, DF

Range long (400 ft. + 40 ft./level)



Target one creature

Duration 10 minutes/level (D)

Saving Throw Will negates; **Spell Resistance** yes

You gain a supernatural ability to detect tracks and other clues left behind by the target. You treat the DCs of all Survival checks made to track the target as if they were 5 lower than normal, and you gain a +5 bonus on Perception checks made to notice the target if it is using Stealth or recognize it if it is using Disguise.

TRANSPLANT VISAGE

School transmutation [evil]; **Level** alchemist 5, antipaladin 4, cleric 4, inquisitor 4, magus 5, sorcerer/wizard 5, witch 5

Casting Time 1 round

Components V, S, M (one corpse)

Range personal

Target you

Duration permanent

This spell allows you to add a creature's stolen face to or remove such a face that you've already applied from your own. Before casting this spell, you must remove the face and eyes of a creature that has been dead no longer than 1 minute per caster level and place it over your own. Once you cast

transplant visage, the creature's stolen skin magically melds with your own, making the expressions and eye color on your new face seem perfectly natural. Your new appearance grants you a +10 bonus on Disguise checks. Because the alteration made by *transplant visage* is permanent, there is no residual magical aura, and your new appearance is not recognized by *detect* spells. *Transplant visage* may be cast innumerable times, allowing a single caster to wear layers upon layers of stolen faces. However, only the topmost face is visible at any one time.

Transplant visage may also be used to remove a previously stolen face. This is the only way to remove a face short of using *greater polymorph*, *miracle*, or *wish*. When used in this way, *transplant visage* causes the topmost face to flake off and crumble into dust. A face so removed may not be reused. If the caster is wearing several stolen faces when the topmost face is removed, the next face down is revealed, and may be used as normal.

UNWELCOME HALO (SARENRAE)

School evocation [light]; **Level** cleric 1, paladin 1, sorcerer/wizard 1

Casting Time 1 standard action

Components V, S**Range** medium (100 ft. + 10 ft./level)**Target** one nongood creature**Duration** 1 minute/level**Saving Throw** Will negates; **Spell Resistance** yes

This spell causes the target to glow as if surrounded by a halo of light. This halo sheds normal light in a 20-foot radius from the creature, and increases the light level by one step for an additional 20 feet. This halo makes it impossible for the creature to gain concealment in nonmagical darkness, and in dim or darker conditions, the creature's glow can be seen even if it is not within direct line of sight.

If *unwelcome halo* is brought into an area of magical darkness (or vice versa), the effects of both spells are temporarily negated, so that the otherwise prevailing light conditions exist within the overlapping fields of effect.

VENGEFUL STINGER (CALISTRIA)**School** transmutation (polymorph) [poison]; **Level** cleric 6, sorcerer/wizard 5, summoner 5, witch 5**Casting Time** 1 standard action**Components** V, S, M (a living wasp), DF**Range** personal**Target** you**Duration** 1 round/level**Saving Throw** Fortitude negates; see text; **Spell****Resistance** no

You grow a long, wasp-like tail complete with stinger that can strike those who dare attack you. While you are under the effects of this spell, when a creature adjacent to you hits you with a melee attack, you can make an attack of opportunity with your stinging tail, even if your opponent's attack would not otherwise provoke an attack of opportunity. You must otherwise be eligible to make an attack of opportunity to use this ability. The attack is made with your full attack bonus, and with a +2 sacred bonus on the attack roll. The stinging tail is considered a light weapon with a critical range of 19–20/x2. On a successful hit, the target takes 1d8 points of damage plus an amount of damage equal your Strength modifier and must succeed at a Fortitude save or it takes 1d4 points of Dexterity damage. This poison damage is also modified on a confirmed critical hit.

VEXING MISCALCULATION**School** enchantment (compulsion) [mind-affecting]; **Level** cleric 2, inquisitor 2, witch 2**Casting Time** 1 standard action**Components** V, S**Range** close (25 ft. + 5 ft./2 levels)**Target** one creature**Duration** 1 minute/level or until discharged**Saving Throw** Will negates; **Spell Resistance** yes

You frustrate an opponent with ill fortune that leads even its

most accurate attacks astray. The target is unable to score critical threats for the duration of this spell, even if the result of its roll would normally be a critical threat. If the creature rolls a natural 20, the attack still hits regardless of its opponent's AC, but the hit is not eligible for a critical confirmation roll. Once a critical threat has been foiled by *vexing miscalculation*, the spell is discharged.

WEAPONS AGAINST EVIL (IOMEDAE)**School** transmutation; **Level** cleric 1, inquisitor 1, paladin 1**Casting Time** 1 standard action**Components** V, DF**Range** close (25 ft. + 5 ft./2 levels)**Targets** one weapon/level, no two of which can be more than 20 ft. apart**Duration** 1 round/level**Saving Throw** Fortitude negates (harmless, object); **Spell****Resistance** yes (harmless, object)

Each weapon this spell affects each shines with pale light that dimly illuminates a 5-foot square. These weapons also ignore the DR of evil creatures that have DR 5 or lower, as long as the damage reduction is not DR/epic.



ALTARS

An altar is a stationary magic item used to focus the power of a particular deity into the world at a fixed point such as a temple, a monastery, a shrine, or the site of a miracle. An altar is normally about 10 feet by 5 feet by 5 feet at its widest points and is very heavy, usually weighing at least 150 pounds. It is often the central focus of an entire chamber, small sanctum, underground grotto, or forest grove. An altar is always fixed in place; it cannot be moved without losing its magical abilities. Most altars are secured to the floor, and a successful DC 25 Strength check is required to uproot or move them (or a higher DC, depending on their size and weight).


An altar has an alignment aura identical to that of its associated deity, and is the center of a *magic circle* effect or effects appropriate to that alignment (*magic circle against evil* for a good altar, both *magic circle against evil* and *magic circle against law* for a chaotic good altar, and so on). As a permanent religious fixture, it is a suitable target for effects such as *consecrate* or *desecrate*.

A worshiper of an altar's deity may stand, sit, kneel, or lie prostrate within 10 feet of the altar and speak a prayer to gain a temporary blessing from the altar (treat this as speaking a command word to activate a magic item). The effect of this blessing is described in the individual altar entries. Unless otherwise specified, this blessing ends after 24 hours (or earlier, if dispelled or ended by the actions of the worshiper). The altar can provide its blessing only once per creature per day. Usually, this blessing is something suitable for making life easier for members of the altar's associated faith (such as a skill bonus) and isn't always something an adventurer would consider useful, though martially oriented faiths and temples in dangerous lands may have altars that provide protective blessings for their worshipers. Because an altar can affect many dozens of worshipers in a day, it is possible or even likely that all worshipers in a community may have that blessing each day; likewise, all members of a secret cult or evil monster lair may have a useful blessing.

Depending on the motivations of the deity and the altar's creators, some altars may grant their blessings to non-worshipers who pray to the altar's deity so long as the creature's alignment is compatible with the deity's alignment. Conversely, an altar of an evil deity might allow anyone to gain its blessing, as drawing power from evil can corrupt good and neutral folk. Accepting the blessing of an evil altar is an evil act, and likewise for blessings from altars with other alignment auras.


An altar is otherwise like any other permanent magic item and can be crafted with additional abilities, be intelligent, and so on.

The following are descriptions of magical altars for each of the 20 main deities of Golarion. Individual temples of these deities may have altars that sport different appearances or grant unusual blessings more suited to the temple's role in the particular community.

	ALTAR OF ABADAR	PRICE 10,000 GP
SLOT none	CL 10th	WEIGHT 1,000 lbs.
AURA moderate abjuration [lawful]		


This altar is a stone vault with an intricate, stylized lock decorated with golden keys, coins, and examples of flawless craftsmanship. Praying at the altar grants a +2 competence bonus on Diplomacy, Perception, Profession, and Sense Motive checks, as well as a *sanctuary* effect (DC 13).

CONSTRUCTION REQUIREMENTS	COST 5,000 GP
Craft Wondrous Item, <i>guidance</i> , <i>magic circle against chaos</i> , <i>sanctuary</i> , creator must worship Abadar	

	ALTAR OF ASMODEUS	PRICE 16,000 GP
SLOT none	CL 10th	WEIGHT 750 lbs.
AURA moderate abjuration and enchantment [evil, lawful]		


This altar is an elaborate nine-tiered iron frame built over a shallow nine-tiered pit and features many trappings of prisons and slavery. Praying at the altar grants the ability to cast *hold person* (DC 13) as a spell-like ability once in the next 24 hours.

CONSTRUCTION REQUIREMENTS	COST 8,000 GP
Craft Wondrous Item, <i>hold person</i> , <i>magic circle against chaos</i> , <i>magic circle against good</i> , creator must worship Asmodeus	

	ALTAR OF CALISTRIA	PRICE 16,000 GP
SLOT none	CL 10th	WEIGHT 500 lbs.
AURA moderate abjuration and evocation [chaotic]		

This altar is a silver or brass platform built around a mirror and decorated with elegant filigree. Praying at the altar grants a +3 luck bonus on attack rolls, weapon damage rolls, saving throws, and skill checks against one creature the worshiper names. The named creature must have harmed the worshiper in the past 24 hours.


CONSTRUCTION REQUIREMENTS	COST 8,000 GP
Craft Wondrous Item, <i>divine favor</i> , <i>magic circle against law</i> , creator must worship Calistria	

	ALTAR OF CAYDEN CAILEAN	PRICE 8,000 GP
SLOT none	CL 10th	WEIGHT 150 lbs.
AURA moderate abjuration [chaotic, good]		

This altar is usually a heavy wooden box, often incorporated into the bar of a tavern or another social resting place for adventurers or revelers, and contains large stores of alcohol and the god's holy text. Praying at the altar grants a +2 resistance bonus on saving throws against fear and poison.


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CONSTRUCTION REQUIREMENTS	COST 4,000 GP
Craft Wondrous Item, <i>magic circle against evil</i> , <i>magic circle against law</i> , <i>neutralize poison</i> , <i>remove fear</i> , creator must worship Cayden Cailean	

 ALTAR OF DESNA	PRICE 10,000 GP
SLOT none	CL 10th
WEIGHT 1,000 lbs.	
AURA moderate abjuration and transmutation [chaotic, good]	


This altar is carved of stone, and holds maps and mementos from distant places visited by Desna's worshipers. It is generally found in small roadside shrines or other travelers' resting places that provide a clear view of the sky. Praying at the altar grants a +4 resistance bonus against effects that restrict movement and grants the worshiper a +10-foot enhancement bonus to his land speed.

CONSTRUCTION REQUIREMENTS	COST 5,000 GP
Craft Wondrous Item, <i>freedom of movement</i> , <i>longstrider</i> , <i>magic circle against evil</i> , <i>magic circle against law</i> , creator must worship Desna	

 ALTAR OF ERASTIL	PRICE 10,000 GP
SLOT none	CL 10th
WEIGHT 1,000 lbs.	
AURA moderate abjuration, conjuration, and divination [good, lawful]	


This altar is a large stone hearth that is normally kept blazing and features a prominent image of Erastil wielding his sacred bow, using the holy weapon either in defense of a home or to hunt game for food. Praying at the altar grants a +2 circumstance bonus on Handle Animal and Heal checks, or one of the following magic weapon special abilities (worshiper's choice) to one magic weapon carried or wielded by the worshiper: *animal-bane*, *conserving^{UE}*, *hunter's^{UE}*, or *merciful*. This effect is suppressed if the weapon leaves the worshiper's grasp, but resumes if the weapon is returned to the worshiper.

CONSTRUCTION REQUIREMENTS	COST 5,000 GP
Craft Wondrous Item, <i>abundant ammunition^{UC}</i> , <i>cure light wounds</i> , <i>detect animals or plants</i> , <i>magic circle against chaos</i> , <i>magic circle against evil</i> , <i>summon monster I</i> , creator must worship Erastil	

 ALTAR OF GORUM	PRICE 8,000 GP
SLOT none	CL 10th
WEIGHT 750 lbs.	
AURA moderate abjuration and transmutation [chaotic]	

This altar is an iron platform and frame designed to support a heavy suit of spiked armor and weapons, typically mounted in the shape of a massively imposing, 8-foot-tall warrior. Praying at the altar grants a +4 morale bonus on saves against fear effects, and any non-masterwork iron or steel weapon the worshiper wields is treated as if it were masterwork.

CONSTRUCTION REQUIREMENTS	COST 4,000 GP
Craft Wondrous Item, <i>magic circle against law</i> , <i>masterwork transformation^{UM}</i> , <i>remove fear</i> , creator must worship Gorum	


 ALTAR OF GOZREH	PRICE 8,000 GP
SLOT none	CL 10th
WEIGHT 1,000 lbs.	
AURA moderate abjuration and transmutation	

This altar is made of rough-hewn stone, weathered whale bone, or ancient wood, usually standing over or next to a body of natural water and featuring carvings of Gozreh in one or both aspects. Unlike with most altars, its *magic circle* effect is aligned against one alignment component appropriate to the interests of the temple. Praying at the altar grants a +4 resistance bonus on saving throws against weather effects and a +2 circumstance bonus on Fly, Profession (sailor), and Swim checks.

CONSTRUCTION REQUIREMENTS	COST 4,000 GP
Craft Wondrous Item, <i>control water</i> , <i>control winds</i> , <i>guidance</i> , <i>magic circle against chaos/evil/good/law</i> (as appropriate), creator must worship Gozreh	




ALTARS

	ALTAR OF IOMEDAE	PRICE 8,000 GP
SLOT none	CL 10th	WEIGHT 1,000 lbs.
AURA moderate abjuration and transmutation [lawful, good]		


This altar is a marble slab engraved with images of the Acts of Iomedae (see page 81), with a longsword bearing a *continual flame* spell mounted atop it. Praying at the altar grants a +1 morale bonus on attack rolls and saves against fear effects.

CONSTRUCTION REQUIREMENTS	COST 4,000 GP
Craft Wondrous Item, <i>bless</i> , <i>magic circle against chaos</i> , <i>magic circle against evil</i> , creator must worship Iomedae	

	ALTAR OF IRORI	PRICE 8,000 GP
SLOT none	CL 10th	WEIGHT 150 lbs.
AURA moderate abjuration and transmutation [lawful]		


This altar is a wooden scroll rack whose top is engraved with Irori's holy symbol. Praying at the altar grants a +3 bonus on any skill check for which the worshiper takes 10 instead of rolling the check.

CONSTRUCTION REQUIREMENTS	COST 4,000 GP
Craft Wondrous Item, <i>guidance</i> , <i>magic circle against chaos</i> , creator must worship Irori	

	ALTAR OF LAMASHTU	PRICE 10,000 GP
SLOT none	CL 10th	WEIGHT 500 lbs.
AURA moderate abjuration and transmutation [chaotic, evil]		


This altar is a flat rock covered in images of ferocious monsters such as gnolls and adorned with a venerable beast's skull, especially that of a jackal or hyena. Praying at the altar grants the creature the effects of *magic fang* on one of its natural weapons (a worshiper with a familiar, animal companion, eidolon, or similar companion creature may instead pass this blessing on to that creature).

CONSTRUCTION REQUIREMENTS	COST 5,000 GP
Craft Wondrous Item, <i>magic circle against good</i> , <i>magic circle against law</i> , <i>magic fang</i> , creator must worship Lamashtu	

	ALTAR OF NETHYS	PRICE 8,000 GP
SLOT none	CL 10th	WEIGHT 500 lbs.
AURA moderate abjuration and transmutation		

This altar is a deceptively complex, many-chambered scroll rack or bookshelf capable of securing dozens of documents. Unlike most altars, its *magic circle* effects are aligned against one or two alignment components (such as only good or both evil and law) appropriate to the interests of the temple. Praying at the altar grants a +2 circumstance bonus on Knowledge (arcana), Perception, Spellcraft, and Use Magic Device checks; in addition, the worshiper selects one spell or spell-like ability it can cast and treats its caster level as 1 higher than normal when casting that spell.

CONSTRUCTION REQUIREMENTS	COST 4,000 GP
Craft Wondrous Item, Heighten Spell, <i>guidance</i> , <i>magic circle against chaos/evil/good/law</i> (as appropriate), creator must worship Nethys	

	ALTAR OF NORGORBER	PRICE 10,000 GP
SLOT none	CL 10th	WEIGHT 250 lbs.
AURA moderate abjuration and enchantment [evil]		


This altar is a lead-lined chest covered in dark fabric and a false cover, usually built into the floor or wall so that it can be easily concealed when not in use. Praying at the altar grants a



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+2 circumstance bonus on Bluff, Disguise, Sleight of Hand, and Stealth checks. The creature can choose to expend this blessing before the duration expires to cast *false alibi** (DC 14), but the spell's DC decreases by 1 for every 4 hours that have passed since praying at the altar.

CONSTRUCTION REQUIREMENTS	COST 5,000 GP
Craft Wondrous Item, <i>false alibi</i> *, <i>magic circle against good</i> , creator must worship Norgorber	

 ALTAR OF PHARASMA	PRICE 5,380 GP
SLOT none	CL 7th
WEIGHT 1,000 lbs.	
AURA moderate abjuration and conjuration	


This altar is an ornate marble memorial to the dead and unborn, featuring abstract sculptures of the Lady of Graves in each of her aspects as midwife, prophet, and judge of souls. Instead of a *magic circle*, it is warded by a *hallow* effect. Praying at the altar grants a +2 circumstance bonus on Heal and Knowledge (religion) checks, as well as the *undead-bane* magic weapon special ability to one weapon carried or wielded by the worshiper; this effect is suppressed if the weapon leaves the worshiper's grasp but resumes if the weapon is returned to the worshiper.

CONSTRUCTION REQUIREMENTS	COST 5,000 GP
Craft Wondrous Item, <i>hallow</i> , <i>summon monster I</i> , creator must worship Pharasma	

 ALTAR OF ROVAGUG	PRICE 10,000 GP
SLOT none	CL 10th
WEIGHT 150 lbs.	
AURA moderate abjuration and transmutation [chaotic, evil]	


This altar is usually built around the lip of a pit that resembles a linked ring of claws and fangs made from copper. Praying at the altar grants a +1 bonus on damage rolls and a +2 bonus on attack rolls to confirm critical threats.

CONSTRUCTION REQUIREMENTS	COST 5,000 GP
Craft Wondrous Item, <i>keen edge</i> , <i>magic circle against good</i> , <i>magic circle against law</i> , creator must worship Rovagug	

 ALTAR OF SARENRAE	PRICE 8,000 GP
SLOT none	CL 10th
WEIGHT 750 lbs.	
AURA moderate abjuration and conjuration [good, healing]	


This altar consists of a large, 6-foot-tall golden statue of Sarenrae as she is represented in her holy symbol. The altar is typically illuminated by a sacred brazier lit beneath the towering statue, causing it to cast a looming, solemn shadow on the ceiling overhead. Praying at the altar grants a +1 bonus on Fortitude saves and increases the benefits of any healing effects that target the worshiper by +1 caster level.

CONSTRUCTION REQUIREMENTS	COST 4,000 GP
Craft Wondrous Item, <i>cure light wounds</i> , <i>magic circle against evil</i> , <i>resistance</i> , creator must worship Sarenrae	

 ALTAR OF SHELYN	PRICE 8,000 GP
SLOT none	CL 10th
WEIGHT 150 lbs.	
AURA moderate abjuration and transmutation [good]	


This altar is a wooden frame or display case for showing art or musical instruments. Praying at the altar grants a +2 circumstance bonus on Craft, Diplomacy, and Perform checks, and a +1 morale bonus on Will saving throws.

CONSTRUCTION REQUIREMENTS	COST 4,000 GP
Craft Wondrous Item, <i>guidance</i> , <i>magic circle against evil</i> , <i>resistance</i> , creator must worship Shelyn	

 ALTAR OF TORAG	PRICE 10,000 GP
SLOT none	CL 10th
WEIGHT 500 lbs.	
AURA moderate abjuration and transmutation [good, lawful]	


This altar is a large anvil covered in intricate carvings of Torag's works. Praying at the altar grants a +1 enhancement bonus to a suit of armor, shield, or piece of clothing (as *magic vestment*) and a +2 circumstance bonus on Craft checks.

CONSTRUCTION REQUIREMENTS	COST 5,000 GP
Craft Wondrous Item, <i>guidance</i> , <i>magic circle against chaos</i> , <i>magic circle against evil</i> , <i>magic vestment</i> , creator must worship Torag	

 ALTAR OF URGATHOA	PRICE 8,000 GP
SLOT none	CL 10th
WEIGHT 500 lbs.	
AURA moderate abjuration and necromancy [evil]	

This altar is a large sculpted table or slab for ceremonial feasts. Praying at the altar grants a +2 circumstance bonus on saving throws against death effects, disease, energy drain, and negative energy effects; an undead worshiper instead gains 5 temporary hit points.

CONSTRUCTION REQUIREMENTS	COST 4,000 GP
Craft Wondrous Item, <i>death ward</i> , <i>false life</i> , <i>magic circle against good</i> , creator must worship Urgathoa	

 ALTAR OF ZON-KUTHON	PRICE 8,000 GP
SLOT none	CL 10th
WEIGHT 150 lbs.	
AURA moderate abjuration and enchantment [evil, lawful]	


This altar is a veiled box of thick steel designed to house ritual implements of torture and self-mutilation in perfect darkness. Praying at the altar grants the worshiper a +2 competence bonus on attack rolls, weapon damage rolls, and saving throws for 1 minute whenever the worshiper takes damage or is the target of a pain effect during the next 24 hours after praying at the altar. Multiple sources of damage or pain reset this duration rather than stack.

CONSTRUCTION REQUIREMENTS	COST 4,000 GP
Craft Wondrous Item, <i>magic circle against chaos</i> , <i>magic circle against good</i> , <i>rage</i> , creator must worship Zon-Kuthon	

MAGIC ARMOR AND SHIELDS

Many worshipers of Golarion's deities have crafted specific magic armors for their faithful warriors, battle priests, and any other worshipers who may meet the wrong end of a blade. Over the centuries, pious blacksmiths have refined and honed their most successful designs, and now many specific types of magic armors and shields are well known among various churches.


The following specific armors and shields are popular among mortal devotees of the deities of the Inner Sea region, as designated in the item entries. This section focuses on relatively inexpensive magic armors and shields that low-level characters can afford. For higher-level characters, remember that these armors can be upgraded like any other magic item by adding "plus equivalent" or "gp value" abilities, then paying the difference between the original item's price and the price of the item when upgraded with the additional special abilities. Likewise, variants of these armors may exist using different types of armor, such as *Deadeye leather*, which is made from leather armor instead of studded leather. The full rules for customizing magic armor and shields can be found in Chapter 15 of the *Pathfinder RPG Core Rulebook*.

	ALL-SEEING ARMOR (NETHYS)	PRICE 5,570 GP
SLOT armor	CL 3rd	WEIGHT 25 lbs.
AURA faint divination		

This *+1 chain shirt* is made of shiny, bright rings on the left side and dull, dark rings on the right. The church of Nethys uses suits of *all-seeing armor* to help Nethysians explore and catalog ancient libraries. At will, the wearer can use *detect magic* and *read magic*. Once per day, the wearer can use *comprehend languages*.

CONSTRUCTION REQUIREMENTS	COST 2,910 GP
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Craft Magic Arms and Armor, *comprehend languages*, *detect magic*, *read magic*

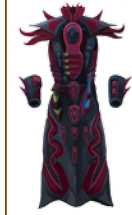
	ARMOR OF THE UNQUENCHABLE FIRE (CALISTRIA)	PRICE 4,840 GP
SLOT armor	CL 8th	WEIGHT 40 lbs.
AURA moderate conjuration and enchantment		

This blue-black *+1 defiant* *chainmail* has a metal badge depicting Calistria's three-dagger symbol fused to it. Each of these suits of armor is crafted with a particular type of foe in mind for the *defiant* property, as appropriate for the vengeance the original crafter sought. Once per day, the wearer can use *charm person* (lasting 1 hour).

CONSTRUCTION REQUIREMENTS	COST 2,570 GP
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Craft Magic Arms and Armor, *charm person*, *summon monster I*


	BLACKFINGERS APRON (NORGORBER)	PRICE 5,240 GP
SLOT armor	CL 5th	WEIGHT 15 lbs.
AURA faint conjuration and transmutation		



This *+1 bitter* *leather armor* looks much like a blacksmith's apron or an alchemist's smock, and has many small pockets suitable for holding extracts, potions, or poisons. Once per day, the wearer can use *negate aroma*^{APG} (lasting 1 hour). This effect suspends the armor's *bitter* special ability if used on the wearer. Once per day, the wearer can pull a tanglefoot bag from one of the apron's pockets, although the bag crumbles into dust if it is not used within 1 minute.

CONSTRUCTION REQUIREMENTS	COST 2,700 GP
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Craft Magic Arms and Armor, *negate aroma*^{APG}, *stinking cloud*, *web*

	BRONZE WHISPERER'S SHIELD (BRIGH)	PRICE 4,279 GP
SLOT shield	CL 3rd	WEIGHT 6 lbs.
AURA faint evocation and transmutation		

This *+1 light steel shield* is decorated with bronze gears and vaguely resembles a feminine metal mask with a rune on its forehead. As a standard action, the wearer can command it to noisily transform into a buckler or back into its light shield form. Once per day, the wearer can use it to deliver a *shocking grasp*.

CONSTRUCTION REQUIREMENTS	COST 2,219 GP
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Craft Magic Arms and Armor, *minor creation*, *shocking grasp*

	CALAMITOUS MAIL (CHALDIRA ZUZARISTAN)	PRICE 3,750 GP
SLOT armor	CL 3rd	WEIGHT 25 lbs.
AURA faint evocation		

This style of *+1 chain shirt* is decorated with small agates, and was first created by followers of the halfling goddess of mischief and battle. The wearer gains a *+1 luck* bonus on all saving throws.

CONSTRUCTION REQUIREMENTS	COST 2,000 GP
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Craft Magic Arms and Armor, *divine favor*

	DAWNFLOWER CHAIN VEST (SARENRAE)	PRICE 6,950 GP
SLOT armor	CL 12th	WEIGHT 25 lbs.
AURA strong conjuration and evocation		




This red-and-gold *+1 spell storing chain shirt* is designed to be worn over or between multiple layers of clothing such as garments suited for desert-traveling. At will, the wearer can use *light* and *stabilize*.

Members of Sarenrae's church often store a cure spell in the armor, allowing the wearer to strike an undead creature with positive energy or heal an ally.

CONSTRUCTION REQUIREMENTS	COST 3,600 GP
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Craft Magic Arms and Armor, *light*, *stabilize*, creator must be a caster of at least 12th level


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	DEADEYE LEATHER (ERASTIL)	PRICE 5,425 GP
SLOT armor	CL 5th	WEIGHT 20 lbs.
AURA faint divination and illusion		

This mottled green-and-brown *+1 shadow studded leather* has the symbol of Erastil burned into the shoulder. Once per day as a standard action, the wearer can prepare a perfectly aimed shot; as long as the wearer's next attack roll is made before the end of the next round, this attack ignores the target's miss chance and AC bonus from cover and concealment (but not total concealment).

CONSTRUCTION REQUIREMENTS	COST 2,800 GP
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Craft Magic Arms and Armor, *invisibility, silence, true strike*

	DRIFTWOOD SHIELD (GOZREH)	PRICE 2,527 GP
SLOT shield	CL 3rd	WEIGHT 10 lbs.
AURA faint divination and transmutation		

This *+1 heavy wooden shield* looks like it is made from pieces of driftwood lashed together with seaweed. The bearer may use *know direction* at will. Once per day when struck by a melee attack, the bearer of a *driftwood shield* can use *warp wood* as an immediate action, affecting one Small or smaller wooden object wielded, held, or carried by the opponent who attacked her.

CONSTRUCTION REQUIREMENTS	COST 1,342 GP
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Craft Magic Arms and Armor, *know direction, warp wood*

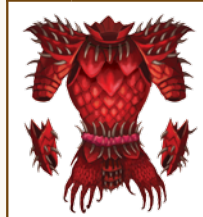
	ETERNAL IRON BREASTPLATE (GORUM)	PRICE 4,890 GP
SLOT armor	CL 7th	WEIGHT 30 lbs.
AURA moderate enchantment and conjuration		

This *+1 stanching^{UE} breastplate* is battle-scarred but polished with great care, and has a small sword-and-mountain symbol of Gorum hammered just below the gorget. Once per day, the wearer can use *compel hostility^{UC}*; if an adjacent ally is reduced to negative hit points or killed, the wearer may activate this as an immediate action instead of a standard action.

CONSTRUCTION REQUIREMENTS	COST 2,620 GP
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Craft Magic Arms and Armor, *compel hostility^{UC}, stabilize, either cure critical wounds or lesser restoration*

	FANGTIDE SCALE MAIL (ROVAGUG)	PRICE 4,890 GP
SLOT armor	CL 10th	WEIGHT 30 lbs.
AURA moderate enchantment, evocation, and illusion		



This *+1 glamered scale mail* is decorated with fangs and is usually made from the hide of a reptilian beast such as a basilisk. The wearer can use *burst bonds^{APG}* and *wrath^{APG}* each once per day; as a full-round action, the wearer can activate both of these abilities at the same time.

CONSTRUCTION REQUIREMENTS	COST 2,590 GP
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Craft Magic Arms and Armor, *burst bonds^{APG}, disguise self, wrath^{APG}*

	FORGEFATHER'S HALF-PLATE (TORAG)	PRICE 4,180 GP
SLOT armor	CL 3rd	WEIGHT 50 lbs.
AURA faint abjuration, divination, evocation, and transmutation		

This *+1 half-plate* is usually sized for a dwarf and decorated with one or more sacred hammer symbols of Torag. Once per day, the wearer may use *mending, protection from evil, and spark^{APG}*. Once per day as a full-round action, the wearer can attempt a Knowledge check (with a +10 bonus) to identify a creature he is currently in combat with, even if he possesses no ranks in the appropriate Knowledge skill.

CONSTRUCTION REQUIREMENTS	COST 2,465 GP
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Craft Magic Arms and Armor, *know the enemy^{UM}, mending, protection from evil, spark^{APG}*


	GOLDEN JUDGE'S BREASTPLATE (ABADAR)	PRICE 5,110 GP
SLOT armor	CL 3rd	WEIGHT 30 lbs.
AURA faint abjuration, enchantment, and transmutation		



This gold-colored *+1 breastplate* has a large, ornate symbol of a vault key on one side of the chest. The wearer gains a +4 competence bonus on Sense Motive checks. The wearer can use *command* and *peacebond^{UC}* each once per day.

CONSTRUCTION REQUIREMENTS	COST 2,730 GP
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Craft Magic Arms and Armor, *command, owl's wisdom, peacebond^{UC}*

	GRAVEWATCHER CHAINMAIL (PHARASMA)	PRICE 5,380 GP
SLOT armor	CL 7th	WEIGHT 40 lbs.
AURA moderate divination, evocation, and necromancy		



This blue-white *+1 deathless^{UE} chainmail* is made of an intricate pattern of light and dark links that form the shape of Pharasma's spiral on the armor's chest. The wearer can use *detect undead, disrupt undead, and light* each once per day.

CONSTRUCTION REQUIREMENTS	COST 2,840 GP
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Craft Magic Arms and Armor, *death ward, detect undead, disrupt undead, light*

	GRAY MASTER'S LEATHERS (NORGORBER)	PRICE 5,720 GP
SLOT armor	CL 5th	WEIGHT 15 lbs.
AURA faint conjuration, evocation, illusion, and transmutation		

This *+1 shadow leather* armor is usually a neutral brown or gray color and is tight-fitting so it can be worn under bulky clothing or a disguise. The wearer can use *acid splash, dancing lights, and mage hand* each once per day.

CONSTRUCTION REQUIREMENTS	COST 2,940 GP
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Craft Magic Arms and Armor, *acid splash, dancing lights, invisibility, mage hand, silence*

	GRIM GLOOM MAIL (ZYPHUS)	PRICE 2,380 GP
SLOT armor	CL 3rd	WEIGHT 40 lbs.
AURA faint abjuration and necromancy		

This ugly +1 *chainmail* resists polishing and easily acquires bent links and other cosmetic damage from everyday use, though such blemishes never impair its function as armor. Once per day as a standard action, the wearer can afflict one target within 30 feet with bad luck, giving it a -2 penalty to Armor Class, on attack rolls, or on saving throws (wearer's choice) for 1 minute. In addition, once per day, the wearer can use *protection from good*.

CONSTRUCTION REQUIREMENTS	COST 1,340 GP
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Craft Magic Arms and Armor, *bestow curse*, *protection from good*, Curse subdomain or evil eye hex


	HALF-PLATE OF THE DARK PRINCE (ASMODEUS)	PRICE 3,910 GP
SLOT armor	CL 3rd	WEIGHT 50 lbs.
AURA faint conjuration and enchantment		



This regal-looking +1 *half-plate* is a status symbol in the church of Asmodeus, and is decorated with red infernal symbols and an inverted pentagram. The wearer can use *charm person* and *infernal healing*^{ISWG} each once per day.

CONSTRUCTION REQUIREMENTS	COST 2,330 GP
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Craft Magic Arms and Armor, *charm person*, *infernal healing*^{ISWG}

	INHERITOR'S BREASTPLATE (IOMEDAE)	PRICE 2,430 GP
SLOT armor	CL 3rd	WEIGHT 30 lbs.
AURA faint abjuration and transmutation		

This reflective +1 *breastplate* is decorated with a sword-and-starburst symbol. The armor is normally a golden color, but in battle it becomes silver-gray. The wearer can use *bless weapon* and *remove fear* each once per day.

CONSTRUCTION REQUIREMENTS	COST 1,390 GP
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Craft Magic Arms and Armor, *bless weapon*, *remove fear*

	KIMLÉ COAT (GOZREH)	PRICE 2,300 GP
SLOT armor	CL 3rd	WEIGHT 15 lbs.
AURA faint transmutation		

This +1 *leather* armor is made of kimlé (see page 73) and resembles a snug light coat with a tattered lower fringe in the shape of trailing seaweed. The wearer of a *kimlé coat* gains a +5 bonus on Swim checks. Once per day, the wearer can breathe water for 1 minute.

CONSTRUCTION REQUIREMENTS	COST 1,230 GP
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Craft Magic Arms and Armor, *water breathing*, creator must have 5 ranks in the Swim skill

	LUCKY DRUNK'S MAIL (CAYDEN CAILEAN)	PRICE 4,840 GP
SLOT armor	CL 3rd	WEIGHT 40 lbs.
AURA faint enchantment and evocation		

This +1 *chainmail* is decorated with a row of small metal disks, each stamped with a tankard symbol. The wearer gains a +1 luck bonus on all saving throws and can use *moment of greatness*^{UC} once per day.

CONSTRUCTION REQUIREMENTS	COST 2,570 GP
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Craft Magic Arms and Armor, *divine favor*, *moment of greatness*^{UC}

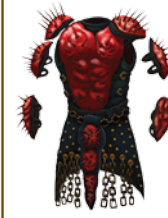
	MILANITE ARMOR (MILANI)	PRICE 2,780 GP
SLOT armor	CL 3rd	WEIGHT 15 lbs.
AURA faint conjuration		

This +1 *leather* armor usually looks like heavy protective work clothing, such as the garb of a professional blacksmith, butcher, or woodcutter. Once per day when an adjacent ally falls unconscious, the wearer can use *cure light wounds* on that ally as a swift action; if the wearer falls unconscious and this ability has not already been expended for the day, it automatically triggers on the wearer.

CONSTRUCTION REQUIREMENTS	COST 1,470 GP
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Craft Magic Arms and Armor, *cure light wounds*


	PAINSPIKE ARMOR (ZON-KUTHON)	PRICE 4,145 GP
SLOT armor	CL 5th	WEIGHT 20 lbs.
AURA faint necromancy [evil]		



This black +1 *spiked studded leather armor* is outfitted with dozens of intimidating barbs, wicked chains, and leather straps that look to have been soaked in blood. Often worn by Kuthite torturers, *painspike armor* allows the wearer to use *bleed* at will and *interrogation*^{UM} once per day.

CONSTRUCTION REQUIREMENTS	COST 2,160 GP
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Craft Magic Arms and Armor, *bleed*, *interrogation*^{UM}


	PALLID CHAIN (URGATHOA)	PRICE 3,300 GP
SLOT armor	CL 3rd	WEIGHT 40 lbs.
AURA faint necromancy		

The links of this +1 *chainmail* are a dull, sickly white color that resembles old bone, and the suit's gauntlets are tipped with silver-black finger spikes. Once per day as a standard action, the wearer can ask one question of an undead creature or a destroyed undead creature's corpse, as if using *speak with dead*, except the target can only answer questions that pertain to events that occurred after it became undead.

CONSTRUCTION REQUIREMENTS	COST 1,800 GP
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Craft Magic Arms and Armor, *speak with dead*


INNER SEA GODS

	PELT OF THE DEMON MOTHER (LAMASHTU)	PRICE 3,325 GP
SLOT armor	CL 3rd	WEIGHT 25 lbs.
AURA faint necromancy		

This *+1 hide armor* appears to be made from a horrific amalgam of rotted animal pelts and animal bones, and is usually decorated with the skulls of tiny rodents or vermin and trimmed with the fur of a black wolf. The wearer can use *disguise self* and *unnatural lust^{UM}* each once per day.

CONSTRUCTION REQUIREMENTS	COST 1,745 GP
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Craft Magic Arms and Armor, *disguise self*, *unnatural lust^{UM}*

	PERFECTION LEATHER (IRORI)	PRICE 3,860 GP
SLOT armor	CL 3rd	WEIGHT 15 lbs.
AURA faint divination, necromancy, and transmutation		

This *+1 leather armor* is usually inscribed with Irori's open-hand symbol at the neck, and with meditative mantras along the sleeves. The wearer can use *guidance*, *stone fist^{APG}*, and *touch of fatigue* each once per day.

CONSTRUCTION REQUIREMENTS	COST 2,010 GP
----------------------------------	----------------------


Craft Magic Arms and Armor, *guidance*, *stone fist^{APG}*, *touch of fatigue*

	RED STALKER ARMOR (ACHAEKEK)	PRICE 3,035 GP
SLOT armor	CL 3rd	WEIGHT 15 lbs.
AURA faint enchantment		

This dark red *+1 leather armor* is modeled after the armor worn by the Blood Watch guards in the home city of the Red Mantis assassins. Vented and airy, the armor is suitable for wearing in dense jungles, humid rainforests, and other formidable environments. The wearer gains a +5 competence bonus on Bluff checks to feint.

CONSTRUCTION REQUIREMENTS	COST 1,598 GP
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Craft Magic Arms and Armor, creator must have 5 ranks in the Bluff skill


	ROSY HAUBERK (SHELYN)	PRICE 3,035 GP
SLOT armor	CL 3rd	WEIGHT 25 lbs.
AURA faint conjuration and transmutation		



This metallic *+1 chain shirt* is woven with the petals, buds, and stalks of numerous kinds of beautiful flowers, and the garment is so finely cut that it makes even unsightly wearers appear to have flattering proportions. The wearer can use *aspect of the nightingale^{*}* and *summon instrument* each once per day.

CONSTRUCTION REQUIREMENTS	COST 1,965 GP
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Craft Magic Arms and Armor, *aspect of the nightingale^{*}*, *summon instrument*

	SEA BANSHEE COAT (BESMARA)	PRICE 3,605 GP
SLOT armor	CL 3rd	WEIGHT 20 lbs.
AURA faint conjuration and transmutation		

This *+1 studded leather* is styled like a captain's jacket with long, sturdy leather tails that cover the wearer's thighs, and it is festooned with steel studs crafted to look like gold coins. The wearer can use *abundant ammunition^{UC}* and *purify food and drink* each once per day.

CONSTRUCTION REQUIREMENTS	COST 1,890 GP
----------------------------------	----------------------


Craft Magic Arms and Armor, *abundant ammunition^{UC}*, *purify food and drink*

	STARSONG MAIL (DESNA)	PRICE 3,460 GP
SLOT armor	CL 3rd	WEIGHT 40 lbs.
AURA faint conjuration and transmutation		

This *+1 chainmail* is usually a metallic midnight blue and may sport a badge in the shape of a butterfly, moth, or starknife. Once per day, the wearer can use *expeditious retreat*. If the armor's wearer sleeps in or next to the armor, the armor automatically casts *dream feast^{*}* once per night on the wearer or the last creature who wore it.

CONSTRUCTION REQUIREMENTS	COST 1,880 GP
----------------------------------	----------------------


Craft Magic Arms and Armor, *dream feast^{*}*, *expeditious retreat*

	TOILER'S ARMOR (DROSKAR)	PRICE 3,920 GP
SLOT armor	CL 3rd	WEIGHT 40 lbs.
AURA faint transmutation		

This *+1 chainmail* looks like something a talentless dwarven apprentice would make—ugly, asymmetrical, and finished quickly rather than with care. The wearer gains a luck bonus or penalty equal to 1d6-3 on Craft checks to make armor or weapons while wearing it. This bonus or penalty is determined the first time the wearer attempts such a Craft check to determine a day's progress. If the wearer removes the armor, this bonus or penalty persists for an additional 24 hours. Once per day, the wearer can use *magic weapon*.

CONSTRUCTION REQUIREMENTS	COST 2,110 GP
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Craft Magic Arms and Armor, *crafters curse^{APG}*, *crafters fortune^{APG}*, *magic weapon*

	VEILED CHAIN (SIVANAH)	PRICE 4,490 GP
SLOT armor	CL 3rd	WEIGHT 25 lbs.
AURA faint illusion		

Narrow strips of brilliant silk cloth are woven through the rings of this *+1 chain shirt* that cause the armor's colors to shift and shimmer as its wearer moves. The wearer can use *disguise self* and *vanish^{APG}* each once per day.

CONSTRUCTION REQUIREMENTS	COST 2,370 GP
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Craft Magic Arms and Armor, *disguise self*, *vanish^{APG}*

MAGIC ARMOR AND SHIELDS

MAGIC WEAPONS

The many religions of Golarion are frequently at war, and as a consequence, followers often bear magic weapons associated with their faith. Some of these weapons are said to have once been wielded by religious heroes or martyrs, while others are directly and intimately tied to the legends of a particular god.

The following are only some of the specific magic weapons popular among devout mortals. This section focuses on relatively inexpensive weapons that low-level characters can afford. For higher-level characters, remember that these weapons can be upgraded like any other magic item by adding plus-equivalent or gp-value abilities, then paying the difference between the original item's price and its price with the additional abilities. The full rules for customizing magic weapons can be found in Chapter 15 of the *Pathfinder RPG Core Rulebook*.

	BLACK ALIBI (NORGORBER)	PRICE 4,410 GP
SLOT none	CL 5th	WEIGHT 1 lb.
AURA faint illusion		



The blade of this *+1 short sword* appears to be nothing more than a shadow, but is quite solid and as sharp as steel. Five times per day, the wielder can as a move action create a featureless black "mask" of illusory cloth on the face of a willing target he touches. This mask obscures the wearer's identity and lasts for 10 minutes. Once per day, the wielder can activate the sword as a swift action; 1 minute afterward, the sword completely erases the wielder's memory of the previous minute (as if using *modify memory*).

CONSTRUCTION REQUIREMENTS	COST 2,360 GP
----------------------------------	----------------------

Craft Magic Arms and Armor, *disguise self*, either *false alibi** or *modify memory*


	BLADE OF THREE FANCIES (SHELYN)	PRICE 5,248 GP
SLOT none	CL 3rd	WEIGHT 10 lbs.
AURA faint illusion		



Three colorful silk ribbons tied at the base of this elegant, ornately chased *+1 glaive* flutter gracefully with every movement and never seem to get dirty. The glaive grants a *+4 sacred* bonus on one Perform skill (chosen when the weapon is created). The wielder retains this bonus so long as the weapon remains within 10 feet, which allows two-handed instruments to be played. Additionally, once per day the wielder may use *color spray*.

CONSTRUCTION REQUIREMENTS	COST 2,778 GP
----------------------------------	----------------------

Craft Magic Arms and Armor, *color spray*, *eagle's splendor*


	BLOODLIGHT (GORUM)	PRICE 3,970 GP
SLOT none	CL 3rd	WEIGHT 8 lbs.
AURA faint enchantment		



This wicked-looking *+1 greatsword* is engraved with glowing Ulfen runes that spell out a Gorumite battle song. When wielded, the blade sheds light as a candle. Once per day, the wielder can use *rage* (self only). The runes shine with a murderous red light, equivalent to a torch, whenever the *rage* ability is active and for 1 round whenever the weapon is used to deal damage to a living creature.

CONSTRUCTION REQUIREMENTS	COST 2,160 GP
----------------------------------	----------------------

Craft Magic Arms and Armor, *rage*

	CARUSER'S RETORT (CAYDEN CAILEAN)	PRICE 3,060 GP
SLOT none	CL 3rd	WEIGHT 2 lbs.
AURA faint abjuration and transmutation		




This simple but finely crafted *+1 rapier* has a hilt in the shape of a tankard, open on one end for the wielder's hand. Once per day, the wielder can use *remove fear*; if the wielder ever becomes frightened or panicked and this ability has not already been expended for the day, the weapon automatically activates this ability on the wielder's next turn. Once per day, the wielder can turn up to 8 gallons of water (fresh, salt, or contaminated)

into weak beer that is safe to drink.

CONSTRUCTION REQUIREMENTS	COST 1,690 GP
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Craft Magic Arms and Armor, *purify food and drink*, *remove fear*

	DAWNFIRE (SARENRAE)	PRICE 5,315 GP
SLOT none	CL 3rd	WEIGHT 4 lbs.
AURA faint evocation		




This *+1 scimitar* has a twisted hilt that evokes a stylized version of Sarenrae's holy symbol. The blade is etched with a prayer to the goddess to redeem the repentant and consume the unremorseful. Once per day, the wielder can use *spell combat* (as a magus) to make a full attack with the scimitar in one hand (with a *-2 penalty* on all attacks) and project a 15-foot cone of flame from the other hand that deals 3d4 points of fire damage to creatures in the area. This cone of fire does not provoke attacks of opportunity, and is otherwise identical to *burning hands*, except the flames are yellow-white and undead creatures in the area take 3 additional points of damage from the fire. The hand projecting the fire must be free—not wielding a weapon or holding an object—for the wielder to use this ability.

CONSTRUCTION REQUIREMENTS	COST 2,815 GP
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Craft Magic Arms and Armor, *burning hands*, *searing light*

INNER SEA GODS


	ENDURING BLOOM (MILANI)	PRICE 3,848 GP
SLOT none	CL 3rd	WEIGHT 6 lbs.
AURA faint conjuration and enchantment		



This **+1 morningstar** has a rose design on the handle and the spikes on its head resemble thorns. Once per day, the wielder can use *bless*. Additionally, once per day when the wielder is reduced to 0 hit points or fewer, the weapon automatically casts *cure light wounds* on the wielder at the start of her next turn, so long as it remains in the same square as the wielder.

CONSTRUCTION REQUIREMENTS	COST 2,078 GP
----------------------------------	----------------------

Craft Magic Arms and Armor, Quicken Spell, *bless*, *cure light wounds*


	FATE BLADE (PHARASMA)	PRICE 3,072 GP
SLOT none	CL 3rd	WEIGHT 1 lb.
AURA faint necromancy		



This **+1 dagger** is etched with spiderweb designs and its hilt is shaped like a skeleton that has been laid to rest. Pharasmin priests sometimes use these daggers during ceremonies sacred to the Lady of Graves, such as to cut umbilical cords of newborns or to lay beside the corpses of honored Pharasmins as their spirits travel to their resting place in the Great Beyond. A *fate blade* counts as a silver weapon for the purpose of overcoming damage reduction. At will, the wielder can use *disrupt undead*.

CONSTRUCTION REQUIREMENTS	COST 1,697 GP
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Craft Magic Arms and Armor, *disrupt undead*


	FORGEFATHER'S SLEDGE (TORAG)	PRICE 4,312 GP
SLOT none	CL 3rd	WEIGHT 5 lbs.
AURA faint abjuration and transmutation		



This hefty **+1 warhammer** is crafted to resemble a dwarven face and is decorated with lavish gems. By speaking a command word, the wielder can transform the *Forgefather's sledge* into a blacksmithing hammer of any size suitable for the wielder's size and strength or back into its weapon form. The weapon grants the wielder fire resistance 1. If the wielder places the *Forgefather's sledge* in a Small or larger fire (such as a campfire, forge, or wood-burning stove) for at least 1 minute, the hammer's head glows bright red from the heat for 1d4 minutes, though the handle remains cool to the touch. If used in combat during this time, the hammer deals 1 point of fire damage to creatures struck in addition to the regular damage dealt.

CONSTRUCTION REQUIREMENTS	COST 2,312 GP
----------------------------------	----------------------

Craft Magic Arms and Armor, *resist energy (fire)*, *shrink item*


	FUGITIVE FINDER (ABADAR)	PRICE 12,655 GP
SLOT none	CL 8th	WEIGHT 4 lbs.
AURA moderate conjuration and transmutation		



This **+1 human-bane light crossbow** has a gold-colored metal lath and a keyhole-shaped slot for the bolt to rest in. The wielder gains a +10-foot enhancement bonus to his base speed. The church of Abadar typically commissions *fugitive finders* to aid officials in chasing down and capturing escaped criminals, but Abadarans also craft variants that have the *merciful* special ability instead of *human-bane*, giving the wielder a better opportunity to capture a fleeing target alive.

CONSTRUCTION REQUIREMENTS	COST 6,495 GP
----------------------------------	----------------------

Craft Magic Arms and Armor, *longstrider*, *summon monster I*


	FUMING BLOOD SABRE (ACHAEKEK)	PRICE 11,035 GP
SLOT none	CL 12th	WEIGHT 2 lbs.
AURA strong evocation and illusion		

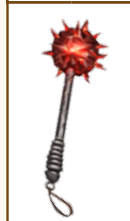


This vicious-looking **+1 corrosive^{UE} sawtooth sabre^{UE}** has a crimson blade and a hilt that appears to be beautifully carved from dark red stone. On command, a corrosive acid with a deep blood-red hue drips from the sabre. Once per day, the wielder of a *fuming blood sabre* can use *vanish^{APG}*—typically to approach an unaware victim or flee undetected from the scene of an assassination.

CONSTRUCTION REQUIREMENTS	COST 5,685 GP
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Craft Magic Arms and Armor, *acid arrow*, *vanish^{APG}*

	HELL'S EYE (ASMODEUS)	PRICE 10,305 GP
SLOT none	CL 10th	WEIGHT 4 lbs.
AURA moderate evocation [evil]		




This **+1 flaming light mace** has an iron shaft and a polished ruby-red stone head, similar to a gemstone. Sometimes a diabolical eye or face is visible for a moment within the stone. The stone is suitable for use as a scrying device for spells such as *scrying*. Once per day as a swift action, the wielder can transform the mace's flames to hellfire for 1 minute. This hellfire deals half fire damage and half damage from unholy energy. Evil creatures and creatures with the evil subtype take no damage from this unholy energy; good creatures and those with the good subtype take double the usual damage from it. *Protection from evil* and similar effects protect against the damage from unholy energy.

CONSTRUCTION REQUIREMENTS	COST 5,305 GP
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Craft Magic Arms and Armor, *flame blade*, *flame strike*


PATHFINDER CAMPAIGN SETTING

	INHERITOR'S LIGHT (IOMEDAE)	PRICE 6,555 GP
SLOT none	CL 3rd	WEIGHT 4 lbs.
AURA faint conjuration and transmutation		



This *+1 longsword* sheds light as a torch and when drawn emits a shining starburst around the hilt, similar to Iomedae's holy symbol. Any cure spells or lay on hands effects used to heal the wielder of this blade heal an additional 1 point of damage per die, up to the effect's normal maximum healing amount. Once per day, the wielder can use *inheritor's smite*^{*}.

CONSTRUCTION REQUIREMENTS	COST 3,435 GP
Craft Magic Arms and Armor, <i>cure light wounds</i> , <i>inheritor's smite</i> [*]	

	KINBONDED BOW (ERASTIL)	PRICE 3,875 GP
SLOT none	CL 3rd	WEIGHT 3 lbs.
AURA faint divination		



This stout *+1 longbow* is engraved with images of leaping deer. Designed to prevent inaccuracy while hunting in a group, the bow is imbued with magic that allows the wielder to accurately shoot past an ally. At will, the wielder can spend 1 minute attuning the bow to a touched ally. Thereafter, that ally no longer provides soft cover against ranged attacks with the *kinbonded bow* (*Core Rulebook* 196). Only one ally can be attuned to the bow at a time.

CONSTRUCTION REQUIREMENTS	COST 2,125 GP
Craft Magic Arms and Armor, <i>true strike</i>	


	NAIL OF THE PRINCESS (URGATHOA)	PRICE 5,318 GP
SLOT none	CL 9th	WEIGHT 10 lbs.
AURA moderate necromancy		

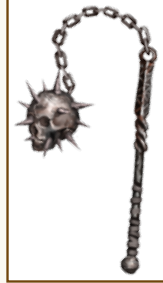


This *+1 scythe* has five onyx gems set into its blade. A creature with the ability to channel negative energy can expend one use of that ability to charge the weapon with power, causing one onyx gem per 1d6 points of channeled energy to glow (multiple channels do not stack; the wielder must be able to channel 5d6 points of negative energy to activate all five gems).

Anytime the wielder deals damage to a creature with the scythe, he can activate one charged gem as a swift action, releasing its energy and dealing 1d6 points of channeled negative energy damage to the target. Alternatively, as a standard action the wielder can touch the scythe to a willing creature healed by negative energy (such as undead) and release any number of stored charges, each of which heals the target for 1d6 points of damage.

CONSTRUCTION REQUIREMENTS	COST 2,818 GP
Craft Magic Arms and Armor, creator must be able to channel negative energy	

	OBLIVIATING FLAIL (GROETUS)	PRICE 4,815 GP
SLOT none	CL 3rd	WEIGHT 10 lbs.
AURA faint enchantment and evocation		



The head of this *+1 heavy flail* looks like a human skull with wicked spikes growing out of it. At will, the wielder can affect a creature struck by the *obliviating flail* with *lesser confusion* as a free action (a successful DC 11 Will saving throw negates this effect). If the struck opponent fails its save against the *lesser confusion* effect, the wielder of the *obliviating flail* is automatically affected

by this effect as well (no saving throw). If the wielder uses the flail to perform a coup de grace and successfully kills her target, she gains 1d4 temporary hit points, which last for 1 minute per HD of the target slain.

CONSTRUCTION REQUIREMENTS	COST 2,565 GP
Craft Magic Arms and Armor, <i>death knell</i> , <i>lesser confusion</i>	


	PERFECTIONIST SHAVTOOSH (IRORI)	PRICE 4,461 GP
SLOT none	CL 3rd	WEIGHT 2 lbs.
AURA faint conjuration and divination		



This long piece of cloth is so fine that it can pass through a finger ring. Delicately woven with multiple colors to spell out Iroran prayers, it is usually worn as a shawl or belt, or wrapped around the chest and shoulders—it does not use a magic item body slot. If wrapped around at least one limb, it grants the wearer the Improved Unarmed Strike feat. It may also be wielded as a *+1 whip*.

The wearer can meditate on the shawl's sacred mantras to use *cure light wounds* and *know the enemy*^{UM} each once per day.


CONSTRUCTION REQUIREMENTS	COST 2,381 GP
Craft Magic Arms and Armor, <i>cure light wounds</i> , <i>know the enemy</i> ^{UM}	

	QUARTERSTAFF OF ENTWINED SERPENTS (NETHYS)	PRICE 5,050 GP
SLOT none	CL 3rd	WEIGHT 4 lbs.
AURA faint evocation		



This *+1 quarterstaff* is made of wood carved and dyed to look like two entwined asps, one black and one white. At will, the wielder can use the staff to cast *magic missile*, creating two such missiles. One of the created missiles always takes the form of a glowing white snake, while the other missile always takes the form of a shadowy black snake. When held in hand, the wielder of the *quarterstaff of entwined serpents* can cast spells as if he had the Eschew Materials feat.

CONSTRUCTION REQUIREMENTS	COST 2,825 GP
Craft Magic Arms and Armor, Eschew Materials, <i>magic missile</i>	

	REDLUST'S DAUGHTER (LAMASHTU)	PRICE 9,875 GP
SLOT none	CL 10th	WEIGHT 8 lbs.
AURA moderate evocation, necromancy, and transmutation		




This **+1 flaming falchion** is engraved with leering, long-tongued demonic faces. As a standard action, the bearer can will the weapon to transform into a **+1 flaming kukri** or back to its larger form. The weapon has an affinity for humanoid blood and remains slick and wet with it long after it would normally dry. If the wielder kills a humanoid with *Redlust's Daughter*, she can lick clean this blood as a move action to heal 1d4 hit points. Lamashtu's

church also creates a similar weapon called *Chillheart's Daughter*, which is a **+1 frost falchion** that otherwise has the same properties as this weapon.

CONSTRUCTION REQUIREMENTS	COST 5,125 GP
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Craft Magic Arms and Armor, *death knell, flame strike, shrink item*

	RUSTING TEETH OF THE ROUGH BEAST (ROVAGUG)	PRICE 8,320 GP
SLOT none	CL 3rd	WEIGHT 12 lbs.
AURA faint necromancy		



This **+1 greataxe** has a corroded edge that constantly sheds metal shards and rusty powder, though the blade never gets any smaller and this doesn't weaken the weapon in any way. Whenever the axe damages a creature, the target must succeed at a DC 14 Reflex save or a shard from the weapon lodges in the creature's flesh; the target is sickened until the shard is removed. Removing a shard deals 1d4+1 points of damage to the target, unless whoever is removing the shard succeeds at a DC 15 Heal check as a full-round action. For every 5 by which the check exceeds the DC, an additional shard is removed. A *rusting grasp* spell immediately destroys all shards embedded in the target.

CONSTRUCTION REQUIREMENTS	COST 4,320 GP
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Craft Magic Arms and Armor, *bleed, ray of sickening^{UM}*


	SHOOTING STARKNIFE (DESNA)	PRICE 7,724 GP
SLOT none	CL 5th	WEIGHT 3 lbs.
AURA faint illusion and transmutation		



This bright **+1 starnife** is engraved with a beautiful moth icon. When wielded, it leaves a trail of harmless stary motes that shed light as a candle in any squares the wielder occupies or moves through. These motes last for 1 round before fading away. Once per day, the wielder can speak a command word to use *jump* (with a +20 bonus), but this effect immediately ends if the wielder loses its grasp on the weapon. Additionally, once per day the wielder can use it to fire a blast of motes, with the same effect as *color spray*.

CONSTRUCTION REQUIREMENTS	COST 4,024 GP
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Craft Magic Arms and Armor, *color spray, jump*

	STORMSTRIKE (GOZREH)	PRICE 9,315 GP
SLOT none	CL 8th	WEIGHT 4 lbs.
AURA moderate evocation		



This **+1 trident** has a green-blue metal head, a pole made of driftwood, and a sheaf of white human hair tied at the joint. The wielder of *stormstrike* can speak one command word to use it as a *frost* weapon (which turns its tines blue-white), or a second command word to use it as a *shock* weapon (which turns its tines sea-green). Activating one of these abilities deactivates the other.

CONSTRUCTION REQUIREMENTS	COST 4,815 GP
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Craft Magic Arms and Armor, *chill metal* or *ice storm, call lightning* or *lightning bolt*


	UMBRAL CHAIN (ZON-KUTHON)	PRICE 8,825 GP
SLOT none	CL 13th	WEIGHT 10 lbs.
AURA strong evocation		



This bloodstained spiked chain has a large handle-ring that glows a pale violet color when wielded in normal light. An *umbral chain* grows more potent in darkness. It acts as a **+1 spiked chain** when in dim light. In darkness, it acts as a **+2 spiked chain**. When surrounded by supernatural darkness (such as in an area of *deeper darkness*), it acts as a **+2 spiked chain** and grants the wielder the *Blind-Fight* feat. In daylight or bright illumination, the weapon temporarily loses all its magical enhancement bonuses and is effectively a masterwork weapon, though it resumes its magical functions once it's no longer in bright light. The violet glow from the weapon dims in response to ambient light, vanishing completely in darkness or supernatural darkness.

CONSTRUCTION REQUIREMENTS	COST 4,575 GP
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Craft Magic Arms and Armor, *deeper darkness*

	VENGEFUL KISS (CALISTRIA)	PRICE 11,501 GP
SLOT none	CL 5th	WEIGHT 2 lbs.
AURA faint illusion, necromancy, and transmutation		



This **+1 deadly^{UM} whip** is made of braided black and yellow leather cords, and is as strong as a silk rope. The bearer of a *vengeful kiss* can activate the weapon as a standard action to make it stretch up to 50 feet long or retract to normal whip length (although it cannot be used to attack when greater than its normal length). Once per day, a creature wielding the whip can use *invigorate^{APG}*.

CONSTRUCTION REQUIREMENTS	COST 5,901 GP
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Craft Magic Arms and Armor, *animate rope, inflict light wounds, invigorate^{APG}*

RINGS

Rings are easily concealed, have ornamental value, and—unlike weapons and armor—aren't contraband in secure areas, making them particularly useful for diplomats, entertainers, infiltrators, and, proselytizers. The following are examples of many relatively inexpensive rings associated with Golarion's various deities.


	DEADEYE'S SPOTTER RING (ERASTIL)	PRICE 1,500 GP
SLOT ring	CL 5th	WEIGHT —
AURA faint transmutation		



This ring is carved from a single, thick antler and fashioned into the shape of a regal elk's head. The wearer gains a +2 competence bonus on Perception and Survival checks. Once per day, the wearer can use *animal messenger*.

CONSTRUCTION REQUIREMENTS	COST 750 GP
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Forge Ring, *animal messenger*, creator must have 2 ranks in Perception and Survival

	DROSKAR'S GUIDING RING (DROSKAR)	PRICE 2,600 GP
SLOT ring	CL 3rd	WEIGHT —
AURA faint enchantment		




This gold ring is misshapen and uncomfortable to wear for long periods of time; inscribed on it is a crude symbol of a fire burning under an arch. Once per day, the wearer may use *charm person*. If Droskar is the wearer's patron deity,

any time the wearer crafts a magic item, she may choose to pay half of the item's construction cost instead of the full cost. The wearer spends time working on the item normally, but at the time of completion there is a 50% chance that the item turns out nonmagical and worthless. For example, if creating a magic bracer that normally costs 1,000 gp to craft, the wearer may craft it for only 500 gp, but there is a 50% chance the wearer's shortcuts and cheap materials result in a valueless, nonfunctional item.

CONSTRUCTION REQUIREMENTS	COST 1,300 GP
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Craft Wondrous Item, *charm person*, *fabricate*

	GHOST BATTLING RING (PHARASMA)	PRICE 13,000 GP
SLOT ring	CL 5th	WEIGHT —
AURA faint illusion, necromancy, and transmutation		



This silver ring is engraved with a skull flanked by twin hourglasses. It functions as a *ring of the grasping grave*^{UE}. In addition, the wearer can use *ghostly disguise*^{UM} and *haste* each once per day.

CONSTRUCTION REQUIREMENTS	COST 6,500 GP
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Forge Ring, *ghostly disguise*^{UM}, *haste*, *sculpt corpse*^{APG}

	GLORIOUS FLAME RING (SARENRAE)	PRICE 5,400 GP
SLOT ring	CL 5th	WEIGHT —
AURA faint evocation		

This richly colored, burnished brass ring appears to be crimson red, sunset orange, or golden yellow depending on how it is held. Clerics of Sarenrae prize *glorious flame rings* as facets through which they may channel their deity's divine will. Once per day, the wearer may speak the ring's command word to create a 5-foot-radius burst of flame centered on herself. This burst of flame deals 1d6 points of damage to any adjacent creatures (Reflex DC 14 halves), though the wearer is safe from this effect.

If the wearer is capable of channeling positive energy, she may as a standard action expend one use of channeled energy to activate the ring's burst of flame, even if she has already spoken the ring's command word for the day. If the wearer also has the Selective Channeling feat, she may select a number of allies equal to her Charisma modifier to exclude from the burst of flame; these allies are not affected by the flame. This effect is otherwise identical to creating the ring's burst of flame by speaking the command word.

CONSTRUCTION REQUIREMENTS	COST 2,700 GP
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Forge Ring, Selective Channeling, *elemental aura (fire)*, creator must be able to channel positive energy

	GLUTTONOUS FEASTING RING (URGATHOA)	PRICE 5,000 GP
SLOT ring	CL 5th	WEIGHT —
AURA faint necromancy and transmutation		

This ring is carved from the flat part of a human skull and inscribed along the edge with images of skeletons at a banquet. Any food the wearer eats or drinks is automatically cleansed as if by *purify food and drink*. Once per day after eating an extravagant meal (typically one worth at least 10 gp), the wearer gains the benefit of *false life*.

CONSTRUCTION REQUIREMENTS	COST 2,500 GP
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Forge Ring, *false life*, *purify food and drink*

	KNIGHT-INHERITOR'S RING (IOMEDAE)	PRICE 3,000 GP
SLOT ring	CL 5th	WEIGHT —
AURA faint enchantment and transmutation		



This simple gold band is engraved with the holy symbol of Iomedae. It functions as a *ring of protection +1*. In addition, the wearer can use *bless weapon* and *wartrain mount*^{UM} each once per day. At will, the wearer can make himself presentable as if using *prestidigitation*

to clean up his clothing, skin, hair, and armor.


CONSTRUCTION REQUIREMENTS	COST 1,500 GP
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Forge Ring, *bless weapon*, *prestidigitation*, *shield of faith*, *wartrain mount*^{UM}, creator must be at least 3rd level

INNER SEA GODS




RINGS

	NETHYSIAN RING OF MINOR SPELL STORING (NETHYS)	PRICE 20,000 GP
SLOT ring	CL 5th	WEIGHT —
AURA moderate abjuration and transmutation [chaotic, evil, good, lawful]		

This ring is made of several metals hammered together into a mottled pattern, with Nethys's holy symbol stamped on one end. It functions as a *ring of minor spell storing*, except domain spells from Nethys's domains (see page 100) count as 1 spell level lower (minimum 1st level) for the purpose of storing them in the ring.

CONSTRUCTION REQUIREMENTS	COST 10,000 GP
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Forge Ring, *imbue with spell ability*

	PROFANE SEAL SIGMET (ASMODEUS)	PRICE 3,000 GP
SLOT ring	CL 5th	WEIGHT —
AURA faint abjuration, enchantment, and universal		

This ring is made of red gold with a single ruby cut into a pentagon shape. It functions as a *ring of protection +1*. In addition, the wearer may use *arcane mark* at will, but only on objects and willing creatures. Once per day, the wearer may use *wrath*^{APG}.

CONSTRUCTION REQUIREMENTS	COST 1,500 GP
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Forge Ring, *arcane mark*, *shield of faith*, *wrath*^{APG}, creator must be at least 3rd level


	RED HOUND RING (CAYDEN CAILEAN)	PRICE 4,700 GP
SLOT ring	CL 5th	WEIGHT —
AURA faint abjuration, conjuration, and transmutation		



This white gold ring is engraved with the images of a mastiff and a thundercloud. It functions as a *ring of protection +1*. In addition, once per day, the wearer may use *summon monster I* to summon a red mastiff (use statistics for a celestial dog). Additionally, once per day the wearer may use *beast shape I* to transform into a Small red mastiff.

CONSTRUCTION REQUIREMENTS	COST 2,350 GP
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Forge Ring, *beast shape I*, *shield of faith*, *summon monster I*, creator must be at least 3rd level

	RING OF SERENE CONTORTIONS (IRORI)	PRICE 1,200 GP
SLOT ring	CL 5th	WEIGHT —
AURA faint abjuration		



This simple copper ring bears the image of a blue enamel hand. It grants the wearer a +2 bonus on Escape Artist checks. At will, the wearer may create the sound of a peaceful chime, small gong, or temple bell. Once per day, the wearer may also use *true strike*.

CONSTRUCTION REQUIREMENTS	COST 600 GP
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Forge Ring, *ghost sound*, *true strike*, creator must have 5 ranks in Escape Artist


	RING OF SEVEN LOVELY COLORS (SHELYN)	PRICE 4,000 GP
SLOT ring	CL 7th	WEIGHT —
AURA faint abjuration and illusion		



This golden ring, set with seven brightly colored gems, functions as a *ring of protection +1*. In addition, seven times per day, the wearer can use *beast shape IV* to transform into a songbird for 10 minutes (use statistics for a raven).

CONSTRUCTION REQUIREMENTS	COST 2,000 GP
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Forge Ring, *beast shape IV*, *shield of faith*, creator must be at least 3rd level

	RING OF STAIRS AND STARS (DESNA)	PRICE 3,820 GP
SLOT ring	CL 3rd	WEIGHT —
AURA faint evocation, illusion, and transmutation		




A stair-step pattern of stars wraps around the outside of this dark blue ring. In addition to the powers of a *ring of feather falling*, a *ring of stairs and stars* allows the wearer to use *magic missile* once per day, with the missiles taking the shape of shooting stars. As a standard

action, the wearer may create an illusory butterfly that flits about within the wearer's square for 1 minute before fading away.

CONSTRUCTION REQUIREMENTS	COST 1,910 GP
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Forge Ring, *feather fall*, *magic missile*, *silent image*

	RING OF SUNDERING METALS (GORUM)	PRICE 6,000 GP
SLOT ring	CL 5th	WEIGHT —
AURA faint abjuration and transmutation		




This iron ring's head is shaped like a gilded anvil. In addition to the usual powers of a *ring of ferocious action*^{NE}, the wearer can expend 1 charge from a *ring of sundering metals* to magically imbue a single wielded metal melee weapon with cold iron or silver. For 1 minute,

the imbued weapon can bypass either DR/cold iron or DR/silver.

CONSTRUCTION REQUIREMENTS	COST 3,000 GP
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Forge Ring, *haste*, *magic weapon*, *stabilize*

	RING OF UNQUENCHABLE PASSIONS (CALISTRIA)	PRICE 6,500 GP
SLOT ring	CL 5th	WEIGHT —
AURA faint abjuration and transmutation		


This gold ring bears three dagger-shaped marks. It functions as a *ring of protection +1*. In addition, it grants a +5 competence bonus on Acrobatics checks and a +2 resistance bonus on saving throws against disease.

CONSTRUCTION REQUIREMENTS	COST 3,250 GP
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Forge Ring, *resistance*, *shield of faith*, creator must have 5 ranks in Acrobatics, creator must be at least 3rd level

WONDROUS ITEMS

Golarion's faithful have created many wondrous items to aid the efforts of their churches. The following items represent some of the most common magical items associated with the various religions of the Inner Sea region and beyond.


	BARBED PENTACLE OF ASMODEUS (ASMODEUS)	PRICE 3,000 GP
SLOT neck	CL 1st	WEIGHT 1 lb.
AURA faint abjuration		



This iron disk hangs from an iron chain, and is inscribed with an inverted pentagram and decorated around its outer edge with tiny metal barbs. When worn, it provides a +1 deflection bonus to AC.

If Asmodeus is the wearer's patron, the pentacle counts as an unholy symbol. By holding it and speaking a command word, the wearer can use *charm person* once per day. If the wearer squeezes the pentacle so its barbs draw her blood (dealing 1 point of damage), the wearer can use that blood as ink, writing with a quill or even a finger for up to 1 hour. The blood-ink dries instantly on writing surfaces so it never smudges, and if it's used as part of a magical spell the wearer casts that requires or is augmented by writing (such as *magic circle against evil* or *sepia snake sigil*), the DC of that spell increases by 1.

CONSTRUCTION REQUIREMENTS	COST 1,500 GP
Craft Wondrous Item, <i>bleed</i> , <i>charm person</i> , <i>shield of faith</i>	

	BEAUTIFUL WAR PAINT (SHELYN)	PRICE 6,300 GP
SLOT head	CL 5th	WEIGHT 1 lb.
AURA faint enchantment and transmutation		

This pot of multicolored makeup was created by warpriests of Shelyn who wanted to be beautiful as well as deadly in battle. It can be used as conventional makeup, stage makeup, or war paint. It can be applied quickly for a lesser effect, but its true power is revealed when it's applied with great care. If the wearer applies the makeup as a full-round action, she gains the effects of *bless* and *expeditious retreat*. If the wearer applies the makeup over the course of 10 minutes, she gains the effects of *good hope* and *haste*. Applying the makeup provokes attacks of opportunity. The finished makeup has no effect until the wearer activates it as a swift action, at which time its magic lasts either 5 minutes or 5 rounds, depending on the duration of the activated spells (thereafter, the makeup lasts as long as high-quality nonmagical makeup). The magic of the makeup fades after 24 hours if not activated.

The makeup uses only the head magic item slot when applied (the pot does not use a magic item slot). The pot contains enough makeup for three uses.

CONSTRUCTION REQUIREMENTS	COST 3,150 GP
Craft Wondrous Item, <i>good hope</i> , <i>haste</i>	

BEAR PELT OF THE BONEBREAKER (URAZRA)	PRICE 3,300 GP	
SLOT shoulders	CL 7th	WEIGHT 10 lbs.
AURA moderate transmutation		



This large bearskin cloak is almost too big for a human to wear comfortably. The wearer gains a +2 competence bonus on Intimidate checks. Once per day, the wearer can use *bless*; using this ability causes the hair on the cloak to bristle menacingly.

If the stone giant deity Urazra is the wearer's patron, the wearer can use *beast shape II* once per day to

transform into a black or brown bear for up to 7 minutes. Some champions of Urazra claim to have more powerful pelts that allow them to take the form of polar bears or even dire bears.

CONSTRUCTION REQUIREMENTS	COST 1,650 GP
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Craft Wondrous Item, *beast shape II*, *bless*, creator must have 5 ranks in Intimidate

	BELT OF THE SNAKE KING (YDERSIUS)	PRICE 2,600 GP
SLOT belt	CL 5th	WEIGHT 1 lb.
AURA faint transmutation		




This belt writhes like a living snake, and even hisses and blinks its red eyes. It clasps by holding its tail in its mouth. The wearer gains a +1 enhancement bonus to natural armor.

If the serpentfolk god Ydersius is the wearer's patron, once per day, the wearer can use *magic fang* on one of his own natural weapons.

CONSTRUCTION REQUIREMENTS	COST 1,300 GP
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Craft Wondrous Item, *barkskin*, *magic fang*, *summon monster I*

	BESMARA'S BICORNE (BESMARA)	PRICE 1,700 GP
SLOT head	CL 3rd	WEIGHT 1 lb.
AURA faint transmutation		



This large pirate hat bears a skull-and-crossbones on the front. The wearer gains a +2 competence bonus on Acrobatics and Climb checks.


If Besmara is the wearer's patron, the wearer automatically floats to the surface of any body of water (at a speed of 30 feet)

unless she desires otherwise; this does not prevent the wearer from falling safely into water or interacting with water in any other way.

CONSTRUCTION REQUIREMENTS	COST 850 GP
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Craft Wondrous Item, *levitate*, creator must have 5 ranks in Acrobatics and Climb



 BESMARA'S TRICORNE (BESMARA)	PRICE 2,600 GP
SLOT head	CL 5th
WEIGHT 1 lb.	
AURA faint transmutation	

This black leather tricorn hat is weather-beaten and salt-stained. It grants its wearer a +2 competence bonus on Profession (sailor) and Swim checks.

If Besmara is the wearer's patron, once per day the wearer can speak a command word to transform the hat into a small ship's boat such as a cutter, jolly boat, or longboat (*Skull & Shackles Player's Guide* 25). The boat is 20 feet long, has two pairs of oars and a single mast with a square sail, and can carry up to 12 passengers and crew. Upon command, or after 8 hours, the boat returns to its hat form, dumping out any occupants.

CONSTRUCTION REQUIREMENTS	COST 1,300 GP
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Craft Wondrous Item, *guidance*, *shrink item*, creator must have 5 ranks in Profession (sailor)

BLESSED KEEPSAKE (ANY DEITY)	PRICE 8,000 GP
SLOT neck	CL 1st
WEIGHT —	
AURA faint abjuration and divination	


The fine chain bears a glass-fronted locket. If a piece of an outsider with an alignment subtype—such as a tooth from a demon or an angel's wing feather—is held in the locket for 24 hours, the *blessed keepsake's* magic activates. If the creature has more than one alignment subtype, one must be chosen when the piece is added to the locket.

The wearer can detect creatures of the chosen alignment at will, as the corresponding *detect chaos/evil/good/law* spell. Three times per day, the wearer can use the *blessed keepsake* to gain protection from creatures of that alignment, as the corresponding *protection from chaos/evil/good/law* spell. Lastly, if the wearer has the channel energy ability, she can channel energy to affect outsiders with that subtype as if she possessed the Alignment Channel feat.

If the piece of outsider is removed, the *blessed keepsake* is inactive until a new piece is attuned.

CONSTRUCTION REQUIREMENTS	COST 4,000 GP
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Craft Wondrous Item, Alignment Channel, *detect chaos*, *evil*, *good*, and *law*, *protection from chaos*, *evil*, *good*, and *law*

 BOOTS OF THE EARTH (TORAG)	PRICE 5,000 GP
SLOT feet	CL 3rd
WEIGHT 5 lbs.	
AURA faint conjuration and transmutation	




These sturdy leather dwarven boots have soles made of thick gray marble. As a move action, the wearer can plant her feet and draw strength from the earth, gaining fast healing 1 and a +4 bonus to CMD to resist bull rush, reposition^{APG}, and trip combat maneuver

attempts. These effects end if the wearer moves or is moved, knocked prone, or rendered unconscious.

CONSTRUCTION REQUIREMENTS	COST 2,500 GP
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Craft Wondrous Item, *bull's strength*, *cure light wounds*

 BOOTS OF THE ETERNAL ROSE (SHELYN)	PRICE 4,000 GP
SLOT feet	CL 3rd
WEIGHT 1 lb.	
AURA faint transmutation	




These leather boots are found in a variety of styles but always have a prominent engraving of a rose. The wearer gains a +2 competence bonus on Perform (dance) and Stealth checks. The wearer may move through areas of flowers (whether wild-growing or a garden) at normal speed and without suffering any impairment or taking

damage from thorns, brambles, or similar hazards; areas of flowers that have been magically manipulated to impede motion still affect the wearer.

If Shelyn is the wearer's patron, the wearer may use *daze monster* once per day; if the wearer is dancing, singing, or using some other Perform skill as part of a performance lasting at least 1 minute, he may activate *daze monster* as a free action during his performance. As a free action once per round, the wearer may conjure a beautiful, nonmagical, common flower (such as a daisy, pansy, rose, sunflower, or the like) that lasts for 1 day before crumbling into perfume and dust.

CONSTRUCTION REQUIREMENTS	COST 2,000 GP
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Craft Wondrous Item, *daze monster*, *pass without trace*, creator must have 5 ranks in Perform (dance) and Stealth

 BROKEN CHAIN OF THE BEAST (ROVAGUG)	PRICE 4,500 GP
SLOT belt	CL 5th
WEIGHT 5 lbs.	
AURA faint conjuration	



This 8-foot length of corroded, broken chain is threaded with a leather strap to hold it together; it is worn like a belt and must be tied in place, as it lacks a buckle. Once per day, the wearer can call upon its power to summon an evil creature from the *summon monster I* list; the creature attacks the wearer's enemies if any are

present, but it is not under the wearer's control and attacks the wearer or the wearer's allies if there are no more enemies to kill.

If Rovagug is the wearer's patron, the wearer can gain the benefits of a *rage* spell once per day by speaking the god's name. If the wearer is ever bound, shackled, or otherwise rendered helpless while still conscious, this *rage* ability automatically activates if the wearer hasn't already used it that day.

CONSTRUCTION REQUIREMENTS	COST 2,250 GP
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Craft Wondrous Item, *rage*, *summon monster I*


	BRONZE SKINNING KNIFE (ERASTIL)	PRICE 3,300 GP
SLOT none	CL 5th	WEIGHT 1 lb.
AURA faint divination		



This bronze skinning knife bears the symbol of Old Deadeye on its blade. Designed as a hunting tool, it cannot be used as an effective weapon. As long as the bearer carries the knife, he can find enough food and water in the wilderness to satisfy one creature's hunger and thirst (either the bearer himself or someone traveling with him). In addition, the bearer gains a +1 resistance bonus on Fortitude saving throws.

If Erastil is the bearer's patron, once per day the bearer can speak a command word to use *true strike*. Once per day the bearer can speak a command word to give a touched thrown weapon, arrow, or bolt the *returning* weapon special ability for 1 minute. A magic arrow or bolt that returns does not keep its magical properties but is still usable as masterwork ammunition.

CONSTRUCTION REQUIREMENTS		COST 1,650 GP
Craft Wondrous Item, <i>create food and water</i> , <i>delay poison</i> , <i>mage hand</i> , <i>true strike</i>		

	CLOAK OF THE CRUSADER (IOMEDAE)	PRICE 2,700 GP
SLOT shoulders	CL 1st	WEIGHT 1 lb.
AURA faint enchantment		

This brilliant red cloak bears a golden symbol of an upright winged sword. The wearer can use *bless* once per day.

If Iomedae is the wearer's patron, the wearer gains a +1 enhancement bonus to natural armor. As a standard action, the wearer can create an illusory image of Iomedae's banner, which floats 2 to 5 feet above the wearer's head and remains in place as long as the wearer is conscious. If the wearer has the banner class feature, she can use this battle standard as her banner.

CONSTRUCTION REQUIREMENTS		COST 1,350 GP
Craft Wondrous Item, <i>barkskin</i> , <i>bless</i> , <i>silent image</i>		

	CLOAK OF THE NIGHT SKY (DESNA)	PRICE 2,500 GP
SLOT shoulders	CL 5th	WEIGHT 1 lb.
AURA faint abjuration		




This dark hooded cloak is decorated with embroidered comets, moons, and stars along its edge. If the wearer sleeps while wearing the cloak, it protects him from hot and cold environments, as *endure elements*, and the wearer can sleep in medium armor without becoming fatigued. The wearer can use *know direction* once per day.

If Desna is the wearer's patron, as a standard action the wearer can cause

additional celestial bodies to appear on the cloak so that they match the current configuration in the sky above the wearer. The wearer can use *longstrider* once per day. Once per day, the wearer can throw a tiny, white-burning meteor that acts as a *flare* effect. Some priests of Desna claim to have cloaks of this type that also allow them to travel from shadow to shadow when under a starry night sky.

CONSTRUCTION REQUIREMENTS		COST 1,250 GP
Craft Wondrous Item, <i>disguise self</i> , <i>endure elements</i> , <i>flare</i> , <i>know direction</i> , <i>lesser restoration</i> , <i>longstrider</i>		


	DAWNFLOWER LANTERN (SARENRAE)	PRICE 6,400 GP
SLOT none	CL 5th	WEIGHT 2 lbs.
AURA faint evocation and enchantment		



On command, this ornate Qadiran hooded lantern lights itself with a *continual flame* or extinguishes itself. Once per day when holding the lantern, the user can speak a command word to use *bless*. If placed on a sturdy surface and another command word is spoken, it activates a *consecrate* effect,

though this effect immediately ends if the lantern is moved or its light is extinguished.

CONSTRUCTION REQUIREMENTS		COST 3,200 GP
Craft Wondrous Item, <i>bless</i> , <i>consecrate</i> , <i>continual flame</i>		

	DAWNFLOWER SASH (SARENRAE)	PRICE 2,500 GP
SLOT belt or head	CL 5th	WEIGHT —
AURA faint abjuration		




This long strip of red Qadiran fabric is wrapped around the wearer's waist or head several times and held in place by an ank-shaped clasp of red gold. The wearer is protected as if by *endure elements*, but only in warm environments. If the wearer unwraps the sash to its full length and holds the clasp in her hand, she can use *feather fall* once per day, briefly leaving behind a trail of pleasant red-gold light as bright as a torch that lasts for 1 round.

If Sarenrae is the wearer's patron, the wearer can use the sash to cast *cure light wounds* once per day on command. The wearer can trigger this ability as an immediate action if reduced to -1 hit points or fewer, though thereafter the sash must be recharged by placing it in strong sunlight for 8 continuous hours. As a swift action, the wearer can cause the clasp to shine as brightly as a torch or cease this illumination; the light is warm, feels like sunlight, and is bright enough to make sun-fearing creatures slightly uncomfortable but not so bright as to cause them harm.

CONSTRUCTION REQUIREMENTS		COST 1,250 GP
Craft Wondrous Item, <i>cure light wounds</i> , <i>endure elements</i> , <i>feather fall</i> , <i>light</i>		



	DEATHLURKER'S CLOAK (GROETUS)	PRICE 2,700 GP
SLOT shoulders	CL 3rd	WEIGHT 1 lb.
AURA faint necromancy		




This drab gray cloak billows about as if blown by an invisible wind. Once per day, the wearer can use *doom*, which causes a deathlike shadow to fleetingly cross the wearer's face.

If Groetus is the wearer's patron, once per day the wearer can use *false life*. If the wearer successfully delivers a coup de grace against a dying foe while *false life* is active,

the wearer's temporary hit points from the *false life* effect increase by 1 (to a maximum of 20 temporary hit points). The dying creature must have at least as many Hit Dice as the wearer for this effect to occur.

CONSTRUCTION REQUIREMENTS	COST 1,350 GP
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Craft Wondrous Item, *death knell, doom, false life*

	DEMON MOTHER'S MASK (LAMASHTU)	PRICE 3,600 GP
SLOT head	CL 3rd	WEIGHT 1 lb.
AURA faint transmutation		




This primitive hyena mask is usually made of leather, but may be made of soft metal like copper or carved from an animal's skull. The wearer gains a +2 competence bonus on Handle Animal and Heal checks. The wearer can smell when nearby creatures are in heat or otherwise

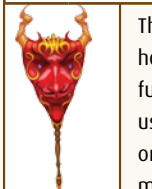
especially fertile (creatures such as humans that can breed at any time of the year always smell fertile unless they are barren).

If Lamashtu is the wearer's patron, the mask counts as an unholy symbol and a hole for a third eye appears in its forehead. The wearer can use *summon monster II* once per day to summon a fiendish hyena, which obeys the wearer as if they shared a common language. The wearer may interbreed with animals within one size category of the wearer's size. The offspring of such unions are members of the mother's race with the fiendish simple template and bear monstrous aesthetic features of the father's race.

CONSTRUCTION REQUIREMENTS	COST 1,800 GP
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Craft Wondrous Item, *detect animals or plants, polymorph, summon monster II*, creator must have 5 ranks in Handle Animal and Heal

	DIABOLICAL MASQUERADE MASK (ASMODEUS)	PRICE 2,900 GP
SLOT head	CL 1st	WEIGHT 1 lb.
AURA faint conjuration, enchantment, and illusion		




This masquerade mask resembles a handsome horned devil with red lenses in place of eyes. It functions as a *hat of disguise*. The wearer can use *charm person* and *infernal healing*^{5WG} each once per day. When *infernal healing* is active, the mask becomes visible whether or not the wearer

is using its disguise abilities (although all other elements of the disguise remain).

CONSTRUCTION REQUIREMENTS	COST 1,450 GP
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Craft Wondrous Item, *charm person, disguise self, infernal healing*

	DREAM CANDLE (DESNA)	PRICE 2,300 GP
SLOT none	CL 9th	WEIGHT 1 lb.
AURA moderate illusion		




This heavy pastel candle is carved and painted to look like its outer surface is covered with butterflies. A creature can use the candle to create a *dream* effect conveying a message of no longer than 10 minutes. Alternatively, the candle can be used to send up to 10 shorter messages, so long as the total time is no longer than 10 minutes. The user must light the candle, identify

the intended recipient, speak the message, then snuff the candle; the next time the recipient sleeps, she receives the message.

CONSTRUCTION REQUIREMENTS	COST 1,150 GP
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Craft Wondrous Item, *dream*

	DREAMWING CAPE (DESNA)	PRICE 17,500 GP
SLOT shoulders	CL 7th	WEIGHT 1 lb.
AURA moderate conjuration		

This knee-length cape is decorated with images of butterflies, moths, and stars. Once per day, the wearer can speak a command word to cause the cape to transform into a cloud of butterflies or moths. This functions as *cape of wasps*^{UM}, except the swarm doesn't deal poison damage and deals full damage to incorporeal creatures. In addition, the wearer can use *glitterdust* once per day.

CONSTRUCTION REQUIREMENTS	COST 8,750 GP
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Craft Wondrous Item, *cape of wasps, glitterdust*

	FATE'S SHEARS (PHARASMA)	PRICE 3,600 GP
SLOT none	CL 6th	WEIGHT 1 lb.
AURA moderate conjuration and necromancy		

The blades of these antique scissors are engraved with images of an infant, a child, an adult, and an elder (female images on one blade, male images on the other). The blades are permanently coated with *salve of slipperiness* and therefore adhesives do not stick to them, making them especially suitable for cutting through sticky things (such as spiderwebs, cave fisher filaments, and so on). If used in combat, the shears function as a masterwork dagger. Once per day as an immediate action, the bearer can point the shears at a creature within 30 feet and force that creature to reroll its most recent attack, check, or save, and use the result of the second roll; the bearer is staggered on her next turn after using this ability. In addition, the bearer can use *deathwatch* once per day.

CONSTRUCTION REQUIREMENTS	COST 1,800 GP
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Craft Wondrous Item, *bane, bless, deathwatch, grease*


	FATHER'S FORGEHAMMER (TORAG)	PRICE 4,800 GP
SLOT none	CL 3rd	WEIGHT 2 lbs.
AURA faint transmutation		

This iron blacksmith's hammer bears designs of Torag's holy symbol; it is not designed for combat, but the bearer can use it as a Medium light hammer. Once per day, the bearer can strike the hammer hard against a weapon to target that weapon with *magic weapon*. The owner gains a +2 competence bonus on all smithing (armorsmithing, blacksmithing, weaponsmithing, and so on) skill checks made when crafting with the *forgehammer*.

If Torag is the owner's patron, once per day the owner can strike the hammer against another character's armor or shield to cast *shield other* on that character. If the owner can craft magic weapons or armor and uses the *forgehammer* during the crafting, the total time to craft the item is decreased by 25% (minimum 1 day). This does not reduce the cost to create the item. A particular *forgehammer* can aid in only one item's crafting at a time.

CONSTRUCTION REQUIREMENTS	COST 2,400 GP
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Craft Wondrous Item, *magic weapon*, *shield other*, creator must have 5 ranks in Craft (armor) or Craft (weapons)

	FEATHERSCALE CLOAK (GOZREH)	PRICE 4,000 GP
SLOT shoulders	CL 5th	WEIGHT 1 lb.
AURA faint abjuration and transmutation		




This heavy linen cloak has a fish-scale pattern that darkens toward the bottom and white feathers on the shoulders. Once per day, the wearer can use *beast shape I*, but only to transform into a bird or fish. In addition, the wearer can use *hide from animals* (affecting only the wearer) once per day. The wearer gains a +5 competence bonus on Swim checks.

Once per day, the wearer can use *feather fall*.

CONSTRUCTION REQUIREMENTS	COST 2,000 GP
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Craft Wondrous Item, *beast shape I*, *feather fall*, *hide from animals*

	FLASK OF THE REAPER (NORGORBER)	PRICE 3,800 GP
SLOT none	CL 3rd	WEIGHT —
AURA faint transmutation		




This metal container looks like a hip flask for carrying alcoholic drinks except it is barely larger than a potion vial. The side of the flask may be blank or have a personalized decoration, but the screw-on stopper usually bears a mark like a shield or perhaps a featureless mask. Once per day, the bearer can drink from the flask to gain a +5 alchemical bonus on Fortitude saving throws against poison and a +5 competence bonus on Stealth checks for 1 hour.

If Norgorber is the bearer's patron, once per day the bearer

can drink from the flask to gain a +5 competence bonus on Perception, Sleight of Hand, or Stealth checks (drinker's choice) for 1 hour. In addition, the bearer can pour acid from the flask (equivalent in volume to a standard acid flask) once per day.

CONSTRUCTION REQUIREMENTS	COST 1,900 GP
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Craft Wondrous Item, *acid splash*, *resistance*, creator must have 5 ranks in Perception, Sleight of Hand, and Stealth

	GLOVES OF BONY POWER (URGATHOA)	PRICE 5,400 GP
SLOT hands	CL 3rd	WEIGHT —
AURA faint conjuration and necromancy		



These black gloves are decorated with images of white bones, as if revealing the bones within the wearer's hands. The left glove can be used once per day to create a *spectral hand*, which makes the bony hand image on that glove slide off and manifest

as a ghostly skeletal hand for the duration of the effect. The right glove can be used once per day to deliver an *inflict moderate wounds* spell, which gives that hand's bones a pale, sickly glow until the touch is delivered or discharged. If the wearer is a living creature, he can also use the right glove on himself to cast *cure moderate wounds* instead of *inflict moderate wounds*.

CONSTRUCTION REQUIREMENTS	COST 2,700 GP
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Craft Wondrous Item, *cure moderate wounds*, *inflict moderate wounds*, *spectral hand*

	GOSSAMER AMBERSTONE (GHLAUNDER)	PRICE 2,700 GP
SLOT neck	CL 3rd	WEIGHT —
AURA faint conjuration		




This coin-sized piece of cracked amber is glued to a leather strap and contains a large, perfectly preserved bloodsucking insect. Once per day, the wearer can use *cure light wounds*.

If Ghlauder is the wearer's patron, the wearer can use *summon swarm* once per day. The swarm can be an advanced spider swarm or a young mosquito swarm^{B2}.

CONSTRUCTION REQUIREMENTS	COST 1,350 GP
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Craft Wondrous Item, *cure light wounds*, *summon swarm*

	GRAY GAMBLER'S HAT (DROSKAR)	PRICE 2,400 GP
SLOT head	CL 1st	WEIGHT —
AURA faint illusion and transmutation		

This crumpled leather hat has roughly hammered metal studs around its brim, and is often worn by worshipers of Droskar who venerate the dwarf god for his cheating aspect. The wearer can use it as a *hat of disguise*, but only to disguise herself as a dwarf. Three times per day as a free action, the wearer can manipulate a rolled die within 10 feet (such as in a game of chance), altering



the roll by a value of 1 in either direction. The wearer adds 1 to the DC of any enchantment (compulsion) spells she casts.

CONSTRUCTION REQUIREMENTS	COST 1,200 GP
Craft Wondrous Item, Heighten Spell, <i>disguise self</i> , <i>mage hand</i>	

GREAT BARGHEST HERO CLOAK (GOBLIN BARGHEST HERO GODS)		PRICE 2,800 GP
SLOT shoulders	CL 7th	WEIGHT 1 lb.
AURA faint transmutation		



This cloak looks like the skin of a goblin dog, including legs and tail; the clasp is a goblin dog's tooth. The wearer gains a +2 competence bonus on Intimidate checks.

If the wearer's patron is one of the goblin barghest hero gods (Hadregash, Venkelvore, Zarongel, or Zogmugot), once per day the wearer can use *polymorph* to transform into a goblin dog for up to 7 minutes.

CONSTRUCTION REQUIREMENTS	COST 1,400 GP
Craft Wondrous Item, <i>polymorph</i> , creator must have 5 ranks in Intimidate	

GUTBITE BELT (LAMASHTU)		PRICE 4,500 GP
SLOT belt	CL 8th	WEIGHT 1 lb.
AURA moderate transmutation		

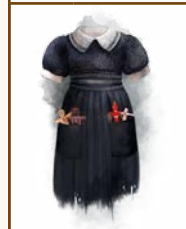


This heavy leather belt is reinforced with metal and detailed to resemble a gut wound that has sprouted teeth. In addition to functioning as a *belt of mighty constitution* +2, the mouth

on the belt animates whenever the wearer gains the grappled condition, damaging the wearer's opponent as if it were armor spikes (1d6 points of damage for a Medium wearer, 1d4 for Small). Similar to armor spikes, the mouth can be made into a magic weapon in its own right; it can also be temporarily enhanced with magic such as *magic weapon*. The wearer can use the mouth to eat meat, gaining nutrition from it as if he had eaten with his own mouth (the mouth refuses any food other than meat).

CONSTRUCTION REQUIREMENTS	COST 2,250 GP
Craft Wondrous Item, <i>animate objects</i> , <i>bear's endurance</i>	

HAG'S SHABBLE (GYRONNA)		PRICE 3,400 GP
SLOT body	CL 3rd	WEIGHT 3 lbs.
AURA faint transmutation		



This unkempt black smock is loose-fitting and stained from travel. In the River Kingdoms, the wearer is assumed to be a follower of Gyronna because of the garment's association with her faith. The wearer gains a +2 competence bonus on Diplomacy and Intimidate checks.

If Gyronna is the wearer's patron, once per day the wearer can use *detect thoughts*.

CONSTRUCTION REQUIREMENTS	COST 1,700 GP
Craft Wondrous Item, <i>detect thoughts</i> , creator must have 5 ranks in Diplomacy and Intimidate	

HERO'S RELEASE PENDANT (NADERI)		PRICE 2,800 GP
SLOT neck	CL 5th	WEIGHT 1 lb.
AURA faint necromancy		

This small jeweled pendant looks like a tiny dagger set with handsome blue gems, but it is too small to be used as a weapon in combat. While wearing the pendant, the wearer does not provoke attacks of opportunity when delivering a coup de grace. In addition, the pendant grants its wearer a +2 resistance bonus on Will saves.

CONSTRUCTION REQUIREMENTS	COST 1,400 GP
Craft Wondrous Item, <i>death knell</i> , <i>resistance</i>	

ICON OF THE MIDWIFE (PHARASMA)		PRICE 3,500 GP
SLOT none	CL 3rd	WEIGHT 2 lbs.
AURA faint divination		



This gray stone carving of a gaunt older woman is usually painted with black hair and black clothing with red trim. Once per day, the bearer can use it to cast *stabilize*, *resistance*, and *virtue*—this is usually enough to ensure that a mother and newborn both live through a difficult birth.

If Pharama is the bearer's patron, the bearer can use the icon to cast *augury* once per day.

As a standard action, the bearer can touch a pregnant woman and know whether she is carrying a boy or girl and whether it will be a single birth or multiple. Once per day, the bearer can consecrate a corpse so if it is buried within 24 hours it cannot be reanimated as an undead.

CONSTRUCTION REQUIREMENTS	COST 1,750 GP
Craft Wondrous Item, <i>augury</i> , <i>consecrate</i> , <i>stabilize</i> , <i>resistance</i> , <i>virtue</i>	

INHERITOR'S GAUNTLET (IOMEDAE)		PRICE 2,700 GP
SLOT hands	CL 5th	WEIGHT 1 lb.
AURA faint evocation		




This metal gauntlet is the sort appropriate for wearing with chainmail, though versions suited for leather or full plate exist. Affixed to the wrist is a white cloth with a longsword embroidered in gold thread. Once per day, the wearer can speak a command word to give a weapon the wearer holds in that hand (or the gauntlet itself) a +1 enhancement bonus on attack and damage rolls for 1 minute. An *Inheritor's gauntlet* uses up the wearer's entire

hands slot; the wearer can not use another item (even another *Inheritor's gauntlet*) that also uses the hands slot, though a matching nonmagical gauntlet is often worn on the other hand.

If Iomedae is the wearer's patron, the gauntlet lets the wearer use any sword he holds in that hand as a holy symbol. Once per day, the wearer can speak a command word and give any sword he holds the powers of an *evil outsider-bane* weapon for 1 minute; this effect ends if the wearer drops the sword or removes the gauntlet. If the wearer uses a finger to draw Iomedae's symbol on any solid surface, the symbol glows as brightly as a candle for 1 hour or until the wearer draws the symbol elsewhere (whichever comes first).

CONSTRUCTION REQUIREMENTS	COST 1,350 GP
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Craft Wondrous Item, *light, magic weapon, summon monster I*

 IRON LORD'S TRANSFORMING SLIVERS (GORUM)	PRICE 1,000 GP
SLOT none	CL 9th
WEIGHT 2 lbs.	
AURA moderate transmutation	

The metal filings within this pouch are a mixture of adamantine, cold iron, mithral, and steel. The filings are faintly magnetic and stick to ferrous metal but are easily wiped away. If a metal or partly metal weapon is covered in the entire contents of the pouch and placed in a hot forge overnight, it slowly grows or shrinks by one size category toward the size of the creature who applied the powder. For example, a Small *+1 longsword* coated with the filings by a Medium creature transforms into a Medium *+1 longsword*. This transformation is permanent. The pouch contains enough material to transform one weapon, regardless of size.

CONSTRUCTION REQUIREMENTS	COST 500 GP
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Craft Wondrous Item, *fabricate*


 KEY OF THE SECOND VAULT (ABADAR)	PRICE 3,000 GP
SLOT none or neck	CL 5th
WEIGHT —	
AURA faint transmutation and conjuration [lawful]	

This elaborate key on a fine gold chain always glints, even in the dimmest light. The bearer can use it to lock (but not unlock) any nonmagical lock as if it were the proper key. Once per day, the bearer can turn the key clockwise once to activate a *shield of faith* upon herself (though if the wearer is chaotic it provides only a +1 deflection bonus).

If Abadar is the bearer's patron, the key counts as a holy symbol. Once per day, the bearer can speak a command word and summon a two-headed eagle as if using *summon monster II* (the eagle's extra head does not grant it an extra attack). This eagle obeys the bearer's commands as if they shared a common language. While the key is worn as a pendant or held in hand, the bearer gains a +2 bonus on Appraise checks to assess an object's value.

CONSTRUCTION REQUIREMENTS	COST 1,500 GP
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Craft Wondrous Item, *fox's cunning, shield of faith, summon monster II*, creator must have 5 ranks in Appraise

 MASK OF CONFLICTING ENERGIES (NETHYS)	PRICE 4,000 GP
SLOT head	CL 7th
WEIGHT 1 lb.	
AURA moderate transmutation	




This mask is white on one side and black on the other, with glittering gem lenses covering the eyes. Up to three times per day, the wearer can change the energy damage of a fire spell she casts to cold, a cold spell to fire, an acid spell to electricity, or an electricity spell to acid. All other effects of the spell are unchanged

(for example, an *ice storm* changed to fire damage still deals bludgeoning damage and bestows a penalty on Perception checks). The mask affects only spells up to 3rd level.

CONSTRUCTION REQUIREMENTS	COST 2,000 GP
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Craft Wondrous Item, Elemental Spell^{APG}

 MASK OF CUTTING FLESH (ZON-KUTHON)	PRICE 3,000 GP
SLOT head	CL 3rd
WEIGHT 1 lb.	
AURA faint abjuration	



This black leather mask is studded with bits of bone and metal, with smooth-sewn holes for the wearer's eyes, mouth, and nostrils. It laces in the back with long straps and covers the entire face, leaving only the ears and back of

the head exposed. The wearer gains a +2 resistance bonus on Fortitude saving throws.

If Zon-Kuthon is the wearer's patron, once per day the wearer can whisper a command word to lash out at a target within 100 feet, unerringly slashing the target with an invisible blade of force that deals 2d4+2 points of force damage (spell resistance applies). As a free action, the wearer can will the mask to unlace and reshape itself into a leather cap on top of the wearer's head, or hide itself within the wearer's shirt or helm.

CONSTRUCTION REQUIREMENTS	COST 1,500 GP
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Craft Wondrous Item, *animate rope, magic missile, resistance*

 MEDAL OF THE HERO'S HEART (IOMEDAE)	PRICE 3,400 GP
SLOT neck	CL 7th
WEIGHT —	
AURA moderate conjuration	

The *medal of the hero's heart* is an honorary pendant frequently bestowed upon noble crusaders and warriors of goodly churches. The church of Iomedae frequently award these medals to heroes on the front lines of the Worldwound. Though it may take a variety of appearances depending on its crafter and the champion it is awarded to, a *medal of the hero's heart* nearly always features some depiction of a human heart. The wearer of a *medal of the hero's heart* gains a +4 sacred bonus on saving throws to remove temporary negative levels.


Alternatively, the wearer of the *medal of the hero's heart* can expend the medal's magic as an immediate action to avoid



gaining 1 permanent negative level. Doing so causes the medal to shatter, destroying it.

CONSTRUCTION REQUIREMENTS	COST 1,700 GP
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Craft Wondrous Item, *restoration*

 NIGHTSTONE OF SORROW (DAHAK)	PRICE 3,300 GP
SLOT neck	CL 3rd
WEIGHT 2 lbs.	
AURA faint abjuration [evil]	




This black rock, usually worn on a heavy chain, looks pitted and partially charred and melted. It gives the impression of reckless evil—more a dangerous scent than any other kind of feeling. The wearer gains fire resistance 1 and a +1 resistance bonus on Will saves against

fear. If the wearer takes 10 or more points of fire damage in a single round, a claw-shaped pattern glows faintly on the surface of the stone, similar to an *arcane mark*.

If the dragon god Dahak is the wearer's patron, the wearer can use *shatter* once per day. At will, the wearer can cause the claw-symbol on the rock to glow; true dragons immediately recognize the symbol as an icon of Dahak.

CONSTRUCTION REQUIREMENTS	COST 1,650 GP
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Craft Wondrous Item, *arcane mark*, *remove fear*, *resist energy*, *shatter*

 ORB OF THE WAYBRINGER (APSU)	PRICE 3,900 GP
SLOT neck	CL 3rd
WEIGHT 1 lb.	
AURA faint evocation	




This giant pearl is carved with entwined flying dragons and strung on a fine silver chain; the pearl changes size according to the size of the wearer so that its diameter is no greater than the wearer's thumb. Once per day, the wearer can breathe a cone of searing flame that functions as *burning hands*, except it deals electricity damage instead of fire.

If the dragon god Apsu is the wearer's patron, once per day the wearer can use *eagle's splendor*. On command, the orb glows with a *light* spell or darkens again.

CONSTRUCTION REQUIREMENTS	COST 1,950 GP
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Craft Wondrous Item, *eagle's splendor*, *light*, *shocking grasp*

 PALLID CRYSTAL (URGATHOA)	PRICE 3,300 GP
SLOT neck	CL 3rd
WEIGHT —	
AURA faint necromancy	




This finger-length crystal is a pale, opaque pink color when worn by a living creature, but slowly changes to a deep, translucent violet when carried by an undead. The wearer can consume spoiled food or drink as if it were fresh and wholesome, tasting as good as it did before it spoiled.

Any person with the Profession (cook) skill can use the crystal to season a meal with the flavor of salt, sugar, cinnamon, ginger, or pepper (or the equivalent spices for the undead palate—fear's breath, nightfog, bloodroot, thileu bark, or hatefinger).

If Urgathoa is the wearer's patron, the wearer can use *death knell* once per day. Both cure and inflict spells heal the wearer, whether the wearer is living or undead; the crystal flares with black or white energy when it converts these spells into a form that does not harm the wearer. The crystal does not affect any other uses of positive or negative energy, just cure and inflict spells (and effects that duplicate those spells).

CONSTRUCTION REQUIREMENTS	COST 1,650 GP
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Craft Wondrous Item, *cure light wounds*, *death knell*, *inflict light wounds*, *purify food and drink*

 PERFECT TUNING FORK (SHELYN)	PRICE 600 GP
SLOT none	CL 3rd
WEIGHT —	
AURA faint transmutation	

Shelyn's association with harmony and music inspires many composers to pen glorious songs in the Eternal Rose's honor, and numerous tools have been devised by her church to improve the performances of such melodies. The *perfect tuning fork* provides the ideal pitch to quickly begin an inspirational tune. When holding a *perfect tuning fork* in the hand, the wielder can strike the fork as part of the action of beginning a bardic performance. If the wielder can start a bardic performance as a standard action, she can do so as a move action instead. If the wielder can start a bardic performance as a move action, she can do so as a swift action instead. A *perfect tuning fork* loses its magic after one use, but it can be used as an ordinary tuning fork thereafter.

CONSTRUCTION REQUIREMENTS	COST 300 GP
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Craft Wondrous Item, *haste*

 POISON GUM (NORGORBER)	PRICE 1,250 GP
SLOT none	CL 5th
WEIGHT —	
AURA faint necromancy	

Poison gum is often used by agents of Norgorber, particularly those alchemists and poisoners who venerate the insidious god as Blackfingers. Chewing a piece of *poison gum*—which resembles nothing so much as a lump of congealed sap—is a move action that provokes attacks of opportunity, though the user can continue to chew the gum as a free action on consecutive rounds. Doing so fills the user's mouth with three doses of Medium spider venom (*Pathfinder RPG Core Rulebook* 560). This poison lasts for up to 5 minutes before losing its potency. As a swift action while chewing *poison gum*, the user can apply the poison to a wielded weapon. If the user lacks the poison use class feature, there is a 5% chance that he exposes herself to the poison while chewing the gum or applying the poison to a weapon, and if he rolls a natural 1 on an attack roll with a poisoned weapon, he also exposes himself to the poison.


CONSTRUCTION REQUIREMENTS	COST 1,000 GP
Craft Wondrous Item, <i>poison</i> , creator must have the poison use class feature	

PREKLIKIN'S BOOK OF CULTS (OLD CULTS)	PRICE 1,500 GP
SLOT none	CL 5th
WEIGHT 5 lbs.	
AURA faint conjuration [evil]	

This strange leather-bound book contains erratic handwriting; the words within it appear to have been translated from Gnome into Common (and perhaps some other language before Gnome). It contains notations of strange cult practices, disturbing rants about ancient godlike beings, and confusing diagrams resembling summoning circles, with many parts crossed out or obliterated with ink or fire. The bearer of *Preklikin's Book of Cults* gains a +1 resistance bonus on Will saving throws while carrying the book.


If the bearer's patron is one of the Great Old Ones, the bearer can hold the book in one hand to use it as a *lesser extend metamagic rod*, but only for conjuration spells that summon or call an evil outsider.

CONSTRUCTION REQUIREMENTS	COST 750 GP
Craft Wondrous Item, Extend Spell, <i>resistance</i>	

 PURIFICATION TALISMAN (IRORI)	PRICE 1,800 GP
SLOT neck	CL 5th
WEIGHT —	
AURA faint abjuration	

A hand-sized clay rebus of the Master of Masters (see the sidebar on page 86 for more information on Irori's rebus), sometimes inlaid with copper or tiny gemstones, hangs from this braided hair necklace. It is normally worn under clothing against the skin, and grants the wearer a +2 resistance bonus on saving throws against disease and poison. Once per day, the wearer can use *purify food and drink*, cleansing 1 cubic foot of food and water.


CONSTRUCTION REQUIREMENTS	COST 900 GP
Craft Wondrous Item, <i>purify food and drink</i> , <i>resistance</i>	

 RHOMBOCRYTAL (NIVI RHOMBODAZZLE)	PRICE 2,250 GP
SLOT none	CL 1st
WEIGHT —	
AURA faint evocation	

This jewel-like lens slowly changes colors over time, with no discernible pattern. It may appear as a ruby one morning and a sapphire that night, only to become opaline for the entire next day. Most owners set their *rhombocrytal* in a metal festoon on a chain and carry it as a pendant, monocle, or loupe. A *rhombocrytal* can be used as a magnifying glass, and grants its bearer a +5 competence bonus on Appraise checks involving gems and crystals.

If Nivi Rhombodazzle is the bearer's patron, the bearer gains a +1 luck bonus on Reflex saving throws.

CONSTRUCTION REQUIREMENTS	COST 1,125 GP
Craft Wondrous Item, <i>divine favor</i> , creator must have 5 ranks in Appraise	

 ROBE OF THE MASTER OF MASTERS (IRORI)	PRICE 2,300 GP
SLOT body	CL 7th
WEIGHT 3 lbs.	
AURA moderate conjuration and transmutation	




This brightly colored robe is made of fine silk and cut in the Vudrani style. As a full-round action, the wearer can shift the original hue of the garment slightly (from red to pink or crimson, from blue to cyan or sapphire, and so on) or return it to its original color; the robe instantly reverts to its original color if the wearer removes the robe. The wearer gains a

+2 competence bonus on Perform (dance) checks.

If Irori is the wearer's patron, once per day as a free action the wearer can touch a tiny button on the wrist of the robe, granting her the effects of *haste* for 1 round. Once per day, the wearer can also perform a healing dance that lasts 5 minutes. When she does so, up to 7 allies within 30 feet heal 1 hit point.

CONSTRUCTION REQUIREMENTS	COST 1,150 GP
Craft Wondrous Item, <i>cure light wounds</i> , <i>disguise self</i> , <i>haste</i> , creator must have 5 ranks in Perform (dance)	

 SACRIFICIAL DAGGER OF THE BLOOD MOTHER (FANDARRA)	PRICE 2,700 GP
SLOT none	CL 3rd
WEIGHT 1 lb.	
AURA faint necromancy [evil]	




This dagger is usually made of chiseled stone, though some varieties are made of sharpened mammoth bone. Its hilt is especially long, as if created for a Large creature, and the blade is carved with a symbol of a woman holding meat in one hand and a stone tablet in the other. The dagger is symbolic, and cannot be

used as an actual weapon. Once per day, the wielder can use *detect animals or plants*.

If the giant goddess Fandarra is the wielder's patron, once per day the wielder can use *death knell* if he offers the target's blood to the goddess.

CONSTRUCTION REQUIREMENTS	COST 1,350 GP
Craft Wondrous Item, <i>death knell</i> , <i>detect animals or plants</i>	

 SAFECAMP WAGON (ABADAR)	PRICE 3,000 GP
SLOT none	CL 6th
WEIGHT 2 lbs.	
AURA moderate transmutation	



Abadar's church created the first *safecamp wagons* to protect valuable cargo as it traveled between cities. When inactive, a *safecamp wagon* looks like an elaborately carved wooden toy wagon, 12 inches long, 6 inches wide, and 6 inches tall. On command, the toy transforms in a single round into an open-topped wagon (*Core Rulebook* 163). A second command word

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creates a canvas top supported with a sturdy wooden frame over the wagon.

A third command word causes wooden panels to extend down and outward from the wagon, forming a stable wooden platform extending 5 feet in all directions from the wagon's base, suitable for walking, sitting, standing, or sleeping upon. A sliding wooden door in the back panel allows access to the space under the wagon. Speaking the command word again causes these panels to retract into the wagon. A fourth command word returns the wagon to its toy shape; any items on or in the wagon are carefully placed on the ground around the toy.

A *safecamp wagon* cannot transform if there isn't enough open space for it to occupy at full size. In any form, the wooden parts of this item have hardness 8, the canvas parts have hardness 2, and the entire object has fire resistance 5.

CONSTRUCTION REQUIREMENTS	COST 1,500 GP
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Craft Wondrous Item, *fabricate*, creator must have 2 ranks in the Craft (carpentry) skill


 SCABBARD OF PAIN (ZON-KUTHON)	PRICE 2,500 GP
SLOT none	CL 5th
WEIGHT 1 lb.	
AURA faint necromancy	

This rugged black leather scabbard is wrapped in jet black chains that allow it to easily be hung from one's belt. A *scabbard of pain* grants its bearer knowledge of advanced torturing techniques used by depraved cultists of the Midnight Lord. It grows or shrinks to fit any bladed weapon sized for a Medium or Small creature. Three times per day, the bearer can declare that he is attempting to deliver a painful strike with a melee attack. If the attack hits, the opponent must succeed at a DC 11 Fortitude save or be affected by *ray of sickening*^{UM}. The bearer can expend one use of the scabbard's painful strike as an immediate action to affect himself with the *ray of sickening* effect and voluntarily fail the saving throw. Doing so allows the bearer to reroll a failed saving throw against a mind-affecting effect.

CONSTRUCTION REQUIREMENTS	COST 1,250 GP
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Craft Wondrous Item, *ray of sickening*

 SHAD'GORUM NUGGET (GORUM)	PRICE 4,200 GP
SLOT neck	CL 3rd
WEIGHT 5 lbs.	
AURA faint abjuration	


	This impossibly hard, lumpy piece of unforged iron originates from metal that remained cool after smelting—ore that resisted all attempts to forge it into another shape. Worshipers of Gorum believe this metal is a reflection of their god's unrelenting determination, and often fashion this "stubborn iron" into a pendant, though it is sometimes used as a mace head or as a counterweight to a greatsword or another large weapon instead. While wearing a <i>Shad'Gorum nugget</i> around the neck,
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the wearer gains fire resistance 1 and a +1 resistance bonus on Will saving throws.

If Gorum is the wearer's patron, the wearer can use *chill metal* once per day. At will, the wearer can mend small metallic items as if using a *mending* spell.

CONSTRUCTION REQUIREMENTS	COST 2,100 GP
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Craft Wondrous Item, *chill metal*, *mending*, *resist energy*, *resistance*


 SILENT BLADE VEST (THAMIR GIXX)	PRICE 4,300 GP
SLOT chest	CL 3rd
WEIGHT —	
AURA faint illusion	

This dapper, halfling-sized gray vest has dull black buttons and several hidden pockets. Concealed under the vest's lapel is a symbol of a black dagger with a white circle on the blade near the hilt. Followers of Thamir Gixx use this kind of vest or similar garments to discreetly indicate their allegiance to other members of the Silent Blade's church. The wearer gains a +5 competence bonus on Sleight of Hand checks. When adjacent to an ally using Stealth, the wearer gains a +5 competence bonus on Stealth checks.

CONSTRUCTION REQUIREMENTS	COST 2,150 GP
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Craft Wondrous Item, *invisibility*, creator must have 5 ranks in Sleight of Hand


 SPELLSIGHT BRACER (NETHYS)	PRICE 2,100 GP
SLOT wrists	CL 5th
WEIGHT 1 lb.	
AURA faint abjuration	

	Dozens of variants of this bracer exist, but they are usually leather, always ornately patterned, and bear a single spherical polished stone or gem (typically a carbuncle, olivine, or sard) mounted near the wrist. Medium to high-ranking Nethysian priests and priestesses often wear <i>spellsight bracers</i> , which also serve as a quick means of identifying fellow followers of the All-Seeing Eye. The wearer can use <i>detect magic</i> once per day. When she does, the spherical stone or gem in the bracer appears to open like a human eye. The bracer also provides a +1 resistance bonus on Will saving throws. A <i>spellsight bracer</i> uses up the wearer's entire wrists slot; the wearer may not use another item (even another <i>spellsight bracer</i>) that also uses the wrists slot, though a matching nonmagical bracer is often worn on the other wrist.
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If Nethys is the wearer's patron, the wearer can use the bracer as if it were a *lesser silent metamagic rod* once per day. The wearer can spontaneously convert prepared spells or use available spell slots to cast *mage hand*, even if this spell is not on the wearer's class spell list or the wearer does not know the spell. Using either of these abilities also causes the eye in the bracer to open.

CONSTRUCTION REQUIREMENTS	COST 1,050 GP
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Craft Wondrous Item, Silent Spell, *detect magic*, *mage hand*, *resistance*

	STAGGER-PROOF BOOTS (CAYDEN CAILEAN)	PRICE 2,000 GP
SLOT feet	CL 5th	WEIGHT 1 lb.
AURA faint abjuration and transmutation		




These calf-high leather boots are inscribed with Cayden Cailean's holy symbol. The wearer can stand up from prone without provoking attacks of opportunity and gains a +4 bonus to CMD against bull rush and trip combat maneuvers. Once per day as an immediate action, the wearer can move up to 30 feet; this movement provokes attacks of opportunity as normal.

CONSTRUCTION REQUIREMENTS	COST 1,000 GP
Craft Wondrous Item, <i>cat's grace</i> , <i>haste</i>	

	STARFARING ROBE (DESNA)	PRICE 82,000 GP
SLOT body	CL 17th	WEIGHT 1 lb.
AURA strong transmutation		

This simple blue robe appears plain during the day but sparkles in starlight or moonlight. The wearer is constantly protected as if wearing a *necklace of adaptation*. On command, the robe sprouts pale moth wings, allowing the wearer to fly as if using *wings of flying*. In the vacuum of space, the wearer can fly at an incredible speed. Although exact travel times vary, a trip within a single solar system normally takes 3d20 months, while a trip beyond should take 3d20 years (or more, at the GM's discretion), provided the wearer knows the way to its destination. While flying in this fashion, the wearer can enter a state of hibernation (similar to *temporal stasis*), waking instantly if attacked, upon reaching his destination, or after a set time period (such as a month or year).

CONSTRUCTION REQUIREMENTS	COST 41,000 GP
Craft Wondrous Item, <i>alter self</i> , <i>fly</i> , <i>interplanetary teleport^{UM}</i> , <i>temporal stasis</i>	

	STEWARDS IRON KEY (ALSETA)	PRICE 3,000 GP
SLOT none	CL 3rd	WEIGHT —
AURA faint abjuration and transmutation		

This simple iron key looks like something a castellan or majordomo would carry on her key ring. When held in hand, the bearer can use *open/close* at will. Once per day the bearer can speak a command word to use either *arcane lock* or *knock*. Though Alseta's church may use more elaborate keys for important ceremonies, the goddess's humble nature means most magical keys crafted by her followers are nondescript items such as this one.

CONSTRUCTION REQUIREMENTS	COST 1,500 GP
Craft Wondrous Item, <i>arcane lock</i> , <i>knock</i> , <i>open/close</i>	

	STINGING STILETTO (CALISTRIA)	PRICE 4,500 GP
SLOT neck, ring, or none	CL 3rd	WEIGHT —
AURA faint transmutation		




This tiny dagger has a black leather hilt and a gold-inlaid pattern of stripes and sharp angles on its steel blade. It can transform into a delicate necklace or ornate finger-ring at the wearer's command. The wearer gains a +3 competence bonus on Perception checks

while the item is carried or worn. The wearer can also use it to cast *ghost sound* once per day.

If Calistria is the wearer's patron, once per day the wearer may speak a command word to use *fox's cunning*. As a standard action, the wearer can prick her finger with the dagger and swear an oath on her own blood to avenge herself against a particular named creature; the wearer gains a +1 competence bonus on her next attack roll within 1 minute against that creature. Speaking a new vengeance-oath removes the old one, whether or not the wearer has achieved her vengeance.

CONSTRUCTION REQUIREMENTS	COST 2,250 GP
Craft Wondrous Item, <i>fox's cunning</i> , <i>ghost sound</i> , <i>guidance</i> , creator must have 5 ranks in Perception	

	TANKARD OF THE DRUNKEN HERO (CAYDEN CAILEAN)	PRICE 5,300 GP
SLOT none	CL 3rd	WEIGHT 1 lb.
AURA faint transmutation		




This simple battered tankard is usually made of copper or tin. Its handle is not attached at the bottom so the bearer can hook it on his belt for easy carrying. The bearer gains a +1 resistance bonus on Fortitude and Will saves. Once per day, the bearer can fill the tankard

with wine, ale, or other alcohol and drink from it to gain the benefits of a *remove fear* spell.

If Cayden Cailean is the bearer's patron, the tankard counts as a holy symbol. Once per day, the bearer can drink an alcoholic beverage from the tankard to gain the benefits of *heroism*. Once per day, the tankard automatically unties ropes that bind the bearer or unlocks locks that hinder him. This occurs about 5 minutes after the tying or unlocking and affects only bindings directly on the bearer's person (for example, it won't unlock a door to the bearer's prison cell, but will unlock the bearer's manacles). This power is subtle enough that it is unnoticeable unless someone checks the bindings to make sure they are secure—ropes loosen but still appear to be tightly bound, manacles unlock and loosen but do not automatically fall off. The tankard can untie or unlock only bindings with an Escape Artist or Disable Device DC of 25 or lower, though more powerful tankards may exist.

CONSTRUCTION REQUIREMENTS	COST 2,650 GP
Craft Wondrous Item, <i>animate rope</i> , <i>heroism</i> , <i>knock</i> , <i>remove fear</i> , <i>resistance</i>	


 VEIL OF VEILS (SIVANAH)	PRICE 3,300 GP
SLOT head	CL 3rd
WEIGHT —	
AURA faint illusion	

This fine silken veil can change color or alter its appearance to a highwayman's mask or similar cloth face covering. Once per day, the wearer can use *disguise self*, though the veil remains visible as some kind of garment on the wearer's head or face.

If Sivanah is the wearer's patron, once per day the wearer can use *blur*. In addition, the wearer gains a +2 competence bonus on Bluff checks.

CONSTRUCTION REQUIREMENTS	COST 1,650 GP
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Craft Wondrous Item, *blur*, *disguise self*, creator must have 5 ranks in Bluff

 VURRA OF THE MAKER (MINDERHAL)	PRICE 3,300 GP
SLOT neck	CL 3rd
WEIGHT 5 lbs.	
AURA faint transmutation	




A vurra is a carving of a giant's head, usually a god but sometimes a hero, loved one, or historical figure. This hand-sized gray stone is carved to resemble a bearded, wise-looking man with a squarish skull. It has a leather strap

threaded through a hole in the top, and is strangely heavy for its size. The wearer gains a +2 bonus on Craft (sculpting) checks. Once per day, the wearer can use *magic stone*, and this ability can affect even the small boulders favored by giants. The carved face grows stern and angry when worn by a creature with a chaotic alignment, only returning to its normal expression when removed or in the hands of a nonchaotic creature.

If the giant god Minderhal is the wearer's patron, once per day the wearer may use *owl's wisdom*.

CONSTRUCTION REQUIREMENTS	COST 1,650 GP
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Craft Wondrous Item, *magic stone*, *owl's wisdom*, creator must have 5 ranks in Craft (sculpting)


 WAYFINDER OF ZEPHYRS (GOZREH)	PRICE 15,000 GP
SLOT none	CL 9th
WEIGHT 1 lb.	
AURA moderate transmutation	

Swirling green and blue patterns bedeck the surface of this fine oak *wayfinder*, whose compass and needle are made of light polished steel engraved with themes of Gozreh's oceanic aspect. The needle does not point north as one would expect, but instead indicates the direction the wind is traveling in the area around the *wayfinder*. A *wayfinder of zephyrs* grants its bearer a +5 circumstance bonus on Profession (sailor) checks. Once per day, the bearer of a *wayfinder of zephyrs* can move the needle to change the direction the wind is traveling toward any direction on the compass. Optionally, the wielder may also increase or decrease the wind's intensity by one step (*Core Rulebook* 439) while changing its direction. A *wayfinder*

of zephyrs has no effect on magical wind effects other than indicating the direction they are traveling.

CONSTRUCTION REQUIREMENTS	COST 7,500 GP
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Craft Wondrous Item, *alter winds*^{APG}, *control winds*

 WINDWAVE KILT (GOZREH)	PRICE 7,000 GP
SLOT belt	CL 5th
WEIGHT 5 lbs.	
AURA faint transmutation	



This kilt is made of thick woven strips of sea-green and sky-blue cloth decorated with tiny pearls and bits of coral along the beltline. The wearer gains a +3 competence bonus on Swim checks.

When not worn, a *windwave kilt* floats on water like a dry log, automatically buoying upward any creature that weighs 100 pounds or less and aiding in flotation for heavier creatures.

If Gozreh is the wearer's patron, once per day the wearer can use *gaseous form*. In this form, the wearer does not need to breathe and can enter water or other liquid, appearing as a mass of fine bubbles and gaining the ability to swim at a speed of 10 feet. The wearer can also drink salt water as if it were fresh water.

CONSTRUCTION REQUIREMENTS	COST 3,500 GP
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Craft Wondrous Item, *create water*, *gaseous form*, *levitate* or *water walk*, creator must have 5 ranks in Swim

 ZONZON DOLL OF FORGIVENESS (SHELYN)	PRICE 5,000 GP
SLOT none	CL 9th
WEIGHT 1 lb.	
AURA moderate abjuration	

This rag doll, created in the likeness of a specific creature chosen at the time of crafting, must be loved to activate its powers. This love takes the form of time spent caring for the doll, keeping it on one's person, and preventing any harm from coming to it.

In order to use the accumulated power within a *Zonzon doll of forgiveness*, the owner must give the doll to the creature that it resembles. Depending on how long the doll's owner took care of it, the doll may bestow up to three cumulative effects. Each benefit lasts 24 hours unless otherwise noted.

If the doll is gifted after 1 day of care, it grants the owner a +5 sacred bonus on Diplomacy checks against the creature that the doll resembles (hereafter referred to as the target creature). If the doll is gifted after 1 week of care, the owner can use the Diplomacy skill to shift the target creature's attitude closer to helpful by up to three steps (exceeding the normal two-step limitation) and takes no penalty for failing a Diplomacy check by 5 or more. Finally, if the doll is gifted after 1 month of care, the recipient of the *Zonzon doll* may activate the doll within 24 hours to gain the benefit of an *atonement* spell. After the doll has been gifted and the duration of the effect expires, a *Zonzon doll* reverts to a normal rag doll with no magical powers.

CONSTRUCTION REQUIREMENTS	COST 3,750 GP
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Craft Wondrous Item, *atonement*, *eagle's splendor*