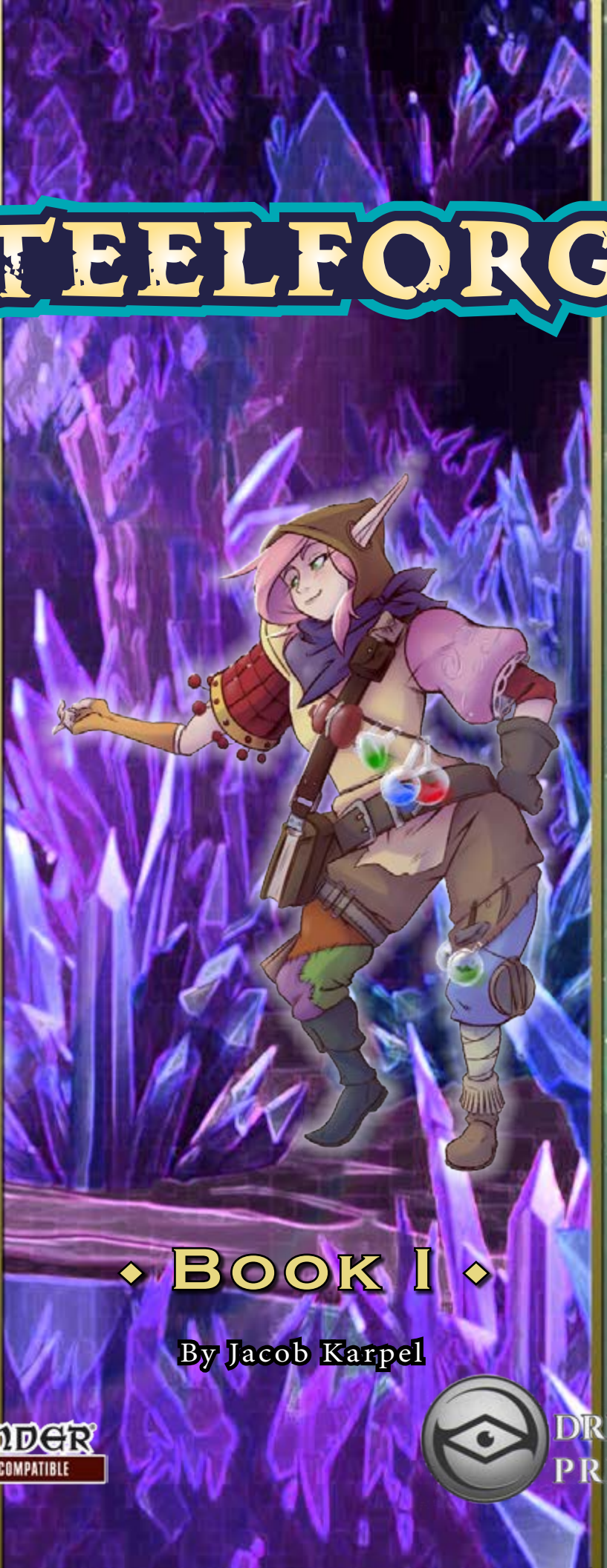# Steelforge

• Book I •

By Jacob Karpel

Steelforge

Book I

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Special thanks to the legions of fans who helped playtest the material in this book and offered new and innovative ideas to include.

Based on the original roleplaying game rules designed by Gary Gygax and Dave Arneson and inspired by the third edition of the game designed by Monte Cook, Jonathan Tweet, Skip Williams, Richard Baker, and Peter Adkison.

Foreword

Welcome to *Steelforge*! What began as an excuse to put all the little item ideas into when they wouldn't fit into major releases such as *Path of War* or the *Psionics Augmented* line became something much, much bigger. This first release is a bit of a sampler of what is to come; in these pages you'll get a bit of everything. A lot of love, sweat, tears, and inside jokes went into this project, and I hope you enjoy using it as much as I enjoyed writing for it.

—Jacob Karpel
Freelance Writer

Adventurers have been defined by their gear since the earliest ages of roleplaying games; famous heroes and villains give their names to the items that they invent or popularize, and gear ranging from the eminently practical *wand of cure light wounds* to the odd, but effective, *feather token* are used to aid in solving problems like puzzles, supply shortages, travel, and people who insist on being inconveniently alive when you want them to be dead. In the past, Dreamscarred Press has included items in many of our releases, usually as a minor addition to help accent the work.

Well not this time. Welcome to *Steelforge*, a supplement for, and about, items and the people that make and use them.

I'm not gonna lie, my actual participation in this project as a writer has been fairly minimal. This book started as an idea that Anthony had, that *I* got far too excited about, and next thing you know there's a team together for it before anyone had the good sense to stop me. Now all shall suffer, even the children.

It's my hope that you can enjoy the items and options presented in this first release of *Steelforge*, as well as its sequel releases, as much as the team enjoyed writing them. Happy adventures!

—Jade Ripley
Game Developer, *Dreamscarred Press*

Why do we kill monsters? Is it because they threaten our homes? Because they destroy crops and villages? Maybe that's what we adventurers say, but let's be real. We do it because monsters have the best loot. All those shiny weapons and armor lie in the grasping claws of dragons, demons, and elder things. And that just isn't right. Now that I've got the opportunity, I'm glad to be a part of a project that can bring even more magic items to you and your fellow players, so that your adventurous, monster slaying days can be filled with even more interesting and powerful magic items. Go get 'em.

—Anthony S. Altovilla
Freelance Writer

I must confess—I don't like magic items. Pathfinder's overreliance on them for system math and treasure makes for a certain genre of game that's overall a bit unfun for me. The fiction I grew up with and still love tends to have a few important items that were special because of their history, relevance to the story, personal meaning to characters, and sometimes unique powers, rather than the numbers tacked onto them and their gold piece values. However, that sort of setup just doesn't work within the framework of Pathfinder. The *Combating Christmas Trees* variant was written with this in mind, in order to allow characters to centralize their wealth into the important items instead of decking themselves out with endless trinkets, as well as to make life a little easier for everyone when upgrading magic items. We hope you enjoy it.

—Forrest Heck
Freelance Writer

NEW ITEMS

Not all treasure is created equal. Even the most interesting and unique items have to compete with existing items in their slots. Sometimes this is an interesting and challenging choice, asking the adventurer to balance cost, utility, and the potential challenges they face ahead. Other items, however, provide indispensable defensive or offensive capabilities that make them almost a requirement of the profession. Presented in this section, among other new items, are variants on these indispensable items that can permit an adventurer to be more flexible in their choice of magical equipment.

AUTOLOADER MAGAZINE		PRICE varies
Least autoloader magazine		3,500 GP
Lesser autoloader magazine		7,000 GP
Greater autoloader magazine		14,000 GP
SLOT none	**CL** 1st	**WEIGHT** 2 lbs.
AURA weak conjuration and evocation		

This box magazine looks like it belongs on a repeating crossbow. In reality, it can fit onto any crossbow at all, resizing itself to accommodate. When attached as a full-round action, a small slot appears near the top, and the magazine itself appears to hover a fraction of an inch over the path of the crossbow's systems. It can be removed by the wielder as a move action.

This has several effects. First, the inside is much larger than the outside, holding up to 20 bolts. Second, it slowly generates new mundane ammunition. *Least* generates one per turn, *lesser* two, and *greater* three. Third, it assists when the user recocks and reloads the crossbow, reducing the action required by one type (full-round to move to free).

It has one more capability. If a crossbow bolt is inserted into the slot as a full-round action, all ammunition currently in the magazine and the new ammunition produced from that point on becomes copies of it instead of their default state. This includes all mundane, material, alchemical, and magical properties (but not temporary magical effects, such as *magic weapon* or *named bullet*). This lasts for 24 hours, or until a new bolt is inserted.

No bolt can be removed from the autoloader magazine without destroying it, other than by firing. Bolts fired from it disappear after use and cannot be retrieved.

CONSTRUCTION REQUIREMENTS	COST varies
Least autoloader magazine	1,750 GP
Lesser autoloader magazine	3,500 GP
Greater autoloader magazine	7,000 GP

Craft Wondrous Item, *mage hand*, *abundant ammunition*

BRACELET OF CHARMS		PRICE 1,000 GP
SLOT wrist	**CL** 3rd	**WEIGHT** —
AURA faint universal		

By itself, this bracelet of twisted mithral and silver does nothing. Instead, it has five rings from which its wearer can hang charms (such as *power charms* or *refinement charms*). One person can wear up to two of these, one on each wrist, though this occupies the wrist slot as normal. Attaching or removing a charm is a full-round action.

CONSTRUCTION REQUIREMENTS	COST 500 GP

Craft Wondrous Item

CARAPACE OF NATURAL ARMOR	PRICE varies
+1 Bonus	2,000 GP
+2 Bonus	8,000 GP
+3 Bonus	18,000 GP
+4 Bonus	32,000 GP
+5 Bonus	50,000 GP
SLOT chest	**CL** 5th	**WEIGHT** 4 lbs.
AURA faint transmutation	

This thick vest is usually made from the exoskeleton of insectoid creatures. The magic is contains hardens the wearer's skin, adding another layer of protection giving him an enhancement bonus to his natural armor from +1 to +5, depending on the carapace.

CONSTRUCTION REQUIREMENTS	COST varies
+1 Bonus	1,000 GP
+2 Bonus	4,000 GP
+3 Bonus	9,000 GP
+4 Bonus	16,000 GP
+5 Bonus	25,000 GP

Craft Wondrous Item, *barkskin*, creator's caster level must be at least three times the carapace's bonus

Bracelet of Charms

CORSET OF RESISTANCE

CORSET OF RESISTANCE		PRICE varies
+1 Bonus		1,000 GP
+2 Bonus		4,000 GP
+3 Bonus		9,000 GP
+4 Bonus		16,000 GP
+5 Bonus		25,000 GP
SLOT chest	**CL** 5th	**WEIGHT** 1 lb.
AURA faint abjuration		

This corset is made of stylishly colorful threads, woven together in a pattern of rainbows over some hard plates (typically carved animal bones, but rarely plates of mithral alloys or rare woods are used). The corset is worn beneath the clothes, and is tightened to give a snug fit. This garment offers magic protection in the form of a +1 to +5 resistance bonus on all saving throws (Fortitude, Reflex, and Will).

CONSTRUCTION REQUIREMENTS	COST varies
+1 Bonus	1,000 GP
+2 Bonus	4,000 GP
+3 Bonus	9,000 GP
+4 Bonus	16,000 GP
+5 Bonus	25,000 GP

Craft Wondrous Item, *resistance*, creator's caster level must be at least three times the corset's bonus

GIRDLE OF PROTECTION

GIRDLE OF PROTECTION		PRICE varies
+1 Bonus		2,000 GP
+2 Bonus		8,000 GP
+3 Bonus		18,000 GP
+4 Bonus		32,000 GP
+5 Bonus		50,000 GP
SLOT waist	**CL** 5th	**WEIGHT** 2 lbs.
AURA faint abjuration		

This waistguard is heavy, made from interwoven strands of different metals and fibers. It protects the wearer by granting a deflection bonus of +1 to +5 to AC.

CONSTRUCTION REQUIREMENTS	COST varies
+1 Bonus	1,000 GP
+2 Bonus	4,000 GP
+3 Bonus	9,000 GP
+4 Bonus	16,000 GP
+5 Bonus	25,000 GP

Craft Wondrous Item, *shield of faith*, caster must be of a level at least three times the bonus of the girdle

HATE SEED

HATE SEED		PRICE 9,100 GP
SLOT none	**ML** 14th	**WEIGHT** —
AURA moderate telepathy		

This tiny token is the bane of those who wish for peace. The item is a small wafer of silver and gold, about a quarter inch square and paper-thin, which can be easily hidden almost anywhere (including inside of other objects). It can be issued the command word from anywhere within 200 feet as a free action. This word is often set to something common by evil crafters, in order to set somewhere and leave it for an unsuspecting crowd. Once triggered, it immediately attempts to use the paranoia dread terror (DC 19, 14 minute duration) on a random target within 60 feet. If there is already at least one creature within 60 feet currently affected by paranoia, it instead manifests *mental contagion* (DC 19) targeting four random creatures within 60 feet to be affected by paranoia for five rounds. It repeats this every round for ten rounds, after which it burns out and is destroyed.

CONSTRUCTION REQUIREMENTS	COST 4,550 GP

Craft Wondrous Item, *mental contagion*, creator must know the paranoia terror

IRONBODY CLOAK

IRONBODY CLOAK		PRICE varies
+10 Bonus		1,500 GP
+20 Bonus		5,000 GP
+40 Bonus		11,500 GP
+60 Bonus		18,000 GP
+80 Bonus		27,500 GP
SLOT shoulders	**CL** 1st	**WEIGHT** 2 lbs.
AURA faint to strong abjuration		

Paranoia (Dread Terror)

The dread's attack causes the target to become intensely paranoid, making it fear even its friends. The target must make a Will save (DC 10 + 1/2 the dread's class level + the dread's Charisma modifier) or treat all creatures as enemies. The target reacts violently to anyone who approaches and will use the most efficient means of disposing the enemy. The target also attempts a save against all effects he could, unless he makes a successful Spellcraft check to identify the effect. This condition lasts for 1 minute per dread level. This is a mind-affecting fear effect. The dread must be at least 14th level to select this option.

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This cloak is very light and loose fitting, with a generous sized hood that can fit over even the largest of helmets. An *ironbody cloak* contains a pool of temporary hit points between 10 and 80. These hit points replenish each day. The wearer uses these temporary hit points as long as she is wearing the cloak. In addition, the cloak absorbs ability damage that would otherwise affect the wearer. Every point of ability damage absorbed this way expends 10 temporary hit points from this item.

CONSTRUCTION REQUIREMENTS	COST varies
+10 Bonus	750 GP
+20 Bonus	2,500 GP
+40 Bonus	5,750 GP
+60 Bonus	9,000 GP
+80 Bonus	13,750 GP

Craft Wondrous Item, *aid*

NECKLACE OF MANY CHARMS		PRICE 2,000 GP
SLOT neck	CL 3rd	WEIGHT —
AURA weak universal		

By itself, this necklace of twisted mithral and silver does nothing. Instead, it has ten rings from which its wearer can hang charms (such as *power charms* or *refinement charms*). Removing or attaching a charm is a full-round action.

CONSTRUCTION REQUIREMENTS	COST 1,000 GP

Craft Wondrous Item

NETWORK NODE EARRINGS		PRICE 13,500 GP
SLOT none	ML 5th	WEIGHT —
AURA moderate telepathy		

Not all leaders are made to lead from the front, and not all assistants are able to withstand the rigors of battle. *Network node earrings* are the answer to this. They are always made in pairs, to be worn by two separate people. Their appearance is relatively low-key, with a simple crystal stud on the ear and another that fits inside of it (this does not impede hearing) connected by a clear wire. As long as the two people occupy the same plane, this item has two effects. First, they always count as members of each other's collectives (this counts against their maximum number in the collective). Second, each may measure the range of their collectives from the location of the other, in addition to themselves. A character may not wear more than two network node earrings at once.

CONSTRUCTION REQUIREMENTS	COST 6,750 GP

Craft Wondrous Item, *correspond* or *battlesense*, creator must possess the collective class feature

Ironbody Cloak

MAGECATCHER NET		PRICE 30,340 GP
SLOT weapon	CL 7th	WEIGHT 12 lbs.
AURA strong abjuration		

This net is made from one-inch-thick braided cords of cold iron. The net functions as a normal net, but any creature caught in it is subject to a *dimensional anchor* spell (caster level 7th) for as long as they remain entangled by it. The net has hardness 10 and 30 hit points.

CONSTRUCTION REQUIREMENTS	COST 15,170 GP

Craft Magic Arms and Armor, *dimensional anchor*

MAGECATCHER NET, GREATER		PRICE 54,000 GP
SLOT weapon	CL 7th	WEIGHT 12 lbs.
AURA strong abjuration		

This net is made from one-inch-thick braided cords of cold iron. The net functions as a normal net, but any creature caught in it is subject to a *dimensional anchor* and *antimagic field* spell (caster level 11th) for as long as they

remain entangled by it. The net has hardness 10 and 30 hit points. The net's *antimagic field* does not affect the net itself or its *dimensional anchor* effect.

CONSTRUCTION REQUIREMENTS	COST 27,000 GP

Craft Magic Arms and Armor, *dimensional anchor*, *antimagic field*

STEELWALKER'S BOOTS		PRICE 14,000 GP
SLOT boots	CL 12th	WEIGHT —
AURA strong transmutation		

A set of *steelwalker's boots* are made from fine steel plates, studded with leather straps and clasps, allowing the owner to pull them tight. The wearer can move up to half their movement speed during a full attack. This movement must be taken before, after, or between your attacks, and may be taken in separate increments, so long as it does not exceed half your total movement speed. If the wearer uses this ability but does not hit with any melee attacks during that action, they are then staggered until the end of their next turn.

CONSTRUCTION REQUIREMENTS	COST 7,000 GP

Craft Wondrous Item, *haste*

TRANSFERENCE VELLUM		PRICE 500 GP
SLOT none	CL 3rd	WEIGHT 1/2 lb.
AURA faint transmutation		

Originally designed to assists blacksmiths in reforging magical weapons, this magically treated leather, about the size of a dish rag, can be used to strip magic off of weapons (or armor), and move them to another weapon (or armor). This process does not function on artifacts, legendary items, or cursed items.

By spending a minute rubbing the leather on a weapon or suit of magical armor, it will remove the item's enhancement bonus and any special abilities (such as a *+1 longsword's* +1 enhancement bonus on attack and damage rolls, or a *flaming burst* weapon special ability) and place it on itself. While the *transference vellum* is enhanced with these weapon qualities, these qualities are suppressed, but can be detected with a *detect magic* spell or similar effect. A *transference vellum* found already enhanced this way has its cost increased by the value of its enhancements.

Once imbued with magic, a *transference vellum* can be turned over and rubbed onto a new set of non-magical, masterwork weapon or armor, transferring the magic held within the *transference vellum* to the weapon or armor. This destroys the *transference vellum*, and only functions if it is generally the same kind of item (armor to armor and weapon to weapon). Any properties that the new item cannot accept (such as the *vorpal* weapon special ability on a club) are lost.

CONSTRUCTION REQUIREMENTS	COST 250 GP

Craft Wondrous Item, *memorize page*, *crafter's fortune*

TRICK CLOAK		PRICE 90,000 GP
SLOT shoulders	CL 9th	WEIGHT —
AURA strong abjuration		

A *trick cloak* is always made of high quality cloth, with gold and silver thread stitched into the hem. The cloak provides its wearer with spell resistance equal to 10 + their character level. Three times per day as an immediate action, the bearer can suppress the spell resistance granted by this item until the end of their next turn.

CONSTRUCTION REQUIREMENTS	COST 45,000 GP

Craft Wondrous Item, *spell resistance*

WARSONG INSTRUMENTS		PRICE 2,055 GP
SLOT none	CL 3rd	WEIGHT varies
AURA faint conjuration		

Warsong instruments are used by adventuring musicians (and inventive assassins) the world over. A warsong instrument functions as a masterwork tool, granting a +2 circumstance bonus on Perform checks involving its use. As a standard action, or as part of starting a bardic performance, the user of a *warsong instrument* may summon a floating masterwork weapon made of opaque energy within their space. The exact kind of weapon is determined when the *warsong instrument* is created, and cannot be changed. For as long as the user continues to play the *warsong instrument*, they may attack with the summoned weapon as if they were wielding it. Ranged weapons created by a *warsong instrument* do not require a free hand to reload. When attacking in this fashion, the user is effectively wielding the weapon for all purposes (such as BAB, space/reach, ability scores, etc).

A *warsong instrument* can be enhanced as if it were a weapon of the type it summons; these enhancements are applied to the summoned weapon. A *warsong instrument* can also be created to summon more than one weapon, increasing its cost by 50% for each additional weapon it summons. Each weapon summoned has identical enhancement bonuses and special abilities. The user of the warsong instrument must be able to wield the weapons normally in order to effectively use a *warsong instrument* that summons multiple weapons—a musician with only two arms cannot play his *warsong instrument* to fight with a pair of greatswords, although he could use one that summoned a longsword and a shortsword.

CONSTRUCTION REQUIREMENTS	COST 1,027 GP

Craft Wondrous Item, *instant weapon*

Charming Trinkets

The following items are made for use with the *bracelet of charms* and *necklace of charms* introduced in the first section of this book. They provide no benefits unless properly worn on such an item.

REFINEMENT CHARM		PRICE 500 GP
SLOT see text	**CL** 1st	**WEIGHT** —
AURA faint universal		

These tiny charms carry enchantments which are minor at best, and are often made by apprentice spellcasters looking to practice imbuing items with magic. When hung on a *bracelet of charms* or a *necklace of many charms*, the spark of power within them helps the user focus on what they do slightly better than they once could. All stack with one another, and with all other sources of bonuses to these class features. If the wearer does not possess the class feature to be enhanced, that charm does nothing for them.

- *Charm of Anger:* Add one round of rage per day.
- *Charm of Arcana:* You may use your school powers one additional time per day.
- *Charm of Armor:* This charm is created with one kind of armor selected. You may sleep in that kind of armor without suffering fatigue.
- *Charm of Bestial Communion:* Add a +1 bonus to your wild empathy checks.
- *Charm of Blood:* Treat your level as one higher for the purposes of your bloodline arcana (maximum level 20).
- *Charm of Claiming:* Add one to the maximum number of targets you can have Claimed at once.
- *Charm of Cooperation:* Expand the maximum range of your collective by 20 feet.
- *Charm of Concealment:* Your aura of chaos, evil, good, and/or law, if any, is treated as if you were one level lower (to a minimum of 1st level).
- *Charm of Channeled Benevolence:* Add one point to the amount healed by your channel energy.
- *Charm of Channeled Malevolence:* Add one point to the damage dealt by your channel energy.
- *Charm of Health:* Increase your maximum hit points by 2.
- *Charm of Horror:* Add one use of terrors per day.
- *Charm of Performance:* Add one round of bardic performance per day.
- *Charm of Reaction:* Apply one point of your armor training as a bonus on Reflex saves as well.
- *Charm of Response:* Apply one point of your weapon training as a bonus on initiative checks as well.
- *Charm of Sacrifice:* Add one use per day of your transfer wounds ability.

- *Charm of Searching:* Treat your trapfinding ability as if you were one level higher (maximum level 20th).
- *Charm of Seeking:* Treat your track ability as if you were one level higher (maximum level 20th).
- *Charm of Sigils:* You may use your armiger's mark one additional time per day.
- *Charm of Spirit:* Increase your ki pool by one.
- *Charm of Stunning:* Add one use per day of your stunning fist ability.
- *Charm of the Elements:* Add one use per day of your elemental fist ability.
- *Charm of Unity:* Increase the maximum size of your collective by one.

CONSTRUCTION REQUIREMENTS	COST 250 GP
Craft Wondrous Item, creator must possess the class feature to be refined	

POWER CHARM		PRICE 2,000 GP
SLOT see text	**CL** 5th	**WEIGHT** —
AURA moderate universal		

These charms contain more than just a mere spark of an idea. They are made by those truly dedicated to their path, Like their smaller cousins, the *refinement charms*, these have no power alone, and must be hung from a *bracelet of charms* or a *necklace of many charms*. Unlike them, however, these take up three rings on the item holding them, and do not stack with other charms of the same type (for example, a creature could not benefit from two power *charms of identity*, even if they specify different creature types).

- *Power Charm of the Adamant:* Your mind blade, mind bolt, mind shield, and/or mind armor counts as being made of adamantine in addition to all other properties.
- *Power Charm of Adaptation:* Add one use per day of your reconfigure ability.
- *Power Charm of Changing:* Add one use per day of your veilshifting ability.
- *Power Charm of the Chase:* Once per day, you may use your grim news ability one additional time per encounter.
- *Power Charm of Disabling:* While you have your gentle touch ability at full essence capacity, increase the save DC of your stunning fist ability by 1.
- *Power Charm of the Empowered:* You gain one additional point of animus at the beginning of combat.
- *Power Charm of Excess:* You gain one temporary essence. This essence cannot be invested into receptacles, and is renewed each morning.

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- *Power Charm of Identity:* This charm is created with one creature type selected. While you have an active creature type (such as from the cryptic disrupt pattern ability), the selected creature type also counts as active
- *Power Charm of Intensity:* Your zeal ability lasts for two rounds instead of one.
- *Power Charm of Lethality:* Your Deadly Strikes ability lasts for one additional round.
- *Power Charm of Mana:* The user of this charm may expend a spell point to charge it. This charge may be expended as a spell point at any time.
- *Power Charm of Phobia:* Extend the radius of your aura of fear ability by 5 feet.
- *Power Charm of Precision:* Add 1d6 to the damage dealt by your sneak attack ability.
- *Power Charm of Presence:* Increase the radius of your tactical presence ability by 10 feet.
- *Power Charm of Quicksilver:* Your mind blade, mind bolt, mind shield, and/or mind armor counts as being made of mithral in addition to all other properties.
- *Power Charm of Resistance:* Your resist influence ability also applies to all mind-affecting effects.
- *Power Charm of Surging:* Once per day, when you would suffer psychic enervation, you are instead dazzled for one round.
- *Power Charm of Striking:* This charm can hold a charge of your psychic strike. You must charge it as normal, but can move the charge to your mind weapon as a free action at any point thereafter.
- *Power Charm of Tactics:* You determine uses per day of your coordinated strike and strategies class abilities by using the higher of your Intelligence or Charisma modifier.
- *Power Charm of the Unyielding:* Increase your damage reduction class ability by 1 point.
- *Power Charm of the Waves:* This charm is created with one weapon group selected. You may use weapons of that group underwater without penalty, as though under the effects of the *freedom of movement* spell.
- *Power Charm of the Winds:* Once per day, you may expend a use of your wind reader ability as you are manifesting a power that targets only yourself to make it a swift action.

CONSTRUCTION REQUIREMENTS	COST 1,000 GP

Craft Wondrous Item, creator must possess the class feature to be refined

THE GRAVITY SLIME

As time goes on and the design process continues, you sometimes see crazy things happen. Take, for example, *Endeca's gregarious gravity slime*. It started as a spell, then was made into an item. This item turned out to be incredibly popular, to the point that we ended up making it into a prestige class all its own. All three are presented below; in the order they were written.

FLIGHTBREAKER

School: transmutation; **Level:** alchemist 3, inquisitor 3, magus 3, sorcerer/wizard 3, summoner 3, witch 3
Casting Time: 1 standard action
Components: V, S, F (a small stone)
Range: long (400 ft. + 40 ft./level)
Target: one creature
Duration: 1 minute/Level
Saving Throw: Fort negates (object)
Spell Resistance: yes

The victim of this spell is subject to a powerful personal gravitational effect. If the subject fails her saving throw, she is rendered incapable of flying for the duration; she loses any and all fly speeds she possesses, is treated as having no ranks in the Fly skill, and cannot hover, leap, or levitate higher than ten feet from the ground. If the victim is flying when she is affected by this spell, she falls to the ground slowly and takes no falling damage.

A Gravity Slime

ENDECA'S GREGARIOUS GRAVITY SLIME		PRICE varies
Larva		500 GP
Polyp		2,500 GP
Adult		5,000 GP
SLOT none	**CL** 5th	**WEIGHT** 1 lb.
AURA faint transmutation		

This small, light-blue slime is usually kept in a bottle or bucket with an easy-to-open lid and quivers and coos pleasantly whenever it is touched or fed (it does not seem to require food to survive, though it does enjoy it). Though the gregarious gravity slime sees some popularity as a hard-to-kill pet for the children of the rich, its primary purpose is for combat. Any given *Endeca's gregarious gravity slime* has hit points up to a maximum based on its stage in its life cycle (15 hit points for larvae, 20 for polyps, and 25 for adults) which may be diminished only by use or energy damage directed at the slime. The slime may be applied to a weapon or piece of ammunition as a swift action, consuming 5 of its hit points. The next time that weapon strikes a creature, that creature must succeed at a Fortitude save (DC 13 for larvae, DC 15 for polyps, and DC 17 for adults, affects objects) or the clinging slime drags them to the ground. Victims lose all ability to fly; they have no flight speed, are treated as having no ranks in the Fly skill, and cannot hover, leap or levitate any higher than ten feet from the ground. If an affected creature is already flying, the slime cushions their fall and they suffer no damage. The effects of Endeca's gregarious gravity slime last for 2 rounds for larvae, 4 rounds for polyps, and 6 rounds for adults, at which point the slime on the creature dissolves with a contented sigh.

Endeca's gregarious gravity slime regains 5 hit points each morning. No other known method can heal or replenish the gregarious gravity slime, short of *limited wish* and similar spells. A slime reduced to 0 hit points is used up, and any remaining scraps in its container dissolve with a sigh.

CONSTRUCTION REQUIREMENTS	COST varies
Larva	250 GP
Polyp	1,250 GP
Adult	2,500 GP

Craft Wondrous Item, *flightbreaker*

Gravity Slime Master

Both a pet for the children of the ultra-rich and a powerful adventuring tool, *Endeca's gregarious gravity slime* rightfully deserves the fame and popularity it has acquired. It is the distillation of one of the fundamental forces of the universe, and Endeca was the one to bring them first into being. Their capabilities have come a long way since then, but only for those truly dedicated to the path of the slime's true power.

The gravity slime master knows all of this and more. By long experimentation with these same forces personified, they learn to feel and distill them much more rapidly. They work with the charming creatures to hinder their foes, the forces of gravity itself laying them low.

Hit Die: d8.

REQUIREMENTS

To qualify to become a gravity slime master, a character must fulfill all of the following criteria.

Skills: Knowledge (arcana) 3 ranks, Spellcraft (5 ranks).
Feats: Craft Wondrous Item.
Special: Must have used a single *Endeca's gregarious gravity slime* at least ten times.

CLASS SKILLS

The gravity slime master's class skills are Craft (Int), Knowledge (arcana), Knowledge (geography), Spellcraft, Swim, and Use Magic Device.

Skill Ranks per Level: 4 + Int modifier.

CLASS FEATURES

The following are the class features of the gravity slime master.

Weapon and Armor Proficiency: Gravity slime masters gain no additional weapon or armor proficiencies.

Class Features: At every even level, a gravity slime master advances class features just as if she had gained a level in a class she belonged to previously. She does not, however, gain any other benefit that a member of that class might have gained (such as Hit Dice, base attack bonus increases, or skill points). This essentially means that she adds those levels of gravity slime master to her levels of the previous class and determines her class features (such as power points, initiator level, spellcasting, or bonus feats) accordingly. If the character had more than one class before she became a gravity slime master, she must choose one of them to augment with this benefit; once made, this choice cannot be changed.

Launch Gravity Slime (Su): Once per encounter per class level the gravity slime master possesses, a gravity slime master can distill mystical forces around her into a new gravity slime and launch it at her foes. When she does so, she makes a ranged touch attack against an opponent within 60 feet of her. If it hits, the target takes 1d6 points of damage. This damage increases to 2d6 at 3rd level and 3d6 at 5th level, and is not subject to damage reduction, hardness, or energy resistances of any type.

If the launched slime misses, it attempts to correct its path by whipping around while midair. At the start of her turn following a missed attack with this ability, the gravity slime master can attempt another ranged touch attack against her target as a free action. She only gains one additional attack in this way per launched slime.

At 2nd level, the gravity slime master creates and launches two slimes when she uses this ability, and at 4th level, she creates and launches three slimes. Each slime may be directed at the same or different targets, though each target must be within 30 feet of another target. She may also choose to use a different impact effect (see page 12) on each slime, if she wishes.

Gravity slimes created with this ability fade away with a contented sigh after they strike or miss a second time, and cannot be saved for later use.

Gravity Slime Guardian (Su): Not all gravity slimes are friendly enough for kids, and the gravity slime master knows the secret of growing one into this breed. At 1st level, a gravity slime master creates a such a slime. A gravity slime guardian is completely loyal to its master, obeying her both in and out of combat, and is treated as a medium-sized summoner's eidolon with the following base form, treating the gravity slime master's character level as her effective summoner level for the purposes of its abilities:

Gravity Slime Guardian

Starting Statistics: Size Medium; **Speed** 20 ft., climb 20 ft., fly 40 ft. (perfect), swim 20 ft.; **AC** +2 natural armor; **Saves** Fort (bad), Ref (good), Will (good); **Attack** slam (2d6), tail slap (1d6); **Ability Scores** Str 12, Dex 16, Con 13, Int 7, Wis 10, Cha 11; **Free Evolutions** blindsight, climb, flight (su, 2), magic attacks, slam,* improved damage (slam), reach (slam), swim, tail, tail slap.

*A gravity slime guardian gains a slam attack even though it has no limbs.

Unlike an eidolon, the gravity slime guardian does not gain its own pool of evolution points, nor does it share magic item slots with the gravity slime master. In addition, it is of the ooze type (though it is not mindless), and has the ability to deliver its master's impact ability as a standard action by making a melee touch attack.

The gravity slime guardian is not summoned, nor can it be dismissed; it can be healed as a normal creature, and unlike an eidolon, the distance between it and its master is not limited. However, a gravity slime master can only have a single gravity slime guardian at any one time. Should the gravity slime guardian ever be slain, its master can grow another from an *Endeca's gregarious gravity slime* larva over the course of a week.

When its master reaches 2nd level, the gravity slime guardian gains the improved natural armor evolution, and its base land speed improves to 30 feet (increasing its climb and swim speeds to 30 feet, and its fly speed to 50 feet).

When its master reaches 3rd level, the gravity slime guardian gains the large and mount evolutions.

When its master reaches 4th level, the gravity slime guardian gains the improved natural armor evolution again, and its base land speed improves to 40 feet (increasing its climb and swim speeds to 40 feet, and its fly speed to 60 feet).

When its master reaches 5th level, the gravity slime guardian gains the ability increase (Strength) evolution.

Impact (Su): As the gravity slime master grows in power, the gravity slimes under her command grow in strength and versatility. Whenever a target is struck by one of her launched gravity slimes or her gravity slime guardian's touch attack, they must succeed at a Fortitude save or be subject to the effects of the *flightbreaker* spell for one minute. This ability affects objects as well as creatures. The save DC for impact effects is equal to 10 + 1/2 the gravity slime master's character level + the gravity slime master's highest ability score modifier.

At 2nd level, the gravity slime master can instead choose to force the target to succeed at a Reflex save or become entangled for one minute. The target may attempt a Strength or Escape Artist check each round as as a move action to break free of the entangle effect.

At 3rd level, the gravity slime master can instead choose to force the target to succeed at a Will save or become hindered for one minute, imposing a –2 penalty to their Dexterity and preventing them from making attacks of opportunity for the duration of the effect.

At 4th level, the gravity slime master can instead choose to force the target to succeed at a Will save or become *slowed* for one minute, as the *slow* spell.

At 5th level, the gravity slime master can instead choose to force the target to succeed at a Fortitude save or become stunned for two rounds.

Weapon Slime (Su): Starting at 3rd level, a gravity slime master may touch a weapon as a move action to coat it in a layer of slime, choosing one of her impact effects when she does so. The next time that weapon damages a creature, it causes that impact effect and deals additional damage as though the target had been struck by a launched gravity slime. The gravity slime master may have up to three weapons enhanced by weapon slime at a time

As the gravity slime master prestige class makes use of the *slow* spell's condition, we've reprinted it here for ease of reference.

SLOW

School: Transmutation**; Level:** Bard 3, sorcerer/wizard 3
Casting Time: 1 standard action
Components: V, S, M (a drop of molasses)
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 round/Level
Saving Throw: Will negates
Spell Resistance: yes

An affected creature moves and attacks at a drastically slowed rate. Creatures affected by this spell are staggered and can take only a single move action or standard action each turn, but not both (nor may it take full-round actions). Additionally, it takes a –1 penalty on attack rolls, AC, and Reflex saves. A slowed creature 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 *slow* effects don't stack. *Slow* counters and dispels *haste*.

Table 1-1: Gravity Slime Master

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Class Features
1st	+0	+0	+1	+1	Launch gravity slime (1), gravity slime guardian, impact (*flightbreaker*)	—
2nd	+1	+1	+1	+1	Launch gravity slime (2), impact (*entangle*)	+1 level of existing class
3rd	+2	+1	+2	+2	Impact (*hinder*), weapon slime	—
4th	+3	+1	+2	+2	Launch gravity slime (3), impact (*slow*)	+1 level of existing class
5th	+3	+2	+3	+3	Impact (*stun*)	—

GM Tools

Variant: Combating Christmas Trees

One of the most iconic parts of Pathfinder is the vast amount of magic items that characters acquire. To some, this is viewed negatively as the "Christmas Tree" effect, after the fact that when viewed with a *detect magic* spell, a character displays a light show that would put even the most festive firs to shame. In contrast, other fictional examples trend towards the opposite; a character generally has several important magic items, rather than an overburdened arsenal.

This variant presents rules for helping alleviate the Christmas tree, allowing characters to combine the items necessary for survival with the thematic and interesting items they might not otherwise be able to access. The variant changes how magic items function in two ways:

Numerical Bonuses

When creating or improving an item, a character can add one of the effects listed on Table 6-2: Numerical Bonuses to it at no extra cost. These bonuses can be added to the item regardless of the item's body slot or function (including magic armor and weapons). A weapon or similar item confers the effects added with this variant as long as the wielder has it within their space or actively being used (in the case of a thrown weapon), even if it is sheathed, leaned against a tavern table, or flying through the air at an orc's face. An item that is disarmed or otherwise taken from its owner stops granting its effects, however (granting them to its new wielder instead if stolen).

Adding numerical bonuses to an item works the same way as crafting a normal magic item. The creator must meet the necessary prerequisites, spend gold equal to half the item's market price on raw materials, and spend time working just as if they were creating an item from scratch. The market prices on the table are listed in "steps," for ease of reference when improving an item. For example, if a character wanted to add a +1 deflection bonus to his magic sword, it would add 2,000 gp to the item's base price. If he later wanted to increase that bonus to +3, it would cost him 16,000 gp (6,000 to improve to +2, and 10,000 to improve to +3). If he later wanted to add a +4 enhancement bonus to his Strength, it would cost him 16,000 gp (4,000 to add the base +2 bonus, then 12,000 to improve it to +4).

Note that unlike with the *belt of physical might, belt of physical perfection, headband of mental prowess,* and *headband of mental superiority*, there is no increase in price if a character applies multiple enhancement bonuses to an ability score to a single item.

Temporary or Permanent?

When a character has added effects to an item that is normally wielded, it should be treated as if it were continuously worn so long as they still own it, even if it leaves their hands (such as by throwing a weapon, or a party surrendering their weapons to the city watch when meeting the king). For example, if a character has a sword that grants them a +2 bonus to their Intelligence score, after 24 hours of owning it, they can use their increased score for the purposes of meeting prerequisites. They would still only gain its benefits (and thus, the benefits of feats or other options whose prerequisites were met with it) while the item is within their reach or in use. After a character has lost their item for 24 hours, they are no longer treated as its owner, and must hold it for another day to gain these benefits.

Table 1-2: Numerical Bonuses

Bonus	Prerequisites	Market Price
Ability Score: +2 enhancement bonus[1]	see text	4,000 GP
Ability Score: +2 to +4 enhancement bonus[1]	see text	12,000 GP
Ability Score: +4 to +6 enhancement bonus[1]	see text	16,000 GP
Armor Class: +1 deflection bonus	*shield of faith*, CL = 3 × bonus	2,000 GP
Armor Class: +2 deflection bonus	*shield of faith*, CL = 3 × bonus	6,000 GP
Armor Class: +3 deflection bonus	*shield of faith*, CL = 3 × bonus	10,000 GP
Armor Class: +4 deflection bonus	*shield of faith*, CL = 3 × bonus	14,000 GP
Armor Class: +5 deflection bonus	*shield of faith*, CL = 3 × bonus	18,000 GP
Armor Class: +1 armor bonus[2]	*mage armor*, CL = 2 × bonus	1,000 GP
Armor Class: +1 to +2 armor bonus[2]	*mage armor*, CL = 2 × bonus	3,000 GP
Armor Class: +2 to +3 armor bonus[2]	*mage armor*, CL = 2 × bonus	5,000 GP
Armor Class: +3 to +4 armor bonus[2]	*mage armor*, CL = 2 × bonus	7,000 GP
Armor Class: +4 to +5 armor bonus[2]	*mage armor*, CL = 2 × bonus	9,000 GP
Armor Class: +5 to +6 armor bonus[2]	*mage armor*, CL = 2 × bonus	11,000 GP
Armor Class: +6 to +7 armor bonus[2]	*mage armor*, CL = 2 × bonus	13,000 GP
Armor Class: +7 to +8 armor bonus[2]	*mage armor*, CL = 2 × bonus	15,000 GP
Armor Class: +1 enhancement bonus to natural armor	*barkskin*, CL = 3 × bonus	2,000 GP
Armor Class: +1 to +2 enhancement bonus to natural armor	*barkskin*, CL = 3 × bonus	6,000 GP
Armor Class: +2 to +3 enhancement bonus to natural armor	*barkskin*, CL = 3 × bonus	10,000 GP
Armor Class: +3 to +4 enhancement bonus to natural armor	*barkskin*, CL = 3 × bonus	14,000 GP
Armor Class: +4 to +5 enhancement bonus to natural armor	*barkskin*, CL = 3 × bonus	18,000 GP
Energy Resistance: 5 against one element[3]	*resist energy*	4,000 GP
Energy Resistance: 5 to 10 against one element[3]	*resist energy*	8,000 GP
Energy Resistance: 10 to 20 against one element[3]	*resist energy*	16,000 GP
Energy Resistance: 20 to 30 against one element[3]	*resist energy*	16,000 GP
Saving Throws: +1 resistance bonus	*resistance*, CL = 3 × bonus	1,000 GP
Saving Throws: +1 to +2 resistance bonus	*resistance*, CL = 3 × bonus	3,000 GP
Saving Throws: +2 to +3 resistance bonus	*resistance*, CL = 3 × bonus	5,000 GP
Saving Throws: +3 to +4 resistance bonus	*resistance*, CL = 3 × bonus	7,000 GP
Saving Throws: +4 to +5 resistance bonus	*resistance*, CL = 3 × bonus	9,000 GP
Skills: +5 competence bonus on one skill[4]	*guidance*, ranks in skill = bonus	2,500 GP
Skills: +5 to +10 competence bonus on one skill[4]	*guidance*, ranks in skill = bonus	7,500 GP

1. An item can gain this effect multiple times (once for each ability score). If Intelligence is selected, the item also grants ranks in one associated skill for each +2 bonus granted after being worn for 24 hours, as if it were a *headband of vast intelligence*. The skills are chosen when the item is created or upgraded, and cannot be changed thereafter. The prerequisite for enhancing or upgrading an item with this effect is the appropriate spell for the ability score off the following list: *bear's endurance, bull's strength, cat's grace, eagle's splendor, fox's cunning, owl's wisdom.*

2. Cannot be added to an item that already grants a nonmagical armor bonus. In addition, a character can enhance the item with armor special abilities as if it were a pair of *bracers of armor*. In such a case, the item follows all the same restrictions as *bracers of armor* regarding interaction with worn armor, and the creator must meet the prerequisites of the armor special abilities as normal.

3. Chosen from acid, cold, electricity, fire, or sonic. An item can gain this effect multiple times. Each time, the creator chooses a different element.

4. An item can gain this effect multiple times. Each time, the creator chooses a different skill.

Non-Numerical Effects

In addition to the numerical bonuses listed above, a character can combine the effects of multiple magic items into a single unit. If the final item occupies a body slot or must be wielded in the user's hands to function (such as a weapon), then the total price of the item is equal to the highest individual price of the effects added plus 1.5 times the price of each other added non-numerical effect. If the final item does not occupy a body slot (such as if the character is creating a specialized *ioun stone* or a weapon that confers its abilities even when sheathed), then effects that normally occupy a body slot have their prices multiplied by 2, rather than 1.5.

For example, if a character wanted to buy a *+3 amulet of mighty fists* that also gives the effects of an *amulet of proof against detection and location,* they would need to pay 36,000 gp (the base price of a *+3 amulet of mighty*

fists) + 52,500 gp (1.5 × 35,000 gp, the base price of an *amulet of proof against detection and location*), or a total market price of 88,500 gp. If they later wanted to have it grant a +2 enhancement bonus to Constitution, then they would add 4,000 gp to the market price of the item, because as an effect listed on Table 6-2: Numerical Bonuses, it does not carry an additional cost when being added to an item. The GM has the final say on whether or not an item can be combined with other items in this way.

A character can also change the item slot of an item by multiplying its price by 1.5, even if they are not adding it to another item. For example, if a character wanted to make a *pair of boots of teleportation* that were actually *gloves of teleportation,* occupying their hands slot, it would cost 1.5 × 49,000 gp, for a total market price of 73,500 gp.