

# The Artisan



**PATHFINDER**  
ROLEPLAYING GAME COMPATIBLE

By Adam Meyers

## The Artisan

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# The Artisan

## A New Class for the Pathfinder Roleplaying Game

Written and Designed by Adam Meyers

Layout and Editing by Rachel Meyers

Cover Art by Judit Tondora

Interior Art by Quint Seymore, Rose Pratt, et. al.

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## The Artisan

“Forty thousand!”

“Fifty thousand.”

“Forty-five thousand!”

The old artisan grinned and shook his head.

“Fifty thousand, Dalkor. No less.”

Dalkor slammed his fist into the wall behind him. “This is robbery! The academy wizards said it would only cost thirty-five thousand!”

“The academy wizards do shoddy work,” the artisan said, emphasizing his point with a clang of hammer on forge. “You wanted the best and now you will pay for it. Fifty thousand.”

Dalkor raged inside. This man was a peasant, a blacksmith! And he dared speak to a noble

like this? Before he realized what he was doing, Dalkor had pulled his sword defiantly from its sheath, the ancient blade, Falina, humming with arcane power.

Dalkor barely saw him move. All he knew was the resounding crack and sharp pain as the forge hammer, crackling with electricity that hadn't been there before, collided with his chin. Dalkor's body seized with electric shocks, lifting into the air with the force of the blow. The next thing Dalkor knew he was lying on the ground, his body limp, as the old artisan stood above him, twirling the now-electrified hammer.

“Sixty thousand.”

# Artisan

To some, glory and power aren't found, but forged. These men and women seek the great artifacts of the past as an architect seeks blueprints, eagerly analyzing the secrets of their creation. An artisan is someone who eschews the traditional study of magic in order to more fully explore the art of enchanting magic items, for he knows a well-placed weapon can change the course of a war, and kingdoms have been traded for a single sword. These men and women, while generally considered to be more mentally stable than alchemists, are often just as eccentric and single-minded, sometimes spending weeks at a time in complete seclusion, crafting their latest masterpiece.

A master craftsman may delve into dungeons and face monsters with the rest of them, but his true passion is always creation, and his true goal a legacy to last the ages.

**Role:** An artisan is a tinkerer, a builder, and a creator of magical items. His strength lies in what he creates, whether it be potions, weapons, wands or constructs. Some study all forms of item-creation, while others focus on only one or two forms, learning to create such items at high speed and low cost. An artisan may attack at the front, use wands from the back, or dedicate himself to skills with equal capacity, but his true power will always lie in what he makes.

**Alignment:** Any

**Hit Dice:** d8

**Starting Wealth:** 4d6 x 10gp (average 140 gp.) In addition, each character begins with an outfit worth 10 gp or less.

**Class Skills:** Appraise (Int), Bluff (Cha), Craft (Int), Diplomacy (Cha), Disable Device (Dex), Knowledge (Arcana) (Int), Knowledge (Engineering) (Int), Knowledge (History) (Int), Linguistics (Int), Perception (Wis), Profession (Wis), Sense Motive (Wis), Use Magic Device (Cha)

**Skill Ranks per Level:** 8 + Int modifier.

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**TABLE 1.1 - ARTISAN**

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Magical Essence (gp)
1st	+0	+0	+0	+2	Master Craftsman, Enhancement Pool, Magical Affinity, Magical Essence, Crafter's Art, Creation Feat	100
2nd	+1	+0	+0	+3	Creation Feat, Eye for Magic	500
3rd	+2	+1	+1	+3	Craftsman Technique, Magical Traps	1,000
4th	+3	+1	+1	+4	Homunculus, Animate Object	2,000
5th	+3	+1	+1	+4	Creation Feat, Disenchant	3,000
6th	+4	+2	+2	+5	Craftsman Technique	4,500
7th	+5	+2	+2	+5	Hidden Cache	6,000
8th	+6/+1	+2	+2	+6	Staff Mastery, Creation Feat	8,000
9th	+6/+1	+3	+3	+6	Craftsman Technique, Crafter's Art Ability	10,000
10th	+7/+2	+3	+3	+7	Transference	12,500
11th	+8/+3	+3	+3	+7	Creation Feat	15,000
12th	+9/+4	+4	+4	+8	Craftsman Technique	18,000
13th	+9/+4	+4	+4	+8	Item Summoning	21,000
14th	+10/+5	+4	+4	+9	Creation Feat	24,500
15th	+11/+6/+1	+5	+5	+9	Craftsman Technique	28,000
16th	+12/+7/+2	+5	+5	+10	Instant Summons	32,000
17th	+12/+7/+2	+5	+5	+10	Creation Feat, Crafter's Art Ability	36,000
18th	+13/+8/+3	+6	+6	+11	Craftsman Technique	40,500
19th	+14/+9/+4	+6	+6	+11	Magnum Opus	45,000
20th	+15/+10/+5	+6	+6	+12	Supreme Technique, Creation Feat	50,000

### Class Features

**Weapon and Armor Proficiency:** An artisan is proficient with all simple weapons, light armor, medium armor, and shields (except tower shields).

**MASTER CRAFTSMAN (Ex):** An artisan gains the Master Craftsman feat at 1st level. While he only gains the +2 bonus to one craft or profession skill, an artisan may use his ranks in any relevant craft or profession skill as his caster level when crafting magic items or qualifying for item creation feats. An artisan may also qualify

for and select any item creation feat, not just Craft Weapons and Armor and Craft Wondrous Item. An artisan may create potions, spell completion items, magic device traps, or spell trigger items, even if he does not have access to the prerequisite spells. To do this, the artisan's class level must equal or exceed the spell's minimum caster level. If the artisan possesses levels in a spellcasting class, these levels stack for this purpose in regard to spells on that class's spell list. An artisan still adds 5 to the DC to create the item for every prerequisite spell he does not have access to.

**MAGICAL AFFINITY (Ex):** An artisan adds his class level as a competence bonus to any craft or profession check made to produce a magic item. He also adds half his artisan level as a competence bonus to his Use Magic Device skill (minimum 1.)

**ENHANCEMENT POOL (Su):** At 1st level, an artisan gains the ability to enhance his own and his allies' equipment, via his enhancement pool. This pool is equal to half his artisan level plus his intelligence modifier, and refreshes once per day after 8 hours of rest. At 1st level, an artisan can expend 1 point from his enhancement

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pool as a swift action to grant any weapon, shield or suit of armor within 30 ft a +1 enhancement bonus for 1 minute. For every four levels beyond 1st, the item gains another +1 enhancement bonus, to a maximum of +5 at 17th level. These bonuses can be added to the item, stacking with existing enhancement to a maximum of +5. Multiple uses of this ability do not stack with themselves.

At 5th level, these bonuses can be used to add any of the following properties:

**For weapons:** flaming, flaming burst, keen, shock, shocking burst, speed, defending, distance, returning, seeking, wounding or vorpal.

**For armor:** Fortification (light, medium, heavy), Trapwarding, Invulnerability, Ghost Touch, Spell Resistance (13, 15, 17, 19)

**For shields:** Arrow catching, arrow deflection, reflecting, blinding, bashing

Adding these properties consumes an amount of bonus equal to the property's base price modifier. These properties are added to any the item already has, but duplicates do not stack. If the item is not magical, at least a +1 enhancement bonus must be added before any other properties can be added. These bonuses and properties are decided when the enhancement pool point is spent and cannot be changed until the next time the artisan enhances the item.

**CREATION FEAT:** At 1st, 2nd, 5th, 8th, 11th, 14th, 17th and 20th level, an artisan gains a bonus item creation feat. These feats must be chosen from the following list: Scribe Scroll, Brew Potion, Craft Wondrous Item. At 5th level, add Craft Magic Arms and Armor and Craft Wand to the list. At 8th

level, add Forge Ring and Craft Rod. At 11th level, add Craft Staff. If playing with alternate item creation feats (Inscribe Rune, Inscribe Magical Tattoo, Brew Fleshcrafting Poison, etc.) add them to the list at the appropriate level. If you possess both the Craft Wondrous Item and Craft Weapons and Armor item creation feats, add Craft Construct to the list.

In place of gaining one of the above item creation feats as a bonus feat, an artisan may choose to improve his efficiency with one item creation feat he already possesses. To do this, choose one item creation feat the artisan already has. When using that feat to create a magic item, decrease the cost of the required raw materials by 5%. If the artisan improves his efficiency with the same item creation feat multiple times, the effects stack.

**MAGICAL ESSENCE (Su):** An artisan gains a pool of magical essence every level, which he may use to aid in crafting magic items. Magical essence is measured in gp, and may be spent in place of gp to cover the raw material cost for creating magical items. No more than 50% of the cost of creating an item may be covered by magical essence; the rest must be covered by conventional means. Whenever the artisan gains a level, his magical essence pool is lost and replaced by the new value associated with his level on Table: Artisan. If the artisan has any remaining magical essence, that magical essence does not carry over.

**CRAFTER'S ART (Ex):** At 1st level, an artisan chooses a crafter's art, representing his area of focus and expertise in his pursuit of enchant-

ing. This focus could be working with a specific material like cloth or stone, or a type of object like weapons or mechanics. Not only can an artisan create enchantments faster when working within this specialty, but his expertise in blending material and magic grants him a number of advantages, both magical and mundane. Whenever an artisan enchants an item that falls inside his crafter's art, he may choose to double the cost of the raw materials in order to enchant the item in half the time. This stacks with every other method for decreasing the crafting time of a magic item.

### CLOTH

Whenever you enchant robes, capes, clothing, bags, or other objects made of fabric, decrease the required time by 10%.

**Deflection Armor (Su):** As long as you are wearing padded armor, cloth armor, or no armor at all, you gain a deflection bonus to your armor class equal to half your class level (minimum: 1).

**Force Aura (Su):** At 9th level, you may spend 1 enhancement point as a standard action to extend the benefits of your deflection armor to every ally within 30 ft, giving them a deflection bonus to their armor class equal to half your class level for 1 minute.

**Natural Augmentation (Ex):** At 17th level, you may spend enhancement points to add enhancement bonuses and armor properties to any source of armor bonus, whether it be force armor, Bracers of Armor, or even no armor at all.

### MECHANICS

Whenever you enchant traps, clocks, locks, clockwork and mechanical constructs, or any other mechanical object, decrease the

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required time by 10%.

**Trapspotter (Ex):** You gain the Trapspotter rogue talent.

**Ranger Traps (Ex or Su):** At 9th level, choose 3 ranger traps. You may create these traps, both the extraordinary and supernatural versions, a number of times per day equal to half your artisan level + your Wisdom modifier, and treat your artisan levels as ranger levels when determining variables, such as damage or DCs. If you possess ranger levels, these levels stack. You may choose another trap to learn at 12th level, a 5th trap at 15th level, and a 6th trap at 18th level.

**Perfect Construction (Ex):** At 17th level, all constructs you own or create of the clockwork or robot subtype gain a bonus to their total hp equal to your class level.

### METAL

Whenever you enchant objects comprised of metal (metal armors, swords, crowbars, etc.) decrease the required time by 10%.

**Spikes (Su):** While you are wearing metal armor, you may grow spikes as a swift action by spending 1 enhancement point. These spikes last for 1 round, and may be used as armor spikes if you are proficient. In addition, any creature that injures you with a natural or unarmed attack must make a Reflex save against a DC equal to 10 + half your artisan level + your intelligence modifier or take half your artisan level in damage (minimum 1.) Likewise, any creature who swallows you or grapples you takes half your artisan level (minimum 1) in damage. These spikes do not stack with the barbed vest.

**Mimic Material (Su):** At 9th level, you may spend 1 enhance-

ment point as a swift action to allow one weapon within 30 ft to bypass damage resistance as if it were comprised of a special material you select (cold iron, silver, adamantine, etc.) for 1 minute.

A weapon may only mimic one special material at a time. If you possess the improved enhancement or greater enhancement craftsman techniques, you may use that technique in conjunction with this ability.

**Snake Metal (Su):** At 17th level, when wielding metal weapons or weapons with metal heads, you may spend 1 enhancement point as a swift action to increase the range of your weapons by 5 feet for 1 round.

### WEAPONS

Whenever you enchant a melee or ranged weapon, decrease the required time by 10%.

**Weapon User (Ex):** Choose 2 martial weapons. You gain proficiency with those weapons.

**Mass Enhancement (Su):** At 9th level, you may spend 1 enhancement point as a swift action to enhance the weapons of every ally within 30 ft. This is exactly the same as enhancing a weapon with your enhancement pool, except it only lasts for 1 round. This enhancement may be maintained each round as a free action, but 1 enhancement point is spent for each round mass enhancement is maintained. The enhanced weapons may each have different enhancements, and need not stay within 30 ft once enhanced. This ability may be used in conjunction with Improved Enhancement and Greater Enhancement.

**Weapon Veteran (Ex):** At 17th level, you may use any weapon as if you were proficient with that

weapon. You also gain weapon training, as the fighter class feature, with 1 weapon group. Choose a second weapon group at 19th level.

### ARMOR

Whenever you enchant armor or shields, decrease the required time by 10%.

**Defence Training (Ex):** You gain proficiency with heavy armor and tower shields.

**Defensive Aura (Su):** At 9th level, you can emit a 30-foot aura of defence a number of rounds per day equal to your artisan level. All allies within this aura are treated as if under the effects of a sanctuary spell with a DC equal to 10 + 1/2 your artisan level + your Intelligence modifier. These rounds do not need to be consecutive.

Activating this ability is a standard action. If an ally leaves the area or makes an attack, the effect ends for that ally. If you make an attack, the effect ends for you and your allies.

**Armor Training (Ex):** At 17th level, you may move in any type of armor without a detriment to your speed. In addition, increase the armor bonus you gain from your worn armor by 2.

### LEATHER

Whenever you enchant objects made of leather (leather bags, riding boots, studded leather armor, whips, animal harnesses, etc.) decrease the required time by 10%.

**Harness Expert (Ex):** You gain acrobatics, handle animal, ride, and climb as class skills. You also gain proficiency with whips.

**Animal Friend (Sp):** At 9th level, You gain the ability to cast Summon Nature's Ally 5 as a spell-like ability by spending 2 enhancement points, using your class level as



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your caster level. This improves to Summon Nature's Ally 6 at 11th level, Summon Nature's Ally 7 at 13th level, Summon Nature's Ally 8 at 15th level, and Summon Nature's Ally 9 at 17th level.

**Enhanced Leather (Su):** As long as you are wearing leather or hide armor (leather armor, studded leather, hide shirt, hide armor, etc.) your armor gains the properties of adamantine (Hardness 20, 40 hp, DR/1- for light armor, DR/2- for medium armor,) your armor's maximum Dexterity bonus increases by 2, and you gain a +2 bonus to your Dexterity.

### STONE

When enchanting stone statues, stone buildings, stone weapons, or other stone objects, decrease the required time by 10%.

**Stone-like (Su):** You gain DR 1/adamantine. Your Damage Resistance increases by 1 at 5th level and every 5 levels after, to a maximum of DR 5/adamantine at 20th level.

**Living Golem (Su):** At 9th level, you may spend 1 enhancement point as a standard action to encase yourself or an ally within 30 ft in living stone. The ally may still move, see, breath and otherwise act normally, but now has an added layer of protection that takes any physical damage directed at it. The stone has a hardness of 8 and 30 hp, and must be breached before damage may be done to the person inside. After 1 minute or after the stone's hp is reduced to 0, the stone crumbles and falls off the affected creature.

**Stone Mastery (Su):** At 17th level, you may spend 2 enhancement points to use Stone Tell as a spell-like ability, or 1 enhancement point to use Stone Shape as

a spell-like ability, using your class level as your caster level. Whenever you use your living golem ability, increase the stone's hp by +15.

### WOOD

When enchanting objects comprised of wood (staves, clubs, bows, wands, wagons, etc.) decrease the required time by 10%

**Shillelagh (Sp):** You may spend 1 enhancement point as a standard action to enhance a staff or cudgel, as if using the shillelagh spell, for 1 minute.

**Wall of Wood (Su):** You may spend 1 enhancement point as a standard action to have one of three things happen, to a distance of 100 ft +10 ft per class level:

1. You may create a number of 5-foot squares of underbrush equal to your artisan level. These squares must be connected, count as harsh terrain, and provide cover to those inside the underbrush, or adjacent to and being attacked through the underbrush.
2. You may create a wall of closely-packed trees, filling a number of 5-foot squares equal to half your artisan level. These trees are 5-feet tall, have a hardness of 5, 30 hp per 5-foot square, and a break DC of 23. The wall segments must be connected. If a segment is reduced to 0 hp, that segment is considered breached.
3. You may grow a number of trees equal to 1/4th your class level. These trees are 20 ft tall and each fill a 5-foot square. They have a hardness of 5, an hp of 150, and a break DC of 32. These trees provide total cover from attacks coming directly through the tree, and provide cover from attacks that must pass through the tree's square. You may not grow

these trees in a space with a ceiling lower than 15 feet. If the trees cannot reach their full height, they grow as tall as they can and stop. The trees cannot be used to break a hard ceiling.

**Woodworker (Su):** At 17th level, you may spend 1 enhancement point to use woodshape, or 2 points to use ironwood, as a spell-like ability using your artisan level as your caster level. You may use ironwood in conjunction with wall of wood or woodshape by spending 3 enhancement points as a full-round action. When augmenting wall of wood in this way, multiply the trees' hit points by 3, increase the hardness to 10, and add +8 to the break DC.

### JEWELRY

When enchanting rings, amulets, or other forms of jewelry, decrease the required time by 10%.

**Jeweler's Eye (Ex):** You gain a competence bonus equal to your artisan level to any check made with your Appraise skill.

**Enhanced Rings (Ex):** At 9th level, you may put spells into any ring, as if the ring were a ring of spell-storing. You may place a number of spell levels into a ring equal to 1/3 your artisan level. Placing a spell in a ring requires the Forge Ring feat, and costs 12.5 gp x the spell's level x the spell's caster level, requiring 1 day of work for every 1000 gp, with a minimum of 1 hour of work required. Once a spell has been placed in a ring, that spell may be used by anyone who wears that ring, as if the ring were a ring of spell-storing. If the ring already is a ring of spell-storing, these spell levels stack and all may be filled with spells in this fashion.

**Ring Lord (Ex):** You gain 2 extra

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ring slots, allowing you to wear and gain the benefits from four magic rings instead of two.

### ARCANA

When creating scrolls, potions, wands, or staves, decrease the required time by 10%.

**Empower Damage (Ex):** Whenever you use a scroll, wand, or staff to cast a spell that deals damage, you deal an extra amount of damage equal to half your class level (minimum 1.)

**Empower Healing (Ex):** At 9th level, whenever you activate a scroll, wand, or staff to cast a spell that heals damage, you heal an extra amount of damage equal to half your class level (minimum 1.)

**Metamagic Item (Ex):** At 17th level, you may choose 1 metamagic feat. Whenever you activate a scroll, wand, or staff, you may apply the effects of this metamagic feat to the activated spell by spending a number of enhancement points equal to the metamagic feat's level increase. You may choose a second metamagic feat at 19th level.

### CONSUMABLES

Whenever you create scrolls, potions, or items with only a single use, decrease the required time by 10%.

**Powerful Potions (Ex):** You gain the Enhance Potion alchemist discovery, treating your artisan levels as alchemist levels for this purpose.

**Improved Potions (Ex):** At 9th level, you may create improved potions. Improved potions may mimic the effects of spells of up to 6th level. Alternately, an improved potion may mimic the effects of two spells of 3rd level or lower at once. To create a potion that mimics two spells, determine

the cost of creating the two effects individually, as if creating two potions. Multiply the effect with the lower base cost by 1.5 and add the costs together to determine the cost of creating the potion.

Improved potions are powerful, but also very unstable, and cannot be affected by the Extend Potion, Eternal Potion, or Dilution alchemist discoveries.

**Potions Master (Ex):** At 17th level, you gain the Extend Potion, Eternal Potion, and Dilution alchemist discoveries.

**EYE FOR MAGIC (Ex):** The artisan gains the Eye for Magic feat as a bonus feat at 2nd level.

**MAGICAL TRAPS (Ex):** At 3rd level, an artisan may disable magical traps, as if he had the trapfinding rogue class feature.

**CRAFTSMAN TECHNIQUE:** As an artisan gains understanding and skill, he learns a number of special techniques that expand his capabilities. At 3rd level, an artisan gains a Craftsman Technique. He gains an additional Craftsman Technique for every 3 levels after 3rd. Unless otherwise noted, an artisan cannot take the same technique more than once.

**Animate Guard (Su):** (Prerequisite: artisan level 15) Whenever the artisan enhances a weapon or shield using his enhancement pool, he may spend 1 additional point from his enhancement pool to add dancing to the list of available options for weapons and animated to the list of available options for shields.

**Apprentice Wizard (Ex):** The artisan may take 10 on his use magic device skill when activating a wand, staff or scroll, or when deciphering a scroll. He may take 10 even if circumstances around him would normally prohibit him

from taking 10 on a skill. He also gains a +2 bonus to his Use Magic Device checks when activating or deciphering a scroll.

**Call Item (Su):** As a standard action, the artisan may call an item to his hand from within his line of sight at a distance of 100 feet + 10 feet per character level. This item must have been in the artisan's possession for at least 1 day before he may use this ability, and he loses the ability to call an item if it has been out of his possession for more than 1 day. Items in the artisan's hidden cache count as being in his possession.

If the item is in the possession of an unwilling creature, that creature may make a reflex save (DC 10 + half artisan level + Int modifier) to prevent the object from being taken. An object in a creature's hand is impossible to take unless the creature is willing to let it go.

**Clockwork Engineering (Ex):** (Prerequisite: artisan level 9, Craft (Clockwork) 9 ranks.) You may use your craft (clockwork) skill and artisan class feature to create clockwork constructs, such as clockwork golems, soldiers, spies, servants, leviathans, or goliaths. You do not need the Craft Construct feat. You may also perform repairs and basic modifications on your clockwork constructs. Along with the specific clockwork constructs above and included in the Paizo Bestiaries, any construct may be created with the clockwork subtype by adding the following properties:

**Winding:** The construct must be wound with a special key in order to function. As a general rule, a fully wound clockwork can

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remain active for 1 day per HD, but shorter or longer durations are possible.

### Vulnerable to

**Electricity:** Clockwork constructs take 150% as much damage as is normal from electricity attacks.

### Swift Reactions:

Clockwork constructs generally react much more swiftly than other constructs. They gain Improved Initiative and Lightning Reflexes as bonus feats, and gain a +2 dodge bonus to AC.

### Difficult to Create:

Increase the time and gp cost required to create a clockwork construct by 50% over normal.

**Craft Training (Ex):** Choose one craft or profession skill. You gain ranks in this skill, equal to your character level. Every time you gain a level, you gain a rank in this skill. If you already possess ranks in the chosen craft or profession, you only gain enough ranks in the skill to bring your total ranks equal to your character level. This technique may be selected multiple times. Its effects do not stack. Choose a new craft or profession skill each time you gain this technique.

**Devoted Blade (Su):** (Prerequisite: artisan level 12) Whenever the artisan enhances a weapon using his enhancement pool, he may spend 1 additional point from his enhancement pool to add either the anarchic, axiomatic, holy, or unholy special ability to the list

of available options. An artisan may only add one of these abilities if it matches the alignment of the weapon's wielder.

**Duelist Weapon (Su):** (Prerequisite: Weapon Finesse) When the artisan wields a weapon that may be used with the weapon finesse feat, that weapon is treated as if it had the Dueling special ability. If removed from the artisan's hands, the weapon loses this enhancement.

**Efficient Enchanting (Ex):** Whenever the artisan uses his master craftsman class feature to create a magic item or construct, the cost of the required raw materials is decreased by 25%.

**Enduring Enhancement (Su):** (Prerequisite: artisan level 6) Whenever the artisan enhances a piece of equipment using his enhancement pool, he may spend 1 additional point from his enhancement pool to increase the duration to 1 minute per artisan level.

**Elemental Blade (Su):** (Prerequisite: artisan level 6) Whenever the artisan enhances a weapon using his enhancement pool, he may spend 1 additional point from his enhancement pool to add the corrosive, corrosive burst, frost and icy burst special abilities to the list of available options.

**Empathic Blade (Su):** (Prerequisite: artisan level 6) Whenever the artisan enhances a weapon using his enhancement pool, he may spend 1 additional point from his enhancement pool to add the Merciful, Furious, and Menacing special abilities to the list of available options.

**Expert Enchanting (Ex):** Whenever the artisan uses his master craftsman class feature to create a magic item or construct, the enchantment takes 25% less time

to complete.

**Ghost Blade (Su):** (Prerequisite: artisan level 9) Whenever the artisan enhances a weapon using his enhancement pool, he may spend 1 additional point from his enhancement pool to add the brilliant energy and ghost touch special abilities to the list of available options.

**Improved Enhancement (Ex):** (Prerequisite: artisan level 9) Whenever the artisan uses his enhancement pool to enhance a weapon, shield or suit of armor, he may spend 1 additional enhancement point to enhance a second item as well. The second item does not have to be of the same type nor receive the same enhancements. If the artisan is using a craftsman's technique to alter the list of available enhancements such as Enduring Blade or Elemental Blade, these effects are available to all appropriate items being enhanced.

**Greater Enhancement (Ex):** (Prerequisite: artisan level 12, improved enhancement) When using the Improved Enhancement Technique, the artisan may spend 1 additional point from his enhancement pool to enhance one more item, bringing the total number of items enhanced up to 3.

**Improved Homunculus (Ex):** (Prerequisite: Homunculus class feature) The artisan's homunculus familiar gains an extra 2 hp per its master's character level, and may become either one size category smaller or one size category larger (player's choice,) with all the attendant changes. When crafting a new homunculus familiar, the homunculus gains the same bonus hp and may be crafted at its usual size, one size category smaller, or one size category larger, as the

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artisan desires.

See the Monster Advancement rules in the Pathfinder Bestiary to determine the exact changes brought about by this change in size.

**Item Creation (Ex):** The artisan gains one item creation feat that he meets the prerequisites for and does not already possess.

A artisan may select this technique multiple times. Its effects do not stack. Each time, select a new item creation feat.

**Major Creation (Su):** (Prerequisite: minor creation, artisan level 9) When using the minor creation craftsman technique, you may choose to have it function as major creation instead of minor creation. Doing so consumes 3 points from your enhancement pool instead of 2.

**Mechanical Genius (Ex):** The artisan is not only an expert at creating magical items, but mundane ones as well. The artisan gains a bonus equal to his class level whenever he makes a craft check to create a non-magical item, even if that check is made untrained.

**Metamagic Rod Mastery (Su):** (Prerequisites: craft rod, craft wand, artisan level 9.) When wielding a wand in one hand and a metamagic rod in the other, you may use the metamagic rod on spells fired from the wand.

**Minor Creation (Su):** (Prerequisite: artisan level 6) The artisan has tapped into the power of creation itself and may expend 2 points from his enhancement pool to use minor creation as a spell-like ability, using his artisan level as his caster level.

**Reaching Enhancement (Ex):** Extend the distance at which you can enhance a piece of equipment with your enhancement pool from

30 ft. to 300 ft.

**Rod Combatant (Ex):** Whenever using a rod that functions as a weapon, you are considered proficient with that weapon and gain a +1 bonus to your weapon attack rolls.

**Rod Mastery (Su):** Whenever you use a rod, calculate the DC for any spell it contains using your Intelligence modifier (minimum 0) instead of the minimum modifier needed to cast a spell of that level.

**Scroll Artistry (Ex):** Reduce your arcane spell failure chance by 10% when using scrolls. You may select this craftsman technique multiple times. The effects stack.

**Scroll Mastery (Su):** Whenever you use a scroll, calculate the DC for any spell it contains using your Intelligence modifier instead of the minimum modifier needed to cast a spell of that level.

**Staff Empowerment (Su):** (Prerequisites: artisan level 12) When activating a staff (or a wand if you possess the wand empowerment craftsman technique) you may spend one enhancement point as a free action to increase the activated spell's caster level by 2.

**Transformative Weapon (Su):** Any weapon in the artisan's hands is treated as if it had the Transformative special ability. If removed from the artisan's hands, the weapon reverts to its original form.

**Technological Savant (Ex):** (Prerequisite: artisan level 9, Craft (Mechanics) 9 ranks.) You may use your craft (mechanics) skill and master craftsman class feature to create constructs of the robot subtype, even if you do not have the Craft Construct feat. You may also perform repairs and basic modifications on your robot

constructs.

In addition to the specific robots presented in certain Paizo products, any construct may be created with the robot subtype by adding the following properties:

**Intelligent:** Robots are intelligent, and thus have skills and feats as appropriate for their Hit Dice. Unless otherwise indicated for a specific robot, all robots have Intelligence scores of 10. The following are class skills for robots: Climb, Disable Device, Fly, Knowledge (all), Linguistics, Perception, and Sense Motive.

**Vulnerable to Critical Hits:** Whenever a robot takes extra damage from a critical hit, it must make a DC 15 Fortitude save to avoid being stunned for 1 round. If it makes the saving throw, it is instead staggered for 1 round.

**Vulnerable to Electricity:** Robots take 150% as much damage as normal from electricity attacks, unless they are immune to electricity via other special defenses.

**Difficult to Create:** Increase the time and gp cost required to create a robot by 50% over normal for a construct.

At the GM's discretion and in accordance with the setting, constructs with the robot subtype may take many forms. While gen-

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erally these are constructs created without magic, robots of a specific setting could be steam-powered creations, computerized metal men, or simply an intelligent version of the usual, magically-created construct.

**Telekinesis (Su):** (Prerequisites: Call Item, artisan 6th level) The artisan may affect all of his surroundings with his will by spending one enhancement point. This functions as the Telekinesis spell, using his artisan level as his caster level, except it only lasts for a number of rounds equal to his intelligence modifier. If performing a violent thrust, he may only select a number of objects equal to his intelligence modifier.

**Trap Expert (Ex):** Choose either the cunning trigger, quick trapsmith, or frugal trapsmith rogue talents. You gain this rogue talent, treating your artisan levels as rogue levels for the purposes of that rogue talent.

You may select this technique multiple times. Each time you select this technique, you gain a different rogue talent. The effects of the rogue talents do not stack with themselves.

**Wand Empowerment (Su):** (Prerequisites: artisan level 9, wand mastery, craft staff) When you activate a wand, you may use your artisan level as the wand's caster level, if it is higher. You may apply any relevant feats that alter a spell contained in a wand, as if the wand were a staff.

**Wand Mastery (Su):** Whenever the artisan uses a wand, he calculates the DC for any spell it contains using his Intelligence modifier instead of the minimum modifier needed to cast a spell of that level.

**Weighted Blade (Su):** (Prerequi-

site: artisan level 6) Whenever the artisan enhances a weapon using his enhancement pool, he may spend 1 additional point from his enhancement pool to add the gravity and weightless special abilities to the list of available options.

**World Forger (Su):** (Prerequisite: artisan level 9, minor creation) The artisan may touch raw materials and transform them into a finished product. This functions as the Polymorph Any Object spell using the artisan's class level as his caster level, except it has a range of touch, always has a duration of permanent, and only turns raw materials, (iron, stone, clay, timber, etc) into a finished product of the same material. This ability may turn steel blocks into weapons, lumber into a structure, etc, and requires a successful craft check in order to create the desired item, object, or structure. This ability only works on raw, unfinished materials, that are at least loosely connected. Thus, while one could use this ability on a single tree or a pile of lumber, it could not affect a grove of trees, nor alter an already-created structure. If attempting to trap someone inside a creation or drop someone down a 10 ft radius hole, that person may make a reflex saving throw against a DC equal to 10 + half the artisan's level + his Intelligence modifier to escape before the creation is finished.

**HOMUNCULUS (Ex):** At 4th level, an artisan gains a homunculus familiar. He does not need the Craft Construct feat, nor the prerequisite craft or profession skill, to create this homunculus. He simply needs to obtain the constructed body and perform the usual ritual (8 hours, 200 gp per artisan level) for gaining a familiar, plus

the usual cost for animating a homunculus, (1000 gp). If the artisan possesses levels in another class that grants a familiar he may choose not to take a homunculus as his familiar, but an artisan will find certain class abilities only function with a homunculus.

The artisan may make basic modifications (except adding Hit Dice) to his homunculus familiar, as well as perform repairs, but he may not perform weapon modifications unless he possesses Craft Weapons and Armor, nor can he make complex modifications without the Craft Construct feat.

**ANIMATE OBJECT (Ex):** At 4th level, an artisan may use his master craftsman class feature to craft animated objects as if he possessed the Craft Construct item creation feat. An animated object's caster level equals its Hit Dice, and as usual, the artisan adds 5 to the crafting DC for each prerequisite spell he does not possess (animate object and permanency.) He does not, however, need to meet these spell's minimum caster level in order to create animated objects. The artisan may upgrade an animated object he already owns, increasing its Hit Dice for 500 gp per Die. An animated object may have as many construction points as the artisan desires, but with few exceptions (GMs discretion) they must be decided at creation, as adding construction points after creation usually involves completely rebuilding the object. No animated object can possess more Hit Dice than the artisan has ranks in his prerequisite Craft or Profession skill. The artisan may make basic modifications and repairs to his animated objects, but he cannot perform weapon modifications unless he possesses

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Craft Weapons and Armor, nor can he make complex modifications without the Craft Construct feat. A construct does not grow in size as it gains Hit Dice.

Note that while the artisan may create and augment animated objects without the Craft Construct feat, he must take the Craft Construct feat before he may improve his efficiency through his bonus creation feats.

**DISENCHANT (SU):** At 5th level, an artisan may unweave the enchantments on a magical item, adding the raw material cost of that item to his magical essence pool. The artisan must possess the item's prerequisite item creation feats, and must spend one day with the item before he may disenchant it.

Artifacts cannot be disenchanted. When disenchanting an item with charges or a limited number of uses (like a wand,) divide the cost of creating the item by the original number of charges, then multiply by the remaining uses to find the amount of magical essence gained. If the item was created at lower than the usual cost (such as via an artisan with the Efficient Enchanting craftsman technique,) the artisan only gains the actual amount the item cost to create as magical essence.

**HIDDEN CACHE (SU):** At 7th level, an artisan may create a cache in the astral plane for his equipment. This functions similarly to the secret chest spell, using the artisan's class level as his caster level, except the chest never runs the risk of disappearing, and the artisan may reforge the chest replica if it is lost or destroyed to regain access to the cache. Only one replica may exist at a time,

and forging a new one causes the previous replica to lose its power. Living creatures cannot be stored in an artisan's hidden cache; the cache refuses to return to the Astral plane if this is attempted.

**STAFF MASTERY (Ex):** At 8th level, an artisan may use his artisan level as his caster level when activating a staff. He may also expend points from his enhancement pool in place of charges when activating an item that uses charges. For every 2 points he expends from his enhancement pool, he consumes one less charge. In addition, once per day, the artisan may spend 4 enhancement points to restore one charge to a staff. You cannot restore more than one charge, nor restore charges to more than one staff, per day.

**TRANSFERENCE (SU):** At 10th level, an artisan gains the ability to take the enchantment on one item and transfer it to another item of the same type (melee weapon to melee weapon, armor to armor, shield to shield, etc.) If the second item already possesses an enchantment, that enchantment is transferred to the first item. To transfer enchantments, the artisan must have both magic items and the appropriate item creation feat for that type of item. Transferring enchantments takes 1 hour of focused work. Note that some enchantments will not function if transferred to certain items (such as a duelist enchantment transferred to a halberd.) Constructs may not have their enchantments transferred, but enchantments on a construct's armor or weapons may be transferred as normal. Intelligent items that are unwilling to be transferred make a will save against a DC of  $10 + \frac{1}{2}$  the

artisan's class level + his Charisma modifier. If the item succeeds at this check, then the artisan may not try transference again on that item, unless the item relents. Artifacts can never be transferred.

**ITEM SUMMONING (SU):** At 13th level, an artisan no longer needs to summon his cache in order to store and retrieve items stored there. The artisan may send an item to his cache, summon an item from his cache, or switch an item with one from his cache as a full-round action that provokes an attack of opportunity. The item or items in question must have been in the craftsman's possession for at least 24 hours before using this ability. If the artisan summons armor or another item that can be worn, he may choose to summon it directly onto his body if he so chooses. While the artisan does not need to open his cache to exchange items, he must still have the small chest replica on his person to summon an item in this way.

**INSTANT SUMMONS (SU):** At 16th level, the time it takes an artisan to use item summoning is reduced to a move action, and no longer provokes an attack of opportunity.

**MAGNUM OPUS (Ex):** At 19th level, the artisan unlocks the secret of creating artifacts. He gains one minor artifact, subject to GM's approval, which represents his constant tinkering throughout his life. This item is virtually indestructible and may be called to the artisan who made it from anywhere, even across planes. This minor artifact is not bound equipment and thus may be used by others.

The artisan may now forge major and minor artifacts, but the process for crafting such items is

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long, difficult, and unique to each item. Forging an artifact could require rare and unique materials, visits to other planes, communication with outer gods, fire from the heart of an active volcano, or any number of special prerequisites.

**SUPREME TECHNIQUE (SU):** At 20th level, an artisan uncovers a supreme technique. He gains one technique from the list below. This technique represents the culmination of an artisan's study, and his mastery over his discipline. The secrets of these techniques cannot be taught; they must be discovered for one's self.

**Master Enchanter:** The artisan has perfected the art of creating magical items. Whenever the artisan crafts a magic item, it takes 25% less time to create, and the cost of the required raw materials is decreased by 10%.

**Master Creator:** (Prerequisite: major creation or world forger) Using the Minor Creation, Major Creation, or World Forger craftsman techniques only cost 1 enhancement point. In addition, the artisan may create or forge twice as much material as usual with these abilities.

**Personal Enchantment:** The artisan's study of enchantments has enabled him to enhance his own body. His Strength, Dexterity and Constitution increase by 2.

**Staff Lord:** As a full-round action, the artisan may make two uses of a wand or staff. The second use may be from the same wand or staff, or from a second he is wielding.

**Container:** The artisan gains the effects of a ring of spell storing, but he stores the spells in his own body, and doesn't need a scroll or caster to imbue the spell into his body. Once per day after 8

hours of rest, he chooses up to 5 spell levels worth of spells to store inside his body. He may activate any spell stored in him that day as a standard action (more if the spell has a longer casting time,) but he may also choose to activate a spell as a free action when he strikes or is struck in combat. If he chooses to activate a spell when struck, he must be included as a target of the spell. If he activates a spell upon successfully striking an enemy in combat, the enemy struck must be included as a target of the spell.

## New Feats

### EXTRA CRAFTSMAN TECHNIQUE

**Prerequisites:** Craftsman Technique class feature. You gain one additional craftsman technique. You must meet all the prerequisites of this technique. You may gain Extra Craftsman Technique multiple times.

### EXTRA ENHANCEMENT POOL

**Prerequisites:** Enhancement Pool class feature. Your enhancement pool increases by 2. You may gain this feat multiple times. Its effects stack.

### EYE FOR MAGIC

**Prerequisite:** Appraise (1 rank) You may use Appraise to determine the properties of a magical item, as if using the Spellcraft skill in conjunction with a detect magic spell. The DC for this check is 20 + the item's caster level, or 15 +

the item's caster level if using the detect magic spell.

### MASTER BUILDER

**Prerequisite:** Craft (Vehicles, Ships, Siege Engines, Sculptures, Stonemasonry or Carpentry) 5 ranks, or Profession (Architect or Mason) 5 ranks.

You are a master at designing and coordinating construction for massive objects. You receive a +2 bonus to whatever skill you used to meet this feat's prerequisite. Whenever you use a craft or profession skill to create vehicles, ships, siege engines, statues of large size or bigger, buildings, or fortifications, you cut the required time to complete the job in half. In addition, you gain a +3 bonus instead of +2 from every person who succeeds at their aid another check, even unskilled workers. If you wish, you may divide the required time to craft the above objects in half, but doing so results in the crafted object possessing half its usual hit points.

### MASTER TRAPSMITH

**Prerequisites:** Craft (Traps) 5 ranks.

You are uniquely skilled at assembling death traps. You gain a +2 bonus to your Craft (Traps) skill, and any mechanical trap you create gains a free +1 bonus to the Perception DC to locate it, and the Disable Device DC to disarm it.

When you craft a mechanical trap, use the item's gp value as its sp value when determining your progress per week (do not multiply the item's gp cost by 10 to determine its sp cost).

# The Artisan in the World

There are certain regions where wizards hide the secrets of their power, wrapping magic in layers of mystery to set themselves apart from the common man. It is such wizards who are often the most hostile towards artisans, because the artisan's art is an extension of technical skill and is, by definition, the antithesis of such mystery. Artisans do not practice arcane rituals nor cast complicated spells, but simply create powerful magical items. Many of the world's greatest man-made creations, from living mountains, to artifact weapons, to the great arcane war-forges, are the creations of master artisans. In certain set-

tings, there are races which are not known for their wizards, and yet are famous for their enchanted items and great creations. Such creations are often the work of master artisans.

Surprisingly, it is often in lands where magic is hated and feared where artisans flourish the most. A nation that scorns spell-casters must still defend itself from its neighbors, many of whom have no qualms about employing battle casters during war. Such wizard-less nations know the value of those who can outfit their armies with powerful weapons to counter the magic of their foes.

Depending on the setting, the

work of an artisan might not even be 'magic' at all. The creations of an artisan can just as easily be technology: a lightning gun instead of a wand of lightning, a steam-powered robot instead of an animated object, etc. In worlds that bear the influence of Jules Verne, Frankenstein, Girl Genius, or other steampunk stories, artisans have much more in common with mad scientists than arcane crafters, and players and GMs alike will find the artisan is an easy way to represent those who dedicate themselves to such technological marvels.

# The Artisan in Play

The artisan is a versatile class and can be built to attack from the front, blast from the back, or support his allies as the player sees fit. While a large portion of the artisan's power comes from crafting items outside of combat, the artisan also has many options at his disposal when in the heat of combat.

## Magic Item Creation

The artisan uses his ranks in any relevant craft or profession skill as his caster level when creating items or qualifying for item creation feats (alchemy for potions,

weapons for Craft Weapons and Armor, etc.) When creating scrolls, potions, wands, and staves, however, he must have enough artisan levels (combined with caster levels if he has any) to equal the minimum level needed to cast the required spell. Thus, a level 19 fighter/1st level artisan with the necessary skills and item creation feats could produce scrolls, potions, wands and staves at a caster level of 20, but without access to spells through alternate means, could only select spells from the 1st level wizard/sorcerer list.

Because an artisan uses his skill ranks in craft and profession skills as his caster level, an artisan must choose early what crafting and profession skills he'll need, or se-

lect the Craft Training craftsman technique to cover his necessities. Will he take craft (Jewelry) and forge rings and amulets? Or will he take craft (Weapons) and craft (Armor)? Perhaps he'll take Craft (Sculptures) and make statues, rods, and golems? As the number of craft and profession skills are innumerable, the exact abilities of each is open to player and GM interpretation, but the most common are listed below.

Note that almost any craft or profession skill may be used to create a construct of some sort (especially animated objects,) and as such may be used to qualify for the Craft Construct Feat.



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**TABLE 1.2 - CRAFT AND PROFESSION SKILLS**

Craft or Profession Skill	Creatable Magic Items	Related Item Creation Feats
Craft (Alchemy), Profession (Herbalism), Profession (Apothecary)	Potions, salves, elixirs	Brew Potion, Craft Wondrous Item
Craft (Traps)	Traps, mechanical or magical	Craft Wondrous Item
Craft (Carpentry), Profession (Woodworker)	Wooden structures, bridges, staves, wands, quarterstaves, clubs, wooden shields	Craft Wondrous Item, Craft Weapons and Armor, Craft Wand, Craft Staff
Craft (Stonemasonry)	Stone structures, stone constructs, stone statues	Craft Wondrous Item
Craft (Weapons)	Melee weapons in all varieties, rods	Craft Weapons and Armor, Craft Rod
Craft (Armor)	Armor in all varieties	Craft Weapons and Armor
Craft (Bows)	Bows and crossbows in all varieties	Craft Weapons and Armor
Craft (Mechanics), Craft (Clockwork)	Clocks, locks, clockwork creations, complex machines	Craft Wondrous Item
Craft (Metalworking), Profession (Blacksmith)	Metal items, basic metal weapons (maces, daggers, etc.)	Craft Wondrous Item, Craft Weapons and Armor
Craft (Sculptures)	Small figurines, constructs, rods, staves, wands, statues	Craft Wand, Craft Staff, Craft Wondrous Item, Craft Rod
Craft (Calligraphy), Profession (Scribe)	Scrolls, books	Scribe Scroll, Craft Wondrous Item
Craft (Calligraphy), Craft (Painting), Craft (Tattoos)	Magical tattoos, magic paintings and images	Craft Wondrous Item, Inscribe Magical Tattoo
Craft (Pottery)	Pots, clay figurines, vases	Craft Wondrous Item
Craft (Sewing)	Cloth, clothing, bags, robes, capes, padded armor	Craft Wondrous Item, Craft Weapons and Armor
Craft (Leatherworking)	Hide armor, leather armor, leather gloves and boots, leather bags, animal harnesses, flesh golems	Craft Wondrous Item, Craft Weapons and Armor
Craft (Jewelry)	Rods, wands, rings, amulets, staves	Craft Wondrous Item, Craft Wand, Craft Staff, Forge Ring
Craft (Siege Engines)	Catapults, siege towers, ballistas	Craft Weapons and Armor
Craft (Vehicles)	Wagons, chariots	Craft Wondrous Item
Craft (Ships)	Boats	Craft Wondrous Item
Craft (Glassworks)	Glass figures, bottles, mirrors	Craft Wondrous Item
Craft (Musical Instruments)	Harps, pipes, lutes, flutes	Craft Wondrous Item

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While the above are the most common Craft and Profession skills used in crafting, they are certainly not the only ones. It is not outside the bounds of believability for a character with Profession (Chef) to brew potions, or a character with Profession (Sailor) to create nautical constructs. While some skills like Profession (Butler) might not seem to qualify one for making magic items, it's not impossible to imagine a butler creating animated household servants.

As is usual for crafting, an artisan adds 5 to the DC to create an item for each prerequisite he cannot meet (except the necessary item creation feats, which are required), although another character can supply the necessary spells and metamagic feats on his behalf. While this may limit the options of a beginning artisan, an experienced one will find few items beyond his ability to create.

## Mundane Crafting

Crafting the many objects an artisan needs for his enchanting takes a lot of time, but there are several ways to speed up the production of mundane items. The Master Builder feat, as well as the Mechanical Genius and World Forger craftsman techniques, all help an artisan complete his various projects much faster than is usually possible.

An artisan may also outfit a permanent workshop as a way to aid in his mundane crafting. A workshop is either a separate building or an add-on to an exist-

ing building, and has a base price of 1,000 gp for every 10 workers the workshop can accommodate. Untrained workers are paid 1 sp per day, and have a 50% chance of adding a +2 bonus to the owner's craft checks to create non-magical objects that week, as if using the aid another option. A trained worker is paid 3 sp per day, and always adds a +2 bonus to the owner's crafting checks.

An artisan with a workshop may direct others to continue his work, even when he is not present. Doing so requires the hiring of a task master, oversees production and makes the crafting check to determine progress per week in place of the absent owner. A task master may have a total bonus to his crafting skills anywhere from +5 to +20, and costs twice his crafting bonus in gp per week to house and employ. If the task master possesses the Master Builder feat, his price per week triples. Multiple projects may be under construction in a single workshop, but the owner or a hired task master must oversee each individual project.

**Example:** Marc is a artisan about to go adventuring, and owns a workshop priced at 3,000 gp. While he is gone, he hires three task masters (+15 craft bonus each) and 17 trained workers divided into 3 teams to complete the following tasks while he is away: a custom large stone statue (3,000 gp), a heavy catapult (800 gp), and a series of masterwork longswords (315 gp each.) Marc pays the raw material costs (1/3 the price) for each item, and leaves it in the hands of his workers to complete the jobs for him while he is out. Each week, his task masters perform a craft check to de-

termine the progress for the week on their respective items, gaining a +2 bonus for each worker assisting them. When Marc returns several weeks later, he may choose to continue paying the task masters or take over a project himself, in which case he would make the crafting checks to determine progress for the week.

## Enhancement Pool

An artisan gains an enhancement pool that allows him to enhance his equipment, as well as power magic items and perform certain abilities. An artisan's enhancement pool is his magical reserve, and develops naturally as he learns more about the powers of enchantment and creation. Whether he fights using weapons or staves, a large enhancement pool is always helpful for an artisan.

## Homunculus

An artisan's homunculus is an important part of his work. Whether he creates many different types of homunculus, or only keeps the one he has bound as a familiar, a homunculus is often an artisan's most important tool. The homunculus presented in the bestiary is but one of many, with other possibilities detailed below.

# Homunculus

## Basics

All homunculus share the following traits. If animated as a familiar, use the familiar rules where they differ.

**Construct Traits:** Every homunculus has a d10 Hit Dice, high BAB, and low saves. They have no Constitution score, and possess darkvision 60 ft, low-light vision, and all construct immunities.

**Intelligent Construct:** As a construct with an intelligence score, a homunculus gains 2 skill points per Hit Dice, and gain feats in the usual progression. A homunculus may select any feat it qualifies for, but its physical limitations might prevent it from using certain feats. A homunculus has the same alignment as its creator, and has no class skills. Note if animated as a familiar, it instead gains no feats, and its skill ranks are the same as its creator.

**Modification:** You may add Hit Dice to a homunculus at or after creation at a cost of 2,000 gp per Hit Dice. a homunculus may never have a number of Hit Dice greater than your caster level.

**Telepathic Link:** A homunculus cannot speak, but the process of creating one links it telepathically with its creator. A homunculus knows what its master knows and can convey to him or her everything it sees and hears, out to a distance of 1,500 feet.

**Creation:** The process of crafting a homunculus and animating it always requires a pint of the owner's blood, the Craft Construct feat or the homunculus class feature, and 1,000 gp in supplies (plus 2,000 per extra Hit

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Die beyond 2.) Each homunculus has a caster level of at least 7. A homunculus's body must be constructed before it may be made animated as homunculus. Further requirements are listed with each individual homunculus type.

**Destruction:** Whenever a homunculus is destroyed, its master takes 2d10 damage.

## Specific Homunculus

The following list contains information about specific types of homunculus:

### BASIC HOMUNCULUS

This is the homunculus from the Pathfinder Bestiary, and is shaped from a mixture of clay, ash, mandrake root, spring water, and one pint of the creator's own blood, and resembles a small, winged person or imp. The materials cost 50 gp,

**Size:** Tiny

**AC:** 14, touch 14, flat-footed 12 (+2 Dex, +2 size)

**HP:** 11 (2d10)

**Speed:** 20 ft., fly 50 ft. (good)

**Melee:** 1 bite +3 (1d4-1 plus poison)

**Space** 2-1/2 ft.; **Reach** 0 ft.

**Str** 8, **Dex** 15, **Con** —, **Int** 10, **Wis** 12, **Cha** 7

**Base Attack:** +2; **CMB** +2; **CMD** 11

**Feats:** Lightning Reflexes

**Skills:** Fly +10, Perception +3, Stealth +12

**Languages:** Common (cannot speak); telepathic link

### SPECIAL ABILITIES

**Poison (Ex):** Bite—injury frequency 1/minute for 60

minutes; effect sleep for 1 minute; cure 1 save. The save DC is equal to 10 + half the homunculus's Hit Dice + its Constitution modifier (0) +2 racial bonus.

**CL 7th:** Construction  
Requirements: Craft Construct, arcane eye, mirror image, mending; Skill Craft (Stonemasonry) or Craft (Sculptures) DC 14.

### BRUTE

This homunculus looks like a mixture of a wingless gargoyle and a pit bull. It is carved from stone and enlivened with a pint of its creator's blood, and unlike most other types of homunculus, is created specifically for combat. Crafting the stone body costs 50 gp.

**Size:** Small

**AC:** 16, touch 13, flat-footed 14 (+2 Dex, +1 size, +3 natural armor)

**HP:** 11 (2d10)

**Defensive Abilities:** hardness 8

**Speed:** 50 ft.

**Melee:** 1 Bite +5 (1d6+2), 2 Claws +5 (1d4+2)

**Space** 5 ft.; **Reach** 5 ft.

**Str** 14, **Dex** 14, **Con** —, **Int** 8, **Wis** 10, **Cha** 7

**Base Attack:** +2; **CMB** +3; **CMD** 15

**Feats:** Power Attack

**Skills:** Perception +2

**Languages:** Common (cannot speak); telepathic link

### Special Abilities

**CL 7th:** Construction  
Requirements: Craft Construct, arcane eye, mirror image, mending; Skill Craft (Stonemasonry) or Craft (Sculptures) DC 14.

## SWIFTLING MESSENGER

The swiftling messenger appears to be a very tiny pseudodragon made out of metal and gears. It costs 75 gp in materials, plus a pint of the creator's blood to animate it. This homunculus is created to excel at scouting and delivering messages for its creator. As long as the swiftling messenger is within range of its telepathic link, its master may speak through it; otherwise, it simply travels and delivers the message word for word as it was instructed, returning with a reply if there is one.

**Size:** Diminutive

**AC:** 18, touch 18, flat-footed 14 (+4 Dex, +4 size)

**HP:** 11 (2d10)

**Speed:** 20 ft., fly 100 ft (perfect)

**Melee:** 1 bite + (1d2–4)

**Space** 2-1/2 ft.; **Reach** 0 ft.

**Str** 2, **Dex** 19, **Con** —, **Int** 10,

**Wis** 12, **Cha** 7

**Base Attack:** +2; **CMB** +2; **CMD** 9

**Feats:** Lightning Reflexes

**Skills:** Fly +18 Perception +1, Stealth +18

**Languages:** Same as master; telepathic link

### SPECIAL ABILITIES

**Speech (Ex):** Unlike most homunculus, a swiftling



## The Artisan

messenger may speak any language its master knows.

**Empathic Link (Su):** A swiftling messenger has a natural empathic link with its owner that extends over any distance. This allows the swiftling messenger to stay miles away from its master without experiencing the hysteria another homunculus would feel.

**CL 7th:** Construction

Requirements: Craft

Construct, arcane eye, mirror image, whispering wind; Skill Craft (Clockwork) or Craft (Mechanics) DC 12.

## RUNEFORGED

A runeforged resembles a doll, created from cloth and decorated with arcane runes written in rare inks and mixed with a pint of its creator's blood. These materials cost 100 gp.

**Size:** Tiny

**AC:** 14, touch 14, flat-footed 12 (+2 Dex, +2 size)

**HP:** 11 (2d10)

**Speed:** 20 ft.,

**Melee:** 1 Slam +1 (1d2–3)

**Space** 2-1/2 ft.; **Reach** 0 ft.

**Str** 4, **Dex** 15, **Con** —, **Int** 10, **Wis** 8, **Cha** 14

**Base Atk** +2; **CMB** +3; **CMD** 11  
**Feats**

**Skills:** Stealth +12, Perception +1

**Languages:** Same as master; telepathic link

### SPECIAL ABILITIES

**Speech (Ex):** Unlike most homunculus, a runeforged may speak any language its master knows.

**Cantrips (Sp):** Choose 3 spells of 0 level from the

creator's spell list (or from any spell list, in the case of an artisan.) The runeforged may use these spells as at-will spell-like abilities, using its Hit Dice as its caster level. These spells are Charisma-based.

**Spell Pool (Sp):** Choose 3 1st level spells from the creator's spell list (or from any spell list, in the case of an artisan.). The runeforged may use any combination of these spells a number of times per day equal to 1/2 its Hit Dice (minimum 1) as spell-like abilities. Its caster level is equal to its Hit Dice. These spells are Charisma-based.

**CL 7th:** Construction

Requirements: Craft

Construct, arcane eye, mirror image, channel the gift; Skill Craft (Sewing) or Craft (Calligraphy) DC 14.

## STEALTHFUL STRIKER

This snake-like homunculus is fashioned out of clay mixed with a pint of the creator's blood, and decorated with scales made from glass or crystal, costing 50 gp in materials. This homunculus has the natural ability to blend into its surroundings, making it extremely difficult to see. During combat, a stealthful striker often hides, looking for opportunities to sneak up and strike an opponent. Outside of combat, its abilities best serve it as a scout.

**Size:** Tiny

**AC:** 15, touch 15, flat-footed 12 (+3 Dex, +2 size)

**HP:** 11 (2d10)

**Speed:** 30 ft.

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**Melee:** 1 Bite +7 (1d4)

**Space** 2-1/2 ft.; **Reach** 0 ft.

**Str** 10, **Dex** 16, **Con** —, **Int** 10,

**Wis** 10, **Cha** 7

**Base Attack:** +2; **CMB** +3; **CMD** 15

**Feats:** Weapon Finesse

**Skills:** Perception +2, Stealth +19

**Languages:** Common (cannot speak); telepathic link

### SPECIAL ABILITIES

**Naturally Stealthy (Ex):**

A stealthful striker gains a +6 racial bonus to its stealth skill.

**Sneak Attack (Ex):** A stealthful striker deals 1d6 points of sneak attack to flat-footed enemies or an enemy it is flanking, as the rogue class feature. Note, however, that tiny creatures cannot flank.

**Poison (Ex):** Bite—injury; frequency 1/minute for 60 minutes; effect sleep for 1 minute; cure 1 save. The save DC is equal to 10 + half the homunculus's Hit Dice + its Constitution modifier (0) +2 racial bonus.

**CL 7th:** Construction Requirements: Craft Construct, arcane eye, mirror image, blur; Skill Craft (Sculpture) or Craft (Glasswork) DC 15.

### INDENTURED SERVANT

Unlike most types of homunculus, an indentured servant is designed to be left behind, crafting magic items while its master is out adventuring. An indentured servant is crafted from clay mixed with rare herbs and a pint of the creator's blood. It looks like a small,

ugly person, jealously guarding a set of tools. The materials to create the body cost 50 gp.

**Size:** Tiny

**AC:** 14, touch 14, flat-footed 12 (+2 Dex, +2 size)

**HP:** 11 (2d10)

**Speed:** 20 ft.,

**Melee:** hammer +3 (1d4–1)

**Space** 2-1/2 ft.; **Reach** 0 ft.

**Str** 8, **Dex** 15, **Con** —, **Int** 12,

**Wis** 10, **Cha** 7

**Base Attack:** +2; **CMB** +2; **CMD** 11

**Feats:** Prodigy

**Skills:** Craft (any) +7, Craft (any) +5, Perception +2

**Languages:** Common (cannot speak); telepathic link

### SPECIAL ABILITIES

**Master Craftsman (Su):** An indentured servant has the ability to create magic items with its Craft or Profession skills. To do this, the homunculus's master must have the necessary Item Creation feat, and must supply the raw materials needed to begin creation. However, it is the indentured servant itself that works on the item, putting in the time and making the final skill check to create the item.

**Empathic Link (Su):** An indentured servant has a natural empathic link with its owner that extends over any distance. This allows the indentured servant to stay miles away from its master without experiencing the hysteria another homunculus would feel.

**CL 7th:** Construction Requirements: Craft Construct, arcane eye, mirror image, minor creation; Skill Craft (Pottery) or Craft (Sculpture) DC 14.

# Animated Objects

After reaching 4th level, an artisan's understanding of mixing magic and material gives him a limited ability to create constructs in the form of animated objects. These animated objects can serve as soldiers, servants, or even animated vehicles as their creator designs them and according to his crafting skills. These animated objects are completely loyal to their creator, but lacking intelligence they can only follow simple commands (follow, attack, guard this area, etc.)

The following table lists the minimum Hit Dice and average Construction Points of an animated object by size:

**TABLE 1.3 - SAMPLE ANIMATED OBJECTS**

Size	Sample Object	HD	CP
Tiny	Candelabra	1d10	1
Small	Chair	2d10+10	1
Medium	Cage	3d10+20	2
Large	Statue	4d10+30	3
Huge	Wagon	7d10+40	4
Gargantuan	Catapult	10d10+60	5
Colossal	Ship	13d10+80	6

The artisan can certainly add more Hit Dice than this minimum, but never less. Like all constructs, animated objects have high BAB, low saves, construct immunities, darkvision and low-light vision, d10 hit points, and no Constitution score. As unintelligent constructs, they have no skill points and no feats.

When animating an object, the object itself must be created beforehand. Use the listed price where applicable, but for special or

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unique creations, use the table below as a guide for determining base price. Note that the following list is simply a beginning guide; it assumes the item in question to be rare or custom designed, such as a custom statue,

a construct's chassis, or a moderately complex war machine. If an item already has a listed price or is similar enough to an already listed item, always default to that item's price. Also, certain situations may cause the price to be adjusted (crafting simpler machines or obtaining salvage from similar objects can cut an item's cost in half or more, while a particularly

complex war machine could have double the price.) Remember that if you are crafting the item yourself, raw materials cost 1/3 the item's base price.

**TABLE 1.4 - CUSTOM OBJECT PRICING**

Object Size	Object Base Price
Tiny	50 gp
Small	100 gp
Medium	300 gp
Large	1,000 gp
Huge	3,000 gp
Gargantuan	5,000 gp
Colossal	10,000 gp

Statistics for animated objects can be found in the Pathfinder Bestiary as well as other publications for the Pathfinder roleplaying game, but for your convenience some of that information is reprinted above.

## Animated Objects by Size

### TINY:

construct  
Init +2 Senses darkvision 60, low-light vision; Perception -5

### DEFENSE

AC 18, touch 14, flat-footed 16 (+2 Dex, +4 natural, +2 size)  
hp 5 (1d10)

Fort +0, Ref +2, Will -5

Defensive Abilities hardness 5

Immune Construct Traits

### OFFENSE

Speed 15 ft.

Melee slam +1 (1d2-2)

### STATISTICS

Str 6, Dex 14, Con -, Int -, Wis 1, Cha 1

Base Atk +1 CMB +1 CMD 9

SQ 1 construction point

### SMALL:

construct

Init +1; Senses darkvision 60, low-light vision; Perception -5

### DEFENSE

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AC 16, touch 12, flat-footed 15  
(+1 Dex, +4 natural, +1 size)  
hp 21 (2d10+10)  
Fort +0, Ref +1, Will -5  
Defensive Abilities hardness 5;  
Immune construct traits  
OFFENSE  
Speed 20 ft.  
Melee slam +3 (1d3)  
STATISTICS  
Str 10, Dex 12, Con -, Int -, Wis 1, Cha 1  
Base Atk +2 CMB +1 CMD 12  
SQ 1 construction points

### MEDIUM:

construct  
Init +0; Senses darkvision 60 ft.,  
low-light vision; Perception -5  
DEFENSE  
AC 14, touch 10, flat-footed 14  
(+4 natural)  
hp 36 (3d10+20)  
Fort +1, Ref +1, Will -4  
Defensive Abilities hardness 5;  
Immune construct traits  
OFFENSE  
Speed 30 ft.  
Melee slam +5 (1d6+3)  
STATISTICS  
Str 14, Dex 10, Con —, Int —,  
Wis 1, Cha 1  
Base Atk +3; CMB +5; CMD 15  
SQ 2 construction points

### LARGE:

construct  
Init -1 Senses darkvision 60, low-  
light vision; Perception -5  
DEFENSE  
AC 14, touch 8, flat-footed 14 (-1  
Dex, +6 natural, -1 size)  
hp 52 (4d10+30 size)  
Fort +1, Ref +0, Will -4  
Defensive Abilities hardness 5  
Immune Construct Traits  
OFFENSE  
Speed 30 ft.  
Melee slam +9 (1d6+9)  
STATISTICS  
Str 22, Dex 8, Con -, Int -, Wis 1,

Cha 1  
Base Atk +4 CMB +11 CMD 20  
SQ 3 construction points

### HUGE:

construct  
Init -2 Senses darkvision 60, low-  
light vision; Perception -5  
DEFENSE  
AC 15, touch 6, flat-footed 15 (-2  
Dex, +9 natural, -2 size)  
hp 78 (7d10+40 size)  
Fort +2, Ref +0, Will -3  
Defensive Abilities hardness 5  
Immune Construct Traits  
OFFENSE  
Speed 30 ft.  
Melee slam +15 (1d8+15)  
STATISTICS  
Str 30, Dex 6, Con -, Int -, Wis 1,  
Cha 1  
Base Atk +7 CMB +19 CMD 27  
SQ 4 construction points

### GARGANTUAN:

construct  
Init -2 Senses darkvision 60, low-  
light vision; Perception -5  
DEFENSE  
AC 17, touch 4, flat-footed 17 (-2  
Dex, +13 natural, -4 size)  
hp 115 (10d10+60 size)  
Fort +3, Ref +1, Will -2  
Defensive Abilities hardness 5  
Immune Construct Traits  
OFFENSE  
Speed 30 ft.  
Melee slam +20 (2d6+21)  
STATISTICS  
Str 38, Dex 6, Con -, Int -, Wis 1,  
Cha 1  
Base Atk +10 CMB +28 CMD 36  
SQ 5 construction points

### COLOSSAL:

construct  
Init -2 Senses darkvision 60, low-  
light vision; Perception -5  
DEFENSE  
AC 18, touch 0, flat-footed 18 (-2  
Dex, +18 natural, -8 size)  
hp 151 (13d10+80 size)

Fort +4, Ref +2, Will -1  
Defensive Abilities hardness 5  
Immune Construct Traits  
OFFENSE  
Speed 30 ft.  
Melee slam +23 (2d8+27)  
STATISTICS  
Str 46, Dex 6, Con -, Int -, Wis 1,  
Cha 1  
Base Atk +13 CMB +39 CMD 47  
SQ 6 construction points

## Construction Points

The following abilities may be purchased with construction points:

### ADDITIONAL ATTACK (Ex, 1 CP):

Gains an additional slam attack.

### ADDITIONAL NATURAL ATTACK

(Ex, 1 CP): The object gains an additional natural attack. The object must have an appropriate appendage or part for the natural attack. (Source: PF #43)

### ADDITIONAL MOVEMENT (Ex, 1

CP): Gains a new mode of movement (burrow, climb, fly [clumsy], or swim) at a speed equal to its base speed.

### AUGMENTED CRITICAL (Ex, 1 CP):

Increase the threat range for the Animated Object's melee attacks by 1 or the threat multiplier by 1. This cannot combine with itself or with the piercing attack or slashing attack object abilities. (Source: Ultimate Magi)

**BURN (Ex, 1 CP):** The object gains burn (1d6) with its slam attacks. This can be applied multiple times. Its effects stack. (Source: PF #43)

### EXCEPTIONAL REACH (Ex, 1 CP):

The object gains +5 feet of reach with one melee attack. Increase

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reach on all attacks for an additional +1 CP. (Source: Ultimate Magic)

**FASTER (EX, 1 CP):** One of the object's movement modes increases by +10 ft.

**GRAB (EX, 1 CP):** Gains grab special attack with slam attacks.

**CONSTRICT (EX, 1 CP):** Gains constrict with its slam attacks (the object must have grab before it can take this ability).

**IMPROVED ATTACK (EX, 1 CP):** All the Animated Object's melee or ranged attacks do damage as though it were one size category larger. A crafter must purchase Improved Attack separately for melee and ranged attacks. Source: Ultimate Magic.

**METAL (EX, 2 CP):** The object is made of common metal. Its hardness increases to 10, and it gains a +2 increase to its natural armor bonus. Mithral objects cost 4 CP, and gain hardness 15 plus a +4 increase to natural armor. Adamantine objects cost 6 CP, gain hardness 20, and receive a +6 increase to natural armor.

**PIERCING ATTACK (EX, 1 CP):** Replace one melee attack with an attack that does the same amount of piercing damage and has a  $\times 3$  multiplier. Replace all melee attacks for an additional +1 CP. Object abilities that specify slam attacks do not work on piercing attacks. (Source: Ultimate Magic)

**PULL (EX, 1 CP):** The object gains a pull (5 feet) special attack with slam attacks (the object must have grab before it can take this ability). (Source: PF #43)

**RANGED ATTACK (EX, 2 CP):** Replace one slam attack with a ranged attack. It does the same amount of damage, and has a range of 20 feet. Replace all

attacks for an additional +2 CP. Object abilities that specify slam attacks do not work on ranged attacks. (Source: Ultimate Magic)

**RESISTANCE (EX, 2 CP):** The object gains resistance 5 to one type of damage (acid, cold, electricity, or fire) chosen at the time of the object's creation. This effect can be applied multiple times. Its effects do not stack; each time it is applied, it applies to a different type of damage. (Source: PF #43)

**SLASHING ATTACK (EX, 1 CP):** Replace one slam attack with an attack that does slashing damage and has either a 19–20 threat range (for blade-like attacks) or a  $\times 3$  threat multiplier (for axe- or scythe-like attacks). Replace all melee attacks for an additional +1 CP. Object abilities that specify slam attacks do not work on slashing attacks. (Source: Ultimate Magic)

**STONE (EX, 1 CP):** The object is made of stone or crystal. Its hardness increases to 8 and it gains a +1 increase to its natural armor bonus.

**TRAMPLE (EX, 2 CP):** The object gains the trample special attack.

**TRIP (EX, 2 CP):** The object gains the trip special ability with one of its slam attacks. (Source: Ultimate Magic)

**BRITTLE (EX, +1 CP):** The object gains vulnerability to cold.

**CLOTH (EX, +1 CP):** The object is made of thick cloth. Its hardness decreases to 0.

**CLUNKY (EX, +1 CP):** Treat the object as though it had the staggered special quality.

**FLAMMABLE (EX, +1 CP):** The object gains vulnerability fire.

**HAUNTED (EX, +1 CP):** The object is haunted by a malevolent spirit. It takes damage from positive energy as if it were an undead creature and can be detected by detect undead.

**SLOWER (EX, +1 CP):** One of the object's movement modes decreases by –10 ft.

## Construction

### Flaws

Animated objects can gain more CP by applying flaws, which hamper the object but provide additional CP to spend on beneficial abilities. If the CP gained in this way is not spent on beneficial abilities, its CR decreases by 1 for every 2 CP conserved.



# Sample Characters

## Human Artisan

**(20-POINT BUY)**

**Strength:** 16 (+3)

**Dexterity:** 15 (+2)

**Constitution:** 14 (+2)

**Intelligence:** 14 (+2)

**Wisdom:** 8 (-1)

**Charisma:** 10 (+0)

**Feats:** Two-Weapon Fighting, Improved Shield Bash

**Creation Feats:** Brew Potion

**Crafter's Art:** Weapons (Longsword Proficiency)

**Equipment:** longsword, spiked light wooden shield, studded leather, light crossbow, 20 crossbow bolts, artisan's tools, backpack, bedroll, flint and steel, 2 days trail rations, Alchemist's Fire (2 flasks), 1d4 gp

**PROJECTED LEVEL 20 BUILD:**

**Strength:** 26 (+8)

**Dexterity:** 20 (+5)

**Constitution:** 16 (+3)

**Intelligence:** 14 (+2)

**Wisdom:** 8 (-1)

**Charisma:** 10 (+0)

**Feats:** Two-Weapon Fighting, Improved Two-Weapon

Skill	Total Bonus	Ability
Craft (Weapons)	6	Int
Craft (Armor)	6	Int
Craft (Bows)	6	Int
Craft (Alchemy)	6	Int
Craft (Sculptures)	6	Int
Craft (Vehicles)	6	Int
Appraise	6	Int
Perception	3	Wis
Use Magic Device	4	Cha
Knowledge (Arcana)	6	Int
Knowledge (Engineering)	6	Int

Fighting, Improved Shield Bash, Shield Slam, Shield Mastery, Lunge, Power Attack, Double Slice, Bashing Finish, Extra Craftsman Technique (x2)

**Creation Feats:** Brew Potion (5% improved efficiency), Craft Weapons and Armor (15% improved efficiency) Craft Wand, Craft Rod

**Craftsman Techniques:** Expert Enchanting, Efficient Enchanting, Ghost Blade, Devoted Blade, Improved Homunculus, Rod Combatant, Call Item, Animate Guard

**Homunculus:** Brute

**Supreme Technique:** Personal Enchantment

**In Play:** This character is an upfront fighter, designed

to be in the thick of combat, enhancing equipment and attacking enemies.

Between adventures, this character aids his comrades by enchanting their equipment and making potions. When not in a position to confront an enemy in melee, he uses his wands. Perhaps his most interesting battle tactic is the use of his call item ability to help transfer powerful items and potions around the battlefield. Craft (Vehicles) and Craft (Sculpture) are mostly used for animated objects. This character animates weapons, stone soldiers, and large vehicles, and uses the vehicles to transport himself and his constructs around the battlefield.

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### Elf Artisan

**(20-POINT BUY)**

**Strength:** 10 (+0)

**Dexterity:** 16 (+3)

**Constitution:** 12 (+1)

**Intelligence:** 17 (+3)

**Wisdom:** 10 (+0)

**Charisma:** 13 (+1)

**Feats:** Toughness

**Creation Feats:** Craft Wondrous Item

**Crafter's Art:** Arcane

**Equipment:** longspears, light crossbow, 20 bolts, scale mail, artisan's tools, backpack, bedroll, flint and steel, 2 days trail rations, scroll of grease, scroll of detect secret doors, scroll of obscuring mist, 1d4 gp.

**PROJECTED LEVEL 20 BUILD:**

**Strength:** 10 (+0)

**Dexterity:** 16 (+3)

**Constitution:** 12 (+1)

**Intelligence:** 26 (+8)

**Wisdom:** 10 (+0)

**Charisma:** 14 (+2)

**Feats:** Toughness, Extra Craftsman Technique (x7)

**Creation Feats:** Scribe Scroll, Craft Wondrous Item, Forge Ring, Craft Wand, Craft Staff, Craft Weapons and

Skill	Total Bonus	Ability
Craft (Calligraphy)	7	Int
Craft (Jewelry)	7	Int
Craft (Sewing)	7	Int
Craft (Weapons)	7	Int
Craft (Armor)	7	Int
Perception	4	Wis
Disable Device	7	Dex
Use Magic Device	5	Cha
Appraise	7	Int
Diplomacy	5	Cha
Sense Motive	4	Wis

Armor (from feat), Craft Constructs (from feat, 15% improved efficiency)

**Craftsman Techniques:** Expert Enchanting, Efficient Enchanting, Apprentice Wizard, Craft Training (Clockwork), Clockwork Engineering, Minor Creation, World Forge, Major Creation, Staff Empowerment, Scroll Mastery, Mechanical Genius, Wand Mastery, Wand Empowerment

**Homunculus:** Swiftling Messenger

**Crafter's Art:** Arcana (Disruptive Spell, Widen Spell)

**Supreme Technique:** Staff Lord

**In Play:** This character's primary function in combat is using wands and staves to punish her enemies and aid her friends, while using her clockwork constructs to hound the enemy and keep them

at a distance. Outside of combat, she aids her party by enchanting melee weapons, armor, scrolls, wands, staves, clothing, rings, and amulets. While not focused on using scrolls, she still carries several scrolls to give herself versatility in combat.

This character eschews traditional feats and instead fully embraces the techniques that makes an artificer unique. Through a combination of her Minor Creation, Major Creation, World Forger and Mechanical Genius craftsman techniques, she may quite literally create whatever her party needs in an instant, costing nothing but a few enhancement points. While this might not directly deal damage to enemies, the ability to create construct bodies instantly, as well as siege engines, fortifications, or indeed anything else her party needs, she always has a way to change a situation to her advantage.

# New Item Attributes

**GRAVITY:** +2

**Prerequisite:** gravity bow or lead blades

A weapon with the gravity special ability deals damage as if it were one size category larger. A weapon may gain the gravity special ability more than once. The effects stack.

**DAMAGE BY SIZE**

Tiny	Small	Medium	Large	Huge	Garg.	Col.	Col. +
-	1	1d2	1d3	1d4	1d6	1d8	2d6
1	1d2	1d3	1d4	1d6	1d8	2d6	3d6
1d2	1d3	1d4	1d6	1d8	2d6	3d6	4d6
1d3	1d4	1d6	1d8	2d6	3d6	4d6	6d6
1d4	1d6	1d8	2d6	3d6	4d6	6d6	8d6
1d4	1d6	2d4	2d6	3d6	4d6	6d6	8d6
1d6	1d8	1d10	2d8	3d8	4d8	6d8	8d8
1d8	1d10	2d6	3d6	4d6	6d6	8d6	12d6
1d8	1d10	1d12	3d6	4d6	6d6	8d6	12d6
1d10	2d6	2d8	3d8	4d8	6d8	8d8	12d8
2d6	2d8	2d10	4d8	6d8	8d8	12d8	12d10

**WEIGHTLESS:** +1

**Prerequisite:** Levitate

A weapon with the weightless special ability has its weight cut in half, and may be wielded by creatures one size category smaller than normal without detriment, as if it had been made for someone of their size. An item may gain the weightless special feature multiple times. Each time it is gained, the weapon's weight is cut in half again and may be wielded by creatures another category

smaller without detriment.

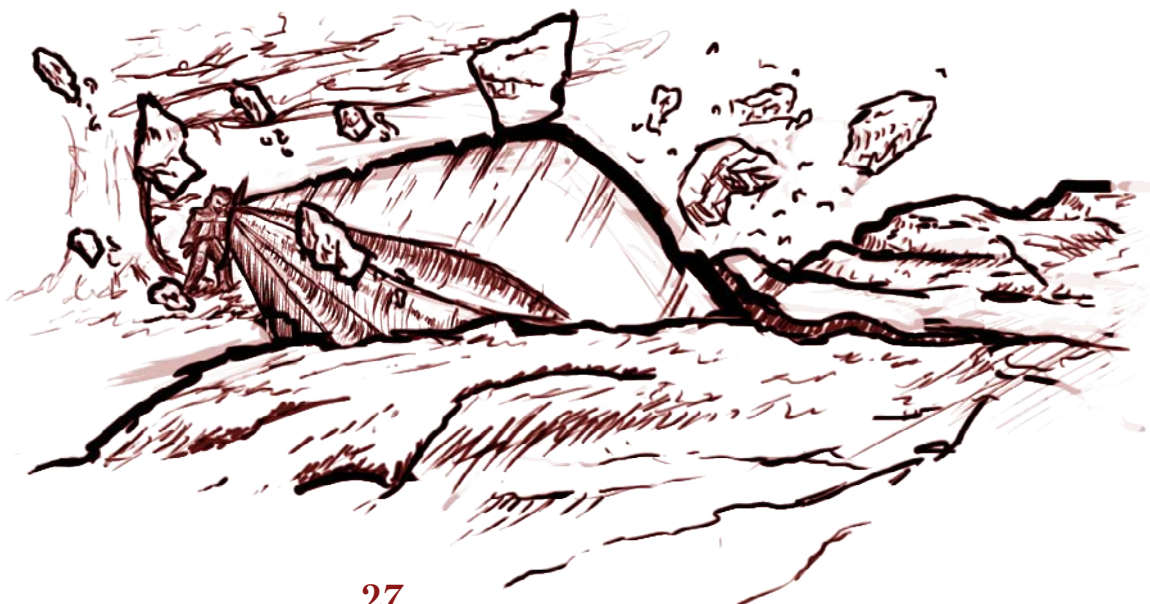
For every two size categories a weapon is larger than normal for the wielder, add 5 ft to the wielder's reach. If the oversized weapon has the reach special feature, this addition is increased to 10 ft, but the distance at which a target is too close to strike is also increased by 5 ft. A wielder of an oversized weapon suffers a cu-

The wielder is also treated as if he were one size category larger when making stealth checks for every two sizes the weapon is larger than normal.

The wielder of an oversized weapon might also have trouble with more mundane tasks, such as the care and transport of such a large weapon, as well as maneuvering in buildings not designed for such

mulative -2 to his CMD to resist disarm attempts for every size category the weapon is larger than would be normal for the wielder.

oversized equipment. Oversized projectile weapons are almost impossible to wield, even with this attribute.



# New Magic Items

## APPRENTICE STONE

**Aura** varies; **CL** varies

**Slot** varies; **Price** 1st level spell (CL: 1) 180 gp; 2nd level spell (CL: 3) 1,080 gp; 3rd level spell (CL: 5) 2,700 gp; 4th level spell (CL: 7) 5,040 gp; 5th level spell (CL: 9) 8,100 gp; 6th level spell (CL: 11) 11,880 gp; 7th level spell (CL: 13) 16,380 gp; 8th level spell (CL: 15) 21,600 gp; 9th level spell (CL: 17) 27,540 gp.; **Weight** varies

**Description:** An apprentice stone is the common name for a beginner's magic item, common among apprentice artisans as it is inexpensive and easy to make. Usually a small, inexpensive gemstone, the item in question can just as easily be a ring, a pair of gloves, a belt or any other object. These items typically glow with arcane power.

An apprentice stone possesses a spell which may be activated once per day via a command word. An apprentice stone has 50 charges, losing all of its magic when the last charge is used.

**Construction Requirements:** Craft Wondrous Item, plus the spell to be contained. 90 gp (1st level); 540 gp (2nd level); 1,350 gp (3rd level); 2,020 gp (4th level); 4,050 gp (5th level); 5,940 gp (6th level); 8,190 gp (7th level); 10,800 gp (8th level); 13,790 gp (9th level).

## TRAVELING TRAP

**Aura** varies; **CL** varies

**Slot** none; **Price** varies; **Weight** 1 lbs

**Description:** A traveling trap is

a magic device trap, and follows the usual rules for crafting such items. However, instead of planting the trap in a single, immovable location, this trap is placed inside a small metal rod that may be carried easily in a pocket or belt pouch. This trap is activated/deactivated via a command word, and when activated and hidden, the trap springs whenever anyone meets its trigger condition. While the trap's Disable Device DC is as normal for the trap, the trap's Perception DC is equal to the Dexterity or Sleight of Hand check of whoever places the trap. A traveling trap has a hardness of 10, 30 hp, and an AC of 14.

**Construction Requirements:** Craft Wondrous Item, required spells, Price varies

## STONE DRAGON

**Aura** faint evocation; **CL** 5

**Slot** none; **Price** 20,000; **Weight** 5 lbs

**Description:** A stone dragon is a tiny dragon statue that floats a few feet above its owner's shoulder. Upon first acquiring a stone dragon, a creature must hold the dragon above his shoulder for several seconds, after which it begins to float of its own accord. A stone dragon must be caught and physically separated from its owner to be deactivated. A stone dragon cannot be used to support weight, and a force more than a few pounds causes it to fall to the floor.

Once per round, when directed by its owner (a free action), a stone dragon turns and shoots fire from its mouth, dealing 5d4 fire damage

in a 15 ft cone (Reflex DC 11 to halve) in whatever direction its owner indicates.

A stone dragon has 8 hardness, 19 AC, and 45 hit points. It never collides with other objects orbiting its owner, and in most aspects is treated similarly to an ioun stone.

**Construction Requirements:** Craft Wondrous Item, burning hands, 10,000 gp.

## SHOCK GLOVES

**Aura** moderate evocation; **CL** 10

**Slot** hands; **Price** 24,000 gp;

**Weight** –

**Description:** These appear to be simple silk gloves, the kind a gentleman or noble would wear. However, 3 times per day upon mental command (a standard action) they begin to crackle with electricity, dealing 10d6 electricity damage to the next thing touched. The wielder of these gloves may make a touch attack or a single unarmed strike in conjunction with activating this item. You gain a +3 bonus on the attack roll if the opponent is wearing metal armor (or is carrying a metal weapon or is made of metal).

**Construction Requirements:** Craft Wondrous Item, shocking grasp, Intensified Spell, 12,000 gp

## ROD OF RESTORING

**Aura** moderate transmutation; **CL** 5

**Slot** none; **Price** 10,000 gp;

**Weight** 1 lb

**Description:** This small metal rod is often employed by artisans as a means of repairing constructs. The rod bears a single button, and when the end of the rod is held to

## The Artisan

an object, magic item, or construct and the button pressed, that target item or construct recovers 5d6 hit points. This rod may even restore the magic to destroyed magic items, but only items with a caster level equal to or below half the rod's caster level (the rod may be created with a higher caster level, which increases the base price by 2,000 gp per level increase.) A rod of restoring has 50 charges. After the last charge is used, it loses its magic.

**Construction Requirements:**  
Craft Rod, make whole, 5,000 gp

### NECKLACE OF SERVANTS

**Aura:** Moderate Conjuration; CL 1st

**Slot** neck; **Price** 14,000 gp;

**Weight** 3 lbs

**Description:** This necklace bears 7 gemstones, each of which houses an invisible servant that may be called or dismissed at will. These servants are similar in every way to the Unseen Servant spell, except they have no duration and cannot be further than 25 feet away from the necklace. If a servant is destroyed, it may be re-summoned after 24 hours.

**Construction Requirements:**  
Craft Wondrous Item, Unseen Servant, 7,000 gp

### DISPLACER RING

**Aura:** Faint Illusion; CL 3rd

**Slot** ring; **Price** 24,000 gp;

**Weight** –

**Description:** A displacer ring distorts the image of the wearer, granting him the benefits of a Blur spell as long as the ring is worn.

**Construction Requirements:**  
Craft Ring, Blur, 12,000 gp

### BELT OF IMMACULATE KINDNESS

**Aura:** Faint Transfiguration; CL 5th

**Slot** belt; **Price** 10,000 gp;

**Weight** 3 lbs

**Description:** This belt grants the wearer natural, immaculate manners, predisposing others to trust him. The wearer gains a +10 Competence bonus to Diplomacy.

**Construction Requirements:**  
Craft Wondrous Item, creator must have 10 ranks in Diplomacy, 5,000 gp

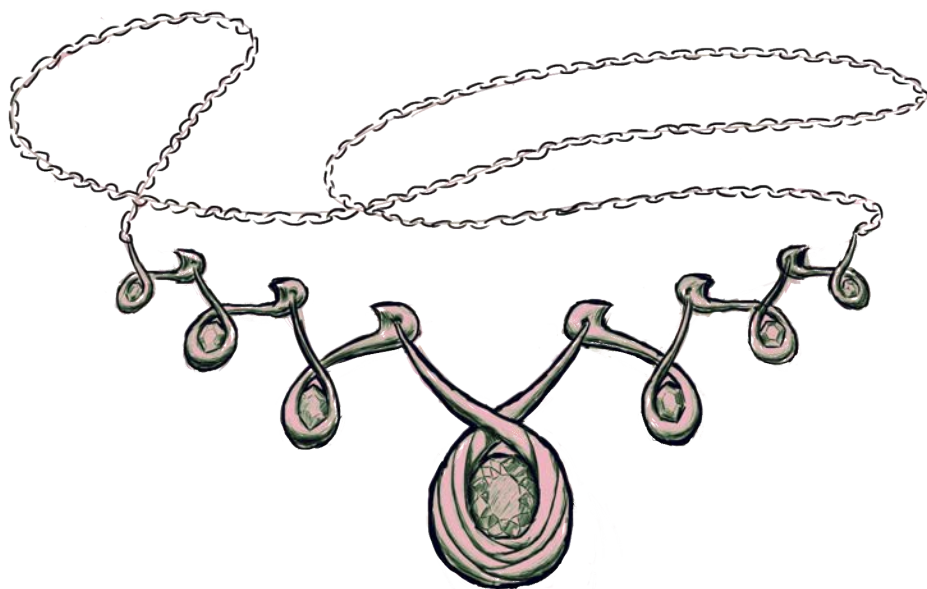
# Magnum Opus

Many artisans spend their entire lives researching and developing their magnum opus. Constantly fiddling and tinkering, these masterpieces represent the culmination of the artisan's study. The examples given below represent only a few of the artifacts created by artisans of the past. As with all things, the GM has the final say in what an artisan may create as his magnum opus. It is encouraged that any character planning to reach 19th artisan levels discuss his magnum opus with the GM beforehand.

## Amulet of Amelia

Amelia Benedacta was a girl touched by destiny. The subject of a prophecy, it was foretold she would destroy the demon lord Amankeula, but Amelia died and her soul was stolen before her destiny could be realized. Her lover, a master artisan, dedicated his life to bringing her back, and the Amulet of Amelia was his magnum opus.

The Amulet of Amelia is a powerful necklace, ornately designed and bearing a single giant emerald at its center. When worn, the wearer transforms physically and emotionally into Amelia Benedacta. While the wearer retains his or her own memories and goals, in all other aspects they become Amelia and gain an understanding of her name, who she was, what her destiny is, and how to activate



## The Artisan

her various spells and abilities. Each time someone puts on the amulet and after each 24-hour period they go without taking it off, there is a 1% cumulative chance that they will refuse to remove the amulet, abandon their current objective, and seek out the demon lord Amankeula to realize Amelia's destiny.

Amelia is a beautiful, animated woman of 21 who relaxes from her life of fighting demons by singing, writing poetry and riding horses. She is known for her quick laugh and bright smile, and is often the center of attention whether she desires to be or not. She is 5'9" tall, with curly blond hair and bright blue eyes.

Amelia retains the equipment of the person who donned the amulet, except any clothing or armor worn is replaced with Amelia's long, purple dress. This dress turns back into the wearer's armor or clothing when the amulet is removed.

Amelia's HP and spells replenish once per day when the amulet is left dormant for 12 hours. Otherwise a wearer in Amelia form must heal and replenish spells like any other character. Damage received while in Amelia form does not stay with the wearer once the amulet is removed, just as damage the wearer already has does not transfer to the Amelia form. If the amulet is donned by multiple people in the same day, the damage received and spells used transfer between the wearers. If the wearer dies while in Amelia form, they transform back into their previous self, (although they are still dead,) and the amulet ceases to function for 24 hours.

The only way to destroy the Amulet of Amelia is to kill the demon



lord Amankeula. If the demon lord is destroyed and the soul of Amelia is freed, then the amulet promptly returns Amelia to life via a true resurrection spell, after which it loses its power forever.

### AMELIA BENEDACTA

**Race:** Human

**Gender:** Female

**Class:** Sorcerer  
(Destined Bloodline)

**Level:** 13

**Alignment:** Chaotic Good

**Size:** Medium

**Height:** 5' 9"

**Weight:** 115 lbs

**Eyes:** Blue

**Hair:** Blonde

**Skin:** Pale

**Str** 7, **Dex** 12, **Con** 16, **Int** 14,

**Wis** 10, **Cha** 22

**HP:** 111

**Speed:** 30 ft

**Armor Class:** 11, 11 Touch, 10  
Flat-footed

**Initiative:** +5

**Fortitude:** +7, **Reflex:** +5, **Will**  
+8

**BAB:** 6

**CMB:** 4, **CMD:** 22

**Languages:** Common, Celestial,  
Draconic

**Skills:** Bluff +19, Craft (Poetry)  
+15, Fly +9, Knowledge (Arcana)  
+18, Knowledge (History) +10,  
Ride +14, Spellcraft +17, Perform  
(Singing) +11

**Traits:** Animal Trainer (+1 to  
ride, ride is a class skill), Music  
Student (+1 to perform, perform is  
a class skill)

**Feats:** Toughness, Endurance,  
Diehard, Defensive Combat  
Training, Improved Initiative,  
Extend Spell, Widen Spell, Spell

## The Artisan

Focus (Conjuration), Augmented Summoning, Spell Specialization (Geyser),

**Cantrips:** Read Magic, Detect Magic, Acid Splash, Detect Poison, Light, Prestidigitation, Mage Hand, Message, Arcane Mark

**1st level spells:** Alarm, Ventriloquism, Moment of Greatness, Comprehend Languages, Shield, Grease

**2nd level spells:** Blur, Create Pit, Detect Thoughts, See Invisibility, Acid Arrow, Communal Protection from Evil

**3rd level spells:** Protection from Energy, Haste, Hydraulic Torrent, Heroism, Dispel Magic

**4th level spells:** Freedom of Movement, Greater False Life, Greater Invisibility, Ghost Wolf, Black Tentacles

**5th level spells:** Break Enchantment, Summon Monster V, Wall of Stone, Geyser

**6th level spells:** Mislead, Summon Monster VI, Trueseeing

**Bloodline Arcana:** Whenever you cast a spell with a range of "personal," you gain a luck bonus equal to the spell's level on all your saving throws for 1 round.

**Bloodline Powers:** Touch of Destiny (+6, 8/day) Fated (+3), It Was Meant To Be (1/day)

## Fate's Belt:

Fate's Belt appears to be a simple silk belt, woven with intricate patterns of a variety of colors. The belt does not radiate magic, but anyone touching the belt can hear faint whispers at the edge of hearing. The belt was designed by Mingon, an artisan who claimed to hear the voices of the Fates, and who was obsessed with cracking the mysteries of the universe.

When worn, the belt confers upon the wearer one random oracle's curse with all the associated benefits as a 10th level oracle. It bestows a different curse every time it is donned, and once put on it cannot be removed for 24 hours. If the Haunted curse is bestowed, the wearer gains the ability to cast mage hand and ghost sound at will, plus levitate, minor image and telekinesis each once per day, all as a 10th level oracle.

In addition to the Oracle's Curse, the wearer of Fate's Belt may change the fortunes of those around her with a thought. She gains the use of the Misfortune revelation from the dual-cursed oracle archetype.

If an oracle wears this belt, she treats her oracle level as 10 higher when determining the benefits of her oracle's curse. She also gains a bonus revelation of her choice, either Misfortune or another from her mystery. Treat her oracle level as 10 higher when meeting the level requirements and gaining the benefits of this bonus revelation.

## Shiftsands:

The Shiftsands appear to be an ordinary leather pouch filled with sand, but upon closer examination the sand is seen to swirl with every color imaginable, and to glow with inner power. The sand in the pouch is usable once per day, and the pouch refills itself with sand at both sunrise and sunset.

If the sand is thrown at a foe within 10 ft, that foe must pass a Reflex save DC 23 or be transported to an alternate dimension or plane of your choice. Alternately, the sand may be poured out to open a rift, allowing you to

either transport yourself and eight allies to another dimension or plane of your choice, or to summon denizens of other planes as if using summon monster VIII at a caster level of 20. If used to travel between planes, there is no chance of arriving off target if the user has an understanding of where he wants to go.

Any of these uses expends the pouch's magic for the day. If the pouch goes 24 hours without being used, then its magic opens a rift between dimensions and the pouch vanishes. It returns 24 hours later to the place or person from whom it disappeared.

## Dark Lady:

The Dark Lady is a statue standing 8 ft tall, 4 feet wide and 3 ft deep. It is of unparalleled craftsmanship and depicts a stunningly beautiful woman, possibly of Fey ancestry. Even without its magical properties, this statue would easily sell for at least 100,000 gp as a work of art. The creator, Winsen Gaile, was an artisan obsessed with studying and capturing beauty, the Dark Lady being his final masterpiece. Winsen is said to have slaved over this statue for so long that he died of exhaustion only hours after declaring it finished and without flaw.

Whenever someone stays in the presence of the Dark Lady for 1 hour, they begin to hear it whisper in their minds, beckoning them to stay longer. If they choose to stay in the statue's presence for 24 hours, they become The Dark Lady's Companion, gaining the aid of the Dark Lady's avatar (an 8 HD nymph if the Companion is good or neutral, an 8 HD succubus if

## The Artisan

**Half-Ork:** Add 1 to your CMD vs disarm and sunder attacks.

# Archetypes

## CREATIONIST

All artisans work the power of creation, but a creationist takes this one step further. Instead of focusing on crafting items and weapons, a creationist bends the universe itself to his will, mastering the ability to create substance out of nothing. The art of crafting items does not come as easily to a creationist as to other artisans, but power over creation itself is to many a worthwhile trade-off.

**Creation:** The creationist gains the Minor Creation craftsman technique at 1st level.

This replaces the bonus creation feat gained at 1st level.

**Creation Pool:** Starting at 2nd level, a creationist chooses 2 spells from the 1st level wizard/sorcerer spell list that belong to the creation subschool to form his creation pool. Once per day, a creationist may use one 1st level spell in his creation pool as a spell-like ability, using his artisan level as his caster level. He need not decide ahead of time which spell he will use that day. Every level, the creationist chooses 2 more spells from the creation subschool to add to his creation pool. For every 2 levels beyond 2nd the creationist reaches, he may select spells 1 level higher to add to his creation pool. Thus, he may select creation spells of 2nd level or below at level 4, 3rd level or below at level 6, to a maximum of 9th or below at 18th.

At 4th level, he gains use of one

additional spell-like ability per day from his creation pool, this time of any spell of 2nd level or below.

He gains use of another spell-like ability per day of 3rd level or below at 6th level, another of 4th or below at 8th level, another of 5th or below at 10th level, another of 6th or below at 12th level, another of 7th or below at 14th level, another of 8th or below at 16th level, and another 9th or below at 18th level. These spell-like abilities are Charisma-based. The creationist must have a Charisma score equal to 10 plus a spell's level before he may use it as a spell-like ability.

This replaces the bonus creation feats gained at 2nd, 5th, 8th, 11th, 14th, and 17th level.

**True Creation:** At 20th level, the creationist may create a demi-plane, as if using the greater create demi-plane spell with a caster level of 20. This demiplane comes with up to 3 features, and always has a duration of permanent. Note that Portal does not need to be a feature of the demiplane, but without another method of traveling between planes, it is often the only way to travel to and from the demiplane without being forced to re-create it.

The creationist may re-create his demiplane once per day. Doing so destroys the old demiplane and ejects everyone in it. Whenever the creationist creates a demiplane, he may automatically transport himself and up to 7 other creatures into the demiplane by holding hands in a circle.

The creationist may add features or space to his demiplane as usual by using a create demi-plane spell, but things created by these spells are not naturally permanent.

This replaces the bonus item creation feat gained at level 20.

the Companion is evil) to aid them on their quests.

The avatar serves the Companion faithfully, never using suggestion or other forms of influence on them, although it still retains its will and serves out of loyalty instead of compulsion. This avatar may be summoned or dismissed as a standard action. If the avatar dies, it cannot be re-summoned for 1 week, and once it returns it may require gifts to satiate its anger over being so despicably used.

The Dark Lady's Companion must return to the statue every 30 days to spend another 24 hours in the statue's presence, or lose the aid of the avatar. Likewise, if anyone else stays in the statue's presence for 24 hours, that person becomes the Companion and gains the aid of the Dark Lady's avatar, which leaves the old companion immediately.

# Advanced Options

## -ALTERNATE RACIAL FAVORED CLASS OPTIONS

**Human:** Gain 1/6 of a Craftsman Technique.

**Elf:** Increase your magical essence pool by +1%.

**Half-Elf:** Gain 1/5 of an Item Creation Feat.

**Dwarf:** Increase the hp of any construct you own or create by +1/2.

**Gnome:** Gain a +1/2 bonus to all craft and profession checks made to create magic items.

**Halfling:** Add 1/4 to the master craftsman's enhancement pool.