

Wandering Artist



Pathfinder
ROLEPLAYING GAME COMPATIBLE


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THE WANDERING ARTIST

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THE WANDERING ARTIST

A Base Class for the Pathfinder Roleplaying Game

There is a certain magic in the act of creation. Those who are able to tap into that magic often find themselves completely lost in it to the point of obsession. Seeking above all to see the world and capture it in their art, wandering artists are adventurers forever transformed by their desire to perfect their craft. Whether they be painters, sculptors, or chefs they all share one thing in common; they see the world as they wish it to be, and they strive eternally to bring their vision to light. Through the act of creation, wandering artists gain access to powerful illusions, incredible transformations, and awe-inspiring works of art.

HIT DICE: D6.

ROLE:

Wandering artists learn to manipulate life by manipulating the forms of their art while, at the same time, they are changed by the magic of their craft. For instance a painter might make subtle changes in his landscape portrait that then become reality while a sculptor may learn to imitate the strength and durability of the stone that he works with. These inherent magical powers make wandering artists masters of illusion and creation. On the battlefield, they become expert manipulators.

ALIGNMENT: Any

STARTING WEALTH:

3d6 × 10 gp (average 105 gp.) In addition, each character begins play with an outfit worth 10 gp or less.

CLASS SKILLS

The wandering artist's class skills are Appraise (Int), Craft (Int), Knowledge (Arcana) (Int), Knowledge (Local) (Int), Knowledge (Nature) (Int), Knowledge (Religion) (Int), Perception (Wis), Profession (Wis), Spellcraft (Int), and Sense Motive (Wis).

SKILL RANKS PER LEVEL: 4 + Int modifier



TABLE 1-1: THE WANDERING ARTIST

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	SPELLS PER DAY												
						1 st	2 nd	3 rd	4 th	5 th	6 th	7 th	8 th	9 th				
1 st	0	+0	+0	+2	Artist's Inspiration, cantrips, creative crafting, discipline, technique	3												
2 nd	1	+0	+0	+3	Craft on the go, discipline spell	4												
3 rd	1	+1	+1	+3	Craft wondrous item, technique	5												
4 th	2	+1	+1	+4	Discipline spell	6	3											
5 th	2	+1	+1	+4		6	4											
6 th	3	+2	+2	+5	Discipline spell	6	5	3										
7 th	3	+2	+2	+5	Technique	6	6	4										
8 th	4	+2	+2	+6	Discipline spell	6	6	5	3									
9 th	4	+3	+3	+6		6	6	6	4									
10 th	5	+3	+3	+7	Discipline spell	6	6	6	5	3								
11 th	5	+3	+3	+7	Technique	6	6	6	6	4								
12 th	+6/+1	+4	+4	+8	Discipline spell	6	6	6	6	5	3							
13 th	+6/+1	+4	+4	+8		6	6	6	6	6	4							
14 th	+7/+2	+4	+4	+9	Discipline spell	6	6	6	6	6	5	3						
15 th	+7/+2	+5	+5	+9	Technique	6	6	6	6	6	6	4						
16 th	+8/+3	+5	+5	+10	Discipline spell	6	6	6	6	6	6	5	3					
17 th	+8/+3	+5	+5	+10		6	6	6	6	6	6	6	4					
18 th	+9/+4	+6	+6	+11	Discipline spell	6	6	6	6	6	6	6	5	3				
19 th	+9/+4	+6	+6	+11	Technique	6	6	6	6	6	6	6	6	4				
20 th	+10/+5	+6	+6	+12	Master technique	6	6	6	6	6	6	6	6	6	6	6	6	6

CLASS FEATURES

The following are class features of the wandering artist.

WEAPON AND ARMOR PROFICIENCIES

Wandering artists are proficient with all simple weapons, but not with any type of armor or shield. Armor interferes with a wandering artist's movements which can cause his spells with somatic components to fail.

SPELLS

A wandering artist casts arcane spells drawn from the wandering artist spell list. He can cast any spell he knows without preparing it ahead of time. To learn or cast a spell, a wandering artist must have a Wisdom score equal to at least 10 + the spell level. The Difficulty Class for a saving throw against a wandering artist's spell is 10 + the spell's level + the wandering artist's Wisdom modifier.

TABLE 1-2: WANDERING ARTISTS SPELLS PER DAY

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

Like other spellcasters, a wandering artist can cast only a certain number of spells per day of each spell level. His base daily spell allotment is given on Table 1-1: The Wandering Artist. In addition, he receives bonus spells per day if he has a high Wisdom score (see Table: Ability Modifiers and Bonus Spells in the Pathfinder Core Rulebook).

Unlike other arcane spellcasters, a wandering artist's selection of spells is extremely limited. A wandering artist gains two 1st-level spells of his choice. At each new wandering artist level, he gains one or more new spells, as indicated on Table 1-2: Wandering Artist Spells Known. Unlike spells per day, the number of spells a wandering artist knows is not affected by his Wisdom score; the numbers on Table 1-2: Wandering Artist Spells Known are fixed.

Upon reaching 4th level, and at every even-numbered wandering artist level after that (6th, 8th, and so on), a wandering artist can choose to learn a new spell in place of one he already knows. In effect, the wandering artist loses the old spell in exchange for the new one. The new spell's level must be the same as that of the spell being exchanged. A wandering artist may swap only a single spell at any given level, and must choose whether or not to swap the spell at the same time that he gains new spells known for the level. He cannot swap any spells gained from his discipline. Unlike a wizard, a wandering artist need not prepare his spells in advance. He can cast any spell he knows at any time, assuming he has not yet used up his spells per day for that spell level. Wandering artists do not need to provide a divine focus to cast spells that list divine focus (DF) as part of the components.

ARTIST'S INSPIRATION (SU):

A wandering artist is inspired by all that is around him, and he can channel the energy of his inspiration into his art to imbue it with new power. At 1st level, 3rd level, and every 4 levels thereafter (7th, 11th, and so on), a wandering artist learns a new technique for his discipline that grants him powers and abilities. The wandering artist must select a technique from the list of techniques available to his discipline. If a technique is chosen at a later level, the wandering artist gains all of the abilities and bonuses granted by that technique based on his current level.

This inspiration is not endless. A wandering artist can use his techniques marked with a * for a number of rounds per day equal to 4 + his Wisdom modifier + 2 per wandering artist level after 1st. Each round, the wandering artist can produce any one of the appropriate techniques that he has learned through his discipline. The effects of these techniques only last as long as the wandering artist maintains the technique.

Some techniques require a Craft check to determine the effect; if this is required on a technique that needs to be maintained, the check must be made each round that the technique is maintained. Unless otherwise noted, the save DC of techniques is equal to 10 + 1/2 ranks in Craft (relevant to discipline) + Wisdom modifier.

Starting a technique that uses artist's inspiration is a standard action, but it can be maintained each round as a free action. Changing from one technique to another requires the wandering artist to stop the previous technique and start a new one as a standard action. A technique being maintained in this way cannot be disrupted, but it ends immediately if the wandering artist is killed, paralyzed, stunned, knocked unconscious, or otherwise prevented from taking a free action to maintain it each round. A wandering artist cannot have more than one technique in effect at one time.

At 7th level, a wandering artist can start a technique as a move action instead of a standard action. At 13th level, a wandering artist can start a technique as a swift action.

CANTRIPS

Wandering artists learn a number of cantrips, or 0-level spells, as noted on the wandering artist spell list. These spells are cast like any other spell, but they do not consume any slots and may be used again.

CREATIVE CRAFTING

A wandering artist uses his Wisdom modifier instead of his Intelligence modifier on Craft checks related to his discipline.

DISCIPLINE

Each wandering artist focuses on a single form of art to the point of obsession. They pour so much energy into their discipline that, over time, they learn to affect the world around them in the same way that they affect the canvas or the stone. The wandering artist's discipline is the source of the wandering artist's spells, grants special powers, and trains the wandering artist in a single skill. A wandering artist must pick one discipline upon taking his first level of wandering artist. Once made, this choice cannot be changed.

At 2nd level, and every two levels thereafter, a wandering artist learns an additional spell derived from his discipline. These spells are in addition to the number of spells given on Table 1-2: Wandering Artist Spells Known. They cannot be exchanged for different spells at higher levels. While most of these spells are found in the Core Rulebook, those marked with a single asterisk (*) are described in the Advanced Player's Guide, those marked with two asterisks (**) are described in Ultimate Magic, and those marked with three asterisks (***) are described in Ultimate Combat.

CRAFT ON THE GO

A wandering artist is a master of performing his craft wherever he is, whether or not he has a studio to work in. When using the Craft skill associated with his discipline, crafting an item costs half as much.

CRAFT WONDROUS ITEM

At 3rd level, a wandering artist gains Craft Wondrous Item as a bonus feat.

ARTISTIC DISCIPLINES

BASKETRY

Wandering basketweavers have a powerful connection to nature. They choose to use this connection for purely practical reasons like creating baskets to hold creatures, food, or anything else they can imagine. Their connection to nature gives them impressive power over the world that surrounds them.

ARTISTIC SKILL: A wandering basketweaver can use Craft (baskets) instead of Knowledge (nature) checks.

CRAFTING SKILL: A wandering basketweaver can use Craft (baskets) to craft nonmetal shields and armor.

BONUS SPELLS: *Detect animals or plants* (2nd), *speak with plants* (4th), *plant growth* (6th), *grove of respite** (8th), *commune with nature* (10th), *repel wood* (12th), *animate plants* (14th), *control plants* (16th), *shambler* (18th).

A wandering basketweaver can select from any of the following techniques:

BOUND TO THE LAND (Ex):

You gain the ranger's favored terrain ability. You treat your wandering artist level as your ranger level for this ability. You only get one favored terrain from this technique, but the bonuses in the favored terrain go up at the same rate as a ranger. If you have levels in both classes, both classes' levels stack for determining the effect of this technique.

CAPTURED ANIMAL* (Sp):

You can magically conjure a basket that contains a Small creature that, when the basket is opened in battle, grows to life-size and leaps from the confines of the basket. You may use this technique to cast a *summon nature's ally* spell as a druid of the same level (*summon nature's ally I* at 1st level, *summon nature's ally II* at 3rd level, etc). The creature this technique summons only stays in existence for as long as the technique is being maintained.

CONTAINMENT* (Sp):

You may select one creature to contain. This effect acts as *hold monster* (DC 10 + ½ ranks in Craft (baskets) + Wisdom modifier). You must be at least 7th level to select this technique.

CORNUCOPIA (Sp):

You can magically craft a basket that spills over with bounty. Once per day, you may cast *heroes' feast* as a spell-like ability. You must be at least 11th level to select this technique.

FORM OF THE REEDS (Sp):

You have learned to take the form of the various plants from which you collect the materials for your art. Once per day, you may change shape as *plant shape I*. The wandering artist uses his full wandering artist level to determine the duration of this ability as if he had cast it himself. At 11th level, you may use this technique to change shape as *plant shape II* and at 13th level, you may use this technique to change shape as *plant shape III*. You must be at least 9th level to select this technique.

RIVERSTRIDE (SU):

You can walk on liquid as if it were a solid surface. Walking on the liquid does not harm you; you can walk on acid or even lava (as if walking on a solid temporary crust), though you would still take fire damage from being near the lava. You can move across this surface at your normal land speed. At 7th level, while this ability is in effect, you can instead go underwater, gaining a swim speed of 60 feet and the ability to breathe water. You can use this ability for 1 hour per day per wandering artist level. This duration does not need to be consecutive, but it must be spent in 1 hour increments.

SHAPED BY THE RIVER* (SU):

You gain the ability to wild shape as a druid of 4 levels lower than your wandering artist level as long as you maintain the technique. The creature that you take the form of must naturally reside in your favored terrain. You must be at least 5th level and have the bound to the land technique to select this technique.

TREBUCHET (SU):

You gain Siege Commander [UC] as a bonus feat. In addition, you can craft indirect fire siege weapons using Craft (baskets). You must be at least 5th level to select this technique.

WALK AMONG REEDS (SU):

You gain the ranger's woodland stride ability. At 13th level, you gain the ranger's camouflage ability. You must be at least 7th level and have the bound to the land technique to select this technique.

WOVEN ARMOR* (SU):

You cause reeds, vines, and other plants to grow and envelop your allies, increasing the durability of their armor. All allies armor within 30 feet of you gains a +1 enhancement bonus to its AC (if a target has armor and a shield, they only get this bonus to one of their choice). This bonus increases by +1 at 5th level and every 5 levels thereafter, to a maximum of +5 at 20th level.

MASTER TECHNIQUE

WICKER MAN (SU):

You have learned to create powerful effigies from the reeds and wicker used in your craft. Once per day, as a standard action, you can quickly assemble a small wicker man and then sacrificially burn it. This allows you to invoke the effects of a miracle spell. This ability does not require a material component beyond the wicker man, but the miracle spell cannot be used to grant ability score bonuses, nor can it be used to replicate spells with a material component that costs more than 100 gp. Crafting a wickerman costs 1 sp worth of resources you can find around you, and a DC 20 Craft (baskets) check.

BREWING

Wandering brewers know that alcohol does far more than provide an escape to those who drink it: the powerful effects of his drinks can bolster allies' resistances, obscure the minds of his foes, and, perhaps most importantly, bolster the relationships between his allies.

ARTISTIC SKILL: A wandering brewer can use Craft (alcohol) instead of Heal checks.

CRAFTING SKILL: A wandering brewer can use Craft (alcohol) to craft alchemical items normally crafted with Craft (alchemy).

BONUS SPELLS: *Remove fear* (2nd), *bear's endurance* (4th), *glibness* (6th), *restoration* (8th), *cleans** (10th), *heroism, greater* (12th), *regenerate* (14th), *euphoric tranquility** (16th), *freedom* (18th).

A wandering brewer can select from any of the following techniques:

ANGRY DRUNK* (SP):

You imbue a single ally with the strength and fury of a mad drunkard. The target is affected as the rage spell for as long as you maintain the technique. You must be at least 7th level to select this technique.

DRUNKEN COURAGE (SU):

When you take this technique you become immune to all fear effects (magical or otherwise) as long as you have drunk at least 3 sp worth of alcohol within the last 4 hours. You must be at least 3rd level to select this technique.

EXPLOSIVE COCKTAIL (SU):

By taking a small vial of very potent alcohol worth 3 cp or less and setting it aflame, you can create a rudimentary bomb. You gain the ability to throw bombs as if you were an alchemist of your level -4. You may throw a number of bombs per day equal to 3 + your Wisdom modifier. You must be at least 5th level to select this technique.

FIREWATER (SU):

As a move action, you can take a drink and expel a gout of alcohol-fueled fire in a 30-foot cone. Creatures within the cone take 1d6 points of fire damage for every 2 wandering artist levels you possess (minimum 1d6). A successful Reflex saving throw (DC 10 + ½ ranks in Craft (alcohol) + Wisdom modifier) for half damage. You can use this technique 1/day, plus 1 additional time per day at 5th level and every 5 levels thereafter.

GOLEM CRAFTER (SU):

You have learned how to bring strange life to alcohol-fueled constructs. You can craft and maintain one alchemical golem (as described in the Pathfinder Bestiary 2) at a time without requiring any of the feats or spells normally involved. You may not craft another construct using this ability, unless the previous one has been destroyed. The Craft (alcohol) DC to craft such a golem is DC 25. You must be at least 11th level to select this technique.

HANGOVER* (SP):

You emit a 30-foot aura that forces enemies to feel the effects of a powerful hangover. All enemies must make a Fortitude save each round or become sickened. At 11th level, once per day you can effect a sickened creature in your aura as the modify memory spell.



IGNORE THE PAIN* (Su):

Upon taking a drink from one of your magical brews, a wave of magic spreads over your allies, giving them the ability to ignore pain. All allies within 30 feet of you gain DR 1/-. This DR increases by 1 at 5th level and every 5 levels thereafter, to a maximum of DR 5/- at 20th level.

INVIGORATING SPIRITS (Su):

Your alcoholic beverages invigorate your allies and renew their energy in battle. Add all of the *cure* spells to your list of spells known, learned at the same level that a cleric of equal level would be able to use them.

MEAD OF POETRY (Su):

Once per day, you can consume a drink that fills you with the spirit of a poet and a scholar, allowing you to reattempt any previously failed Knowledge check. On this attempt, add a +10 competence bonus on the check.

WHAT AILS YOU* (Su):

When you drink one of your enchanted beverages, a wave of magic spreads out from you that protects your allies from various physical conditions. All allies within 30 feet of you gain a bonus to all saving throws against the blinded, confused, dazzled, deafened, exhausted, fatigued, frightened, nauseated, panicked, shaken, or sickened conditions equal to your Wisdom modifier.

SIDEBAR: DRINKING BOOZE

Drinking alcohol is a standard action and functions in the same way as drinking a potion.

MASTER TECHNIQUE

BREWMASTER (Su)

At 20th level, you have become able to consume any substance without being negatively affected. As a result, you are immune to the following effects: poison, fatigue, exhaustion, ability damage, and nonlethal damage. In addition, you can consume any drug or narcotic without ill effect or the possibility of addiction if you so choose.

COOKING

Wandering chefs are fanatics in every sense of the word and the obsession of their lives is found in the tapestry of taste. They find joy in bringing a grin to the face of their allies above all else.

ARTISTIC SKILL: A wandering chef can use Craft (food) instead of Survival checks.

CRAFTING SKILL: A wandering chef can use Craft (food) to craft potions.

BONUS SPELLS: *Goodberry* (2nd), *allfood** (4th), *remove disease* (6th), *spit venom*** (8th), *cleanse** (10th), *heroes' feast* (12th), *restoration, greater* (14th), *protection from spells* (16th), *regenerate* (18th).

A wandering chef can select from any of the following techniques:

CANNED JELLY* (Su):

You have learned how to preserve a sample of oozes in a sealed bottle. When you throw the bottle at a square within 30 feet, it releases the ooze, which reconstitutes and attacks the closest creature. The ooze is not under your control, but is otherwise treated as a summoned creature. This ooze stays in existence for as long as the technique is being maintained. The ooze's CR can be no more than ½ your wandering artist level. A wandering chef need not actually capture an ooze. This is magically created as part of the process of creating canned jelly. Creating canned jelly requires 3 sp of materials and a DC 15 Craft (food) check.

COMFORT FOOD (SU):

Your specially prepared food soothes the soul and body in equal measure. Add all of the *cure* spells to your list of spells known, learned at the same level that a cleric would be able to use them.

MARINATION (EX):

You have spent so much time around various liquids, you've become perfectly at home around them. You gain a swim speed equal to 1/2 your base land speed. You must be at least 3rd level to select this technique.

FLAMBÉ (SU):

As a standard action, you can make a ranged touch attack that deals 1d6 fire damage +1 for every two wandering artist levels you possess. You may use this a number of times per day equal to 3 + your Wisdom modifier. This requires the use of cooking material worth at least 4 sp.

GLAZED SHEEN* (SU):

A number of allies up to your Wisdom modifier gain spell resistance equal to 10 + your ranks in Craft (food). You must be at least 11th level to select this technique.

HERBAL REMEDY* (SU):

All healing effects caused by or used on allies within 30 feet of you heal an extra 1d6 hit points +1 for every two wandering artist levels you possess.

MASTER OF THE KNIFE (EX):

Choose one weapon from the light blades weapons group. You gain weapon proficiency with this weapon. At 5th level, you gain Weapon Focus with this weapon and at 16th level, you get Improved Critical with this weapon.

POISON LACED* (SP):

All of your ally's melee weapons within 30 feet of you are laced with a special poisonous concoction of your own design. Treat these weapons as if they had the poison spell cast on them, however the save DC becomes 10 + 1/2 wandering artist level + Wisdom modifier.

SEAR (SU):

You call upon extreme heat to cook the enemy. As a standard action, one target within 30 feet is subjected to this pressure and takes 1d6 points of fire damage per level. A successful Fortitude save halves this damage. At 10th level, the heat is so extreme that enemies who fail their saving throw are fatigued. At 15th level, creatures who fail their save are exhausted and stunned for 1 round. You can use this ability once per day plus one additional time per day at 10th level.

SMOKEHOUSE (SP):

From operating a smokehouse for so long your eyes have grown adjusted to the stinging. You can see normally through smoke, fog, or fire based effects. A number of times per day equal to 3 + your Wisdom modifier, you may obscure yourself in smoke, as the *fog cloud* spell, centered on yourself.

MASTER TECHNIQUE

AMBROSIA (SU):

At 20th level, you have learned to craft the food of the gods. You are forevermore treated as an outsider rather than as a humanoid (or whatever your creature type was) for the purpose of spells and magical effects. Unlike other outsiders, you can still be brought back from the dead as if you were a member of your previous creature type. You no longer take penalties to your ability scores for aging, and cannot be magically aged. In addition once per day you may take 10 minutes to create 1 dose of ambrosia. You may administer the ambrosia to a creature as a standard action and they are treated as though they were under the effect of a heal spell.

METALWORKING

A wandering metalworker works with engravings on weapons and armor. As they grow in power, they are able to imbue their creations (and their artistic modifications to allies' armor and weapons) with magical powers.

ARTISTIC SKILL: A wandering metalworker can use Craft (metalworking) in place of Appraise checks.

CRAFTING SKILL: A wandering metalworker can use Craft (metalworking) to craft rings and wands.

BONUS SPELLS: *Magic weapon* (2nd), *align weapon* (4th), *magic vestment* (6th), *magic weapon, greater* (8th), *possess object*** (10th), *animate objects* (12th), *control construct*** (14th), *trap the soul* (16th), *heroic invocation**** (18th).

A wandering metalworker can select from any of the following techniques:

ELEMENTAL WARDS* (SU):

As you grow closer to your allies, you either begin to make mystic engravings upon their armor or simply become more magically 'in tune' with their armor, allowing you to protect your allies from the elements. All allies within 30 feet of you gain resistance to a type of elemental damage of your choice equal to $\frac{1}{2}$ your wandering artist level (minimum 1). This requires you to take a standard action as you chisel a ward. You must make a DC 10 Craft (metalworking check). This can be done with a chisel or other piercing weapon. This provokes an attack of opportunity. Only one such ward may be up at the same time per wandering metalworker. A new ward carved by the same wandering metal smith replaces the old one.

GILDED SWORD* (SU):

Your engravings enhance the power of your allies' weapons. All allied melee weapons within 30 feet of you gain a +1 enhancement bonus. This bonus increases by 1 at 5th level and every 5 levels thereafter, to a maximum of +5 at 20th level.

GOLEM CRAFTER (SU):

You have learned how to bring life to your metal creations like no other. You can craft and maintain one iron cobra at a time without requiring any of the feats or spells normally involved. You may not craft another construct using this ability unless the previous one has been destroyed. At 15th level, you can craft an iron golem instead of an iron cobra. You may use Craft (metalworking) as the skill to make your construct. You must be at least 7th level to select this technique.

IRON MASTERY (SU):

Whenever you cast a spell targeting a creature made of metal or wearing medium or heavy metal armor, that spell's save DC increases by +2.

IRON SKIN (SU):

You gain a +2 armor bonus to your Armor Class for 10 minutes; this bonus increases by +1 for every 5 caster levels (maximum +6 at 20th level). You can use this ability a number of times per day equal to 3 + your Wisdom bonus.

IRON TRAVEL (SU):

You can pass through metal as easily as a fish swims through water. You move at your base land speed. While moving through metal, you breathe metal as if it were air (you do not need to hold your breath). Your burrowing leaves behind no tunnel or hole, nor does it create any ripple or sign of your presence. A *repel metal* or *stone* spell cast on an area where you move flings you back 30 feet, stunning you for 1 round unless you succeed on a DC 15 Fortitude save. Activating this ability is a free action. You can use this technique for 1 minute per day per wandering artist level. This duration does not need to be consecutive, but it must be spent in 1-minute increments. You must be at least 7th level to select this technique. You can bring other creatures with you when you glide, but each passenger costs an additional minute per minute of travel.

SHIELD OF THE WORLD* (SU):

Your engravings enhance the power of your allies' shields and armor. All allied shields and armor within 30 feet of you get a +1 enhancement bonus to AC (if a target has armor and a shield, they only get this bonus once). This bonus increases by 1 at 5th level and every 5 levels thereafter, to a maximum of +5 at 20th level.

SHRAPNEL BURST (SU):

As a swift action, you can cause jagged pieces of metal to explode outward from your body. These shards deal 1d6 points of piercing damage per two wandering artist levels (minimum 1d6) to all creatures within a 10-foot-radius burst. A Reflex save halves this damage. In addition, the twisted scraps of metal make the area difficult terrain until your next turn (at which time they disappear). You can use this ability once per day, plus one additional time per day at 5th level and every five levels thereafter. At 10th-level, the shrapnel bypasses damage reduction as if it were a magic weapon.

SPELL RESISTANCE* (SU):

Your engravings protect your allies from spells. All allies within 30 feet of you gain spell resistance equal to 10 + your wandering artist level. You must be at least 13th level to select this technique.

WELDING TORCH (SU):

As a standard action, you can cause a superheated flame to spurt from your finger, allowing you to make a melee touch attack. This attack deals 1d6 +1 fire damage for every two wandering artist levels you possess. This deals full damage to metal objects instead of half. You can use this a number of times per day equal to 3 + your Wisdom modifier.

MASTER TECHNIQUE

FORM OF IRON (SU):

At 20th level, you take the form of the metal that you have worked with for so long. You gain DR 10/- and immunity to death effects, disease, mind-affecting effects, necromancy effects, paralysis, poison, sleep, and stun.

ORIGAMI

Wandering origamists see a world ready to be brought into vivid life. Masters of small, intricate actions, they know that every problem can be overcome with a series of very specific steps. In battle, a wandering origamist knows that paper, when used correctly, can be as strong as steel.

ARTISTIC SKILL: A wandering origamist can use Craft (origami) instead of Sleight of Hand checks.

CRAFTING SKILL: A wandering origamist can use Craft (origami) to craft nonmetal shields and armor.

BONUS SPELLS: *Summon minor monster*** (2nd), *summon swarm* (4th), *wind wall* (6th), *air walk* (8th), *fickle winds*** (10th), *serenity*** (12th), *wind walk* (14th), *whirlwind* (16th), *summon frogemoth*** (18th).

A wandering origamist can select from any of the following techniques:

CEREMONIAL STREAMER* (Su):

You create a streamer that grants luck to a single ally. This streamer both protects them from damage, in the form of DR 1/slashing, and makes them more competent at what they do, in the form of a +1 luck bonus to all skill checks that they make. You cannot use the streamer on yourself, but it does not need to touch the ally for it to grant them the bonuses. At 5th level and every five wandering artist levels thereafter, these bonuses increase by 1, to a maximum of DR 5/slashing and +5 at 20th level.

FOLD SPACE (Sp):

You learn to fold the very fabric of the universe, allowing you to travel quickly from space to space. A number of times per day equal to 3 + your Wisdom modifier, you may teleport as the spell *dimension door*. You must be at least 11th level to select this technique.

KURIGAMI (Su):

As a standard action, you can make a melee touch attack with a single piece of sharpened paper. This attack deals 1d6 slashing damage +1 for every two wandering artist levels you possess. You can use this a number of times per day equal to 3 + your Wisdom modifier.

MASTER OF GRACE (Ex):

Choose one weapon from the monk weapons group. You gain weapon proficiency with this weapon. At 5th level, you gain Weapon Focus with this weapon and at 16th level, you get Improved Critical with this weapon.

ORIGAMI ALLY* (Sp):

You can create small origami creatures that grow to life size and animate when you release them. You may use this technique to cast a *summon nature's ally* spell as a druid of the same level (*summon nature's ally I* at 1st level, *summon nature's ally II* at 3rd level, etc). The ally this technique summons only stays in existence for as long as the technique is being maintained.



ORIGAMI FAMILIAR (SU):

You create a small paper animal that comes to life and follows you around. You gain a familiar, using your wandering artist level as your effective wizard level.

PAPER LAMP* (SU):

You may create a small paper lamp that floats around under your control. You may move the lamp 30 feet per round as a free action, and it can share a square with an ally. It casts light as per the *light* spell, and all allied creatures within 5 feet of it receive a +1 enhancement bonus to all attack and damage rolls. At 5th level and every five wandering artist levels thereafter, this bonus increases by 1, to a maximum of +5 at 20th level.

PAPER LANTERN* (SU):

Your paper lamp is slightly larger (though not so large that it has trouble fitting in the same square as an ally), and the light that it sheds provides a level of comfort. All creatures within 5 feet of the lamp gain fast healing 1. At 8th level and every four levels thereafter, this increases by 1, to a maximum of fast healing 5 at 20th level. You must have the paper lamp technique and be at least 3rd level to select this technique. This technique does not take any additional rounds of inspiration, it specifically strengthens the Paper Lamp technique.

PAPERCRAFT ALLY (SU):

All creatures summoned by you (including those summoned using origami ally) gain a +4 shield bonus to AC and +4 bonus to Constitution. You must have the origami ally technique to select this technique.

SPIRITUAL FOLDING* (SU):

Origami is a serene art form, and it allows you and your allies to completely empty your minds. You gain spell resistance equal to 10 + your ranks in Craft (origami). By spending artistic inspiration, you can grant this spell resistance to all allies within 30 feet. You must be at least 11th level to select this technique.

MASTER TECHNIQUE

THOUSAND CRANES (SU):

You prove your complete mastery over the form of paper by crafting 1000 origami cranes. The protection granted by these cranes gives you immunity to all diseases and poisons. The cranes also grant you the ability to, once a day, cast wish. This ability does not require a material component, but the wish cannot be used to grant ability score bonuses, nor can it be used to replicate spells with expensive material components. These bonuses are granted by the creation of the cranes; the cranes themselves are not magical items and do not provide any bonuses to those who carry them.

PAINTING

Wandering painters seek to capture the world around them in the form of a beautiful painting. As they grow in skill and power, the images they put on their canvas can begin to have strange effects on the real world.

ARTISTIC SKILL: A wandering painter can use Craft (paintings) instead of Spellcraft checks.

CRAFTING SKILL: A wandering painter can use Craft (paintings) to craft scrolls.

BONUS SPELLS: *Color spray* (2nd), *hypnotic pattern* (4th), *enter image** (6th), *rainbow pattern* (8th), *phantasmal web** (10th), *leashed shackles*** (12th), *phantasmal revenge** (14th), *scintillating pattern* (16th), *wish* (18th).

A wandering painter can select from any of the following techniques:

BRIGHT COLORS* (SU):

You enhance the vibrant colors of the world around you, making fellow spellcasters' spells even more powerful. You increase the DC of all ally's spells cast within 30 feet of you by +1. At 10th level and every 10 levels thereafter, this bonus increases by 1, to a maximum of +3 at 20th level.

CHIAROSCURO* (SU):

Choose a number of targets that you can see up to your Wisdom modifier. Your mastery of light and shadow allows you to manipulate the sight of these targets. You may choose to grant each target either +1 to their attack rolls or -1 to their attack rolls. These bonuses change to +2 and -2 respectively at 5th level, +3 and -3 at 10th level, +4 and -4 at 15th level, and +5 and -5 at 20th level. A creature targeted by this technique is allowed a Will save (DC 10 + ½ wandering artist level + Wisdom modifier) to negate the effect.

COMPOSITION (SU):

You understand at a very basic level how best to organize the items on your canvas. By spending a standard action, you can grant all allies the ability to move up to their full speed on your turn as an immediate action. These movements provoke attacks of opportunity as normal. You may use this technique once per day.

CREATE PORTRAIT (SU):

As a full round action, you create a portrait of one creature that you can see. Your spells gain a +4 bonus on caster level checks made to overcome the spell resistance of that creature for a number of rounds equal to your wandering artist level.

DRIP PAINT (SU):

As a standard action, you can flick paint at the enemy as a melee touch attack that deals 1d6 acid damage + 1 for every two wandering artist level you possess. You may use this a number of times per day equal to 3 + your Wisdom modifier.

ENTER THE PAINTING (SU):

You create a painting of such realism that you can literally enter it and be brought to a new world. By spending a full hour painting, you can craft a painting of a place that you can see or have seen in the past. At any point after crafting this painting, it can be entered to send you (and whoever or whatever you bring with you) to that place, as per the spell teleport with no chance of arriving off target. Entering the painting consumes it. The DC to resist being brought along is 10 + ½ ranks in Craft (paintings) + Wisdom modifier. You must be at least 9th level to select this technique.

ILLUSIONISM* (SU):

The realism of your works makes even the smallest changes seem all the more real. As a move action, you can use 1 round of artistic inspiration to maintain an illusion spell with a duration of concentration. You can cast another spell in the same round you are using artistic inspiration to maintain concentration; if you do this, your concentration on the maintained spell ends when you end the artistic inspiration the spell is part of.

SHARP CONTRAST* (SU):

You have learned how to draw the eye to certain areas through subtle use of contrast, color, and composition. When you activate this technique, choose one ally to draw the attention of enemies. Enemies who attack this ally get a +2 bonus on attack rolls, but your ally gets to make an attack of opportunity as an immediate action after being hit in melee.

STILL LIFE* (SU):

By painting a portrait of a single target that you can see, you can affect the target as the *flesh to stone* spell for as long as you maintain the technique. You must be at least 11th level to select this technique.

STRIP THE PAINT (SU):

You may forcibly remove any illusion currently being maintained by your illusionism technique. Any creature currently being affected by the illusion (pattern) spell must make a Fortitude save equal to $10 + \frac{1}{2}$ your wandering artist level + your Wisdom modifier or take 1d6 points of damage per wandering artist level. A successful save avoids the damage. You must be at least 11th level and have the Illusionism technique to select this technique.

MASTER TECHNIQUE

SELF PORTRAIT (SU):

Upon reaching 20th level, you craft an idealized portrait of yourself. Upon completion of this portrait, and for as long as the painting remains intact, the wandering painter will always look the way that his painting does; this stops all aging (natural and supernatural) and polymorph spells from working on you. While your painting remains intact, if you are ever killed you are immediately brought back to life 24 hours later to a space of your choice within 100 feet of the painting, as the true resurrection spell.

POTTERY

A wandering potter knows that the greatest form of art is one with a practical side to it as well. Wandering Potters often carry small clumps of clay into battle, making small containers and figurines that he then imbues with incredible magical power.

ARTISTIC SKILL: A wandering potter can use Craft (pottery) instead of Survival checks.

CRAFTING SKILL: A wandering potter can use Craft (pottery) to craft weapons.

BONUS SPELLS: *Floating disk* (2nd), *shatter* (4th), *resinous skin**** (6th), *control water* (8th), *magic jar* (10th), *move earth* (12th), *control construct*** (14th), *earthquake* (16th), *imprisonment* (18th).

A wandering potter can select from any of the following techniques:

CONTAINMENT* (SU):

You may select one creature to contain. This effect acts as hold monster, except that the DC for the Will save is equal to $10 + \frac{1}{2}$ your ranks in Craft (pottery) + your Wisdom modifier. You must be at least 7th level to select this technique.

CREATE FROM CLAY* (SP):

You have such skill over the shape of clay, what you create gains a living spirit. You may use this technique to cast a *summon monster* spell as a sorcerer of the same level (*summon monster* I at 1st level, *summon monster* II at 3rd level, etc). The ally this technique summons only stays in existence for as long as the technique is being maintained.

FIRE CLAY (SU):

As a standard action, you can make a ranged touch attack that deals 1d6 fire damage + 1 for every two wandering artist levels you possess. You may use this a number of times per day equal to 3 + your Wisdom modifier.

FORM OF THE EARTH (SP):

You have learned to take the form of a powerful earth elemental. Once per day, you may change shape as *elemental body* once per day, but only to take the form of an earth elemental. At 9th level, you may use this technique to change shape as *elemental body II*, at 11th level, you may use this technique to change shape as *elemental body III*, and at 13th level, you may use this technique to change shape as *elemental body IV*. You must be at least 7th level to select this technique.

GEOPHAGY (SU):

Swallowing your specially prepared clay allows for a miraculous amount of healing. Add all of the cure spells to your list of spells known, learned at the same level that a cleric would be able to use them.

GLAZED SHEEN* (SU):

A number of allies up to your Wisdom modifier gain spell resistance equal to 10 + your ranks in Craft (pottery). You must be at least 11th level to select this technique.

GOLEM CRAFTER (SU):

You have learned how to bring life to your clay creations like no other. You can craft and maintain one homunculus at a time without requiring any of the feats or spells normally involved. You may not craft another construct using this ability unless the previous one has been destroyed. At 11th level, you can craft a clay golem instead of a homunculus. You may use Craft (pottery) as the skill to make your construct. You must be at least 7th level to select this technique.

KILN MASTER (SU):

You gain resist fire 5. This resistance increases to 10 at 5th level and 20 at 11th level. At 17th level, you gain immunity to fire.

SHATTERING BLADES* (SU):

All allies within 30 feet deal bleed damage equal to your Wisdom modifier on attacks made with slashing or piercing melee weapons.

SHATTERING BALLISTICS* (SU):

When an ally within 30 feet successfully hits an opponent with a ranged weapon, the ammunition explodes into shards, dealing 1d6 damage to all creatures within 5 feet of the target.

MASTER TECHNIQUE

FORM OF THE GOLEM (SU):

At 20th level, you take the form of the clay that you have worked with for so long. You gain DR 10/- and immunity to death effects, disease, mind-affecting effects, necromancy effects, paralysis, poison, sleep, and stun.

SCRIMSHAW

Wandering scrimshanders are a strange sort; to be so interested in that which springs from death and create art from it requires a certain, unusual kind of personality. A wandering scrimshander is also forced by his discipline to obsess over the attainment of his artistic material – he becomes a master of hunting and killing.

ARTISTIC SKILL: A wandering scrimshander can use Craft (scrimshaw) instead of Knowledge (Nature) checks.

CRAFTING SKILL: A wandering scrimshander can use Craft (scrimshaw) to craft rods and wands.

BONUS SPELLS: *Decompose corpse* (2nd), *command undead* (4th), *animate dead, lesser*** (6th), *animate dead* (8th), *raise dead* (10th), *create undead* (12th), *control undead* (14th), *create greater undead* (16th), *soul bind* (18th).

A wandering carver can select from any of the following techniques:

ANCIENT DISCIPLINE (Sp):

Your discipline is one of the oldest in the world, and that heritage can be tapped into to allow you to commune with the spirits of your ancestors. This trance lasts for 10 minutes, which must be uninterrupted and during which you can take no other actions. When you come out of this trance, you have gained mystical insight into the future. At 1st level, this insight acts as an augury spell with 80% effectiveness. At 5th level, the insight takes the form of a divination with 90% effectiveness. At 8th level, the knowledge you gain is equivalent to a commune spell. None of these spell effects require material components.

BONE HUNTER (Ex):

You gain the ranger's favored enemy ability. You treat your wandering artist level as your ranger level for this ability. You only get one favored enemy from this technique, but the bonus against the favored enemy increases at the same rate as a ranger. If you have levels in both classes, both classes' levels stack for determining the effect of this technique.

COMMAND BONES (Su):

You gain Command Undead as a bonus feat. You can channel negative energy a number of times per day equal to 3 + your Wisdom modifier, but only to use Command Undead. Use your wandering artist level as your cleric level for the purposes of this feat. You can take other feats to add to this ability, such as Improved Channeling, but not feats that alter this ability, such as Alignment Channel.

CREATE UNDEAD* (Su):

As a standard action, you can summon a single skeleton to serve you. The skeleton has a number of Hit Dice equal to your wandering artist level. It remains for as long as you maintain the technique. At 7th level, you can summon a bloody skeleton. At 15th level, you can summon an advanced skeleton.

EMBRACE OF DEATH* (Su):

You and all allies within 30 feet of you heal damage instead of taking damage from channeled negative energy. If the channeled negative energy targets undead, you and your allies heal hit points just like undead in the area. This does not change the effects of positive energy. You must be at least 9th level to select this technique.

GOLEM CRAFTER (SU):

You have learned how to bring life to the bones you carve like no other. You can craft and maintain one tupilaq (Bestiary 3) at a time without requiring any of the feats or spells normally involved. You may not craft another construct using this ability unless the previous one has been destroyed. At 9th level, you can craft a bone golem (Bestiary 3) instead of a tupilaq. You may use Craft (scrimshaw) as the skill to make your construct. You must be at least 7th level to select this technique.

MASTER OF THE HARPOON (EX):

Choose one weapon from the spears weapons group. You gain weapon proficiency with this weapon. At 5th level, you gain Weapon Focus with this weapon and at 16th level, you get Improved Critical with this weapon.

RAISE QUARRY* (SU):

When using the create undead technique on the body of your favored enemy, you may add an additional 2 Hit Dice to the skeleton as well. You must be at least 7th level and have the bone hunter and create undead techniques to select this technique.

TUSKS OF THE BEAST* (SU):

As a standard action and for as long as this technique is maintained, you grow tusks or antlers as one of the creatures who you harvest bone from, granting you a gore attack. This gore attack deals damage appropriate for your size (1d6 for a medium creature and 1d4 for a small creature). At 5th level, this attack receives a +1 enhancement bonus to its damage, which increases by 1 every 5 levels thereafter, to a maximum of +4 at 20th level.

WHALE HUNTER (SU):

You learn how to hunt the large ocean creatures who provide you with the best materials. While this ability is in effect, you can go underwater, gaining a swim speed of 60 feet and the ability to breathe water. You can use this ability for 1 hour per day per wandering artist level. This duration does not need to be consecutive, but it must be spent in 1 hour increments. You must be at least 5th level to select this technique.

MASTER TECHNIQUE

MASTER OF BONES (SP):

At 20th level, you become a master of death. Once per round, you can cast bleed or stabilize as a free action. If you are brought to below 0 hit points, you automatically stabilize. You can cast animate dead at will without paying a material component cost (although you are still subject to the usual Hit Die control limit). Once per day, you can cast power word kill, but the spell can target a creature with 150 hit points or less.

SCULPTURE

A wandering sculptor is bound to the earth and stone, and strives to mimic the strength and stoicism of the granite he works with. Wandering sculptors often grow a supernatural ability to make himself and his allies like stone.

ARTISTIC SKILL: A wandering sculptor can use Craft (sculpture) instead of Knowledge (dungeoneering) checks.

CRAFTING SKILL: A wandering sculptor can use Craft (sculpture) to craft rods and staves.

BONUS SPELLS: *Stone fist** (2nd), *stone call** (4th), *meld into stone* (6th), *spike stones* (8th), *stoneskin* (10th), *wall of stone* (12th), *statue* (14th), *earthquake* (16th), *clashing rocks** (18th).

A wandering sculptor can select from any of the following techniques:

CARYATID STANCE* (SU):

Your allies imitate your statues to a point where they are almost impossible to move against their will. All attempts to forcibly move an ally within 30 feet of you are reduced by 5 feet for every two wandering artist levels you possess. If this would reduce the movement to 0, the attempt has no effect.

CHISEL (SU):

As a standard action, you can make a melee touch attack that deals 1d6 piercing damage +1 for every two wandering artist levels you possess. You may use this a number of times per day equal to 3 + your Wisdom modifier.

EQUESTRIAN STATUE (SU):

You create a statue of a mount that then comes to life under your service. This is exactly like the paladin's divine bond ability, except you must choose a mount, and at 11th level it gains the advanced template instead of the celestial template. You must be at least 5th level to select this technique.

ENTER THE STONE (SU):

You can pass through stone, dirt, or almost any other sort of earth except worked stone and metal as easily as a fish swims through water. If protected against fire damage, you can even travel through lava. You move at your base land speed. While moving through stone, you breathe stone as if it were air (you do not need to hold your breath). Your burrowing leaves behind no tunnel or hole, nor does it create any ripple or sign of your presence. A move earth spell cast on an area where you are flings you back 30 feet, stunning you for 1 round unless you succeed on a DC 15 Fortitude save. Activating this ability is a free action. You can use this technique for 1 minute per day per wandering artist level. This duration does not need to be consecutive, but it must be spent in 1-minute increments. You can bring other creatures with you when you glide, but each passenger costs an additional minute per minute of travel. You must be at least 5th level to select this technique.

FORM OF GRANITE (SU):

You gain resist acid 5. This resistance increases to 10 at 5th level and 20 at 11th level. At 17th level, you gain immunity to acid.

GARGOYLE'S TRICK* (SU):

You teach your allies how best to appear as stone. While this technique is active, any ally who can see you can, as a full round action, take 20 on a Disguise check to appear as a statue.

GOLEM CRAFTER (SU):

You have learned how to bring life to your sculptures like no other. You can craft and maintain one ice golem at a time without requiring any of the feats or spells normally involved. You may not craft another construct using this technique unless the previous one has been destroyed. At 15th level, you can craft a stone golem instead of an ice golem. You must be at least 11th level to select this technique.

GORGON'S EYE* (SU):

When you start this technique, choose one creature to target. If the target fails a Will save (DC 10 + ½ ranks in Craft (sculpture) + Wisdom modifier), they are immediately turned to stone. The target cannot move, attack, cast spells, or anything else that requires movement, but the target can also not take any damage while turned to stone. The target is only turned to stone for as long as you maintain this technique, and they are allowed a new Will save to revert to their normal form each round that you maintain the technique. This is a petrification effect. You must be at least 11th level to select this technique.

MASTER OF THE HAMMER (EX):

Choose one weapon from the hammer weapons group. You gain weapon proficiency with this weapon. At 5th level, you gain Weapon Focus with this weapon and at 16th level, you get Improved Critical with this weapon.

SEE THE SHAPE WITHIN* (SU):

You can see through stone, earth, or sand as easily as if it were transparent crystal. Your gaze can penetrate a number of feet equal to your wandering artist level, or 1/12th this thickness of metal.

MASTER TECHNIQUE

FORM OF THE STONE (SU):

At 20th level, you take the form of the stone that you have worked with for so long. You gain DR 10/- and immunity to death effects, disease, mind-affecting effects, necromancy effects, paralysis, poison, sleep, and stun.

TAILORING

Wandering tailors understand that an adventurer needs more than armor and a weapon; a cloak can protect from the harsh environment, gloves can serve as a barrier between the wearer and dangerous materials, and wearing highly fashionable clothes can go a long way towards making friends in new places.

ARTISTIC SKILL: A wandering tailor can use Craft (clothing) instead of Disguise checks.

CRAFTING SKILL: A wandering tailor can use Craft (clothing) to craft nonmetal shields and armor.

BONUS SPELLS: *Disguise self* (2nd), *silk to steel*** (4th), *magic vestment* (6th), *protection from energy*, *communal**** (8th), *treasure stitching** (10th), *veil* (12th), *invisibility*, *mass* (14th), *screen* (16th), *shapechange* (18th).

A wandering clothier can select from any of the following techniques:

BOOTS ON THE GROUND (SU):

The clothing you have crafted for your party unifies and empowers them as a team. Once a day, you may allow all of your allies within 30 feet to move up to their speed as a swift action.

CLOAK OF DARKNESS (SU):

You bring out a dark cloak of a magical fabric that grants you a +4 armor bonus and a +2 circumstance bonus on Stealth checks. At 7th level, and every 4 levels thereafter, these bonuses increase by +2. You can use this cloak for 1 hour per day per wandering artist level. The duration does not need to be consecutive, but it must be spent in 1-hour increments.

CLOAK OF INVISIBILITY* (SP):

As a move action, you can throw a magical cloak over your shoulders and disappear, as the *invisibility* spell. You can maintain your invisibility for as long as you maintain the technique.

CLOAK OF THE FALCON (SU):

You have crafted a magical cloak that you can throw over your shoulders as a swift action. This cloak grants you a fly speed of 60 feet with good maneuverability. At 10th level, your speed increases to 90 feet and your maneuverability increases to perfect. You can use the cloak for 1 minute per day per wandering artist level. This duration does not need to be consecutive, but it must be spent in 1-minute increments. You must be at least 5th level to select this technique.

CLOTH ARMOR (EX):

Your connection to protective clothing makes you able to cast spells when the cloth you wear might otherwise interfere. You are proficient with padded and quilted cloth armor, and these armors do not impose an arcane spell failure chance for you.

DOLL CRAFTER (SU):

You have learned how to bring life to your cloth creations like no other. You can craft and maintain one soulbound doll or scarecrow at a time without requiring any of the feats or spells normally involved. You may not craft another construct using this technique unless the previous one has been destroyed. You may use Craft (clothing) as the skill to craft your construct. You must be at least 7th level to select this technique.

FEATHERWEIGHT (SU):

Your pockets are enchanted and allow you to carry far more than would seem possible. You use your Wisdom modifier to determine carrying capacity instead of Strength.

HIGH FASHION* (SU):

By veiling yourself in the most beautiful and fashionable clothes, you become irresistible to those who see you. This technique functions exactly like the bard's fascinate, except that your target needs only to see you and the DC for the Will save to resist being fascinated is your normal wandering artist technique DC.

SUMMER CLOTHES* (SU):

You grant all allies within 30 feet and yourself resist fire 5. This resistance increases to 10 at 5th level and 20 at 11th level. At 17th level, you grant immunity to fire.

WINTER CLOTHES* (SU):

You grant all allies within 30 feet and yourself resist cold 5. This resistance increases to 10 at 5th level and 20 at 11th level. At 17th level, you grant immunity to cold.

MASTER TECHNIQUE

THREAD OF LIFE (SU):

At 20th level, you learn to see and manipulate the very threads of life. Once a day, you may make a ranged touch attack to attempt to sever one creature's thread. If you are successful, the target is slain and may not be resurrected except by a wish or miracle spell. A Fortitude save (DC 10 + ½ ranks in Craft (clothing) + Wisdom modifier) negates the attempt.

TATTOO

Wandering tattoo artists see beauty hidden in the human body above all else and are willing to do whatever it takes to bring it out. Wandering tattoo artists will often create tattoos on their allies' bodies before battle and then imbue those tattoos with magic when the time comes.

ARTISTIC SKILL: A wandering tattoo artist can use Craft (tattoo) instead of Heal checks.

CRAFTING SKILL: A wandering tattoo artist can use Craft (tattoo) to craft scrolls.

BONUS SPELLS: *Enlarge person* (2nd), *disfiguring touch*** (4th), *bestow curse* (6th), *remove curse* (8th), *telepathic bond* (10th), *curse, major*** (12th), *firebrand** (14th), *frightful aspect**** (16th), *transmute blood to acid*** (18th).

A wandering tattoo artist can select from any of the following techniques:

FAMILIAR TATTOO (SU):

You gain a familiar as a wizard equal to your wandering artist level. Your wandering artist levels stack with any wizard or witch levels you may possess for the purposes of determining the powers of your familiar. As a move action, you may meld your familiar into your skin as a tattoo (or bring it back to its normal familiar form). As a tattoo, your familiar still grants any bonuses to you as normal, but otherwise has no ability to move or make an action.

INFECTION IMMUNITY (SU):

You become immune to all diseases, including supernatural and magical diseases. In addition, you gain +2 to all Fortitude saves. You must be at least 3rd level to select this technique.

LIVING TATTOOS* (SP):

You can cause your more monstrous tattoos to leap from your skin, grow to life size, and animate. You may use this technique to cast a *summon monster* spell as a wizard of the same level. The monster this technique summons only stays in existence for as long as the technique is being maintained.

PAIN RESISTANCE (SU):

You gain DR 1/bludgeoning. This increases by +1 at 5th level, and by 1 more every 5 levels thereafter, to a maximum of DR 5/bludgeoning at 20th level.

QUICK SCARRING* (SU):

Your body can adapt to injuries to an incredible point. You gain fast healing 1. This increases by 1 for every 5 wandering artist levels you possess.

SCARIFICATION (SU):

Your experience with scars and wounds protects you from the dangers of bleeding. You may ignore 1 bleed damage every round. This amount increases by 1 at 6th level and every 3 levels thereafter. You must be at least 3rd level to select this technique.

SCRYING TATTOO* (SU):

With one hour of work on the skin of a willing or helpless creature, you may create a special tattoo linked to one on your own skin. Removing this tattoo takes an hour and a Heal or Craft (tattoo) check (the DC of which is equal to your Craft (tattoo) roll). By activating this technique, you are able to see what the target is doing, as the *scry* spell. The target is considered willing for the purpose of determining its Will save. You must be at least 7th level to select this technique.

SPIRITUAL TATTOO (SU):

You gain channel energy as a cleric of your wandering artist level -4. Your wandering artist levels stack with any cleric levels you might possess for the purpose of determining the strength of your channel energy. You may do this a number of times per day equal to 3 + your Charisma modifier. You must be at least 5th level to select this technique.

WARDING TATTOOS* (SU):

You imbue your tattoos with energy that protects yourself and your allies. You gain spell resistance equal to 10 + your wandering artist level. By spending artistic inspiration, you can grant this spell resistance to all allies within 30 feet. You must be at least 11th level to select this technique.

WING TATTOOS (SU):

Tattoos in the shape of wings on your back unfurl from your skin and become real as a swift action. These wings grant you a fly speed of 60 feet with good maneuverability. At 10th level, your speed increases to 90 feet and your maneuverability increases to perfect. You can manifest these wings for 1 minute per day per wandering artist level. This duration does not need to be consecutive, but it must be spent in 1-minute increments. You must be at least 5th level to select this technique.

MASTER TECHNIQUE

PE'A (SU):

At 20th level, you cover yourself in spiritual markings that symbolize your courage. These tattoos give you protective powers; you gain DR 10/bludgeoning (this stacks with any damage reduction you have gained from the pain resistance technique) and you become immune to all critical hits.

TEXTILES

Wandering clothiers take materials from their surroundings and craft them into precious fabrics and textiles. They are often seen with portable looms and drop spindles and looking to nature for inspiration, new fibers, and plants to create dyes from.

ARTISTIC SKILL: A wandering clothier can use Craft (textiles) instead of Disguise checks.

CRAFTING SKILL: A wandering clothier can use Craft (textiles) to craft nonmetal shields and armor.

BONUS SPELLS: *Endure elements* (2nd), *silk to steel** (4th), *magic vestment* (6th), *protection from energy*, *communal**** (8th), *treasure stitching** (10th), *veil* (12th), *refuge* (14th), *screen* (16th), *shapechange* (18th).

A wandering clothier can select from any of the following techniques:

COLORFUL DYES* (SU):

You enhance the vibrant colors of the cloth adorning your allies, making fellow spellcasters' spells even more powerful. You increase the DC of all spells cast within 30 feet of you by +1. At 10th level and every 10 levels thereafter, this bonus increases by 1, to a maximum of +3 at 20th level.

FIBROUS COMPANION (SU):

You gain the service of an animal companion from whom you can harvest fiber for your textiles. Your effective druid level for this animal companion is equal to your wandering artist level -4. You may choose an aurochs, camel, dog, elephant (mastodon or mammoth), horse, llama, megatherium, pony, or ram as your companion. You must be at least 5th level and must not have the fibrous familiar technique to select this technique.

FIBROUS FAMILIAR (SU):

You gain a familiar from whom you can harvest fiber for your textiles, using your wandering artist level as your effective wizard level. You may choose a cat, goat, rabbit, or spider as your familiar. If this familiar is replaced through the Improved Familiar feat, the new familiar you receive is a particularly furry individual of its kind. You must not have the fibrous companion technique to select this technique.

GAUZE* (SU):

All healing effects caused by or used on allies within 30 feet of you heal an extra 1d6 hp + 1 for every two wandering artist levels you possess.

GOD'S EYE (SU):

Once per day, you can spend a full hour weaving a symbol of knowledge and understanding. During this period, you are sent mysterious visions that pertain to the future. At 1st level, the visions manifest as an augury spell with 80% effectiveness. At 5th level, the visions take the form of a divination with 90% effectiveness. At 8th level, the visions manifest as a casting of commune with no material component required.

HEAVY FABRIC* (SU):

You grant all allies within 30 feet and yourself resist cold 5. This resistance increases to 10 at 5th level and 20 at 11th level. At 17th level, you grant immunity to cold.

LIGHT FABRIC* (SU):

You grant all allies within 30 feet and yourself resist fire 5. This resistance increases to 10 at 5th level and 20 at 11th level. At 17th level, you grant immunity to fire.

MAGICAL DISTAFF (EX):

You have learned to craft staves that you can then use for both spellcasting and to hold your fibers as you work with them. You gain Craft Staff as a bonus feat. You must be 11th level to select this technique.

MASTER OF ROPE (EX):

Choose one weapon from the flail weapons group. You gain weapon proficiency with this weapon. At 5th level, you gain Weapon Focus with this weapon and at 16th level, you get Improved Critical with this weapon.

SPIDER'S GRACE (SU):

Your mastery over spinning and weaving mimics that of a spider to the point where you begin to take on a certain level of their talents. You gain a climb speed equal to half of your land speed, and are able to cast web as a spell like ability a number of times per day equal to 3 + your Wisdom modifier. You must be at least 5th level to select this technique.

MASTER TECHNIQUE

GOLD FROM STRAW (SU):

At 20th level, once per day in a special ritual that takes one hour, you may spin up to 30,000 gp worth of gold from otherwise useless fibers. In addition, you have learned to weave together the very fabric of the universe, allowing you to cast greater create demiplane once per day.

WRITING

Wandering authors are storytellers first and foremost. The words that they put down on the page can make subtle changes in the very structure of the world. Wandering writers will spend much of their time on the battlefield writing, their stories changing the battle as it happens.

ARTISTIC SKILL: A wandering author can use Craft (books) instead of Sense Motive checks.

CRAFTING SKILL: A wandering author can use Craft (books) to craft scrolls.

BONUS SPELLS: *Comprehend languages* (2nd), *obscure object* (4th), *sepia snake sigil* (6th), *phantasmal killer* (8th), *sending* (10th), *legend lore* (12th), *power word blind* (14th), *power word stun* (16th), *power word kill* (18th).

A wandering writer can select from any of the following techniques:

DEUS EX MACHINA* (SP):

A being comes from the heavens to help solve the conflicts in your story, completely unbidden. This functions as *lesser planar ally*, except that the ally it summons only stays in existence for as long as the technique is being maintained. At 11th level, this functions as *planar ally*, and at 15th level, this functions as greater planar ally. You must be at least 7th level to select this technique.

FOIL CHARACTER (EX):

You create a character in your story that perfectly highlights your greatest qualities. You gain the Leadership feat. You must be at least 7th level to select this technique.

FORESHADOWING (SP):

Once per day, you can spend a full hour in uninterrupted writing. During this period, your hands produce mysterious writing that pertains to the future. At 1st level, the prophetic writing manifests as an *augury* spell with 80% effectiveness. At 5th level, the writing takes the form of a divination with 90% effectiveness. At 8th level, the writing manifests as a casting of *commune* with no material component required.

IN MEDIAS RES (SU):

You can always act in a surprise round, and you get +4 to your initiative modifier.

NON SEQUITUR (SU):

Your actions seem to defy logic, to the point where they even baffle you sometimes. When you cast a spell, you may choose to apply a random metamagic feat that you have to that spell without increasing the effective level of that spell. The manner that this feat is chosen is entirely up to the DM. You must have at least 2 metamagic feats to select this technique.

PERSONIFICATION (Sp):

By personifying an item or creature, you gain the ability to speak to it as if it were a person. At 1st level, using this power acts as the spell *Speak with Animals*. At 7th level, using this power can act as the spell *Speak with Plants*, *Speak with Vermin*, or *Speak with Dead*. You may use this power a number of times per day equal to 3 + your Wisdom modifier.

PLAGIARISM* (Su):

You may select one creature to be the target of plagiarism. For as long as this technique is active, any spell that the target casts, you may choose to copy. This works similarly to readying a *Counterspell*, except that instead of countering the cast spell, you cast it yourself. The original spell still goes off and is resolved before you cast your version. Use the target's DC for the spell to determine how strong your own spell is. This consumes a spell slot of equal level to the plagiarized spell. If the spell is of a higher level than a spell you can cast, it consumes a spell slot of your highest level + 1 spell slot of that level for every spell level of difference between the two. If you do not possess enough spell slots, the attempt fails. You must be at least 15th level to select this technique.

RED HERRING (Su):

Once a day, you can write a plot point specifically designed to distract the foes from their true target. This affects you as the *Mislead* spell, but the DC to disbelieve the illusion is equal to your Craft (books) roll. You must be at least 11th level to select this technique.

REPETITION* (Su):

You can emit a 30-foot aura of repetition. All enemies within this aura must make a Will save each round or repeat their action from the previous round if possible (DC 10 + ½ ranks in Craft (books) + Wisdom modifier). Creatures that attacked on the previous round attack again on the following round, although they may change their target. Creatures that moved the previous round must take the same move action again, although they may change their route. Creatures that drank a potion must do so again, even they can only drink from an empty bottle. Actions that cannot be repeated are wasted. You must be at least 7th level to select this technique.

UNRELIABLE NARRATOR* (Su):

Your subtle ability to change how the story of your life is being told shakes your foes' faith in the world around them. A number of target creatures that can hear and understand you equal to your Wisdom modifier must make a Will save (DC 10 + 1/2 ranks in Craft (books) + Wisdom modifier) or take a -4 on all attack rolls, damage rolls, and skill checks. You must be 7th level to take this technique.

MASTER TECHNIQUE

DENOUEMENT (Su):

At 20th level, you have managed to overcome every obstacle and conflict you've come across, and your story is reaching its end. All plot points have become revealed to you; you may cast *True Seeing* at will. In addition, you have such control over your story that once per day you may cast *Wish*. This technique does not require a material component, but the wish cannot be used to grant ability score bonuses, nor can it be used to replicate spells with expensive material components.

WANDERING ARTIST SPELL LIST

Wandering artists gain access to the following spells. While most of these spells are found in the Core Rulebook, those marked with a single asterisk (*) are described in the Advanced Player's Guide, those marked with two asterisks (**) are described Ultimate Magic, and those marked with three asterisks (***) are described in Ultimate Combat.

0TH-LEVEL WANDERING ARTIST SPELLS – *arcane mark, dancing lights, daze, light, message, open/close, read magic, sift**

1ST-LEVEL WANDERING ARTIST SPELLS – *beguiling gift*, crafter's fortune*, crafter's curse* lesser confusion, dancing lantern*, delusional pride**, erase, identify, invigorate*, keen senses*, magic aura, obscure object, silent image, sleep*

2ND-LEVEL WANDERING ARTIST SPELLS – *blur, calm emotions, cause fear, clone, continual flame, darkness, daze monster, enthrall, gallant inspiration*, ghostly disguise**, glitterdust, haunting mists**, locate object, mad hallucination**, minor image, miserable pity**, oppressive boredom**, qualm***, scare, sculpt simulacrum**, see invisibility, symbol of mirroring**, unnatural lust***

3RD-LEVEL WANDERING ARTIST SPELLS – *daybreak arrow***, daylight, deep slumber, discovery torch***, glyph of warding, illusory script, mass invigorate*, invisibility purge, loathsome veil**, major image, rage, reckless infatuation**, shrink item, unadulterated loathing**, vision of hell***

4TH-LEVEL WANDERING ARTIST SPELLS – *confusion, crushing despair, fear, lesser geas, good hope, hallucinatory terrain, illusory wall, malfunction**, malicious spite**, mass daze**, minor creation, overwhelming grief**, phantasmal killer, rainbow pattern, shadow conjuration, shocking image***, lesser simulacrum**, suggestion, symbol of healing**, symbol of revelation**, symbol of slowing**, terrible remorse**, true form*, wandering star motes**

5TH-LEVEL WANDERING ARTIST SPELLS – *banish seeming*, dominate person, false vision, major creation, mirage arcana, nightmare, passwall, permanency, persistent image, phantasmal web*, prying eyes, shadow evocation, smug narcissism**, soothe construct**, symbol of pain, symbol of scrying**, symbol of sleep, symbol of striking***, unbreakable construct***

6TH-LEVEL WANDERING ARTIST SPELLS – *brilliant inspiration*, cloak of dreams*, envious urge**, geas/quest, greater glyph of warding, mislead, permanent image, programmed image, symbol of fear, symbol of persuasion, symbol of sealing**, true seeing, utter contempt**, veil, vengeful outrage***

7TH-LEVEL WANDERING ARTIST SPELLS – *circle of clarity**, control construct**, insanity, lesser create demiplane**, phase door, phantasmal revenge*, project image, greater shadow conjuration, simulacrum, symbol of stunning, symbol of weakness, waves of ecstasy***

8TH-LEVEL WANDERING ARTIST SPELLS – *antipathy, call construct**, create demiplane**, euphoric tranquility*, mind blank, prismatic wall, greater prying eyes, scintillating pattern, greater shadow evocation, symbol of death, symbol of insanity, sympathy*

9TH-LEVEL WANDERING ARTIST SPELLS – *dominate monster, greater create demiplane**, prismatic sphere, refuge, shades, symbol of strife**, teleportation circle, weird*

WANDERING ARTIST FEATS

EXTRA TECHNIQUE

You have learned a new technique to further express your skill at your discipline.

PREREQUISITES: Technique class feature.

BENEFIT: You gain one additional wandering artist technique. You must meet all of the prerequisites for this technique.

SPECIAL: You can gain Extra Technique multiple times. Each time you must select a different technique.

MIGHTIER THAN THE SWORD

Through understanding the world, you understand the movements and motives behind combat.

PREREQUISITES: Artist's inspiration class feature.

BENEFIT: You may spend 1 round of inspiration to improve your effective BAB while you maintain this technique. Your BAB improves by +1 for every 3 levels of wandering artist you possess, to a maximum of +6 at 18th level, for as long as you maintain this technique.

Special: This enhanced BAB grants you extra attacks. It cannot be used to qualify for feats.

INSPIRE DESIGN

You can inspire greater imagination within your allies.

PREREQUISITES: Inspiration class feature, Craft (any) 5 ranks

BENEFIT: A wandering artist may spend 1 round of inspiration to grant a creature a +4 circumstance bonus on a Craft check. This may only be used on a Craft check that falls under the purview of a Craft skill you have at least 5 ranks in. Spending the inspiration is a swift action and the bonus remains for 1 minute per wandering artist level, but is consumed upon the first Craft check the subject attempts during this time. This may be used on any willing creature.

ARTISTIC APPRECIATION

No one appreciates an artist.

PREREQUISITES: Artist's inspiration class feature, Craft (any) 5 ranks

BENEFIT: When in the presence of one item you created with the Craft skill of at least masterwork quality or a value over 100 gp, you may switch your artistic inspiration from one technique to another as a swift action.

Special: At 13th level, you may switch your artistic inspiration as an immediate action.



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