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CAMPAIGN SETTING™



INNER SEA COMBAT



Bloodworks

Crusader War College

Aldori Academy

Valknar Gladiatorial College

Night Scales

Wasp Queens

Sisters of the Golden Erinyes

Brotherhood of Silence

Irorium

Bloody Barbers

Tar Kuata

Grand Coliseum

Houses of Perfection

Ironstock Hall

Key

Thieves Guild

Dojo

War College

Gladiatorial Arena

Combat Schools of the Inner Sea

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Authors • Dennis Baker, Jesse Benner, John Compton, and Thurston Hillman

Cover Artist • Yu Cheng Hong

Interior Artists • Sara Betsy, Sven Bybee, Leonardo Meschini, Caio Maciel Monteiro, Alexander Nanitchkov, Jon Neimeister, Roberto Pitturru, Ryan Portillo, Jason Rainville, Kim Sokol, Tatiana Vetrova, and Joe Wilson

Cartographer • Robert Lazzaretti

Creative Director • James Jacobs

Editor-in-Chief • F. Wesley Schneider

Managing Editor • James L. Sutter

Lead Developer • Mark Moreland

Senior Developer • Rob McCreary

Developers • Logan Bonner, John Compton, Adam Daigle, Mark Moreland, and Patrick Renie

Associate Editors • Judy Bauer and Christopher Carey

Editors • Justin Juan, Lyz Liddell, Ryan Macklin, and Matthew Simmons

Lead Designer • Jason Bulmahn

Designers • Stephen Radney-MacFarland and Sean K Reynolds

Managing Art Director • Sarah E. Robinson

Senior Art Director • Andrew Vallas

Art Director • Sonja Morris

Graphic Designers • Emily Crowell and Ben Mouch

Publisher • Erik Mona

Paizo CEO • Lisa Stevens

Chief Operations Officer • Jeffrey Alvarez

Director of Sales • Pierce Watters

Sales Associate • Cosmo Eisele

Marketing Director • Jenny Bendel

Finance Manager • Christopher Self

Staff Accountant • Ashley Gillaspie

Chief Technical Officer • Vic Wertz

Senior Software Developer • Gary Teter

Campaign Coordinator • Mike Brock

Project Manager • Jessica Price

Licensing Coordinator • Michael Kenway

Customer Service Team • Erik Keith, Sharaya Kemp, Katina Mathieson, and Sara Marie Teter

Warehouse Team • Will Chase, Mika Hawkins, Heather Payne, Jeff Strand, and Kevin Underwood

Website Team • Christopher Anthony, Liz Courts, Crystal Frasier, Lissa Guillet, and Chris Lambertz



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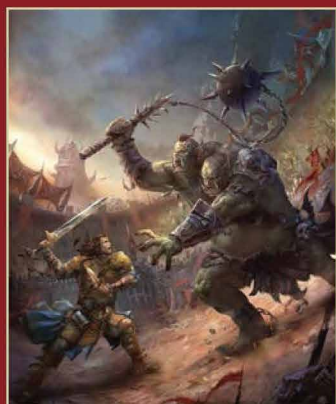
Prepare your character for combat with this panoply of weapons, armor, and items designed to enhance the fighting styles of the Inner Sea.

Reference

This book refers to several other Pathfinder Roleplaying Game products using the following abbreviations, yet these additional supplements are not required to make use of this book. Readers interested in references to Pathfinder RPG hardcovers can find the complete rules of these books available online for free at paizo.com/prd.

<i>Advanced Player's Guide</i>	APG	<i>Pirates of the Inner Sea</i>	POTIS
<i>Advanced Race Guide</i>	ARG	<i>Ultimate Combat</i>	UC
<i>Bestiary 2</i>	B2	<i>Ultimate Campaign</i>	UCA
<i>The Inner Sea World Guide</i>	ISWG	<i>Ultimate Equipment</i>	UE
<i>Mythic Adventures</i>	MA	<i>Ultimate Magic</i>	UM

On the Cover



Valeros bravely faces off against a savage ettin on the grounds of the brutal Bloodworks in this illustration by Yu Cheng Hong!



Paizo Inc.

7120 185th Ave NE, Ste 120
Redmond, WA 98052-0577

paizo.com

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Combat of the Inner Sea

To Belkzen orcs, the way of the blade is not a choice. The harsh conditions of the wasteland they live in and the sheer speed with which they breed makes resources hard to come by, resulting in constant skirmishes with the surrounding kingdoms over food and other supplies. Even if we could find one of the gods-forsaken creatures willing to parley long enough to make a treaty, eventually there will be a drought, or the ankhegs will swarm, or who knows what else, and for the orcs the choice will be attack Lastwall or starve. The only way to deal with them is at the end of a sword, and we simply don't have enough hands to hold that many blades. For every one that we put to down, five more are born on the other side of this wall.

—Final missive from Knight-Colonel Talus, commander of the west flank of the Sunwall, circa 4097 AR



Combat of the Inner Sea

Variant Combat

Combat Schools

Martial and Skilled Specialists

Magic Items

The Inner Sea region is home to many unique fighting cultures: rugged barbarians of the frozen north, riders of the deserts and plains, crusaders against demonic evils, monks of the east, champions of evil, and honor-bound swordlords. These mighty warriors are the backbone of the Inner Sea. Some are leaders of armies, while others fend for themselves, hunting rare beasts for profit or felling powerful evils for the good of all. Each region has its own distinct styles and strengths; what they have in common is their willingness to use their blades, bows, or bare fists to accomplish great deeds.

Inner Sea Combat delves into the role these martial classes have in the Inner Sea region and how they have shaped the history of both the region and Golarion as a whole. This section details the nations with strong warrior traditions and the role martial characters from those traditions play in them. Then it lists many of the most powerful and famous warriors of those regions.

Brevoy

The Aldori swordlords of Brevoy count some of the greatest duelists of the Inner Sea region among their ranks. Generations ago, Sirian Aldori taught a small number of students his highly effective dueling techniques, asking only that they adopt his surname and commit to teaching only those sworn to uphold a secret pact of honor. Over time, the Aldori swordlords grew in influence, and their reputation spread throughout the Inner Sea region. But when Choral the Conqueror invaded Rostland, the defending swordlords were tricked into an ambush, and most were immolated by a pair of powerful red dragons.

Since their defeat at the hands of Choral and his dragon allies, the Aldori have been in decline, but the Aldori tradition continues and is still renowned for producing some of the Inner Sea region's finest warriors. Most of them have made the free city of Restov home, and from here the now-landless swordlords test their skills against all comers and sell their services to the highest bidders. A few small mercenary groups of Aldori even hire themselves out as adjuncts and specialists in larger mercenary armies.

The Aldori tradition is one of lightly armored finesse, and while it's more suited for dueling than for general combat, few question the effectiveness of Aldori swordcraft.

Hold of Belkzen

The orc fighting traditions of Belkzen are not taught in universities or dueling academies—they are forged by the fury of the hordes. More civilized nations scoff at orc martial techniques, but orc warriors are fearsome and their fighting styles are every bit as deadly as those from more structured martial schools.

Orc training is brutal, and produces a high proportion of adept warriors only because those who learn too slowly wind up dead. A few tribes, however, teach slightly more structured forms of martial arts. Deep within Urgir, there

are said to be two distinctly orc schools of martial arts. There, only the fiercest orcs survive, and they go on to become assassins, bodyguards, or warlords. This training is expensive—a luxury not wasted on unblooded orcs. Most orc tribes won't even consider training a warrior until she's been tested in battle; indeed, young orcs are not considered adults until they've participated in a raiding party.

Orc fighting traditions usually involve speed and brute strength. The vast majority of Belkzen tribes are poor and resort to using crude or broken weapons. The few affluent tribes have much better equipment, with the wealthiest able to afford the insane creations of the Steel Eaters of the Foundry (*Pathfinder Adventure Path* #11 61).

Jalmeray

The Vudrani martial traditions and schools seem at first out of place in the perfect, genie-crafted halls of Jalmeray. This false impression rises from a general lack of understanding of that which drives the so-called Houses of Perfection. The Monastery of Unblinking Flame, the Monastery of Unfolding Wind, and the Monastery of Untwisting Iron are fiercely competitive, but all share a common goal: they seek to overcome the weaknesses of mind and flesh. Those who run the schools know that perfection is a goal few will attain, but that the quest for perfection is itself a worthy goal. Each school sees the path to perfection differently, and this is the heart of their rivalries. Every 10 years, they gather for the month-long competition called the Challenge of Sky and Heaven, where each school hopes to prove the superiority of its path.

Each school has its own seemingly impossible trials for admission, requiring the applicant to overcome the superhuman abilities of an extraplanar creature. What few aspirants realize is that the first test is simply mustering the will to face the trials. Though few pass the tests, many of those who fail are accepted into lesser schools for training.

Students of the Schools of Perfection are renowned for their unyielding discipline. The schools are not academies from which students can graduate, because few aside from Irori himself have ever achieved true perfection. It is common practice that after 3 years of intense training, a student leaves the school and travels for 3 additional years, seeking truth, before returning again. These truth-seekers are highly sought after as bodyguards and trainers by those interested in learning of the secrets of Vudrani martial arts without the risks of the trials.

Lands of the Linnorm Kings

The Ulfen of the Linnorm Kingdoms are voyagers, sailors, and raiders, equally at home aboard a longship or marching to war. These warriors of the barren northern climes aren't so much trained as carved out of raw flesh by the harsh conditions of their homeland. They value speed and strength over heavy armor, and are far more likely to be sailors than mounted warriors, as the cruel

winters of their homeland make horses and large mounts difficult to keep. Most travel is by watercraft, while horses are utilized more as livestock than transportation.

Battle is fundamental to the way of life here—the frigid lands of the north are barely able to support permanent settlements, so raiding southern villages and ports has become a common and celebrated practice. Warriors from the Linnorm Kingdoms don't just test their axes against soft southerners, however. They often challenge themselves by taking on the wild creatures that claim the northern wastes. The ruler of each kingdom is crowned only after bringing the head of a defeated linnorm through the gates of the kingdom's capital—and the most legendary of the Linnorm Kings accomplish far more than this formidable deed. They are traders, voyagers, and raiders who fill their kingdoms' larders and treasuries by raiding and pillaging, striking fear in the hearts of coastal villagers throughout the Steaming Sea—and beyond.

Lastwall

Lastwall is a legacy of the Shining Crusade: a massive army of cavaliers, paladins, and other warriors gathered for the sole purpose of defeating the undead armies of the Whispering Tyrant.

Foremost among the knightly orders stationed there were the Knights of Ozem. During the Shining Crusade, the knights' patron, Arazni, herald of Aroden, was slain and the then-mortal Iomedae led them into battle against the Whispering Tyrant in Arazni's stead. After her ascension, the knights adopted Iomedae as their new patron; they now wear her emblem proudly on their shields. The Shining Crusade was eventually successful, imprisoning Tar-Baphon deep within Gallowspire. Upon his defeat, Taldor established Lastwall as a safeguard against his return.

In the years since Tar-Baphon's defeat, Lastwall seceded from Taldor, and its northern border has been under constant pressure from the hordes of Belkzen. Four times, orc hordes have gathered and stormed the northern border of Lastwall, and each time they have shattered the knights' defenses, causing them to fall back even farther. Despite the knights' charter to stand watch against the return of the Whispering Tyrant, this constant encroachment from the orcs dwells foremost in the minds of the residents of Lastwall.

Much of Lastwall's might is inherited from the Shining Crusade—senior knights within the armies of Lastwall carry priceless (and often irreplaceable) magical armor or weapons—and its heavy cavalry is legendary. In an open field charge, the defenders of Lastwall can break armies five times their size. But cavalry is expensive to equip and feed, which is why the majority of Lastwall's defense force is composed of infantry and militia. The armies are also bolstered by the remaining Knights of Ozem, who draw recruits and money from across the Inner Sea region. Finally, the city of Vigil is home to the Crusader War

College, where many officers and heirs of the Inner Sea region are educated in the art of battle.

Mendev

Mendev is a country under siege. In 4606 AR, the surface of Golarion was ripped apart and a miles-long chasm split its crust, swallowing the capital city of Sarkoris and opening a colossal interplanar rift directly into the Abyss. Shortly thereafter, legions of crusaders from across the Inner Sea region arrived to defend the nation of Mendev and push back the encroaching demon hordes. In subsequent years, there have been four crusades, each less successful than the previous. The morale of the crusaders has diminished following each excursion, while corruption and apathy have grown proportionally in contrast.

The crusaders of Mendev count warriors from many faiths and nations of origin among their ranks. The armies of Iomedae, including many of the Knights of Ozem, were the largest faction of the initial crusade. Many other faiths have since sent legions or armies to join forces with the crusaders against the demonic army occupying this region, now known as the Worldwound. They form a hodgepodge of true crusaders, opportunists trying to make a name for themselves, freeloaders, pretenders, and outright thieves. The knightly orders represented in the ranks of crusaders are all cavalry units equipped with heavy armor, lances, and longswords. Many of the other crusaders rely on the resources Mendev can provide, even stealing or looting equipment from the dead—usually a mix of light and medium armor—to outfit themselves. The Mendevian people are frustrated with these parasites, but allow them to stay in the futile hope that they will defend against the demon hordes in the next crusade.

Molthune

The military dictatorship of Molthune is run by an imperial governor, its nine General Lords, and their advisors. The Molthuni government is one of the most tolerant in the Inner Sea region, welcoming centaurs, hobgoblins, and even known werewolves into the ranks of the military and government so long as they are willing to serve. This makes the Molthuni army expensive to maintain, but the General Lords keep pushing to expand it, as they see that to be key to increasing Molthune's power.

Most of Molthune's military are typical regiments with standardized weapons and uniforms. The role of individual soldiers is often downplayed in favor of the importance of discipline and respect for authority. The Molthuni do have a few elite troops, however; most are currently stationed in Fort Ramgate, where they can most effectively strike back at the Nirmathi skirmishers who constantly harass the border fort. Recently, rumors have spread that the Molthuni have trained all their lycanthrope units in forest warfare to hunt down the Nirmathi rangers once and for all.



Combat of the Inner Sea

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Nirmathas

Nirmathas is a fledgling country, having achieved a fragile independence from the far more regimented Molthune a little more than 50 years ago. The Nirmathi army is tiny, and must rely heavily on local militias and volunteers when Molthune starts trouble or the orcs of the Hold of Belkzen gather in large numbers on the nation's borders. The Nirmathi standing army is only moderately regimented, and many units lack uniforms. It's quite common for soldiers to bring their own weapons to battle rather than rely on the army's uncertain supplies. The militias are in far more tenuous shape, as many are made up of no more than a few dozen farmers or woodsmen armed with makeshift bows, slings, staves, or cudgels. Even so, the militias' guerrilla-style tactics have proven highly effective against the all-too-orderly armies of Molthune.

The Nirmathi are not daunted by the odds against them. Almost all of their most celebrated warriors have helped the oppressed or fought hard to win their freedom. When bandits plague an area, it's not uncommon for a small group of armed Nirmathi to show up and resolve the problem. Unfortunately, these small, independent bands sometimes take the spirit of their guerrilla efforts too far, and wind up turning into bandits themselves.

Qadira

The land of Qadira is one of the more powerful nations in the Inner Sea region, but it is a mere satrapy of the vast empire of Kelesh, whose soldiers settled the region millennia ago. Since the Keleshites first arrived in the region, Qadira has been a frequent spawning ground of military conflict. Most famously, the Qadirans were pivotal in Taldor's decline. Their invasion of southern Taldor forced that empire to withdraw many of its troops from Cheliox and other regions, which allowed those regions to secede.

The Keleshites brought their own unique martial traditions from their homeland in the east, most notably the style of the dervishes, graceful soldiers in long flowing skirts that whirl and distract as their blades cut with deadly precision. The Keleshites of Qadira have created their own martial tradition as well: the Qadiran horselords lead sweeping regiments of lightning-fast desert cavalry astride their peerless Qadiran warhorses.

Realm of the Mammoth Lords

The lands of the Mammoth Lords are sparse, with soil too cold and poor to support farming. The Kellids who live there are migratory, surviving primarily by hunting small game and occasionally taking down one of the mammoths or other megafauna residing in the area. Many outsiders see the Kellids as barbaric and primitive, but they have their own rich culture and a fierce sense of honor.

Kellid martial traditions are defined by the lands in which they live, and are focused more on day-to-day survival than needless warfare. The Kellids cannot afford

the luxury of specialization, and the idea of a people who dedicate their lives to fighting others is alien to them. In addition to fighting to protect their homes, Kellid warriors work as hunters, berry-pickers, trackers, and gamekeepers.

The Kellids have their own heroes and great warriors, many of whom are just as deadly as the finest Aldori swordlords. The mightiest of the Kellids seek out the mammoths and other monstrous beasts that roam the northlands, endeavoring to capture one of the brutes to use as a mount. The mammoth riders and their massive mounts strike fear in outsiders and give the realm its name. They lead raids against frost giant tribes, fight back ice troll hordes, subdue winter wolf pack raids from Irrisen, and face down terrifying demon spawn raiding from the ruins of Sarkoris and the Worldwound.

Taldor

Before most nations of the Inner Sea were created, the Taldan Armies of Exploration were mapping the Inner Sea region, conquering savage tribes, rediscovering lost cities, building, and colonizing. At one time, most of the nations of Avistan were Taldan colonies. Later, seeing the growing threat from the lich-king Tar-Baphon, the Taldans were instrumental in forming the Shining Crusade, which eventually defeated the undead tyrant.

Over time, however, Taldor became more and more corrupt, and its colonies chafed against the ever-increasing taxation that was levied to support the Taldan emperors' excesses. The pivotal moment finally came when Qadira, which had fought Taldor in a decades-long series of border skirmishes, invaded southern Taldor in earnest. Most of the Taldan Empire's armies were recalled from the colonies to defend the homeland. In the decades that followed, the Taldan colonies declared independence one by one. Too engaged in the war with Qadira to enforce its territorial claims, Taldor lost most of its holdings to a series of bloodless rebellions.

Taldor retains much of the wealth it held at the height of the empire, but little of the influence or territory. The nation still maintains a huge standing army, with a mighty elephant cavalry and a heavily armored horse cavalry, but as with many aspects of Taldor, those forces are largely for show. However, a few Taldan organizations still live up to their once-great reputation. The Lion Blades are an elite group of infiltrators trained to operate in crowded city streets and engage in urban warfare. Prince Stavian III also maintains a personal guard of Ulfen warriors who act as his bodyguards and perform special services for the crown.

Combatants of the Inner Sea

Fearsome warriors throughout the ages have left their mark upon the Inner Sea region; some enacted seemingly minor deeds with lasting impact (such as Durvin Gest's contributions to the *Pathfinder Chronicles*), while others have changed the world (such as General Arnisant's defeat

of the Whispering Tyrant, which brought the Shining Crusade to an end). Many of these combatants are still active today, their power still on the rise. Some rule nations in the Inner Sea region, while others influence the world in less obvious ways. The following pages list a mix of martial characters and skilled specialists, both past and present, who have played or continue to play key roles in the Inner Sea region. The details listed—including each character’s alignment, gender, race, class, and level—depict these characters as of the year 4714. Some characters mentioned here have appeared in published Adventure Paths, modules, or Pathfinder Tales novels, while others may appear in future publications. It is common for such characters to gain levels during the course of these Adventure Paths or modules, though the number of levels they gain depends on the nature of their roles. And of course, if the listed levels for NPCs don’t mesh well with your plans for them in your home game, feel free to change them however you wish!

Adril Hestram

NG male human fighter 9

Taldan venture-captain in the Pathfinder Society, based out of Absalom’s Grand Lodge.



Ancil Alkenstar

LN male human gunslinger^{UC} 15; deceased

Nexian refugee and founder of the Grand Duchy of Alkenstar in the Mana Wastes.



Arnisant

LG male human cavalier^{UC} 20; deceased

Taldan general who led the Shining Crusade and defeated the Whispering Tyrant.



Borogrim the Hale

LN male dwarf fighter 8/aristocrat 5

High King of Highhelm, one of the six dwarves who rule the Five Kings Mountains.



Cayden Cailean

CG god of alcohol, bravery, and luck

The accidental god, passed the Test of the *Starstone* while drunk.



Cerise Bloodmourn

CN female human aristocrat 2/fighter 7/rogue 5

Pirate lord in the Shackles Pirate Council, aspires to the Hurricane King’s throne.



Durvin Gest

N male human fighter 15; presumed deceased

Early Pathfinder, famous for authoring many volumes of the *Pathfinder Chronicles*.



Grask Uldeth

CE male orc barbarian 17

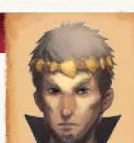
Chief of the Empty Hand orc tribe, ruler of Urgir and the Hold of Belkzen.



Gyr of House Gixx

N male human rogue 13

Primarch of Absalom, Protector of Kortos, First Spell Lord.



Halgra of the Blackened Blades

CG female old human ranger 3/barbarian 5

Chief Defender of Trunau, retired adventurer.



Hedvend VI

LE male human aristocrat 4/rogue 5

Steward of Isger, vassal of Her Infernal Majestrix Abrogail Throne II of Chelixa.



Irori

LN god of perfection and knowledge

The Master of Masters, attained divinity through meditation and self-perfection.



Jendara Eriksdottir

CG female human fighter 6

Infamous pirate and viking, currently retired to the Ironbound Archipelago.



Jorsal of Lauterbury

LG male human fighter 8

Garundi venture-captain of the Pathfinder Society, runs Nerosyan’s Starrise Spire.



Kagur

N female human fighter 9

Last survivor of the Blacklion tribe of the Realm of the Mammoth Lords.



Karsakim

LG male human fighter 5/Pure Legion enforcer (see page 32) 10

The Sword of Man, head of the Pure Legion.



Kerdak Bonefist

NE male human fighter 8/Inner Sea pirate^{POTIS} 10

The Hurricane King, ruler of Port Peril and head of the Shackles’ Pirate Council.



Kevoth-Kul

CN male human barbarian 15

The Black Sovereign, ruler of Numeria.



INNER SEA COMBAT



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Kharswan

LN male human monk 14
Thakur of Jalmeray.



Sabina Merrin

LN female human fighter 14
Commander of Korvosa's Gray Maidens, personal bodyguard of Queen Ileosa Arabasti.



Khopeshman of Sothis

LN male human aristocrat 3/fighter 12
Head of the Risen Guard, commander of Osirion's military and the Eyes of Sothis.



Savith

LN female human fighter 20/champion^{MA} 6; deceased
Azlanti hero who defeated Ydersius.



Lisette Demonde

N female human gunslinger^{UC} 5/assassin 3
Notorious gunslinging assassin turned bounty hunter.



Sheila Heidmarch

LN female human fighter 3/monk 4
Venture-captain in the Pathfinder Society, based out of her manor house in Magnimar.



Maidrayne Vox

LN female centaur fighter 3/ranger 3/Hellknight^{ISWG} 2
Mistress of Blades of the Order of the Nail.



Sirian Aldori

LN male human fighter 7/duelist 10; deceased
Master swordsman and duelist, founder of Brevoy's Aldori swordlords.



Marcos Farabellus

CG male human fighter 6/rogue 4
Master of Swords of the Pathfinder Society in Absalom.



Sveinn Blood-Eagle

CN male human barbarian 18
Eldest and most respected Linnorm King, ruler of Kalsgard.



Markwin Teldas

LN male human aristocrat 4/cavalier^{UC} 11
Imperial Governor of Molthune, High Commander of the Molthuni Imperial Army.



Torius Vin

CG male human fighter 6
Captain of the pirate vessel *Stargazer*.



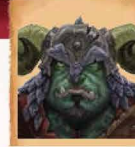
Mighty Kuldor

CN male human barbarian 14
Chieftain of the Bearpelt Following, ruler of Realm of the Mammoth Lords.



Ullorth Ungin

LN male half-orc fighter 10/barbarian 4
Champion of Tymon, uses repeated reincarnations to dominate the arena.



Noleski Surtova

N male human aristocrat 5/warrior 3
King-Regent of Brevoy, Head of House Surtova.



Vitta

CN halfling rogue 11
Renowned burglar and trap-breaker, famous for seeking out ever-greater challenges.



Norgorber

NE god of thieves and assassins
Blackfingers, Father Skinsaw, the Gray Master, the Reaper of Reputation.



White Estrid

CN female human barbarian 15
Linnorm King of Halgrim, broke through the Chelish blockade at the Arch of Aroden.



Pasha Muhlia Al-Jakri

NE female human rogue 5/assassin 4
Qadiran assassin, former head of the Qadira faction of the Pathfinder Society.



Xerbystes II

N male human aristocrat 8/fighter 6
Satrap of Qadira.



Radovan Virholt

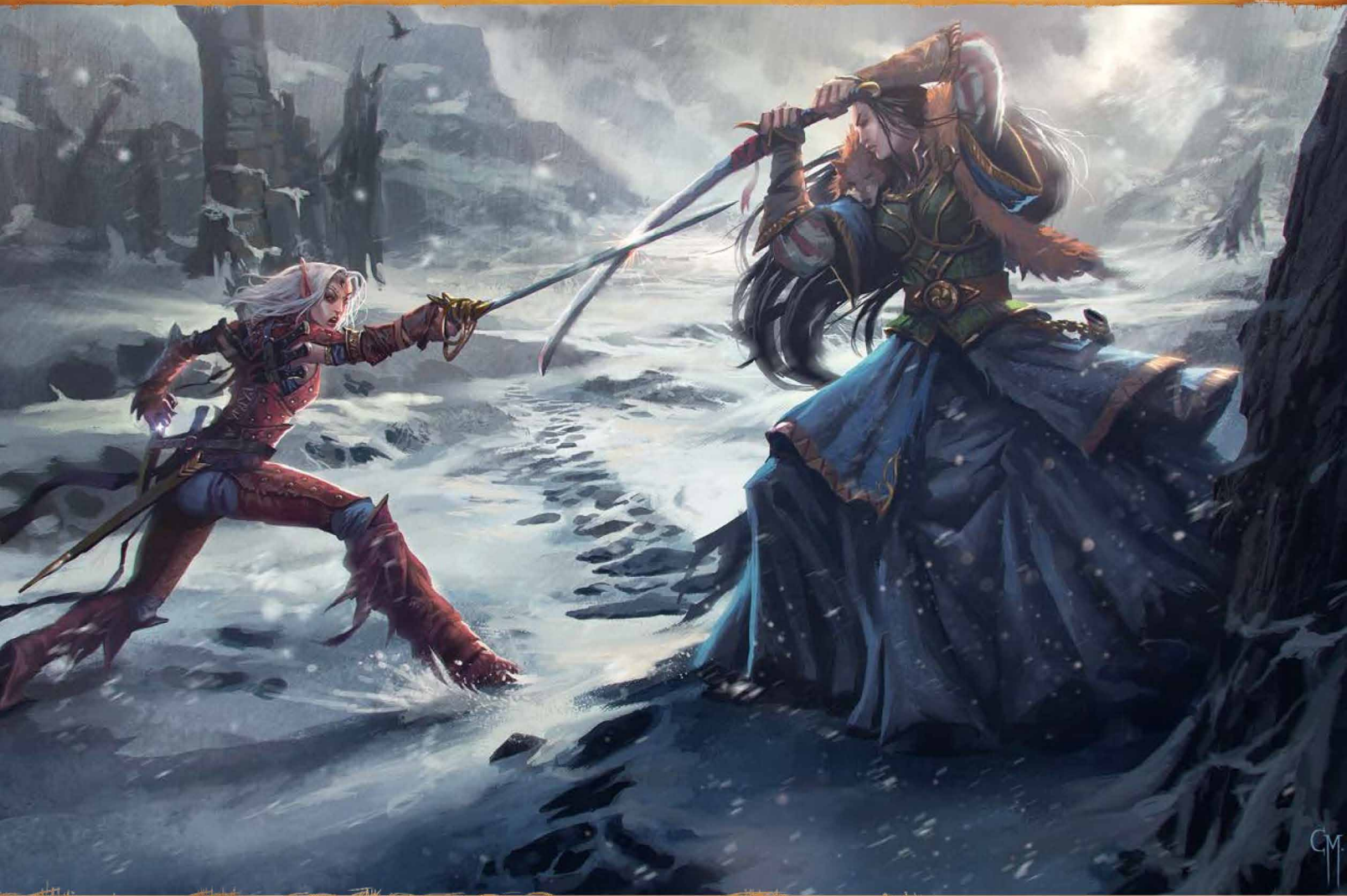
CG male tiefling rogue 5/monk 2
Bodyguard of Count Varian Jeggare of Westcrown, former street thug.



Ytharia Vulane

LN female human gunslinger^{UC} 10/ranger 6
Ironmaster of Alkenstar's shieldmarshals, responsible for the Grand Duchy's security.





Variant Combat

“I expected Lord Caledorn to be an exceptional duelist. With the money of House Falconbridge at his disposal, he had undertaken his training in the greatest schools in Restov and Oppara, as evidenced by his expert use of the falling water gambit and the fluidity with which he shifted between cursive and linear forms of swordplay and footwork. Nevertheless, though he bested me in touches, he nearly lost the bout for failing to salute to the proper height at the match’s close. Though it might have cost him enough points to declare a draw or force a rematch, I thought it would be ungentlemanly to tell the Justice of the Match that Lord Caledorn’s cravat had been improperly tied throughout the entire duel as well.

“I was sure to tell him afterward, however. You see, in polite society... such things simply are not spoken of in public.”

—Lord Fenstrian Tallburt, Lepidstat



Combat of the Inner Sea

Variant Combat

Combat Schools

Martial and Skilled Specialists

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In the Inner Sea region, the blending of the magical and the martial, of technique and tradition, has fostered a spectrum of fighting styles across its lands with few commonalities among them beyond their lethal efficiency. Over the centuries, thousands have tried to master these disciplines, yet history has preserved the names of only a few notable individuals who have distinguished themselves as masters of the Inner Sea's iconic fighting traditions. Following the legacies of these experts, powerful and exotic warriors continue to emerge from all corners of Golarion, perfecting themselves into living weapons, wielded both for good and for evil.

While a catalog of every fighting style or tradition in the Inner Sea is beyond the scope of any volume, no matter how large and thorough, this section presents some of the more notable combat traditions of the region. Although practical for standard combat, many of the rules below use the alternate rules from Chapter 3 of *Pathfinder RPG Ultimate Combat*, such as duels, firearms, performance combat, and style feats. However, beyond the technical aspects of the fighting systems examined, each section also fleshes out the regions and cultures that surround these various systems. The rules presented in the following pages were designed with barbarians, cavaliers, fighters, gunslingers, monks, paladins, rangers, and rogues in mind, but can be used by members of any class assuming they meet the prerequisites of the individual rules elements featured in the chapter.

While almost any player character with an available feat or the corresponding class feature can avail herself of the abilities presented in this book, these famous styles of combat also present myriad opportunities for legendary storytelling in the Inner Sea region. Game Masters are encouraged to use the rare and exotic aspects of these fighting styles to introduce unique locales or showcase distinct cultures, at the same time giving PCs opportunities to acquire dynamic abilities during their adventuring instead of “off screen” between gaming sessions after they've gained a level. For example, Jalmeray's Houses of Perfection are famous for accepting only the greatest unarmed fighters, and only after these applicants pass trials of fabled difficulty. In such a campaign, PCs might have to hunt down previous disciples of the Houses of Perfection to gain some clandestine knowledge on how to defeat the trials of the three most famous schools. Even the most honest and forthright aspirant might have to journey to a remote village to study the customs and manners of a teacher or style before even gaining an audience with one of the schools in the Kingdom of the Impossible.

For a party of like-minded players, pursuit of these fighting styles is a reward that could eclipse all but the largest dragon's hoard, and—once attained—allows them to rise to a destiny they may have planned from their first moments of play. Even on a smaller scale, these

techniques and teachings can be used as alternative rewards by enterprising GMs. A GM might rule that after saving or otherwise aiding an aging gladiator, famous from years of battle in Absalom, Katapesh, or Tymon, the party's rogue can now learn the secrets of a crowd-pleasing move that equates to a specific performance feat, or rule that a fighter obsessed with Aldori swordplay can use the discovery of a rare book on the famed dueling style to take the most basic feats of the system despite lacking a formal instructor. By placing the knowledge of these varied and prized fighting styles into the hands of a select few, NPCs effectively become the ambassadors of new rules and styles of combat for PCs. You may further involve these styles in your campaign by combining the new rules presented in this chapter with the combat schools featured in Chapter 3 (such as the Houses of Perfection, the Aldori Academy, Ironstock Hall, and Valknar Gladiatorial College, all of which have thematic ties to content in the following pages.)

Villains or friendly rivals are also effective catalysts for the introduction of new styles and mechanics specific to regions of the Inner Sea, particularly for players without aspirations of mastering such fighting traditions. A barbarian used to raging through enemies with sheer force might be stunned by the elegance with which an Aldori swordlord bests him, or an elemental bloodline sorcerer might be taken aback at the sight of an unarmed combatant suddenly controlling the wind with her hands as if she had djinni blood in her veins. On a basic level, such antagonists could provide exotic challenges for PCs or engaging plot hooks for later adventures. For example, if the PCs' chief opponent is a well-connected prizefighter known for drawing huge crowds, local politicians or even the city guard might protect such an individual no matter her actions. In such a situation, the PCs' only recourse to confront their nemesis might be stepping into the ring. Preparing for such a circumstance might force players to delve not only into the mechanics of performance combat, but also into the deeper culture of arena fighting in that region.

Introducing the styles of combat in this book can be tricky. On one hand, they represent some of the stylistic elements and game mechanics that make players want to adventure across the surface of Golarion. On the other, simply handing the secrets of Aldori fencing or the Monastery of Untwisting Iron to any character who meets the prerequisites and is able to select a new feat dilutes the very qualities that make such styles so prized and sought after throughout the Inner Sea region. These combat rules may serve as the focus of an adventure or an entire campaign, or they may simply be used as stylistic elements to enhance both player and nonplayer character backstories. Regardless of how they are used, the rules and regional backgrounds detailed in this book are sure to enrich your gameplay.

Aldori Dueling

Aldori swordsmanship has long been synonymous with honor and perfection. The feats below use the dueling rules from *Ultimate Combat*, though the required Aldori dueling sword is found on page 290 of *Pathfinder Campaign Setting: The Inner Sea World Guide*. For more information on the Aldori Academy, see page 26.

Aldori Dueling Disciple (Combat)

Your pride and prowess in the art of Aldori swordplay grants you both bravery and bravado.

Prerequisites: Exotic Weapon Proficiency (Aldori dueling sword), Weapon Finesse, Weapon Focus (Aldori dueling sword).

Benefit: You gain a +2 morale bonus on all Intimidate checks to demoralize opponents, and the DC of any attempt to demoralize you increases by 2. When you're participating in a duel, these bonuses increase to +4.



Duelist of the Roaring Falls (Combat)

You have embraced the Roaring Falls method of Aldori swordplay, known for its elegant, sweeping strikes.

Prerequisites: Aldori Dueling Disciple, Exotic Weapon Proficiency (Aldori dueling sword), Weapon Finesse, Weapon Focus (Aldori dueling sword), base attack bonus +5.

Benefit: When you deal damage to a shaken, frightened, or panicked foe, you can add your Dexterity bonus to damage rolls instead of your Strength Bonus. You do not apply 1-1/2 times your Dexterity bonus to damage rolls while fighting two-handed. If you can already add your Dexterity bonus to damage rolls, you instead gain a +1 competence bonus on damage rolls with an Aldori dueling sword.

When you attempt a dueling parry during a duel, the penalty on your attack roll to parry is reduced from -5 to -3.

To gain these benefits, you must be wielding only an Aldori dueling sword (not using a shield, an off-hand weapon, armor spikes, unarmed strikes, or natural weapons).

Duelist of the Shrouded Lake (Combat)

You have embraced the Shrouded Lake style of Aldori swordplay, known for its circuitous and canny footwork.

Prerequisites: Aldori Dueling Disciple, Exotic Weapon Proficiency (Aldori dueling sword), Weapon Finesse, Weapon Focus (Aldori dueling sword), base attack bonus +5.

Benefit: When attempting a combat maneuver to bull rush or reposition a foe, you gain a +1 insight bonus on combat maneuver checks and a +4 dodge bonus to AC against any attack of opportunity you provoke. You also gain a +1 insight bonus to CMD against bull rush and reposition^{APG} attempts.

When you attempt a dueling dodge during a duel, your bonus to AC increases to +6.

To gain these benefits, you must be wielding only an Aldori dueling sword (not using a shield, an off-hand weapon, armor spikes, unarmed strikes, or natural weapons).

Falling Water Gambit (Combat)

You have integrated both the Roaring Falls and Shrouded Lake styles of Aldori swordplay into a seamless union.

Prerequisites: Aldori Dueling Disciple, Duelist of the Roaring Falls, Duelist of the Shrouded Lake, Exotic Weapon Proficiency (Aldori dueling sword), Weapon Finesse, Weapon Focus (Aldori dueling sword), base attack bonus +8.

Benefit: When attacking a creature denied its Dexterity bonus to AC because of your successful feint, you increase the threat range of your Aldori dueling sword by 1 (typically to 18-20/x2), and gain a +2 bonus on attack rolls to confirm critical hits.

After you make a dueling dodge or succeed at a dueling parry during a duel, you can make an attack of opportunity against the foe who attacked you if that foe is shaken, frightened, or panicked.

To gain these benefits, you must be wielding only an Aldori dueling sword (not using a shield, an off-hand weapon, armor spikes, unarmed strikes, or natural weapons).



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Faithful Combat

In the Inner Sea region, rangers often take combat styles that let them walk the paths their gods have laid out for them.

Major Deities

The most prominent gods of the Inner Sea region are detailed on pages 218–227 of *The Inner Sea World Guide*. Rangers who worship them may take the following fighting styles.

Calistria: If a ranger selects Calistria's style, he can choose from the following list whenever he gains a combat style feat: Combat Reflexes, Exotic Weapon Proficiency (Whip), Weapon Finesse, and Whip Mastery^{UC}. At 6th level, he adds Improved Trip and Improved Whip Mastery^{UC} to the list. At 10th level, he adds Greater Trip and Greater Whip Mastery^{UC} to the list.

Cayden Cailean: If a ranger selects Cayden Cailean's style, he can choose from the following list whenever he gains a combat style feat: Catch Off-Guard, Combat Expertise, Combat Reflexes, and Weapon Finesse. At 6th level, he adds Improved Disarm and Lunge to the list. At 10th level, he adds Disarming Strike^{APG} and Improved Critical (rapier) to the list.

Desna: If a ranger selects Desna's style, he can choose from the following list whenever he gains a combat style feat: Quick Draw, Point-Blank Shot, Rapid Shot, and Weapon Finesse. At 6th level, he adds Distance Thrower^{UC} and Opening Volley^{UC} to the list. At 10th level, he adds Close-Quarters Thrower^{UC} and Shot on the Run to the list.

Erastil: If a ranger selects Erastil's style, he can choose from the following list whenever he gains a combat style feat: Deadly Aim, Far Shot, Point-Blank Shot, and Precise Shot. At 6th level, he adds Clustered Shots^{UC} and Snap Shot^{UC} to the list. At 10th level, he adds Improved Snap Shot^{UC} and Pinpoint Targeting to the list.

Gorum: If a ranger selects Gorum's style, he can choose from the following list whenever he gains a combat style feat: Cleave, Improved Bull Rush, Power Attack, and Shield of Swings^{APG}. At 6th level, he adds Cleaving Finish^{UC} and Vital Strike to the list. At 10th level, he adds Death or Glory^{UC} and Improved Vital Strike to the list.

Gozreh: If a ranger selects Gozreh's style, he can choose from the following list whenever he gains a combat style feat: Deadly Aim, Distance Thrower^{UC}, Point-Blank Shot, and Two-Handed Thrower^{UC}. At 6th level, he adds Lunge and Precise Shot to the list. At 10th level, he adds Impaling Critical^{UC} (trident) and Strike Back to the list.

Iomedae: If a ranger selects Iomedae's style, he can choose from the following list whenever he gains a combat style feat: Bodyguard^{APG}, Improved Shield Bash, Step Up, and Two-Weapon Fighting. At 6th level, he adds In Harm's Way^{APG} and Shield Slam to the list. At 10th level, he adds Bashing Finish^{APG} and Shield Master to the list.

Irori: If a ranger selects Irori's style, he can choose from the following list whenever he gains a combat style feat: Improved Grapple, Improved Unarmed Strike, Monastic Legacy^{UC}, and Two-Weapon Fighting. At 6th level, he adds

Improved Trip and Spring Attack to the list. At 10th level, he adds Ki Throw^{APG} and Stunning Fist to the list.

Lamashtu: If a ranger selects Lamashtu's style, he can choose from the following list whenever he gains a combat style feat: Cleave, Furious Focus^{APG}, Power Attack, and Pushing Assault^{APG}. At 6th level, he adds Bloody Assault^{APG} and Vital Strike to the list. At 10th level, he adds Dreadful Carnage^{APG} and Improved Vital Strike to the list.

Norgorber: If a ranger selects Norgorber's style, he can choose from the following list whenever he gains a combat style feat: Blind-Fight, Quick Draw, Wave Strike^{UC}, and Weapon Finesse. At 6th level, he adds Improved Critical (short sword) and Improved Feint to the list. At 10th level, he adds Deadly Finish^{UC} and Greater Blind-Fight^{APG} to the list.

Sarenrae: If a ranger selects Sarenrae's style, he can choose from the following list whenever he gains a combat style feat: Improved Initiative, Mobility, Nimble Moves, and Sidestep^{APG}. At 6th level, he adds Whirlwind Attack and Wind Stance to the list. At 10th level, he adds Lightning Stance and Spring Attack to the list.

Torag: If a ranger selects Torag's style, he can choose from the following list whenever he gains a combat style feat: Bludgeoner^{UC}, Improved Sunder, Power Attack, and Shield Focus. At 6th level, he adds Felling Smash^{UC} and Greater Sunder to the list. At 10th level, he adds Greater Shield Focus and Sundering Strike^{APG} to the list.

Zon-Kuthon: If a ranger selects Zon-Kuthon's style, he can choose from the following list whenever he gains a combat style feat: Agile Maneuvers, Disruptive, Exotic Weapon Proficiency (spiked chain), and Weapon Finesse. At 6th level, he adds Bloody Assault^{APG} and Improved Trip to the list. At 10th level, he adds Bleeding Critical and Pin Down^{UC} to the list.

Other Gods

Many rangers follow the gods listed below, which are described on pages 228–229 of *The Inner Sea World Guide*.

Achaekkek: If a ranger selects Achaekkek's style, he can choose from the following list whenever he gains a combat style feat: Double Slice, Exotic Weapon Proficiency (sawtooth sabre^{UE}), Two-Weapon Feint^{UC} and Two-Weapon Fighting. At 6th level, he adds Improved Two-Weapon Feint^{UC} and Two-Weapon Defense to the list. At 10th level, he adds Greater Two-Weapon Fighting and Two-Weapon Rend to the list.

Besmara: If a ranger selects Besmara's style, he can choose from the following list whenever he gains a combat style feat: Agile Maneuvers, Improved Dirty Trick^{APG}, Improved Feint, and Weapon Finesse. At 6th level, he adds Greater Feint and Quick Dirty Trick^{UC} to the list. At 10th level, he adds Critical Focus and Disengaging Flourish^{UC} to the list.

Kurgess: If a ranger selects Kurgess's style, he can choose from the following list whenever he gains a combat style feat: Charging Hurler^{UC}, Deadly Aim, Improved Grapple, and Opening Volley^{UC}. At 6th level, he adds Improved Charging Hurler^{UC} and Greater Grapple to the list. At 10th level, he adds Pinning Knockout^{UC} and Shot on the Run to the list.

Gladiatorial Performance

Whether it's bouts in the arena at the Valknar Gladiatorial College in Tymon, the grand jousting tourneys of Taldor, or secret pit fights in a bustling metropolis, combat for the thrill of onlookers is commonplace throughout the Inner Sea. The rules for performance combat (beginning on page 153 of *Ultimate Combat*) detail the art of attaining victory by winning over the crowd. For those who craft reputations for their skill in battle, performing for spectators becomes as integral to victory as a honed blade or proper footwork.

Awe-Inspiring Smash (Combat, Performance)

Your fury in combat translates into crowd-pleasing displays.

Prerequisites: Str 15, Power Attack, base attack bonus +3.

Benefit: You can apply your Strength modifier instead of your Charisma modifier to performance combat checks.

In addition, when you spend a swift action to attempt a performance combat check that was triggered by a successful bull rush or sunder combat maneuver check, you gain a +2 bonus on the performance combat check. For every 5 points by which your attack exceeded your opponent's CMD, this bonus increases by 2.

Black Powder Spectacle (Combat, Grit, Performance)

You can sacrifice ammunition to make a grand spectacle.

Prerequisites: Amateur Gunslinger^{UC} or the grit class feature, base attack bonus +4.

Benefit: When you spend a swift action to attempt a performance combat check, you can sacrifice one cartridge or an amount of black powder required for a single shot to make either a loud sound or an impressive flash. If you choose to make your weapon's report louder, you gain a +4 bonus on all Intimidate checks you attempt for 1 round. If you choose to create an impressive flash, you gain a +4 bonus on any Perform checks you attempt for 1 round.

Masterful Flourish (Combat, Performance)

Your training with gladiatorial weapons gives you the upper hand when using them in performance combat.

Prerequisite: Weapon training class feature.

Benefit: When wielding a weapon with the performance weapon special quality that belongs to a category of weapons in which you have weapon training, you may add the bonus from your weapon training to any performance combat checks made as a result of using the weapon.

Ostentatious Weakness (Combat, Performance)

You use knowledge of your hated foes to please onlookers.

Prerequisites: Base attack bonus +5, favored enemy class feature.

Benefit: When you spend a swift action to attempt a performance combat check, you may add your favored enemy bonus to the check if you're fighting a favored enemy.

Savage Surge (Combat, Performance)

You can channel your rage into crowd-pleasing displays of brutality that aid you in the arena.

Prerequisites: Intimidating Prowess, rage class feature.

Benefit: When attempting a performance combat check while raging, you may, as a free action, expend a number of your daily rounds of rage up to half your barbarian level to create a display of savagery. You gain a bonus on the performance combat check equal to half the number of rounds expended, rounded down. If you expend all your remaining rounds of rage in this manner, thus ending your rage, you gain an additional +2 bonus on the check.

Spectacular Exit (Combat, Performance)

You have mastered acrobatic maneuvers that turn even your retreats into breathtaking feats of skill.

Prerequisites: Dex 15, Dodge, Acrobatics 7 ranks.

Benefit: When you must attempt a performance combat check because you used the withdraw action, you can attempt an Acrobatics check against your opponent's CMD before the performance combat check. Success allows you to withdraw without taking the standard -5 penalty on your check. In addition, for every 5 points by which your Acrobatics check result exceeds your opponent's CMD, you gain a +1 bonus on all Perform checks you make for the remainder of the round.

Thrilling Vengeance (Combat, Performance)

Your savage rage thrills the crowd as you turn it upon a foe that has harmed you.

Prerequisites: Base attack bonus +3, rage class feature.

Benefit: When you spend a swift action to attempt a performance combat check while you're raging, you gain a +2 bonus on the check if the trigger involved you dealing damage to a creature that had hit you within the last round.





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Houses of Perfection

Known as the Houses of Perfection, the Monasteries of Unblinking Flame, Unfolding Wind, and Untwisting Iron in Jalmeray accept only the most promising students, most of whom take levels in the monk class. These schools draw inspiration for their techniques from the most powerful aspects of nature and the genies intrinsically tied to them.

New Style Feats

Characters accepted into the Houses of Perfection have access to the following style feats. Full rules on style feats can be found on page 78 of *Ultimate Combat*.

Perfect Style (Combat, Style)

You have trained at one of the Houses of Perfection and have an innate connection to the school's associated element.

Prerequisites: Wis 13, base attack bonus +5 or monk level 5th.

Benefit: When you take this feat, choose one of the Houses of Perfection; once this decision has been made it cannot be changed. While using this style, you gain a type of energy resistance based on the House of Perfection you have chosen. Students of the Monastery of Untwisting Iron gain acid resistance 5. Students of the Monastery of Unblinking Flame gain fire resistance 5. Students of the Monastery of Unfolding Wind gain electricity resistance 5. If you have energy resistance from a racial trait or class feature, the energy resistance gained from this style stacks.

Additionally, you gain a ki pool that you can use to activate abilities of your chosen House of Perfection style. Your pool contains 1 ki point at 1st level and increases by 1 point every 4 levels thereafter. If you have a ki pool from another source, you do not gain additional ki points from this feat.

Special: You may select Perfect Style multiple times. Each time you do so, you must select a different House of Perfection to belong to.

Unblinking Flame Feint (Combat, Style)

You move as swiftly and unpredictably as a flickering flame, throwing your opponents off guard.

Prerequisites: Int 13, Wis 13, Combat Expertise, Perfect Style, base attack bonus +9 or monk level 9th.

Benefit: When using Perfect Style, you can use your Wisdom modifier in place of your Charisma modifier when attempting Bluff checks to feint. You can spend 1 ki point as a swift action to gain the benefits of Improved Feint for 1 round.

Unblinking Flame Fist (Combat, Style)

You can exploit the weaknesses in your opponents' defenses, like a flame seeking fuel to consume.

Prerequisites: Int 13, Wis 13, Combat Expertise, Perfect Style, Stunning Fist, Unblinking Flame Feint, base attack bonus +13 or monk level 13th.

Benefit: When using Perfect Style, the save DC of your stunning fist attack increases by 2 against flat-footed targets. When you spend 1 ki point to gain the benefits of Improved

Feint for 1 round, you may attempt a feint as part of your movement when charging.

Unfolding Wind Rush (Combat, Style)

Thrown weapons fly from your hands as if blown by a gale, and you leave behind a wake of wind as you move.

Prerequisites: Dex 13, Wis 13, Mobility, Perfect Style, Quick Draw, Unfolding Wind Strike, base attack bonus +13 or monk level 13th.

Benefit: When using Perfect Style and wielding thrown weapons, you can combine a full attack action with a single move action. You must forgo the attack at your highest bonus but may take the remaining attacks as normal at any point during your movement. You can spend 1 ki point as a swift action to create a path of wind along your path of movement that functions as *wind wall* for 1 round; this effect does not affect your ranged attacks.

Unfolding Wind Strike (Combat, Style)

The wind through which your thrown weapons fly directs them to their target or back to your hand.

Prerequisites: Dex 13, Wis 13, Perfect Style, Quick Draw, base attack bonus +9 or monk level 9th.

Benefit: When using Perfect Style, you double the range increment of any thrown weapon you wield. You can spend 1 ki point as a swift action to imbue a number of thrown weapons equal to your Wisdom bonus with the *returning* or *seeking* weapon special ability for 1 round.

Untwisting Iron Skin (Combat, Style)

Your training has tempered your flesh to resist blows as though it were forged iron.

Prerequisites: Str 15, Wis 13, Perfect Style, Toughness, Untwisting Iron Strength, base attack bonus +13 or monk level 13th.

Benefit: When using Perfect Style, you gain an amount of DR/adamantine equal to $\frac{1}{3}$ your character level (maximum 6). Additionally, whenever you break an item with at least hardness 10, you gain DR $\frac{1}{—}$ for a number of rounds equal to half the item's hit points (maximum 10 rounds); the value of this damage reduction increases by 1 for every 5 points of hardness above 10 the broken item possessed. You can spend 1 ki point as a swift action to double either of the damage reduction values granted by this feat for 1 round.

Untwisting Iron Strength (Combat, Style)

You are a master at breaking through even the toughest of objects, as though your fists were adamantite hammers.

Prerequisites: Str 15, Wis 13, Perfect Style, base attack bonus +9 or monk level 9th.

Benefit: When using Perfect Style, you can ignore an amount of hardness equal to your character level. Additionally, you gain a +4 bonus on Strength checks to break objects. If you spend 1 ki point as a swift action, you also gain the benefits of Improved Sunder for 1 round.

Monstrous Mounts

Fantastical mounts are not uncommon in the Inner Sea region, rife as it is with magic and the extraordinary. The Monstrous Mount Choices section below details monsters that are ridden primarily by cavaliers, rangers, and paladins. Taking on a monstrous mount requires a feat, but otherwise uses the rules for the animal companion class feature. Unlocking the most useful abilities and powerful attacks of a monstrous mount requires a second feat.

The Sable Company marine (page 43) and wave rider (page 47) archetypes use these rules to obtain their signature mounts.

New Feats

The following feats grant a character access to a monstrous mount.

Monstrous Mount

You have learned how to tame and ride exotic beasts.

Prerequisites: Handle Animal 4 ranks; Ride 4 ranks; divine bond (mount), hunter's bond (animal companion), or mount class feature with an effective druid level of 4.

Benefit: You can select an exotic beast from the list of monstrous mounts to serve as your animal companion or special mount. You acquire and advance this creature in the same way as the mount or animal companion detailed in the class feature used as a prerequisite for this feat. You can also dismiss the creature as dictated by your class feature.

You must meet additional prerequisites to choose a creature with an Intelligence score of 3 or higher, as described in each creature's entry.

Monstrous Mount Mastery

Your monstrous mount has developed an ability that only its wild kin would normally possess.

Prerequisites: Monstrous Mount, character level equal to or higher than that listed in your mount's Mastery entry.

Benefit: Your monstrous mount gains the abilities and bonuses listed under Mastery in its stat block. You must be of at least the indicated level for the mount to use these abilities, so if you dismiss a mount and gain a new mount of a different type, you retain the feat but might not yet be of sufficient level for the new mount to gain its Mastery benefits.

Normal: A monstrous mount is unable to use its Mastery abilities regardless of its advancement.

Monstrous Mount Choices

The following creatures can be chosen as animal companions or mounts by a character with the Monstrous Mount feat. Their entries and advancement are the same as for animal companions, with two exceptions. First, any creature with an Intelligence score of 3 or higher has one or more additional prerequisites the character must meet

to choose the mount. Second, each mount has a mastery ability that it can use only if the character it is bonded to has the Monstrous Mount Mastery feat. The minimum level to gain this feat is listed in parentheses.

Griffon

Prerequisites: Diplomacy, Intimidate, or Handle Animal 5 ranks; Ride 5 ranks.

Starting Statistics: **Size** Large; **Speed** 30 ft., fly 40 ft. (average; unable to carry a rider while flying); **AC** +4 natural armor; **Attack** bite (1d6); **Ability Scores** Str 16, Dex 15, Con 16, Int 5, Wis 13, Cha 8; **Languages** Common (cannot speak); **Special Qualities** darkvision 60 ft., low-light vision, scent.

7th-Level Advancement: **Speed** 40 ft., fly 80 ft. (average; unable to carry a rider while flying); **AC** +2 natural armor; **Attack** bite (1d6), 2 talons (1d6); **Ability Scores** Str +2, Con +2; **Special Attacks** pounce, rake (1d6).

Mastery (7th Level): The griffon can carry a rider while flying, but reduces its fly speed by half while doing so.

Hippocampus

Starting Statistics: **Size** Large; **Speed** 5 ft., swim 40 ft.; **AC** +4 natural armor; **Attack** bite (1d4); **Ability Scores** Str 16, Dex 9, Con 15, Int 2, Wis 12, Cha 11; **Special Qualities** darkvision 60 ft., low-light vision, scent, water dependency.

4th-Level Advancement: **Speed** swim 60 ft.; **Attack** bite (1d6); **Ability Scores** Str +2, Dex +4.

Mastery (7th Level): The hippocampus's swim speed increases by 20 feet, and it gains a tail slap secondary attack that deals 1d4 points of damage plus half its Strength bonus.

Hippogriff

Starting Statistics: **Size** Large; **Speed** 40 ft., fly 60 ft. (average; unable to carry a rider while flying); **AC** +2 natural armor; **Attack** bite (1d6); **Ability Scores** Str 15, Dex 15, Con 14, Int 2, Wis 12, Cha 9; **Special Qualities** darkvision 60 ft., low-light vision, scent.

4th-Level Advancement: **Speed** 40 ft., fly 100 ft. (average; unable to carry a rider while flying); **Attack** bite (1d6), 2 claws (1d4); **Ability Scores** Str +2, Con +2.

Mastery (7th Level): The hippogriff can carry a rider while flying, but reduces its fly speed by half while doing so.

Worg

Prerequisites: Alignment within one step of neutral evil.

Starting Statistics: **Size** Medium; **Speed** 50 ft.; **AC** +2 natural armor; **Attack** bite (1d6); **Ability Scores** Str 17, Dex 15, Con 13, Int 6, Wis 14, Cha 10; **Languages** Common, Goblin; **Special Qualities** darkvision 60 ft., low-light vision, scent.

4th-Level Advancement: **AC** +2 natural armor; **Attack** bite (1d8 plus trip); **Ability Scores** Str +2, Con +2.

Mastery (7th Level): Once per day as a standard action, the worg can make a fearful howl. This functions as the fear cone (30 ft.) version of the fear universal monster rule.



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Oaths of the Inner Sea

Many good and lawful gods, both prominent and obscure, count paladins among their followers and acolytes. While all paladins are devout and staunch servants of good and law, some drive themselves to the pinnacle of strength and faith by swearing an oath. The following are two oaths for the oathbound paladin archetype (*Pathfinder RPG Ultimate Magic* 60): the oath against chaos, typically upheld by members of a Hellknight order, and the oath against grotesquery, embraced by paladins of the goddess Shelyn.

Oath against Chaos

Despite the seemingly inherent contradiction, the militant Hellknights of Chelias count a number of paladins among their ranks, especially the Order of the Godclaw. Typically these paladins reconcile their allegiance to the Hellknights by dedication to the rule of law above all other things.

Deities: Abadar, Erastil, Iomedae, Torag.

Detect Chaos (Su) This ability works like the standard paladin ability to detect evil, except as *detect chaos* instead of *detect evil*. This ability replaces detect evil.

Smite Chaos (Su) This ability works like the standard paladin ability to smite evil, except the paladin gains bonuses against targets with chaotic alignments instead of evil. The paladin deals additional damage against outsiders with the chaotic subtype, chaotic-aligned dragons, and aberrations, instead of against evil outsiders, evil dragons, and undead. This ability replaces smite evil.

Order of Good (Su) When an oathbound paladin reaches 4th level, she gains the ability to spend one use of her lay on hands ability when using her smite chaos ability to instead smite evil, as the paladin ability of the same name. This ability replaces channel positive energy.

Code of Conduct: Spread the order of law wherever you go, so long as the law is just; do not serve as a tool of tyranny. Fight vigilantly the servants of chaos.

Oath Spells: 1st—*command*; 2nd—*calm emotions*; 3rd—*suggestion*; 4th—*order's wrath*.

Oath against Grotesquery

For paladins of the Eternal Rose, beauty is synonymous with virtue, and it is the lens through which all goodness is filtered. For champions of Shelyn, who are aware that aesthetics is subjective, beauty is the form inviolate.

Deity: Shelyn.

Beauty Unyielding (Su) At 3rd level, a paladin gains spell resistance equal to 11 + her paladin level, but only against non-harmless transmutation effects. This spell resistance can be lowered as a standard action. Additionally, whenever the paladin would take Charisma damage or suffer Charisma drain, she reduces the amount of damage or drain by 1 (minimum 0). This ability replaces divine health.

Restore True Beauty (Su) At 14th level, a paladin can expend two uses of her lay on hands ability to attempt

to dispel any non-harmless transmutation effect on a target, as *break enchantment*. Additionally, the paladin can expend two uses of her lay on hands ability to remove all of the target's temporary Charisma damage and restore all points drained from its Charisma score, as *restoration*. This ability replaces aura of faith.

Code of Conduct: Respect the innate beauty in all things, and strive to preserve it from corruption and perversion. Never willfully cause damage to crafted objects or works of art, nor cause a creature or object to be deformed in any way.

Oath Spells 1st—*sanctuary*; 2nd—*make whole*; 3rd—*banish seeming*^{APG}; 4th—*true form*^{APG}.



Skill Stunts

Ask any rogue of the Inner Sea the secrets to a long life—by a rogue's standards—and she will point to luck, quick thinking, and innovation. In many cases, innovation takes the form of the rogue quickly and unexpectedly utilizing her many skills in clever ways in the heat of battle. Rogues belonging to thieves' guilds from Bloodcove in the heart of the Mwangi Expanse to the frigid northern docks of Port Ice in Brevoiy have perfected a number of skill stunts to give their fellow guild members a leg up on the fierce competition in the back alleys and underground hideouts of the Inner Sea.

New Rogue Talents: The following new rogue talents can be taken by any rogue who meets the prerequisites. A rogue may select multiple skill stunts, each keyed to a different Dexterity- or Strength-based skill, but may not select the same one twice.

Acrobatic Stunt (Ex): Once per day, when flanked by at least two opponents, a rogue with this talent can, as an immediate action when any of the threatening opponents attacks her, attempt an Acrobatics check against the highest CMD of the threatening creatures plus 2 per threatening creature beyond the second. If successful, the rogue may take a 5-foot step in any direction, so long as she remains within the reach of the attacker triggering the movement. The rogue's final position is used to determine whether the attacker benefits from flanking. On a failed check, the rogue falls prone in her original position and the attack resolves as normal (the opponent gains a +4 bonus for attacking a prone target). A rogue may use this ability one additional time per day for every 5 rogue levels she possesses. A rogue must be trained in Acrobatics to select this talent.

Climbing Stunt (Ex): A rogue with this talent can take a –10 penalty on a Climb check to move at full speed while climbing. A rogue must be trained in Climb to select this talent.

Disabling Stunt (Ex): A rogue with this talent can attempt a Disable Device check against a construct's CMD as a standard action that does not provoke attacks of opportunity. If the check is successful, the rogue can ignore the construct's damage reduction when dealing sneak attack damage for 1 minute. The normal penalties apply to this check if the rogue attempts it without using thieves' tools. A rogue must be trained in Disable Device to select this talent.

Escaping Stunt (Ex): A rogue with this talent can, as an immediate action, attempt an Escape Artist check in place of a Reflex saving throw against any effect that would impose the entangled condition on her. Additionally, once per day when she is the target of a grapple combat maneuver, a rogue with this talent can attempt an Escape Artist check as an immediate action, using the result of the skill check in place of her CMD against that combat maneuver attempt. A rogue can use this second ability one additional time per day for every 5 rogue levels

she possesses. A rogue must be trained in Escape Artist to select this talent.

Flying Stunt (Ex): A rogue with this talent can attempt a Fly check against a target's CMD as a swift action when charging from above that target. Success allows the rogue to add an amount damage equal to her Dexterity modifier to the attack's damage. This additional damage is precision damage and is not multiplied on a critical hit. A creature immune to sneak attacks is immune to this additional damage. A rogue must be trained in Fly to select this talent.

Riding Stunt (Ex): A rogue with this talent takes only a –2 penalty on Ride checks when riding a mount bareback instead of the normal –5 penalty. When using the Ride skill to make a mount leap, a rogue with this talent can use her Ride modifier or her mount's jump modifier, whichever is higher, instead of using the lower of the two. A rogue with this talent gains a +5 competence bonus when using the Ride skill to soften a fall from her mount or to perform a fast mount or dismount. Finally, a rogue with this talent can attempt a DC 15 Ride check to recover from a position of cover as a free action instead of as a move action. Failing this check results in the recovery requiring a move action as normal. A rogue must be trained in Ride to select this talent.

Sleight of Hand Stunt (Ex): In place of an attack of opportunity, a rogue with this talent can attempt a Sleight of Hand check against the CMD of an opponent that provokes an attack of opportunity by firing a projectile weapon while threatened. If successful, the rogue plucks the ammunition from the provoking weapon, negating the attack. The rogue may use this ability as many times in a round as she could make attacks of opportunity. At the GM's discretion, certain projectile weapons may not be susceptible to this ability, such as siege engines or firearms. A rogue must be trained in Sleight of Hand to select this talent.

Stealth Stunt (Ex): When benefiting from concealment, a rogue with this talent can forgo an attack of opportunity to attempt a Stealth check against the provoking opponent's CMD. Success allows the rogue to treat her opponent as flat-footed against the rogue's first melee attack before the end of her next turn. Using this ability does not count against the rogue's available attacks of opportunity for the round. A rogue must be trained in Stealth to select this talent.

Swimming Stunt (Ex): Once per round, when making an attack against an opponent underwater that qualifies for sneak attack damage, a rogue with this talent can attempt a Swim check as a free action against her opponent's CMD. If the attack and Swim check are both successful, and the attack deals sneak attack damage, the rogue can choose to forgo one or more of her sneak attack dice to reduce the number of total rounds her opponent can hold its breath by 1 round per die. A rogue must be trained in Swim to select this talent.



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Technology in Combat

The Shieldmarshals of the Grand Duchy of Alkenstar have a saying: “The most exquisite weapon to emerge from the Gunworks is no better than a club if you don’t know which end to use.” This axiom, popular for chastising neophyte gun-users, underscores the complexity of firearms and the skill it takes to master them in the undisputed heart of black powder technology on Golarion. The following feats provide new options for both small- and large-scale firearm combat, usable by daring gunslingers and veteran siege engineers alike.

The rules for firearms can be found on 41–46 of *Pathfinder RPG Ultimate Equipment*. More information on siege weaponry, including gunpowder siege weapons, can be found on pages 158–167 of *Ultimate Combat*.

Cannon Master (Combat)

You have learned how to keep firearm siege engines ready for battle despite harrowing circumstances.

Prerequisites: Siege Engineer^{UC}, Knowledge (engineering) or Profession (siege engineer) 7 ranks, proficiency with at least one firearm siege engine.

Benefit: You gain a +2 competence bonus on any Craft (siege engine) checks made to repair a firearm siege engine. In addition, if you are the crew leader for a firearm siege engine with the broken condition, that siege engine’s misfire range is increased by only 2 instead of by 4, and the broken siege engine must misfire twice before it explodes.

Casterbane Shot (Combat, Grit)

Life in the Mana Wastes, where magic has unpredictable and often fatal effects, has taught you to disable spellcasters with your firearms.

Prerequisites: Amateur Gunslinger^{UC} or the grit class feature, Point-Blank Shot, Precise Shot, base attack bonus +4.

Benefit: If you ready a ranged attack with a firearm to attack a spellcaster when he begins casting a spell and successfully hit your opponent, you can expend 1 grit point to increase the target’s concentration check DC for being injured while casting by 5.

Grand Duchy Familiarity

You have spent significant time in the Grand Duchy of Alkenstar, and your proximity to so many firearms has given you a familiarity with their delicate handling.

Prerequisites: Base attack bonus +3, proficiency with at least one firearm.

Benefit: Once per day as an immediate action, you can reroll an attack roll with a firearm that would have resulted in a misfire. You must take the results of the new roll, even if it results in a misfire as well.

Redirected Shot (Combat, Grit)

You can redirect your allies’ poorly aimed ranged attacks with incredible accuracy.

Prerequisites: Amateur Gunslinger^{UC} or the grit class feature, Deadly Aim, Point-Blank Shot, Precise Shot.

Benefit: As long as you have at least 1 grit point, after an ally has made a ranged attack roll but before the results of the roll have been revealed, you can fire a loaded firearm at the volley as it moves toward its target, redirecting its path. Make an attack roll using your highest attack bonus, and use your result in place of your ally’s original attack roll. On a successful hit, your ally’s attack deals damage as normal. You may perform this action a number of times per round up to your Wisdom bonus (minimum 1).





Combat Schools

“I once accepted a rescue contract for the young son of a Chelish noble, an assignment that paired me with a caustic but charming fellow of reputed competence. In the days we spent watching the castle where our quarry was held, plotting our incursion, I spoke to him of my time in Vigil at the Crusader’s War College and told him that such formalized instruction and refined technique had helped me make my way in the world since.

“When our efforts at stealth proved for naught and battle was joined inside, my compatriot slipped from my side in the height of melee. I managed to best my attackers without his aid, but saw a guard step out from an alcove, her crossbow poised to fire. Then something yanked her back into the shadows with a muffled grunt. My partner reappeared at my side a moment later, meeting my surprise with a sly smile.

“‘Thief... college,’ was all he said.”

—Cassandra Allani, mercenary



The Inner Sea region is home to numerous organizations devoted to the study of combat. For the purposes of this chapter, the phrase “combat school” is used as a catchall to cover four categories of institutions.

Dojos: Dojos are schools that teach unarmed combat and the art of self-perfection, typically through meditation, strict lifestyle strictures, and constant physical training.

Gladiatorial Arenas: Arenas are venues for trials of martial skill, but contestants can also acquire combat training.

Thieves’ Guilds: Thieves’ guilds often understand that improving members’ skills increases their efficacy, and working one’s way up a guild’s hierarchy is a sure path to improvement in the less scrupulous of trades.

War Colleges: The most formal of institutions in which one can learn the art of combat are war colleges, bastions of learning focused on the history and theory of war and the practices needed to be victorious on the battlefield.

Joining a School

In order to join a school, a character must pay an entrance fee and pass an entrance exam by successfully making a skill check, as determined by the school. One attempt to enter a school can be made every two terms (a length of time that varies according to each school—see About Terms on page 21). Once a character is enrolled, he must pay monthly dues or tithes to remain a student until his Fame score grants him the option to join the school’s staff. These costs, skills, and Fame score requirements vary by school (see the following pages).

The benefits of belonging to a combat school are similar to those granted by a faction, save that a character doesn’t increase his standing in a school by succeeding at missions related to the school’s goals. Instead, he must succeed at periodic skill checks or complete tasks to advance his standing in the school. Schools periodically reward extracurricular activities such as research, traveling, and adventuring; these are noted on the following pages as appropriate, but are typically left to the GM to develop as adventures.

Schools conduct regular testing and offer tasks that grant their students opportunities to increase their Fame scores and further their education in the school’s techniques. A character’s Fame score tracks how successful he is in his schooling. A low Fame score indicates he’s a new or struggling student, while a high one could enable him to become a teacher for the school or a favored alumnus. To increase his Fame score in a school, a character must either succeed at Training checks—skill checks with a DC of 15 + his current ranks in that skill unless otherwise noted—at various points during a term (see page 21), or perform a specific task or other extracurricular activity for the school. A character’s Fame score increases by 1 every time he succeeds at a Training check or performs a task for his school. Every time a character’s Fame score increases, he earns an equal number of Prestige Points. The methods by which a character earns opportunities to attempt Training checks vary by school.

Benefits of Training

A student’s Fame score represents her status within her school. For every 10 points of Fame, a student gains a cumulative +1 bonus on Diplomacy checks against members of her school. A student’s Prestige Points (PP) reflect the goodwill and personal favors she has built up during her education, and can be spent on awards. Fame is never expended—when an award lists only a required Fame score as a prerequisite, a student receives the award automatically when she achieves that Fame score. Prestige Points, when spent, are spent permanently. Students cannot spend Prestige Points during combat, and must spend them while at school or otherwise able to contact school representatives. Multiple students can’t pool Prestige Points to obtain more expensive rewards, but a student can spend Prestige Points even if she is dead, petrified, or otherwise out of commission. This represents the student having made prior arrangements with her school to perform certain actions on her behalf, such as having her raised from the dead. In this event, the student’s actual location does not impact the Prestige Point cost.

Each school detailed in this chapter lists specific awards that are available only for members, along with their Fame and other prerequisites and Prestige Point costs. School-specific awards can be purchased only once unless otherwise noted. The sidebar on page 27 also lists generic awards members of any school can purchase.

Skill Specialization

Many of the prestige awards and forms of recognition that combat school members purchase allow them to become specialized in skills. When a PC becomes specialized in a skill, that skill immediately becomes a class skill for him. If the student gains that skill as a class skill from any other source (before or after purchasing the prestige resource), he gains a +1 competence bonus on those skill checks.

Leaving School

A student can leave her school at any time by simply alerting her superiors at the school unless otherwise noted. If a student fails to pay dues or performs an act that scandalizes her instructors or otherwise harms the school’s reputation (at the GM’s discretion), she is expelled and her Fame score and Prestige Points are both reduced by 2d6 (to a minimum of 0). Flunking out (failing a number of consecutive Training checks as set by the school) also results in expulsion.

Once a student leaves a school, she can no longer spend Prestige Points on that school’s benefits. If she was expelled, she might even lose access to some of the advantages and boons she had already acquired from the school, at the GM’s discretion. A student can return to a school she left voluntarily by paying the entrance fee again. A student who was expelled must pay the fee and succeed at a Diplomacy check (DC 20 + the student’s current Fame score) to get back into the school. An expelled student can attempt this Diplomacy check once per year.

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Dojos

Dojos are training schools or academies that teach unarmed styles of combat and the exotic weapon forms that accompany such disciplines. While dojos can be as small and informal as a veteran pugilist instructing a handful of youths or even a single student in the village green, the Inner Sea region is also home to several prestigious dojos.

As a dojo student's Fame score increases, he gains the following rewards.

Art and Philosophy (5 Fame): Your study of the theory and the practice of your school's chosen combat style has given you nimbleness of both the mind and body. You become specialized in either Acrobatics or one Knowledge skill of your choice.

Favored Student (20 Fame): Your training has enabled you to learn new tricks at a quicker pace. When using the retraining rules (*Pathfinder RPG Ultimate Campaign* 188) to retrain a character element with a retraining time of 5 or more days, the time required is reduced by 1 day.

Familiarity of Arms (35 Fame): Your training with monk weapons has given you familiarity with similar weapons, even if you are not proficient with them. When wielding a weapon with the monk weapon quality with which you are not proficient, you take a



–2 penalty on attack rolls with that weapon instead of the normal –4 penalty.

Master (50 Fame): You become one of the masters of the dojo, and no longer need to pay dues—every time you would normally pay dues, you instead earn that amount of gold as your salary.

Specific Dojos

The following represent several of the most well-known and successful dojos operating in the Inner Sea region.

HOUSES OF PERFECTION

This trio of schools are the most prestigious in Jalmeray, and are therefore among the most elite of monasteries in the Inner Sea region. Each is thematically tied to a species of genie, and the techniques taught often mimic the school's associated genie.

Location Jalmeray

REQUIREMENTS

Entrance Fee 1,000 gp

Entrance Exam varies

Monastery of Unblinking Flame: Wisdom DC 17 (“outwit an efreeti”)

Monastery of Unfolding Wind: Acrobatics DC 24 (“race a djinni”)

Monastery of Untwisting Iron: Combat maneuver check to grapple against CMD 21 (“wrestle a shaitan”)

Dues 500 gp/term

TRAINING

Training Checks Acrobatics, Climb, Swim, or combat maneuver check against a DC equal to 15 + the student's base attack bonus

Term 6 months

Flunk 3 consecutive failed Training checks

EXTRACURRICULAR TASKS

Exhibition (+1 Fame) The Houses of Perfection maintain a strong sense of competition between them, and encourage students to display their school's dominance whenever possible. You can participate in a duel or performance combat allowing only unarmed combat or monk weapons against a student from one of the other Houses of Perfection. You are considered successful in this task if you win the exhibition or duel.

AWARDS

Devotee's Desire (50 Fame, 30 PP) You can consult with one of the genies bound to the eldest teachings of the Houses of Perfection and receive the benefits of a *limited wish* spell.

Transcendent Mind (10 PP) You gain the Extra Ki feat as a bonus feat. If you do not have the ki pool class feature, you instead gain a ki pool of 2. This functions as a monk's ki pool except you can spend 1 point from your ki pool to make one additional attack at your highest attack bonus only when making a full attack with either an unarmed strike or a monk weapon.



SISTERS OF THE GOLDEN ERINYES

Operated by Asmodean nuns as an orphanage, this dojo trains children from a young age in the art of hamatulatsu (a brutal fighting style patterned after the abilities of the barbed devil) and indoctrinates them into the faith of the Prince of Lies.

Location Isger

REQUIREMENTS

Entrance Fee 100 gp (none for orphans raised by the sisters)

Entrance Exam Knowledge (religion) DC 20 and Knowledge (planes) DC 15, or 3 consecutive DC 15 Fortitude saves

Dues 200 gp per term (none for orphans raised by the sisters)

TRAINING

Training Checks Knowledge (religion) check, Knowledge (planes) check, or Fortitude save against a DC equal to 15 + 1/2 the student's level

Term 3 months

Flunk 3 consecutive failed Training checks

EXTRACURRICULAR TASKS

Secret Preserver (+1 Fame) Students who track down and dispatch any individual teaching the secrets of hamatulatsu without the monastery's express permission attain positions of great respect.

AWARDS

Golden Erinyes (20 Fame, 10 PP) If you are female, as a free action before making a Stunning Fist attack, you can spend 1 point from your ki pool to increase the effect's save DC by 2. If you are male, you can join the Hellknight faction (*Pathfinder Campaign Setting: Faction Guide* 20) or the Asmodean religious faction (*Faction Guide* 42), transferring your Fame and Prestige Points (after the expense to gain this award) to the new faction. Note that Fame and Prestige Points replace the terms TPA and CPA, respectively, which are used in the *Faction Guide*.

Purveyor of Agony (10 Fame, 5 PP) You have spent enough time researching and training in the crueler aspects of hamatulatsu that you can make your blows exceptionally painful. Anytime your unarmed strike causes an opponent to become sickened or staggered, you increase the duration of that effect by 1 round.

TAR KUATA

The Iroran monks of this mountainside monastery village train in a unique blend of asceticism and Ancient Osirian martial traditions. Among the inhabitants of the village and monastery are a small group of contemplative dwarves known as the Ouat, who consider themselves to be separate from dwarven tradition and aspire to ascend the limitations of their kind just as Irori and Nethys attained divinity through their own self-perfection.

Location Osirion

REQUIREMENTS

Entrance Fee 200 gp

Entrance Requirement Climb DC 20 or Knowledge (religion) DC 15

Dues 300 gp

About Terms

Every school functions on what are known as "terms." You can attempt one Training check (using a skill chosen from your school's Training check options) per term. A term's actual in-game duration varies from school to school, and you shouldn't hesitate to further adjust a school's term length to match the speed at which time passes in your campaign. As a general rule, a student should be able to increase her Fame score by 4 to 6 per character level, so depending on whether characters in your game take a longer or shorter time to gain levels, you should adjust the length of a term accordingly, taking into account any extracurricular activities that earn the student Fame over the course of the term. One relatively simple way to hand-wave terms is to treat each game session, no matter how much time passes during that session, as one term, and allow characters in schools to attempt a Training check at the end of each game session. You can also tie these checks to character level, and allow characters to attempt five Training checks all at once every time they level up.

TRAINING

Training Checks Climb, Knowledge (religion), Survival

Term 6 months

Flunk 4 consecutive failed Training checks

EXTRACURRICULAR TASKS

Reliquary Climb (+1 Fame) Once per term, a student can attempt to climb the 200-foot-tall smooth stone spire adjacent to the monastery. Atop this spire is a reliquary containing the gold-coated skull and vertebrae of the monastery's founder, Narmek Tar Kuata. Those who ascend the spire without magical, mundane, or supernatural aid can consult with the wind spirits (actually invisible stalkers) who guard the reliquary, considered sages who can grant insight into enlightenment. The specific difficulty of this task is left up to the GM.

AWARDS

Cliff Diver (5 Fame, 2 PP) Your hours spent scaling the cliffs that cradle the village of Tar Kuata have made stopping a dangerous fall second nature to you. If you possess the slow fall class feature, your slow fall distance increases by 10 feet. If you do not have this class feature, you gain a +4 circumstance bonus on all Acrobatics checks to soften a fall.

Patron's Pilgrim (35 Fame, 10 PP) You have communed with the wind spirits who guard the reliquary atop the monastery's spire. You become specialized in a single Knowledge skill of your choice and receive the benefits of a single *legend lore* spell. You must purchase this award while atop the spire, in the presence of the spirits there.

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Gladiatorial Arenas

Many fighting schools of the Inner Sea take the form of arenas—dens of sport, spectacle, and barbaric forced combat. Some arenas, like the Bloodworks of Urglin, represent nothing short of savage kill-or-be-killed fights. Others, like the Grand Coliseum in Katapesh or the Valknar Gladiatorial College in Tymon specialize in displays of both martial prowess and masterful performance, where bouts do not end in death—usually. Rules for performance combat can be found on pages 153–157 of *Pathfinder RPG Ultimate Combat*.

As a gladiatorial arena student increases his fame, he gains the following rewards.

Performance Specialist (5 Fame): Your first forays into performance combat on the arena floor have taught you how to play to a crowd. You gain a +1 bonus on all performance combat checks.

Growing Celebrity (20 Fame): Word about you has spread throughout the region where you most often perform in the arena. You gain a +2 bonus on Intimidate checks made to demoralize enemies within 100 miles of your school.

Crowd Pleaser (35 Fame): You have become used to the roar of a mighty crowd, and thrive off the energy a throng of loud and raucous spectators brings to an arena fight. Reduce the amount by which a crowd's size increases the DC of performance checks by 2 (minimum 0).

Pit Boss (50 Fame): You become one of the masters of the arena, and no longer need to pay dues—every time you would normally pay dues, you instead earn that amount of gold as your salary.

Specific Arenas

The following represent several well-known and successful gladiatorial arenas operating in the Inner Sea region.

BLOODWORKS

In the Bloodworks, fighters are often pitted against beasts or mercenaries. When willing combatants are scarce, slaves and prisoners are forced to fight to the death. Training at the Bloodworks comes from experience rather than formal schooling.

Location Urglin (Varisia)

REQUIREMENTS

Entrance Fee 50 gp

Entrance Exam Intimidate DC 15 or Strength DC 17

Dues 25 gp/term

TRAINING

Training Checks Intimidate, Perform (act), Perform (comedy), or Perform (dance) check or Fortitude save against a DC equal to 15 + half the student's level

Term 1 month

Flunk 4 consecutive failed Training checks

EXTRACURRICULAR TASKS

Beast Catcher (+1 Fame) Students who hunt down and acquire a monster of the giant, magical beast, or monstrous humanoid type with a CR greater than their level and bring it back alive gain notoriety.

AWARDS

Always Outnumbered (25 Fame, 10 PP) Your constant battles against unfair odds have made you better able to fight multiple opponents. Enemies that flank you gain only a +1 bonus on attack rolls against you while flanking.

Crimson Bravery (10 Fame, 2 PP) Students with this award learn to use their own injuries to intimidate foes. Whenever you are suffering from bleed damage, you can add the amount of bleed damage you take each round as a morale bonus on all Intimidate or performance combat checks you attempt until the bleed effect ends.

GRAND COLISEUM

The Grand Coliseum is one of the oldest, largest, and most storied arenas in the world. In addition to performance combat, the Grand Coliseum offers matches of a game called ruk that captivates the people of Katapesh. The rules for ruk are left up to individual GMs.

Location Katapesh

REQUIREMENTS

Entrance Fee 25 gp

Entrance Exam Acrobatics, Perform (act), Perform (comedy), or Perform (dance) DC 20

Dues 10 gp/term

TRAINING

Training Checks Acrobatics, Perform (act), Perform (comedy), or Perform (dance) check or ranged attack with an thrown weapon (a ruk ball) against AC equal to 15 + the student's level

Term 3 months

Flunk 3 consecutive failed Training checks

EXTRACURRICULAR TASKS

Winning Match (+1 Fame) Members of a ruk guild each gain 1 point of Fame every time their guild wins a match. This task can be completed multiple times per term, but counts against the total amount of Fame a student can earn per character level (see About Terms on page 21).

AWARDS

Duck and Weave (25 Fame, 10 PP) Time spent in the shifting crush of a typical ruk match has made you a better player and combatant. You gain a +1 bonus on bull rush and reposition^{APG} combat maneuvers and feint attempts. Additionally, you add a +2 circumstance bonus on performance combat checks you attempt after successfully completing such a maneuver.

Preceding Reputation (10 Fame, 2 PP) You are accustomed to combat and games of ruk on a field of sand. You ignore the penalty on Acrobatics checks for moving through difficult terrain in sandy areas such as deserts and beaches.

IRORIUM

The Irorium is the largest gladiatorial arena in the Inner Sea region. Its size accommodates thousands of combatants, and can be flooded for small-scale naval skirmishes. One of the arena's specialties is the graphic reenactment of historical military battles.

Location Absalom



REQUIREMENTS

Entrance Fee 500 gp

Entrance Exam Acrobatics DC 15 or Perform (act, comedy, or dance) DC 10

Dues 100 gp/term

TRAINING

Training Checks Acrobatics, Perform (act), Perform (comedy), Perform (dance)

Term 3 months

Flunk 4 consecutive failed Training checks

EXTRACURRICULAR TASKS

Historical Prop Retrieval (+1 Fame) Recover a historical relic—such as a piece of armor or a weapon—from the site of a famous battle, and use it as a model for props in an upcoming Irorium battle reenactment.

AWARDS

Bronze Sword (10 Fame, 2 PP) You have earned a bronze sword pin as a token of your achievements in the Irorium. You become specialized in Knowledge (history).

Silver Sword (25 Fame and Bronze Sword, 8 PP) In addition to the benefits of the bronze sword, this token grants you a bonus on performance combat checks based on your ranks in Knowledge (history), calculated as if they were ranks in Perform (act), Perform (comedy), or Perform (dance) (*Ultimate Combat* 154); this bonus is in addition to any bonus from your highest-ranked Perform skill.

Gold Sword (40 Fame and Silver Sword, 10 PP) In addition to the benefits of the bronze and silver swords, this token gives you the ability to unnerve foes at the start of combat. When in a settlement with 5,000 or more inhabitants, you can attempt an Intimidate check as a free action when you roll initiative to demoralize any foe within 30 feet of you. If you're successful, any target that would normally be demoralized instead takes a penalty on its initiative check equal to your Charisma bonus (minimum 1).

VALKNAR GLADIATORIAL COLLEGE

The Valknar Gladiatorial College is more of a school than most other combat arenas. The centerpiece of Tymon's economy, the college trains students for years in single combat, massed warfare and tactics, and even monster physiology in order to produce exceptional gladiators.

Location Tymon (River Kingdoms)

REQUIREMENTS

Entrance Fee 100 gp

Entrance Exam Knowledge (history) DC 10

Dues 100 gp/term

TRAINING

Training Checks Perform (act, comedy, or dance) or succeed at an attack against an AC equal to 15 + the student's BAB

Term 3 months

Flunk 4 consecutive failed Training checks

EXTRACURRICULAR TASKS

River Kingdoms Mercenary (+1 Fame) Students

can be part of a gladiatorial squad hired out at the discretion of the college's dean to quell problems in the River Kingdoms or beyond, earning a name for both themselves and the college.

AWARDS

Bloodied (25 Fame, 10 PP) The sheer weight of your reputation translates itself into skill in battle, and you have earned the distinguished title of "Bloodied." You can add your Charisma bonus to all attack rolls made to confirm a critical hit. When participating in performance combat, you also gain a +2 morale bonus on any performance combat checks triggered by confirming a critical hit.

Tactical Gladiator (10 Fame, 4 PP) You have trained not only in the arena, but also in its extensive library, and are a masterful tactician in battle as a result. You gain a +2 insight bonus to AC against any creature that you are flanking.



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Thieves' Guilds

In many ways, the thieves' guilds of the Inner Sea region have rules and tenets similar to the traditional centers of martial learning on Golarion. While joining a guild is not generally required, membership in one of the shadowed confederacies of the Inner Sea region can have benefits beyond the dreams of even the most imaginative of rogues.

As the fame of a member of a thieves' guild increases, she gains the following rewards.

Skilled Thief (5 Fame): As you gain experience in your guild, you become specialized in a particular aspect of thievery. You become specialized in one skill of your choice.

Black Market Access (20 Fame): Your notoriety within your guild, and within the criminal community in which it operates, has grown to the point where you can generally gain access to any item you seek through illicit contacts. Once per term, when calculating a settlement's purchase limit, treat that settlement as though it were one size category larger for the purposes of obtaining a single item.

Clean Slate (35 Fame): When you run afoul of the law and have a bounty placed upon your head, your guild eliminates the black mark against you. You have a pool of 100 gp per point of Fame you possess with which to pay off bounties. While this pool increases each time your Fame score does, once the gold is spent, it is not replenished.

Guildmaster (50 Fame): You become one of the masters of the thieves' guild, and no longer need to pay dues—every time you would normally pay dues, you instead earn that amount of gold as your cut of the guild's profits.

Specific Thieves' Guilds

The following represent several of the most notorious and successful thieves' guilds of the Inner Sea region.

BLOODY BARBERS

Operating in back rooms, street corners, and blind alleys, the Bloody Barbers control much of the organized crime, usurious money lending, and fencing of stolen goods throughout Absalom. The barbers are noted for slitting the throats of their enemies by giving foes what they call a "crimson shave."

Location Absalom

REQUIREMENTS

Entrance Fee 100 gp in money or items the student has stolen herself

Entrance Exam Profession (barber) DC 15 and Bluff, Intimidate, or Sleight of Hand DC 15

Dues 50 gp

TRAINING

Training Checks Bluff, Intimidate, Sleight of Hand

Term 2 months

Flunk 3 consecutive failed Training checks

EXTRACURRICULAR TASKS

Notable Heist (+1 Fame) You conduct a criminal operation on the guild's behalf, be it a burglary, a con, a kidnapping, or something else entirely, that nets a take equal to or

greater than 1,000 gp per character level you possess.

What percentage of this take you are able to keep is up to the GM's discretion and the whim of the guild's leadership.

AWARDS

Barber Shop (20 Fame, 5 PP) With the guild's assistance, you have set up a barber shop to act as a front for your illicit operations and as a safe house for fellow Bloody Barbers. You gain a +10 competence bonus on Profession (barber) checks to maintain your cover. Additionally, you become specialized in Knowledge (local), representing the rumors you overhear while doing business.

Crimson Shave (40 Fame, 10 PP) You have learned to lull your victims into a false sense of security before you attempt to slit their throats. During a surprise round, you can attempt a Profession (barber) check as a free action against a DC equal to 15 + your ranks in Profession (barber). If successful, you gain sneak attack +1d6 for the duration of the surprise round.

BROTHERHOOD OF SILENCE

Based in the Taldan capital of Oppara, the Brotherhood of Silence has chapter houses in every major city of the Inner Sea region. The brotherhood considers itself to be a power broker on the global stage, and sees regional organizations as upstart thugs with little true reach or influence. While the brotherhood does perpetrate crimes for the sake of wealth or influence, its larger aim is to be the power behind the throne in every major city of the Inner Sea.

Location Oppara (Taldor)

REQUIREMENTS

Entrance Fee 200 gp

Entrance Exam Diplomacy, Knowledge (local), and Sense Motive DC 15 and Linguistics DC 10; must know at least two regional languages (including Taldane) and one racial language

Dues 100 gp/term

TRAINING

Training Checks Diplomacy, Knowledge (local), Knowledge (nobility), Linguistics, Sense Motive

Term 4 months

Flunk 3 consecutive failed Training checks

EXTRACURRICULAR TASKS

Unwilling Agent (+1 Fame) The brotherhood can test your ability to influence and direct people believed to be beyond such corruption. Pick a target like a government official with a sterling reputation, a noble watch captain, or even a paladin. Trick the target into delivering a contraband package on your behalf to a superior in the brotherhood who can verify your success.

AWARDS

Contact Network (15 Fame, 5 PP) Having built a legion of contacts throughout the Inner Sea region to keep you well informed, you become specialized in Knowledge (local) and gain a +2 bonus on all Diplomacy checks to gather information in communities of 5,000 or more inhabitants.



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Cultivated Reputation (7 Fame, 5 PP) You've learned to inspire trust in those around you. If you fail to deceive a target using the Bluff skill, you can make a second attempt without taking the standard -10 penalty. If the second attempt fails, the -10 penalty applies to any subsequent attempts.

NIGHT SCALES

Populated by brazen but cunning thugs, the Night Scales of Magnimar built their guild's reputation on smuggling, extortion, petty theft, and burglary. However effective these pursuits might be, they only serve as cover for the secret masters of the guild—a cult of Norgorber. So subtly do the cultists operate and manipulate the Night Scales, the guild is largely unaware of the cult's influence, though as members advance in the guild, they are slowly brought into the cult's inner circle.

Location Magnimar (Varisia)

REQUIREMENTS

Entrance Fee 50 gp

Entrance Exam Disable Device, Disguise, and Stealth DC 15

Dues 100 gp/term

TRAINING

Training Checks Disable Device, Disguise, Stealth

Term 4 months

Flunk 3 consecutive failed Training checks. Once initiated into the cult's inner circle, only death frees one from the guild.

EXTRACURRICULAR TASKS

The Reaper's Service (+1 Fame)

You perform a task in the aid of a cult of Norgorber unaffiliated with the specific one that controls the Night Scales.

AWARDS

Inner Circle (30 Fame, 15 PP) You've taken the first steps toward joining the cult of Norgorber, which secretly runs the Night Scales. Once per day per 10 points of Fame you possess, you can pray to Norgorber as a swift action to gain sneak attack +1d6 until the end of your turn. This is a supernatural ability.

Shadow Stab (25 Fame, 10 PP) When making an attack from concealment granted by dim light or darkness, treat each weapon or precision damage die rolled as if its result were 1 higher. Additionally, when under concealment granted by dim light or darkness, you gain a +2 insight bonus on attack rolls to confirm critical hits made with light or one-handed slashing weapons.

WASP QUEENS

While the all-female, all-elf thieves' guild known as the Wasp Queens is closely tied to the church of Calistria, its true goals lie in furthering elven political interests throughout the Inner Sea region. Based in Kyonin, the Wasp Queens maintain small, unobtrusive chapter houses in most cities of the Inner Sea region, typically in Calistrian brothels or elven embassies. Members often assume deep cover identities, drawing upon the knowledge of Calistria's sacred prostitutes to establish disguises as escorts or companions to those being targeted by the guild's operations.

Location Iadara (Kyonin)

REQUIREMENTS

Entrance Fee 250 gp

Entrance Requirement Bluff and Stealth DC 15 and Knowledge (religion) DC 10; must be a female elf or half-elf

Dues 100 gp/term

TRAINING

Training Checks Bluff, Diplomacy, Disguise, Knowledge (local), Knowledge (religion), Stealth

Term 3 months

Flunk 4 consecutive failed Training checks

EXTRACURRICULAR TASKS

United by Blood (+1 Fame) Guild members can recruit informants and sympathetic collaborators from among the "Forlorn"—elves raised among other races. Doing so requires a series of successful Diplomacy checks to improve the subjects' attitude to helpful. Given the secretive nature of the Wasp Queens and the strained relations between some elves of Kyonin and the Forlorn, the starting attitudes of all potential contacts are assumed to be unfriendly or hostile.

AWARDS

Vengeful Disguise (25 Fame, 10 PP)

When you are impersonating a specific individual, any bonus a viewer receives on Perception checks based on her familiarity with the subject of your disguise is halved. Additionally, when disguising yourself as a member of a different gender, race, or age category, reduce the penalty to your Disguise check by 2.

Whip Affinity (10 Fame, 2 PP)

When you make a successful attack with a whip, you deal 1 additional point of damage. If you are not proficient with the whip, you take a -2 penalty on attack rolls when wielding one instead of the normal -4 penalty.



War Colleges

Perhaps the most straightforward of martial academies in the Inner Sea, war colleges do not dwell on the blend of physical and philosophical perfection, steep themselves in blood sport, or operate within the confines of clandestine agendas. While they most closely resemble academic institutions of magic or general knowledge, war colleges instruct their students in the harsh realities of combat and prepare them for careers as soldiers or officers.

As a war college student increases in fame, he gains the following rewards.

Service Commission (5 Fame): After proving your value to your school, you can forgo any future dues by agreeing to serve in the college's associated military unit for a period of 4 years or until you attain 50 Fame, whichever happens first. If your college has no associated military organization, you instead swear to defend the school and follow orders given by all staff. You cannot flunk out of the war college while your commission is active. You can opt to not take this award if you would rather pay dues instead while enrolled in your war college.

Equipment Requisition (20 Fame): Anytime you could spend Prestige Points, you can spend

2 PP to requisition a piece of armor, a weapon, or up to 50 units of ammunition from your school. The value of the requisitioned item cannot exceed 1,000 gp.

Learn from Past Battles (35 Fame): Whenever you roll initiative, you can also attempt a Knowledge (history) check to gain one of the following: a +1 insight bonus to your AC, a +1 insight bonus on attack rolls against a single target, or a +1 insight bonus on one type of saving throw. The DC of the Knowledge (history) check for each option equals your AC, the normal Knowledge check DC to identify the selected target, or 10 + your bonus of the selected save, respectively. This bonus last for 1 minute.

Professor (50 Fame): You become one of the professors of your war college, and no longer need to pay dues or serve the remainder of your service commission—every time you would normally pay dues, you instead earn that amount of gold as your salary.

Specific War Colleges

The following represent several of the most famous and respected war colleges operating in the Inner Sea region.

ALDORI ACADEMY

Located in the Brevic city of Restov, the Aldori Academy instructs students in the finer points of swordplay. Although originally founded to teach Sirian Aldori's dueling style, the academy now encompasses other forms of combat as well.

Location Restov (Brevoy)

REQUIREMENTS

Entrance Fee 500 gp

Entrance Exam Bluff and Sense Motive DC 15

Dues 150 gp

TRAINING

Training Checks Acrobatics, Bluff, Knowledge (history), Knowledge (nobility), Sense Motive

Term 3 months

Flunk 4 consecutive failed Training checks

EXTRACURRICULAR TASKS

Superiority of Style (+1 Fame) Once per term, you can partake in a duel (*Ultimate Combat* 150) against a non-ally who is neither a member of the Aldori Academy nor an Aldori swordlord, and whose CR equals or exceeds your character level. If you win the duel, you prove that the Aldori dueling style is superior to all others.

AWARDS

Theoretical Duelist (10 Fame, 5 PP) You have studied the theory of swordplay as much as you have trained your muscle memory to execute the requisite maneuvers. You become specialized in Knowledge (history) and Sense Motive.

Aldori Fencing (25 Fame, 10 PP) You are adept at the art of dueling. When performing a dueling parry (*Ultimate Combat* 152), reduce the penalty on your parrying attack roll by 2. When performing a dueling dodge (*Ultimate Combat* 151), you take only a -1 penalty to your AC and on Reflex saving throws until the start of your next turn.





CRUSADER WAR COLLEGE

Bordered on the west by the Hold of Belkzen and charged with guarding the magical prison of the Whispering Tyrant to the north, the crusaders of Lastwall know one simple motto: "Hold to the Last." To this end, they created the Crusader War College. In the years since its founding, this regimented college has trained not only guardians of Lastwall, but also some of the most elite warriors of the Inner Sea region.

Location Vigil (Lastwall)

REQUIREMENTS

Entrance Fee 150 gp

Entrance Requirement Knowledge (history, local, or nobility) DC 15

Dues 300 gp/term

TRAINING

Training Checks Knowledge (history), Knowledge (local), Perception, Ride, Survival

Term 3 months

Flunk 3 consecutive failed Training checks

EXTRACURRICULAR TASKS

Beyond the Last Wall (+1 Fame) While the bulk of Lastwall's military power is focused on holding the forces of Belkzen and Gallowspire at bay, small units often travel abroad to take their battle to the enemy, retrieve artifacts to assist the war effort, or counteract their foes' efforts in other lands. Completing one of these missions can increase your fame.

AWARDS

So Stands the Last Wall (25 Fame, 10 PP) When adjacent to another character with this award, you gain a +2 bonus to CMD against bull rush, overrun, and reposition^{APG} combat maneuvers, and can make attacks of opportunity against enemies attempting these maneuvers even if they would otherwise not provoke them.

Trained to Defend (10 Fame, 4 PP) You have received special training in combating one of Lastwall's most vicious enemies. Select either orc-subtype humanoids or corporeal undead. You gain a +1 bonus on weapon attack rolls and damage rolls against creatures of the chosen type.

IRONSTOCK HALL

The Grand Duchy of Alkenstar is the undisputed center of firearms and firearm technology in the Inner Sea region, and within the Clockwork Metropolis, the preeminent school for black powder combat is Ironstock Hall.

Location Alkenstar (Mana Wastes)

REQUIREMENTS

Entrance Fee 200 gp

Entrance Exam Craft (gunsmithing) or Knowledge (engineering) DC 15; must be proficient with and own at least one type of firearm

Dues 400 gp

TRAINING

Training Checks Craft (gunsmithing), Knowledge (engineering), Perception, or a ranged attack with a firearm

Generic Prestige Awards

Beyond the specific prestige awards that each combat school grants, students can spend their Prestige Points on the following generic awards as well.

Mentorship: For 1 PP, you can gain the aid of another student. This grants you a +4 circumstance bonus on any skill check, save for Training checks.

Scholarship Aid: You can spend 1 PP in place of dues for a term.

Weapon Training: Spend 1 PP and select a weapon with which you are proficient. When you confirm a critical hit with the selected weapon, you gain a bonus on the damage roll equal to the critical multiplier of the weapon.

Spellcasting: By spending the listed Prestige Point total, you can have any of the following spells cast for you (the CL in each case is the minimum possible for the spell).

- **1 PP:** *cure moderate wounds, dispel magic, lesser restoration, make whole, remove blindness/deafness, remove curse, remove disease, remove paralysis*
- **2 PP:** *atonement* (8 PP to restore alignment-based class abilities), *break enchantment, cure serious wounds, greater dispel magic, neutralize poison, restoration* (4 PP to remove permanent negative levels)
- **3 PP:** *heal, regenerate*
- **16 PP:** *greater restoration, raise dead*
- **32 PP:** *resurrection*
- **77 PP:** *true resurrection*

against a target with a touch AC equal to 20 + the student's level; students studying siege firearms are assumed to be the crew leader and to have the requisite number of crew to operate the weapon (*Ultimate Combat* 158)

Term 4 months

Flunk 3 consecutive failed Training checks

EXTRACURRICULAR TASKS

Trade Secrets (+1 Fame) Alkenstar closely guards the secrets of firearm manufacture and gunpowder production. You can claim the bounty on a spy, traitor, or other enemy of the industry who attempts to sell or share these secrets with a party outside the Grand Duchy to increase your standing within Ironstock Hall.

AWARDS

Eagle Eye Shot (15 Fame, 5 PP) As a move action, you can attempt a Perception check with a DC equal to your opponent's Armor Class. If successful, you deal an amount of bonus precision damage equal to your Wisdom modifier on all firearm damage rolls until the end of your turn.

Gunnery Captain (25 Fame, 10 PP) You can reduce the number of additional actions required to move, aim, or load a firearm siege engine by 2 (to a minimum of 1 extra round) when operating one with less than a full crew (*Ultimate Combat* 158).

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I've traveled all over Avistan and Garund, from the Steaming Sea to the Meraz Desert, and from the Lake of Mists and Veils to the Jungle of Hungry Trees. I learned that people are largely the same throughout the world, no matter their race, religion, or habitat. They love their families and want to protect their homes. How they choose to protect them—the weapons they use, the armor they wear, even the tactics they employ—varies more than I ever could have imagined. So even if people are similar in their hearts, in the heat of battle they're as different as Axis and the Maelstrom.

—Xar Bellathax, *On the Peoples of Golarion*



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The *Pathfinder RPG Advanced Player's Guide* and *Pathfinder RPG Ultimate Combat* present many archetypes for martial and skilled specialists that allow you to customize characters in interesting ways. This chapter presents even more archetype options tied specifically to the Inner Sea region—as well as two new prestige classes and two new cavalier orders—but this is not to say that archetypes from the books listed above are absent from the land.

Listed here are suggestions for how many of these archetypes from the *Advanced Player's Guide* and *Ultimate Combat* fit thematically into the Inner Sea region. Archetypes from these books that are not mentioned below are either relatively rare in the Inner Sea region (samurai, for example) or are not associated with a specific region in the world because they have relatively universal themes (such as shining knight paladins, savage barbarians, or urban rangers).

Barbarian: Elemental kin have strong ties to elemental forces, and are common where elementals and geniekin are prevalent, such as Jalmeray, Katapesh, Osirion, and Qadira. Mounted fury barbarians, who are skilled atop mounts, are common among the Shoanti of northeastern Varisia and in the Realm of the Mammoth Lords, where they are known to ride the megafauna present there. Totem warrior barbarians are most often found among the Shoanti people and throughout the Mwangi Expanse. While many of the orcs of Belkzen are barbarians, a number of these ferocious warriors are scarred ragers, wearing the marks of past battles proudly on their bodies.

Cavalier: Beast rider cavaliers are most common in those regions where megafauna present a variety of such mounts, including the Realm of the Mammoth Lords, the Mwangi Expanse, and the Hold of Belkzen. Musketeer cavaliers are found mostly in and around the Mana Wastes, where they have easy access to the technological advances in firearms brought about in the clockwork metropolis of Alkenstar. See page 31 for suggestions on where in the Inner Sea region cavaliers of the various orders presented in the *Advanced Player's Guide* can be found.

Fighter: Fighters with the gladiator archetype can be found throughout the Inner Sea region, wherever a notable gladiatorial arena offers the opportunity to test their skills, but most often in Tymon in the River Kingdoms, Katapesh, and Absalom. Phalanx soldier fighters are prevalent in the armies of central Avistan, particularly those of Molthune and Lastwall. Unarmed fighters are typically found among the dojos of Jalmeray, where they train alongside monks as they master the skills at weaponless combat.

Gunslinger: Gunslingers of all archetypes are most commonly found in the Mana Wastes, particularly in the city of Alkenstar, for it is here that the center of firearm manufacture and development lies. The Alkenstar

Gunworks tightly restricts the secrets of its trade, and the duchy's Shieldmarshals typically keep close tabs on the guns the city produces. Despite this, free-roaming gunslingers of all sorts seek out adventure and fortune throughout the Inner Sea, and can be found sporadically far and wide—especially those with the mysterious stranger archetype.

Monk: Ki mystic monks, monks of the four winds, and monks of the lotus are all found primarily in the Impossible Kingdom of Jalmeray. Here one can find monks of all archetypes in large numbers, typically grouped together in schools teaching specific techniques and philosophies. In areas where meditation and self-perfection are less strongly emphasized in favor of rigorous training, martial artists represent the typical monk.

Paladin: Shining knight paladins are common among the crusader armies of Mendev and Lastwall, where their mastery of mounted combat aids them against evil on the battlefield. Alternatively, knights of the sepulcher antipaladins are frequently found using their undead-themed abilities to bolster the armies of Geb, or opposing Lastwall's Knights of Ozem amid the lingering remnants of the Whispering Tyrant's hordes in southern Ustalav.

Ranger: Falconer rangers are particularly plentiful in Andoran, where falconry is seen as a sport of national pride. Skirmisher rangers are common in Rahadoum, where the practice of divine magic is forbidden, but where their other skills are well respected. Spirit rangers are most often found in areas where the barrier between the Material Plane and the First World grows thin, such as Grungir Forest in the Lands of the Linnorm Kings, Embeth Forest in the River Kingdoms, and the Verduran Forest of Taldor, Andoran, and Galt. Trophy hunter rangers often hunt among the megafauna of the Realm of the Mammoth Lords and the Mwangi Expanse, though they could originally hail from anywhere in the Inner Sea region.

Rogue: Poisoner rogues are especially common among the Inner Sea region's assassins' guilds, particularly the Daggermark Poisoners' Guild. Swashbuckler rogues find their talents useful on ships that ply the waters of the Inner Sea, Obari Ocean, and Arcadian Ocean, and often seek out a life of adventure in the pirate isles of the Shackles. While less common outside the Shackles, pirate archetype rogues are also found throughout the Inner Sea, including on the region's many river systems (especially the many forks and branches of the Sellen River in the River Kingdoms). Roof runner rogues are prevalent in densely populated cities where roofs seem to blend together into one solid expanse on which a nimble rogue can travel, and it's not a rare sight to find a swashbuckler practicing her daring acrobatics on the rooftops of the Shingles in the Varisian city of Korvosa.

Cavalier Orders

Many soldiers, mercenaries, and brigands across Golarion are cavaliers. The following two orders provide new options for cavaliers in the Inner Sea region.

Order of the Beast

A cavalier belonging to this order seeks only destruction and chaos. Cavaliers of the order of the beast revel in destruction, and go out of their way to cause as much mayhem and disorder as possible. While some celebrate war and a victory well fought, an order of the beast cavalier fights only to taste the blood of his dying foe. Members of this order are often insane, and may venerate Rovagug or the elder gods and Great Old Ones of the Dark Tapestry. There are no colleges or universities where an aspiring cavalier can learn the ways of the order of the beast; it is a corruption of the other cavalier orders, and its secrets are whispered in the dreams of unbalanced youths by dark beings and passed down in forbidden rituals.

On Golarion, order of the beast cavaliers are most often found leading orc tribes on raids from within the Hold of Belkzen, commanding small bands of brigands or raiders in the Mana Wastes, or sowing chaos anywhere a destructive leader is welcomed or venerated, particularly in lands where the law holds little sway.

Edicts: The cavalier wreaks havoc wherever he goes. An order of the beast cavalier must never show mercy and, when crossed, exacts the maximum possible revenge. The cavalier must seek out conflict at every juncture and cannot avoid a fight if provoked. That which he cannot steal, pillage, or claim, he must completely destroy or desecrate.

Challenge: Whenever an order of the beast cavalier issues a challenge, he receives a +1 morale bonus on all damage rolls while using Cleave or Great Cleave so long as the target of his challenge is the first creature attacked. This bonus increases by 1 for every 4 levels the cavalier possesses.

Skills: An order of the beast cavalier adds Disable Device (Dex) and Stealth (Dex) to his list of class skills. An order of the beast cavalier can make Disable Device checks untrained. If he has ranks in the skill, he receives a bonus on the check equal to 1/2 his cavalier level (minimum +1) when using it to sabotage, jam, or destroy a device.

Order Abilities: A cavalier belonging to the order of the beast gains the following abilities as he increases in level.

Vandal (Ex): At 2nd level, the cavalier gains Improved Sunder as a bonus feat. In addition, when dealing damage to objects (including when using the sunder combat maneuver), he adds half his cavalier level to the damage roll. If an order of the beast cavalier successfully breaks an object, he receives a +2 morale bonus on all attack rolls until the end of his next turn.

Havoc (Ex): At 8th level, the cavalier's mount gains the trample monster special ability. If the cavalier's mount has trample from another source, damage from the mount's trample attack instead increases as though the mount were one size category larger (see Table 3–1 on page 302 of the *Pathfinder RPG Bestiary*); this does not alter the damage dealt by the mount's slam attack. A creature that attempts a Reflex saving throw to avoid damage from the mount's trample attack provokes an attack of opportunity from the cavalier.

Unstoppable Ravager (Ex): At 15th level, the cavalier becomes an unstoppable engine of destruction. If the cavalier's current hit points drop below 0, he does not fall unconscious. Instead, he continues to act so long as his negative hit point total does not exceed the amount of damage he dealt to an enemy on a single melee attack during the last round. The cavalier receives no Constitution check to stabilize while using this ability, and automatically takes 1 point of damage each round. When his current negative hit points exceed his negative Constitution score, the amount of damage he must deal to continue to act is now equal to the difference between his current negative hit point total and his negative Constitution score. Additionally, the cavalier can no longer benefit from magical healing (save for a *wish* or *miracle* spell), and he immediately dies once he can no longer take an action due to this ability.

Order of the Guard

Cavaliers who join the order of the guard dedicate themselves to the staunch and unyielding protection of a specific person or object—generally one they have been hired to protect. Members of the order of the guard are often mercenaries, offering their valuable services for a fee to those who wish to protect their investments; this is especially in Druma, where many cavaliers belong to the illustrious and steadfast Blackjackets of the Mercenary League. An order of the guard cavalier can offer his services to a cause in which he believes without accepting a monetary payment, though the cavalier's protection must come at some price, be it a favor, the release of knowledge, or other intangible trade. A tenet of the order is that the high level of protection the order strives for is only obtainable if the protector invests something of himself in the task and stands to lose something valuable should he fail.

Edicts: An order of the guard cavalier must strive to protect his ward to the best of his ability, even if doing so costs the cavalier his life. The cavalier must always receive some compensation for his services, be it money, a favor, or other payment. A member of the order of the guard must carry out the orders stipulated in his contract or dictated by his employer as long as doing so does not violate other elements of the order's code or a previously agreed upon contract.



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Challenge: At the start of each day, an order of the guard cavalier must declare a person or object (including an easily defined group of objects, such as a series of chests or a collection of books) that he is dedicated to protecting that day, typically the subject he has been hired to protect; the selected item is known as the cavalier's ward. Whenever the cavalier issues a challenge, he receives a +1 morale bonus to AC against the target of his challenge so long as the cavalier is physically located between his ward and the target. This bonus increases by 1 for every 4 levels the cavalier possesses.

Skills: An order of the guard cavalier adds Knowledge (geography) and Perception to his list of class skills. Additionally, an order of the guard cavalier receives a bonus on Knowledge (nobility) checks equal to 1/2 his cavalier level (minimum +1).

Order Abilities: An order of the guard cavalier gains the following abilities as he increases in level.

Prepared for the Journey (Ex): At 2nd level, the cavalier can prepare for the terrain through which he will be traveling with 48 hours of study and customization of his equipment. He can select any terrain type from the list available to a ranger for his favored terrain class feature. While in the selected terrain, the cavalier gains a +2 bonus on initiative checks and on Knowledge (geography), Perception, Stealth, and Survival skill checks. At 8th level and every 6 levels thereafter, this bonus increases by 1. Additionally, when calculating overland movement speed in the selected terrain, the cavalier and his mount treat trackless terrain as though it contains a road or trail, and terrain with a road or trail as though it were a highway. If traveling along a highway, the cavalier and his mount can travel for 10 hours before needing to attempt Constitution checks for a forced march.

Close at Hand (Ex): At 8th level, when the cavalier is within 30 feet of his ward, he gains a +1 morale bonus on attack rolls, damage rolls, and saving throws. If his ward is captured, stolen, or otherwise in the possession or control of the cavalier's enemies, the cavalier loses these benefits. In their place, he gains the effects of a *locate object* or *status* spell (depending on the nature of his ward) targeting his ward and lasting 24 hours. When moving toward his ward, the cavalier and his mount increase their speed by 10 feet. At 12th level and every 4 levels thereafter, the bonus on attack and damage rolls and on saving throws increases by 1 and the bonus to speed increases by 5 feet.

Quick Retort (Ex): At 15th level, the cavalier can strike out at those who mean his ward harm. Whenever a creature attacks the cavalier's ward, or attempts to steal, sunder, or otherwise wrest control of it from the cavalier or his allies, the attacking creature provokes an attack of opportunity from the cavalier. The cavalier receives a +2 bonus on attacks of opportunity he makes against such creatures.

Cavalier Orders on Golarion

The following cavalier orders detailed in the *Pathfinder RPG Advanced Player's Guide* can be found throughout the Inner Sea region.

Order of the Cockatrice

Members of this order are common in Taldor, where many nobles have joined the order as a means of forwarding their own political agendas. The tenets of this order mesh very well with the motivations of self-serving members of the nation's bloated aristocracy.

Order of the Dragon

Members of the order of the dragon are among the cavaliers most likely to join or form mercenary companies or adventuring bands. Among the races and ethnicities who are most commonly associated with this order are dwarves, Ulfen, and Varisians, all of whom place great importance on loyalty to their companions and kin.

Order of the Lion

Order of the lion cavaliers are common in Cheliox, Kyonin, Lastwall, Mendev, Molthune, and Taldor. In the more politically fractured nations of Brevoy and the River Kingdoms, members of this order swear fealty to squabbling nobles, as do the tribal cavaliers of the Hold of Belkzen and the Realm of the Mammoth Lords.

Order of the Shield

Those who adhere to the principles of this order are mostly found in the nations of Andoran, Galt, and Nirmathas. Halflings are well represented in this order, and many of them are members of the abolitionist Bellflower Network.

Order of the Star

While many devotees of Iomedae or Sarenrae chose the path of the paladin, others of these faiths follow the martial path of an order of the star cavalier. Other faiths with strong followings in this order are those of Abadar, Asmodeus, Cayden Cailean, and Torag.

Order of the Sword

The order of the sword is perhaps the most diverse of the cavalier orders in the Inner Sea region, with broad appeal to any who would swear to the basic principals of honor and fairness. Members of this order are common in Andoran, Katapesh, Mendev, Qadira, and Taldor.

Prestige Classes

The following prestige classes each present additional options for martial and skilled specialist characters.

Pure Legion Enforcer

The nation of Rahadoum holds all religions equally in contempt. From calling down the holy fires of Iomedae to saying a quiet prayer on behalf of the dead to Pharasma, any expression of religious worship or spiritual proselytization is a crime punishable by fines, exile, imprisonment—or worse. These anti-religion laws, part of a larger code known as the Laws of Man, were originally created as the solution to the Oath Wars, a decades-long series of holy wars between the faithful of Sarenrae and followers of Nethys and Norgorber that ravaged Rahadoum centuries ago.

The Pure Legion is a government-sponsored military organization created to enforce the Laws of Man within Rahadoum's borders and territorial waters. While the Pure Legion employs many different types of agents, most are simple soldiers who double as city guards. The enforcers, however, are investigators and spies who specialize in ferreting out hidden cults, clandestine relic smugglers, subversive philosophers, and religious terrorists. They might lead squads of rank-and-file legionnaires, operate in pairs, or work alone. Though their methods vary, all Pure Legion enforcers are dedicated to keeping their nation free of the gods' shackles by tracking down and purging any divine influence from the Kingdom of Man. Some take on an atheistic fervor that rivals the zealotry of those they seek to keep out of Rahadoum, but most enforcers are simply incredibly skilled at their jobs rather than suffering from any kind of mind-clouding ideology.

Hit Die: d10.

Requirements

To qualify to become a Pure Legion enforcer, a character must fulfill all of the following criteria.

Alignment: Any lawful.

Deity: Cannot worship a deity.

Feats: Godless Healing^{ISWG}.

Skills: Knowledge (religion) 5 ranks, Sense Motive 4 ranks.

Special: Cannot cast divine spells.

Class Skills

The Pure Legion enforcer's class skills are Diplomacy (Cha), Heal (Wis), Intimidate (Cha), Knowledge (local) (Int), Knowledge (religion) (Int), Perception (Wis), Sense Motive (Wis), and Spellcraft (Int), and Survival (Wis).

Skill Ranks at Each Level: 4 + Int modifier.

Class Features

The following are class features of the Pure Legion enforcer prestige class.

Weapon and Armor Proficiency: A Pure Legion enforcer is proficient with all simple weapons, plus the falchion, scimitar, and shortbow. Pure Legion enforcers are proficient with all light and medium armor and shields (except tower shields).

Aura Sense (Sp): A Pure Legion enforcer can cast *detect chaos/evil/good/law* at will as a spell-like ability, though he can detect only auras of moderate or higher power. He can detect only one type of aura at any given time.

Nonbeliever (Su): A Pure Legion enforcer gains a bonus equal to 1/2 his class level (minimum +1) on saving throws against divine spells and spell-like abilities granted by a divine spellcasting class. The enforcer must always attempt a saving throw against the effects of beneficial divine magic.

Divine Detective (Sp): At 2nd level, a Pure Legion enforcer gains the ability to cast *detect magic* at will as a spell-like ability. He also receives a bonus equal to 1/2 his Pure Legion enforcer level on checks to identify religious paraphernalia, divine spells, or magic items that are divine in nature (such as divine scrolls, aligned weapons, and magic items keyed to specific deities). This bonus also applies to Spellcraft checks to identify the casting of divine spells, Knowledge (religion) checks to identify nonmagical religious items and iconography, and Perception checks to detect hidden or concealed holy symbols.

Voice of Law (Ex): At 2nd level, a Pure Legion enforcer can, as a standard action, attempt an Intimidate check to demoralize all worshipers of a specific deity within 30 feet. Spellcasters who are affected by this ability also take a –4 penalty on concentration checks to cast divine spells as long as they are shaken.

Improved Godless Healing (Su): At 3rd level, a Pure Legion enforcer can benefit from the Godless Healing feat one additional time per day, and heals an additional 1d8 points of damage for every 3 levels he possesses, to a maximum of an additional 3d8 points of damage healed at 9th level.

Confiscate (Ex): At 4th level, the Pure Legion enforcer gains a +2 bonus on combat maneuver checks to disarm or steal (*Advanced Players Guide* 322) divine paraphernalia and magic items (such as aligned weapons, divine scrolls, holy or unholy symbols, and items affiliated with a specific deity). He can attempt disarm and steal combat maneuvers against such targets without provoking an attack of opportunity.

Decree of Law (Ex): At 4th level, the Pure Legion enforcer can use his voice of law ability as a move action. Additionally, the enforcer gains a +2 morale bonus on attack and damage rolls against creatures affected by his voice of law ability.

Discern Lies (Sp): At 5th level, a Pure Legion enforcer can *discern lies*, as per the spell, for a number of rounds per day equal to his enforcer level. These rounds don't need to be consecutive. Activating this ability is an immediate action.



Pure Legion Enforcer

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+1	+1	+0	+1	Aura sense, nonbeliever
2nd	+2	+1	+1	+1	Divine detective, voice of law
3rd	+3	+2	+1	+2	Improved godless healing
4th	+4	+2	+1	+2	Confiscate, decree of law
5th	+5	+3	+2	+3	Discern lies, disruptive critical
6th	+6	+3	+2	+3	Edict of law
7th	+7	+4	+2	+4	Iconoclast
8th	+8	+4	+3	+4	Absolute law
9th	+9	+5	+3	+5	Traces of divinity
10th	+10	+5	+3	+5	Iron-willed atheist

Disruptive Critical (Su): At 5th level, when a Pure Legion enforcer confirms a critical hit against a divine spellcaster, he temporarily severs the divine conduit between the spellcaster and her deity, preventing her from casting divine spells or using supernatural or spell-like abilities granted by divine spellcasting classes. This effect lasts for 1 round per level or until the spellcaster succeeds at a concentration check (DC = 20 + 1/2 the enforcer's class level + his Charisma modifier).

Edict of Law (Ex): At 6th level, the Pure Legion enforcer can use his voice of law ability as a swift action, and if he is successful, creatures affected are shaken for a minimum of 1 minute instead of 1 round. The duration of this effect is still increased by 1 round for every 5 by which the enforcer exceeds the DC.

Iconoclast (Ex): At 7th level, a Pure Legion enforcer gains a +2 bonus on combat maneuver attempts to sunder divine paraphernalia and magic items. He can attempt sunder combat maneuvers against such items without provoking an attack of opportunity.

Absolute Law (Ex): At 8th level, the Pure Legion enforcer's damage bonus against creatures affected by his voice of law ability increases to +4.

Traces of Divinity (Su): At 9th level, a Pure Legion enforcer can detect the lingering effects of magic long after the spell's duration has expired. When using *detect magic* on a lingering aura from a divine spell or a spell-like ability granted from a divine spellcasting class, the enforcer treats the original aura as one strength level higher than it actually was when determining its duration. If the enforcer exceeds the Spellcraft check to identify the spell by 5 or more, he can sense the same dim aura upon the spell's caster within the extended duration of his *detect magic* spell.

Iron-Willed Atheist (Su): At 10th level, a Pure Legion enforcer gains spell resistance equal to 11 + his character level against divine spellcasting and spell-like abilities granted by a divine spellcasting class. A Pure Legion enforcer cannot voluntarily lower his spell resistance. Additionally, his damage bonus against creatures affected by his voice of law ability increases to +6.



Pure Legion Enforcer

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Ulfen Guard

After centuries of raiding and pillaging throughout Avistan, the Ulfen have earned their reputation for ferocity and fearlessness. Though seemingly at odds with this perception of barbarism, Ulfen are also known for their staunch loyalty, strong sense of honor, and unyielding resolve. The combination of these reputations is in large part why they have become desired as bodyguards throughout the region. Nowhere is this practice more pronounced than in Taldor, where Ulfen have become ensconced in the Taldan tradition and adopted as the elite bodyguards of Grand Prince Stavian III himself. Ulfen Guards, as outsiders, are generally thought to have no ulterior motives or secret loyalty to other Taldan families or political organizations; their honor keeps them loyal to the crown. An Ulfen Guard is required to be of at least half-Ulfen descent, with one or both parents hailing from the Lands of the Linnorm Kings. Non-Ulfen may serve the organization in a support capacity, but may not be Ulfen Guards themselves. While the Ulfen Guards are officially Stavian III's personal bodyguards, he often has them perform other tasks that take them all over the Inner Sea region, protecting his interests as well as his person, or operating secretly under the auspices of traveling Ulfen merchants, raiding seafarers, or unaffiliated mercenaries, all the while serving the Taldan crown.

Hit Die: d10.

Requirements

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

Base Attack Bonus: +5.

Skills: Knowledge (nobility) 2 ranks, Perception 5 ranks, Sense Motive 3 ranks.

Special: Ulfen descent.

Class Skills

An Ulfen Guard's class skills are Diplomacy (Cha), Knowledge (nobility) (Int), Perception (Wis), Sense Motive (Wis).

Skill Ranks at Each Level: 4 + Int modifier.

Class Features

The following are class features of the Ulfen Guard prestige class.

Chosen Ally (Ex): At 1st level, when entering a rage, an Ulfen Guard can choose an ally to protect as a free action. The Ulfen Guard must make this choice when beginning her rage and cannot change her designated ally while raging. Whenever the Ulfen Guard is adjacent to her chosen ally, she can choose to take a –1 penalty to her AC to grant her ally a +1 dodge bonus to AC and Reflex saves. This bonus increases by 1 at 5th and 10th level.

Guard Dedications: At 1st level, and at every 2 levels thereafter, an Ulfen Guard chooses a guard dedication from the list below. An Ulfen Guard cannot choose a guard dedication more than once unless the dedication specifies otherwise.

Alert Guardian (Ex): An Ulfen Guard with this dedication can enter a rage as an immediate action, and can do so even when flat-footed or during a surprise round in which she cannot otherwise act.

Clothed in Civilization (Ex): The Ulfen Guard gains proficiency in heavy armor. At 5th level, if the Ulfen Guard has the barbarian fast movement ability, she can use her fast movement ability while wearing heavy armor. This does not negate the penalties to movement imposed by the armor itself.

Curiosity (Ex): The Ulfen Guard's peculiar nature makes her an object of intrigue. Civilized people are fascinated by the "tamed" barbarian, while more barbaric cultures are fascinated by her choice to turn her back on her heritage. The Ulfen Guard gains a bonus equal to her class level on Diplomacy checks.

Deflect Arrows (Ex): The Ulfen Guard gains Deflect Arrows as a bonus feat. If she is adjacent to her chosen ally, she can use this ability to deflect an arrow targeting her chosen ally. The Ulfen Guard does not need to meet the prerequisites for this bonus feat.

Formal Training (Ex): When selecting this dedication, the Ulfen Guard gains a bonus feat. She must select this feat from the list of fighter bonus feats. Additionally, the Ulfen Guard adds her level to any levels of fighter she has for the purpose of meeting the prerequisites for feats (if she has no fighter levels, treat her Ulfen guard levels as fighter levels). The Ulfen Guard must be at least 3rd level to select this dedication.

Greater Rage (Ex): The Ulfen Guard gains greater rage; this works as the barbarian ability of the same name. The Ulfen Guard must be at least 7th level to select this dedication.

Rage Power (Ex): The Ulfen Guard can select a barbarian rage power for which she qualifies, adding her Ulfen Guard level to her barbarian level to determine access. This guard dedication can be chosen up to three times.

Teamwork (Ex): Each time she begins her rage, the Ulfen Guard can select a teamwork feat (*Advanced Players Guide* 150) that her chosen ally possesses; this must be a teamwork feat for which the Ulfen Guard otherwise qualifies. For the duration of her rage, the Ulfen Guard gains the benefits of that feat. This guard dedication can be chosen multiple times; each additional time allows the Ulfen Guard to select an additional teamwork feat at the start of her rage, thus granting her the use of more than one teamwork feat simultaneously.

Uncanny Dodge (Ex): The Ulfen Guard gains uncanny dodge, as the barbarian class feature of the same name. If the guard already has uncanny dodge from another



Ulfen Guard

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+1	+1	+0	+1	Chosen ally, guard dedication, rage
2nd	+2	+1	+1	+1	Guarded thoughts
3rd	+3	+2	+1	+2	Guard dedication
4th	+4	+2	+1	+2	Adaptable guardian
5th	+5	+3	+2	+3	Guard dedication
6th	+6	+3	+2	+3	Tight follower
7th	+7	+4	+2	+4	Guard dedication
8th	+8	+4	+3	+4	Reactive strike
9th	+9	+5	+3	+5	Guard dedication
10th	+10	+5	+3	+5	Unbreakable defender

source (or a previous instance of this dedication), she instead gains improved uncanny dodge. If she already has improved uncanny dodge, taking this dedication grants the effects of improved uncanny dodge to her chosen ally as long as the guard is adjacent to the ally. Use the guard's class level plus her barbarian levels to determine the minimum rogue level required to flank either character. This guard dedication can be chosen up to three times.

Rage (Ex): An Ulfen Guard is trained to harness her brutish nature while in combat in the defense of her charge. This works as the barbarian ability of the same name. An Ulfen Guard's class levels stack with any other classes granting this ability for determining the effects of rage powers and the number of rounds per day the guard can rage.

Guarded Thoughts (Ex): At 2nd level, if the Ulfen Guard fails a saving throw against a charm or compulsion effect, she immediately receives an additional save with a +5 circumstance bonus if the effect would compel her to attack her chosen ally. The guard can use this ability any number of times, but only once per effect.

Adaptable Guardian (Ex): At 4th level, the Ulfen Guard can change her chosen ally during a rage as a move action. At 8th level, the Ulfen Guard can change her chosen ally as a swift action.

Tight Follower (Ex): At 6th level, if the Ulfen Guard is within 10 feet of her chosen ally and the ally moves more than 10 feet away from her, the Ulfen Guard can move up to her speed as an immediate action so long as she ends the movement within 10 feet of her chosen ally.

Reactive Strike (Ex): At 8th level, an Ulfen Guard can make an attack of opportunity against an enemy that moves adjacent to or attacks the Ulfen Guard's chosen ally. The Ulfen Guard cannot make a reactive strike against a creature she has already made an attack of opportunity against during the round.

Unbreakable Defender (Ex): At 10th level, as long as she is within 10 feet of her chosen ally, the Ulfen Guard gains the benefits of the Die Hard feat and no longer becomes fatigued when she ends her rage.



Ulfen Guard

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Archetypes

The concept of archetypes first appeared in the *Advanced Player's Guide*. With an archetype, you can further specialize a character to fill a rarified role by replacing some of your class features with others that fall into specific themes. The archetypes detailed below all have strong ties to elements in the Inner Sea region, but you can use these archetypes in any setting with similar themes.

Full rules for how archetypes function can be found beginning on page 72 of the *Advanced Player's Guide*.

Bekyar Kidnapper (Rogue Archetype)

One of the many ethnicities found in the Mwangi Expanse, the Bekyar people are slavers and demon worshipers. A Bekyar kidnapper is not only adept at hiding herself in thick jungles and quickly subduing her prey, but also at spreading rumors of hidden ruins, buried treasure, and other such valuables that might lure an unwary foreigner into her traps.

Clean Capture (Ex): At 1st level, a Bekyar kidnapper reduces the penalty to her combat maneuver check to tie up a pinned or otherwise restrained target by an amount equal to 1/2 her rogue level. In addition, she can take the feats Improved Grapple and Greater Grapple as rogue talents. She can ignore the Improved Unarmed Strike requirement when selecting these feats as rogue talents, but must meet all other prerequisites. This ability replaces trapfinding.

Abductor (Ex): At 3rd level, a Bekyar kidnapper gains a +1 bonus on combat maneuver checks to grapple a foe. In addition, the Bekyar kidnapper treats her combat maneuver bonus as 1 higher when a foe tries to grapple her or when a grappled target attempts to break free of her grapple. These bonuses increase by 1 for every 3 levels beyond 3rd. This ability replaces trap sense.

Rogue Talents: The following rogue talents complement the Bekyar kidnapper archetype: black market connections^{UC}, camouflage^{APG}, combat trick, rope master^{UC}, survivalist^{APG}, and terrain mastery^{UC}.

Advanced Talents: The following advanced rogue talents complement the Bekyar kidnapper archetype: crippling strike, hide in plain sight^{UC}, knock-out blow^{APG}, rumormonger^{UC}, and weapon snatcher^{UC}.

Calistrian Hunter (Fighter Archetype)

Not every Calistrian who dedicates himself to the goddess can channel divine magic to track down those who deserve punishment. Like a bounty hunter following his own rules, a Calistrian hunter tracks down elusive prey using his wits and delivers long-overdue retribution while easily ignoring his own injuries thanks to the joy he receives from a job well done.

Weapon and Armor Proficiency: A Calistrian hunter is proficient with all simple and martial weapons, plus the whip. In addition, the hunter is proficient with

light and medium armor as well as shields (except tower shields). This replaces the normal fighter armor and weapon proficiencies.

Class Skills: A Calistrian hunter gains Diplomacy, Knowledge (local), and Perception as class skills and loses Knowledge (dungeoneering) and Knowledge (engineering) as class skills.

Tenacious Tracker (Ex): At 2nd level, a Calistrian hunter gains a +1 bonus on Diplomacy checks to gather information and on Survival checks made to identify or follow tracks. This bonus increases by 1 for every 4 levels the Calistrian hunter possesses beyond 2nd. This ability replaces bravery.

Vengeance (Ex): At 5th level, a Calistrian hunter deals 1d4 points of bleed damage when he damages a creature that has damaged him since the beginning of his last turn. Whenever a creature takes bleed damage from this effect, it also takes a –1 penalty on attack rolls, weapon damage rolls, saving throws, skill checks, and ability checks for 1 round. This penalty is a pain effect and does not stack with the effects of the sickened condition. This bleed damage increases to 1d6 at 9th level, 1d8 at 13th level, and 2d6 at 17th level. This ability replaces weapon training 1.

Savor the Sting (Ex): At 9th level, whenever a target takes bleed damage from a Calistrian hunter's vengeance ability, the Calistrian hunter gains an equal number of temporary hit points. These temporary hit points last for 1 minute and do not stack with each other. This ability replaces weapon training 2.

Swift Revenge (Ex): At 13th level, a Calistrian hunter gains the quarry class feature; this functions like the ranger ability of the same name, but the target must be one that has damaged the Calistrian hunter in the past hour. This ability replaces weapon training 3.

Perceived Wrongs (Ex): At 17th level, a Calistrian hunter can, once per day, use his vengeance ability against any creature—even one that has not harmed him. If the target is also one that has damaged him since the beginning of his last turn, the bleed damage increases to 3d6 and the target is sickened for as long as the bleed effect continues. This ability replaces weapon training 4.

Certain Revenge (Ex): At 20th level, a Calistrian hunter gains the improved quarry class feature; this functions like the ranger ability of the same name, but the target must have attacked him in the past day. Whenever he uses his vengeance ability against his quarry, the bleed damage increases by 2 per bleed damage die. This ability replaces weapon mastery.

Druman Blackjacket (Fighter Archetype)

Known as the Blackjackets, the elite soldiers of Druma are and always have been mercenaries rather than a standing army. Still, gold buys loyalty, and the Kalistocrats pay best of all. As a result, the Blackjackets are well equipped and dedicate themselves to training in small-unit tactics,



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quickly communicating strategies and tricks to handle any threat to their charges.

Bonus Feats: In addition to combat feats, a Druman Blackjacket can choose Improved Iron Will, Iron Will, or any teamwork feat as bonus feats.

Well-Paid Loyalty (Ex): At 2nd level, a Druman Blackjacket gains a +1 bonus on Will saves against compulsion spells, spell-like abilities, and effects. This bonus increases by 1 for every 4 levels the Blackjacket possesses beyond 2nd. This ability replaces bravery.

Blackjacket Tactics (Ex): At 4th level, two or more Druman Blackjackets can spend 1 minute discussing strategy, then choose a single teamwork feat (*Advanced Players Guide* 150) possessed by at least one of them. For a number of hours equal to the class level of the highest-level Blackjacket, the participants each gain the benefits of the selected feat even if they do not meet the feat's prerequisites. If a creature benefiting from this ability moves more than 30 feet away from any other participant, it loses all benefits of this ability until it is again within 30 feet. Creatures that do not have levels in this archetype can't benefit from this ability, and no creature can benefit from this ability more than once at any given time. This ability replaces the bonus feat gained at 4th level.

Amateurs! (Ex): At 8th level, when using the Blackjacket tactics ability, a Druman Blackjacket can include one or more creatures without levels in this archetype, but doing so reduces the duration of the effect to a number of minutes equal to the class level of the highest-level Blackjacket instead of a number of hours per level. If only Blackjackets are included in the effect, all Druman Blackjackets affected gain a +1 morale bonus on skill checks and saving throws for the duration of the effect. This ability replaces the bonus feat gained at 8th level.

Superior Tactics (Ex): At 12th level, a Druman Blackjacket who uses the Blackjacket tactics ability can allow all affected Blackjackets to gain a second bonus teamwork feat possessed by at least one of the participants. This ability replaces the bonus feat gained at 12th level.

Esprit de Corps (Ex): At 16th level, a Druman Blackjacket grants all Blackjackets with whom he is sharing one or more teamwork feats through the Blackjacket tactics ability a +2 morale bonus on attack rolls, ability checks, skill checks, and saving throws. Each affected Blackjacket increases this bonus by 1 if another affected Blackjacket has been reduced to 0 or fewer hit points since the beginning of his last turn. This ability replaces the bonus feat gained at 16th level.

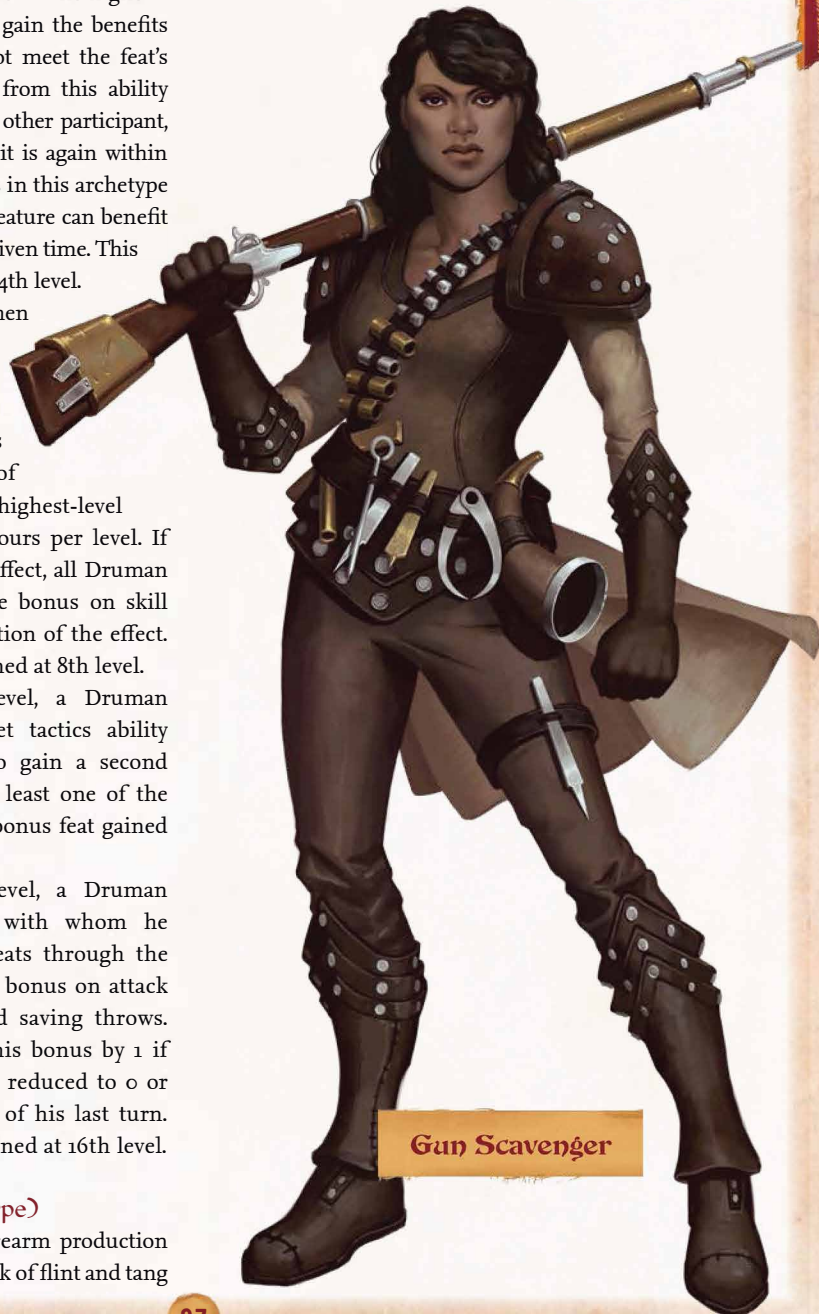
Gun Scavenger (Gunslinger Archetype)

Although Alkenstar is the center of firearm production and innovation in the Inner Sea, the crack of flint and tang

of gun smoke is enough to inspire enthusiasts elsewhere to try their hand at making their own guns using intuition instead of blueprints. A gun scavenger collects scraps, spare parts, and other components that might—if modified properly—give her firearm an extra edge.

Gunsmith: The gun scavenger's starting weapon is a mishmash of pieces that even other gunpowder enthusiasts fail to comprehend. Anyone other than the gun scavenger treats her starting weapon as broken, even if she uses the Gunsmithing feat (*Ultimate Combat* 103) to repair it. This ability works in all other ways like the gunslinger's gunsmith class feature.

Go By Feel (Ex): A gun scavenger's intuitive and unique style leaves her firearms prone to misfire, whether as a



Gun Scavenger

result of using too much powder, using imperfectly milled parts, or any number of other minor inconsistencies. When using a firearm, a gun scavenger cannot reduce that firearm's misfire chance to 0; it can always misfire on a natural 1.

Deeds: A gun scavenger gains the following deeds at the listed level.

Change Out (Ex): At 1st level, as a full-round action, a gun scavenger can remove the broken condition from a single firearm she is currently wielding, as long as that condition was gained by a firearm misfire. When she does, she can replace the broken part with a specialized, short-lived component that does one of the following: gives the firearm the scatter weapon quality (*Ultimate Combat* 137); increases the damage dealt by the pistol-whip deed by one die size; or increases the firearm's range

increment by 10 feet. A firearm with such a modification increases its misfire chance cumulatively by 1 each time it is fired until it misfires. When it does misfire, the effects of the temporary component are lost. A gun scavenger must have at least 1 grit point to perform this deed. Alternatively, if the gun scavenger spends 1 grit point to perform a change out, she can either perform the change out as a standard action instead of a full-round action, or perform the change out on a firearm that isn't broken. This deed replaces the quick clear deed.

Jury-Rig (Ex): At 7th level, as a standard action, a gun scavenger can adjust a firearm she is currently wielding to fire in an unconventional way. She can spend 1 grit point to grant her firearm one of the following magic weapon enhancements for 1 round per gunslinger level: *distance*, *flaming*, *glamered*^{UE}, or *thundering*. If she spends 2 grit points, she can instead grant the firearm *flaming burst* or *stalking*^{UE}. Multiple uses of this ability don't stack with themselves. This deed replaces the targeting deed.

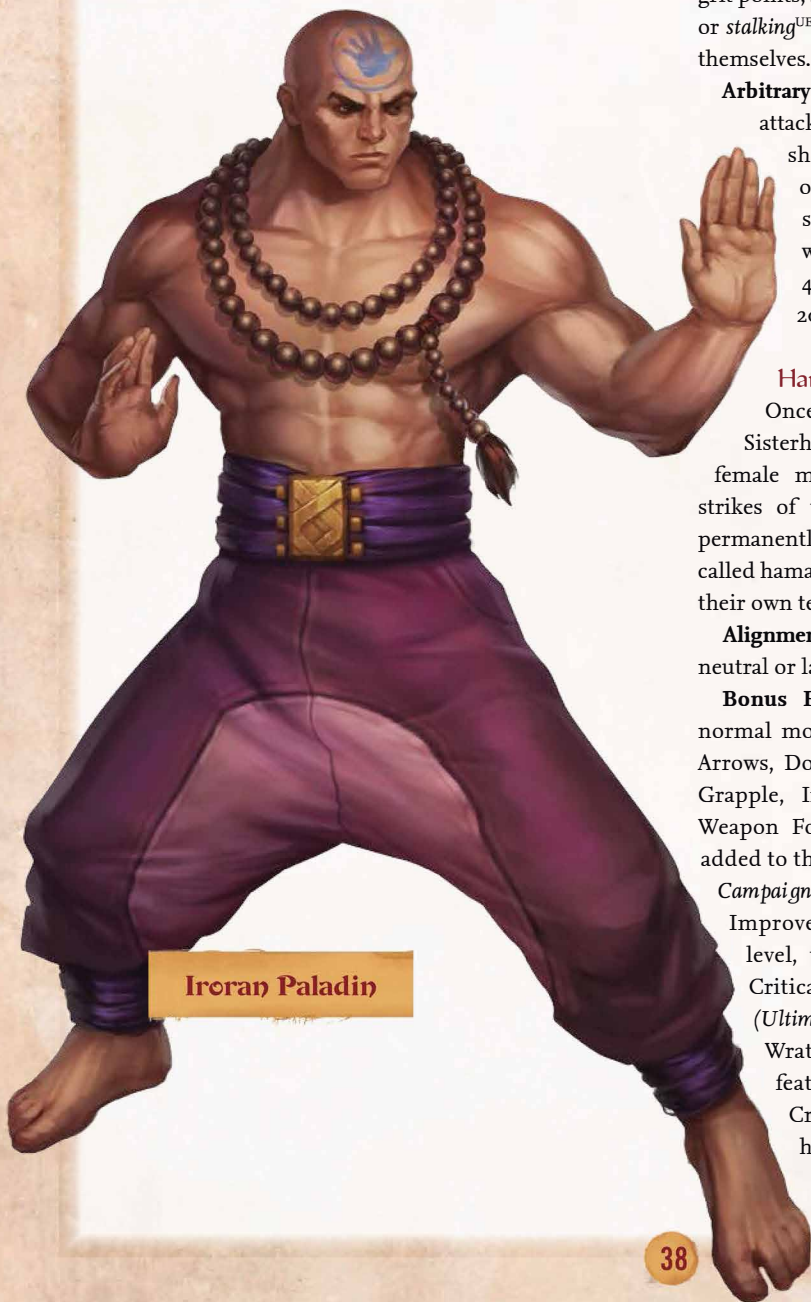
Arbitrary Aim (Ex): Starting at 2nd level, a gun scavenger's attacks with firearms are difficult to predict. When shooting a firearm at a creature that has a dodge or insight bonus to its Armor Class, the gun scavenger treats the combined bonus as if it were 1 lower. This value increases by 1 for every 4 levels beyond 2nd level (to a maximum of 5 at 20th level). This ability replaces nimble.

Hamatulatsu Master (Monk Archetype)

Once part of the Sisterhood of Eiseth, the Sisterhood of the Golden Erinyes is an order of female monks dedicated to emulating the painful strikes of the barbed devil, leaving targets alive but permanently scarred and broken by pain—a method called hamatulatsu. The sisters train equally hard to resist their own techniques, and nearly all revere Asmodeus.

Alignment: A hamatulatsu master must be lawful neutral or lawful evil.

Bonus Feats: A hamatulatsu master replaces the normal monk bonus feats with the following: Deflect Arrows, Dodge, Exotic Weapon Proficiency, Improved Grapple, Intimidating Prowess, Scorpion Style, or Weapon Focus. At 6th level, the following feats are added to the list: Gorgon's Fist, Hamatulatsu (*Pathfinder Campaign Setting: The Inner Sea World Guide* 287), Improved Sunder, Mobility, Power Attack. At 10th level, the following feats are added to the list: Critical Focus, Impaling Critical (unarmed strike) (*Ultimate Combat* 105), Improved Critical, Medusa's Wrath, Snatch Arrows. At 14th level, the following feat is added to the list: Improved Impaling Critical (*Ultimate Combat* 105). Anytime a hamatulatsu master would gain a bonus feat, she can instead choose to gain two additional uses of stunning fist per day.



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Stunning Fist (Ex): A hamatulatsu master expands the conditions that she can apply to the target of her stunning fist beyond merely stunning her target. At 4th level, she can choose to make the target shaken for 1 minute. At 8th level, she can choose to deal 1d10 points of nonlethal bleed damage. At 12th level, she can choose to make the target frightened for 1d3 rounds. At 16th level, she can deal 2d12 points of nonlethal bleed damage. The shaken and frightened conditions allow the target to attempt a Will save to negate the effect instead of a Fortitude save. This ability otherwise functions as normal for a monk of her level.

Ki Pool (Su): By spending 1 point from her ki pool as a swift action, a hamatulatsu master can make one additional attack at her highest attack bonus when making a flurry of blows attack. Alternatively, she can spend 1 ki point as a swift action to gain one additional use of her stunning fist ability that round, though this does not grant her an additional attack. Finally, as an immediate action, a hamatulatsu master can spend 1 ki point to make a single melee attack with a +2 bonus against a creature that has damaged her with a natural melee attack, unarmed strike, or weapon without the reach property. This ability otherwise functions as normal for a monk of her level.

Infernal Resilience (Ex): At 5th level, a hamatulatsu master gains immunity to all spells, spell-like abilities, and effects with the pain descriptor, as well as a +2 bonus on saving throws against effects that would sicken, nauseate, stagger, or stun her. This ability replaces purity of body.

Iroran Paladin (Paladin Archetype)

Iroran paladins meditate on self-perfection and train relentlessly, knowing that their example can inspire others to excel. Irori offers no universal paladin code—each paladin in his service creates his own code as part of his spiritual journey, seeing the adherence to such a self-formulated creed as one of the many tests one must face to reach perfection.

Skills: An Iroran paladin gains Acrobatics, Climb, and Swim as class skills.

Confident Defense (Ex): At 1st level, when wearing light or no armor and not using a shield, an Iroran paladin adds 1 point of his Charisma bonus (if any) per class level to his Dexterity bonus to his Armor Class. If he is caught flat-footed or otherwise denied his Dexterity bonus, he also loses this bonus. This ability replaces his proficiency with medium armor, heavy armor, and shields.

Unarmed Strike: At 1st level, an Iroran paladin gains Improved Unarmed Strike as a bonus feat. In addition, he gains the unarmed strike monk ability, treating his monk level as half his paladin level (minimum 1) for calculating his unarmed strike damage.

Aura of Law (Su) The power of an Iroran paladin's aura of law is equal to his class level. This ability replaces aura of good.

Sense Perfection (Su): At 1st level, at will, an Iroran paladin can detect life forces as if he were using a paladin's detect evil class ability; however, instead of sensing evil creatures, he senses creatures that have a ki pool. Each such creature has an aura like a cleric of an aligned deity, and treats its current number of ki points as its Hit Dice for the purposes of this ability. This ability replaces detect evil.

Personal Trial (Su): Once per day, an Iroran paladin can as a swift action declare one target within line of sight as his personal trial. The Iroran paladin gains a +1 insight bonus on attack rolls and damage rolls against that creature, to his AC against attacks made by the target, and on saving throws against the target's spells and special abilities. This bonus increases by 1 at 4th level and every 4 levels thereafter, to a maximum bonus of +6 at 20th level. The personal trial effect remains until the target of the trial is dead or the next time the paladin rests and regains daily uses of this ability. At 4th level and every three levels thereafter, the Iroran paladin can use personal trial one additional time per day. This ability replaces smite evil.

Aura of Excellence (Su): At 3rd level, an Iroran paladin is immune to any effect that would force him to reroll a die against his will or roll twice and take the lower result. Whenever an ally within 10 feet of him would reroll a die against her will, she can roll twice and take the higher result. Whenever an ally within 10 feet would be forced to roll twice and take the lower result, she can instead roll three times and take the second-lowest result. This ability functions only while the Iroran paladin is conscious, and replaces aura of courage.

Ki Pool (Su): At 4th level, an Iroran paladin gains a ki pool with an effective monk level equal to his class level. The number of points in an Iroran paladin's ki pool is equal to $1/2$ his class level + his Charisma modifier. By spending 1 point from his ki pool, he can ignore any damage reduction possessed by the target of his personal trial ability for 1 round. This ability otherwise functions as the monk ability of the same name and replaces channel positive energy.

Divine Body (Su): Upon reaching 5th level, an Iroran paladin must form a bond with a weapon, except he can only choose to enhance his unarmed strike. This ability otherwise functions as and replaces divine bond.

Aura of Perfection (Su): At 11th level, whenever an Iroran paladin or ally within 10 feet would reroll a die and take the second result even if it is lower (via the good fortune ability of the Luck domain, for example), he can roll an additional die as part of the reroll and use the higher of the two as the result of the reroll. This ability functions only while the Iroran paladin is conscious, and replaces aura of justice.

Jungle Rager (Barbarian Archetype)

More "civilized" folk sometimes scoff at the people of the Mwangi Expanse, dismissing them as primitives with inferior technology. Although some tribes do rely

on wood and bone over metal, their greatest advantage comes from mastery of the terrain. A jungle rager can disappear from sight, strike from hiding, and use the environment to shield herself from harm.

Home Ground Advantage (Ex): At 2nd level, a jungle rager learns how to make optimal use of the natural cover of her homeland. She chooses a specific terrain type from the ranger list of favored terrains. When in this terrain, she increases her bonus to AC and on Reflex saving throws gained from cover, partial cover, and improved cover (but not soft cover) by 1. In this terrain, she also increases the miss chance caused by concealment for attacks against her by 5%. This ability replaces uncanny dodge.

Jungle Endurance (Ex): At 3rd level, a jungle rager gains a +1 bonus on Fortitude saves to resist the effects of hot weather and diseases. This bonus increases by +1 every 3 barbarian levels after 3rd. This ability replaces trap sense.

Home Ground Supremacy (Ex): At 5th level, a jungle rager becomes even more capable when navigating and fighting in her preferred terrain. She gains the woodland stride ranger ability, though this ability works only in the terrain she selected for the home ground advantage ability. In this terrain, she gains an additional +1 bonus to AC when benefiting from cover or improved cover (but not soft cover). This ability replaces improved uncanny dodge.

Damage Reduction (Ex): A jungle rager gains this ability at 8th level, except her effective barbarian level for the ability is equal to her barbarian level – 1. In addition, this damage reduction is doubled against damage dealt by creatures with the swarm subtype. This ability otherwise functions as the barbarian ability of the same name.

Rage Powers: The following rage powers complement the jungle rager archetype: animal fury, bestial climber^{UC}, hive totem^{UC}, internal fortitude, low-light vision, night vision, raging climber, scent, sharpened accuracy^{UC}, and surprise accuracy.

Kintargo Rebel (Rogue Archetype)

With few natural barriers, a thriving international port, and many miles separating it from Egorian, Kintargo is geographically suited for rebellion against the rigid laws that reign in Chelias. This rebellion is hardly malicious in intent; business is simply easier without the imposing bureaucracy. Whenever the Chelish navy sails into the port, these rebels are quick to appear agreeably subservient in order to conceal their noncompliance and avoid retribution.

Sophisticated Stealth (Ex): At 3rd level, a Kintargo rebel gains a +1 bonus on Knowledge (nobility) checks. In addition, she gains a +1 bonus on Bluff checks to convey a secret message and on Sense Motive checks to discern secret messages. These bonuses increase by 1 every 3 rogue levels thereafter. This ability replaces trap sense.

Misdirection (Sp): At 4th level, a Kintargo rebel gains the ability to cast *misdirection* on herself once per day, though

instead of choosing an object for the second target, she must choose a creature in range. The caster level for this ability is equal to her class level, and the save DC for this spell is 12 + the Kintargo rebel's Intelligence modifier. The save DC of this ability increases by 1 if the secondary target is lawful or evil. This ability replaces uncanny dodge.

Rogue Talents: The following rogue talents complement the Kintargo rebel archetype: canny observer^{APG}, charmer^{APG}, false friend^{ARG}, fast getaway^{APG}, honeyed words^{APG}, obfuscate story^{ARG}, and quick disguise^{ARG}.

Advanced Talents: The following advanced rogue talents complement the Kintargo rebel archetype: hard to fool^{UC}, master of disguise^{APG}, skill mastery, slippery mind, and thoughtful reexamining^{APG}.

Monk of the Seven Forms (Monk Archetype)

When Tian monks founded the Monastery of the Seven Forms near the present border between Qadira and Taldor, they did so as a challenge to prospective students to travel great distances and prove their devotion before training within the monastery's walls. Over the centuries, the monastery has fallen under Qadiran control many times, and the original seven forms for which the monastery was named have been lost to history. In their place, the monks of the isolated sanctuary now teach a style featuring lightning-fast strikes that mimic both dervish dances and the searing winds of the arid desert, favoring mobility and endurance.

Bonus Feats: A monk of the seven forms loses the ability to take Improved Disarm, Improved Feint, Improved Grapple, and Improved Trip as bonus feats. He adds Nimble Moves to his list of bonus feats. At 6th level, he also adds Acrobatic Steps and Wind Stance to his list of bonus feats. At 10th level, he adds Lightning Stance to his list of bonus feats.

Lightning Finish (Ex): At 1st level, as an immediate action, a monk of the seven forms can make a single attack with a manufactured light or one-handed slashing weapon he is currently wielding against any target he has successfully hit at least twice with his unarmed strike during his turn. This attack deals normal damage but without the normal Strength bonus to damage.

At 4th level, he can take a 5-foot step before or after performing a lightning finish so long as he ends adjacent to his target, though if he takes this step, he cannot perform a 5-foot step during his next turn. At 8th level, he applies his full Strength bonus to his damage roll for the extra attack, even if he made the attack with an off-hand weapon or with a weapon wielded in two hands. At 12th level, if he hit the target at least three times with his unarmed strike during his turn, taking the 5-foot step granted by lightning finish does not prevent him from taking a 5-foot step during his next turn.

A monk of the seven forms can use this ability a number of times per day equal to his monk level, but no more than once per round. This ability replaces stunning fist.



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Endurance (Ex): At 3rd level, a monk of the seven forms gains Endurance as a bonus feat. This ability replaces maneuver training.

Sirocco Fury (Su): At 11th level, a monk of the seven forms can spend 2 ki points as a full-round action to enter a meditative trance that replicates the spell *dance of a hundred cuts* (*Pathfinder RPG Ultimate Magic* 215), using his monk level as his caster level. Unlike the spell, a monk of the seven forms must both move 10 feet and make a melee attack each round after he begins this trance to prevent the effect from ending. At 15th level, he can instead spend 3 ki points when using this ability to make his trance replicate *dance of a thousand cuts* (*Ultimate Magic* 216) with the same limitations. This ability replaces abundant step and quivering palm.

Okeno Liberator (Rogue Archetype)

The sight of yellow sails on the Inner Sea signals the approach of a ship from Okeno, home port of the most ruthless and feared of all slaving operations. Most who see these sails flee in terror, but some freedom fighters actually endeavor to be captured, knowing that being taken to Stonespine Island in manacles is the easiest way to infiltrate the city, liberate other slaves, and lead them to freedom.

Bond Breaker (Ex): An Okeno liberator adds 1/2 her class level to Escape Artist checks, and never takes a penalty on Disable Device checks when using improvised tools to open locks. This ability replaces trapfinding.

Covert Commander (Ex): An Okeno liberator grants all allies within 30 feet who are in her line of sight (but not herself) a +1 competence bonus on Disguise and Stealth checks. This bonus increases by 1 for every 3 levels beyond 3rd. This ability replaces trap sense.

Catch Off-Guard (Ex): At 4th level, the Okeno liberator is adept at improvising weapons. She gains Catch Off-Guard as a bonus feat. This ability replaces uncanny dodge.

Rogue Talents: The following rogue talents complement the Okeno liberator archetype: deft palm^{UC}, fast picks^{APG}, fast stealth, quick disguise^{APG}, slow reactions, underhanded^{UC}.

Advanced Talents: The following advanced rogue talents complement the Okeno liberator archetype: defensive roll, fast tumble, knock-out blow^{APG}, skill mastery, weapon snatcher^{UC}.

Ouat (Dwarf Monk Archetype)

The ascetic, desert-dwelling dwarves known as the Ouat have eschewed dwarven traditions, whose unchanging rigidity, they believe, shackles their people to the past and inhibits self-improvement. Shaving their heads, living under the open sky, and practicing arts unfamiliar to the typical dwarf, the Ouat follow in the footsteps of Irori and Nethys by aspiring to awaken the divine essence that lives within each creature.

Awaken Divinity (Su): At 1st level, as a standard action, an Ouat can touch a creature to grant it a temporary ki point until the beginning of the Ouat's next turn. In addition to any other ways in which the target can use ki, it can expend the ki point as a swift action in order to either gain a +2 dodge bonus to AC for 1 round or increase its base speed by 20 feet for 1 round. The Ouat can target himself with this ability as a swift action, but doing so costs 2 uses of the ability.

At 4th level, the dodge bonus to AC increases to +4. At 8th level, an affected creature can spend the ki point to ignore all Strength, Dexterity, and Constitution penalties it would otherwise take for 1 round. At 12th level, an Ouat can target two adjacent creatures with this ability as a standard action, but must expend one use of the ability



● Okeno Liberator

for each target affected. At 16th level, an affected creature can spend this ki point to roll all saving throws twice and take the higher result for 1 round. At 20th level, an affected creature can spend the ki point to benefit from the Ouat's perfect self class ability for 1 round. If the creature already has the perfect self class feature, its damage reduction and any spell resistance it has increases by 2 for 1 round.

An Ouat can use this ability a number of times per day equal to his class level, but no more than once per round. This ability replaces the stunning fist monk class feature and the greed and hatred racial traits.

Spurn Tradition (Ex): Ouat dwarves strive to separate themselves from the rest of their race and the traditions that bind them. The bonuses for nonmagical effects that target or specifically affect dwarf subtype creatures (such as a ranger's favored enemy class feature) are all reduced by half. In addition, an Ouat becomes proficient in one martial weapon with the monk property. This ability replaces the dwarf's defensive training, stonecunning, and weapon familiarity racial traits.

Know the Unseen Disciples (Su): At 7th level, an Ouat can spot hidden creatures, as if using the spell *see invisibility*. Using this ability is a standard action that consumes 2 points from his ki pool. His caster level for this effect is equal to his class level. This ability replaces wholeness of body.

Qadiran Horselord (Cavalier Archetype)

Much like the breed of horses they ride, Qadiran horselords pride themselves on their mobility and endurance. While the horselords don't command the same presence as a host of Lastwall cavalry, they can get to the battle in half the time and on a third of the rations. In battle, horselords are skirmishers, ducking in and out of combat with brutal, precise slashes of their scimitars.

Weapon and Armor Proficiency: A Qadiran horselord is proficient with all simple and martial weapons, with light and medium armor, and with shields (except tower shields). This replaces the cavalier's normal weapon and armor proficiencies.

Mount (Ex): When selecting a mount, a Qadiran horselord must select a horse or pony as her mount. At the GM's discretion, other mounts can be selected. Otherwise, this functions as the cavalier mount class feature.

Desert Wind (Ex): At 1st level, the Qadiran horselord's mount's speed increases by 5 feet. This speed increases by an additional 5 feet at 5th level and for every 5 levels thereafter. This ability replaces tactician.

Desert Mastery (Ex): At 3rd level, a Qadiran horselord gains favored terrain (desert) as the ranger ability of the same name. At 8th level and for every 5 levels thereafter, the horselord's bonus on skill checks and initiative increases by 2, but the horselord never selects additional favored terrains. Additionally, the horselord's mount gains all the benefits of her

favored terrain ability. This ability replaces cavalier's charge.

Sand Storm (Ex): At 6th level, a Qadiran horselord gains the benefits of the Mobility feat so long as she is mounted. Additionally, the horselord deals double damage while using a one-handed slashing weapon from the back of a charging mount, as though using a lance. This replaces the bonus feat gained at 6th level.



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As One (Ex): At 9th level, a Qadiran horselord gains the benefits of the Spring Attack feat so long as she remains mounted. The horselord uses her mount's movement for this action and neither the horselord nor her mount provoke attacks of opportunity from the target. When making a single attack with a one-handed slashing weapon while using the Spring Attack feat, the Qadiran horselord treats her mount as charging. This ability can be used to qualify for other feats that treat Spring Attack as a prerequisite; however, the cavalier can benefit from those feats only while mounted. This ability replaces greater tactician.

Sand Scourge (Ex): At 17th level, the Qadiran horselord and her mount can as a full-round action make a tactical rush through enemy ranks. The horselord's mount can move up to twice its normal speed in a straight line. The horselord can make a single attack against each creature she threatens during her mount's movement, up to her normal number of attacks per round. These attacks are made using her full base attack bonus and take a -2 penalty; this is not a charge, and these attacks deal normal damage. The horselord provokes attacks of opportunity during this movement but her mount does not. This ability replaces master tactician.

Rough Rampager (Antipaladin Archetype)

Rough rampagers venerate Rovagug, reveling in the destruction the dark god represents. Where others seek power, wealth, or revenge, the rough rampager merely focuses on slaughter and mayhem. Because of their sheer destructive nature, most rough rampagers live short, brutal lives swathed in blood and carnage before someone puts them to the blade. Legends speak of dozens of rough rampagers wreaking havoc when Rovagug's spawn escape, acting as heralds and harbingers of the greater destruction created by the Rough Beast's terrifying children.

Aura of Blood (Su): At 3rd level, a rough rampager radiates a palpably daunting aura that causes all enemies within 10 feet to take a -4 penalty on Constitution or Heal checks to stop bleed damage and checks to stabilize while dying. This ability functions only while the antipaladin is conscious. This ability replaces aura of cowardice.

Aura of Putrefaction (Su): At 8th level, a rough rampager radiates an aura that causes the wounds of enemies within 10 feet to weep blood. Injured enemies in the area take 1 point of bleed damage per round. This ability functions only while the antipaladin is conscious. This ability replaces aura of despair.

Aura of Quietus (Su): At 14th level, a rough rampager radiates an aura that causes the failure of healing spells, spell-like abilities, and supernatural abilities used to restore enemies within 10 feet of him. This is not an antimagic field, however, and ongoing or passive effects are not affected. Casters can overcome this ability with a

successful caster level check versus the rough rampager's class level + 11. This ability replaces aura of sin.

Sable Company Marine (Ranger Archetype)

Sable Company marines receive their training at the elite Endrin Military Academy in Korvosa. A large portion of their education is the handling and riding of hippogriffs, the iconic mounts of members of the company.

Hippogriff Companion: At 2nd level, a Sable Company marine adds Monstrous Mount (see page 14) to the list of bonus feats made available to him by his chosen combat style, regardless of the style chosen. He can only use this feat to select a hippogriff mount (see page 14). If he does so, he treats his ranger level - 1 as his effective druid level. A marine who takes this option does not gain the hunter's bond class feature at 4th level.

At 6th level, a Sable Company marine adds Monstrous Mount Mastery (see page 14) to the list of available bonus feats granted by his chosen combat style. If he takes this feat as his 6th-level combat style bonus feat, note that he must wait until 8th level before he meets the effective druid level prerequisite to utilize his mount's mastery abilities.

Seal-Breaker (Antipaladin Archetype):

Seal-breakers are dedicated to the Whispering Tyrant and have tasked themselves with finding and destroying the seals that bind him within Gallowspire. Their ties to the Whispering Tyrant give them power over undead creatures and other dark forces.

Aura of the Grave (Su): At 3rd level, a seal-breaker is constantly surrounded by the chill of death. Mindless undead within 10 feet of the seal-breaker will not attack him unless directly ordered to, and even then only after succeeding at a Will save (DC = 10 + 1/2 the seal-breaker's level + his Charisma modifier). This ability replaces aura of cowardice.

Corpse Rider (Su): Upon reaching 5th level, a seal-breaker receives a boon from beyond the grave. This boon can take one of two forms: the seal-breaker can choose to form a bond with his weapon, or he can choose to animate an undead mount to ride.

If a bonded weapon is selected, this ability works exactly like the antipaladin's fiendish boon ability.

If the undead mount ability is selected, the seal-breaker gains the ability to reanimate any Large corpse (or a Medium corpse for Small seal-breakers) as his corpse mount. If no such corpse is present, the seal-breaker cannot summon his mount. The corpse animates as a quadruped of the same size that the seal-breaker can ride, regardless of the corpse's living form. This corpse mount functions as a druid's animal companion using the seal-breaker's level as his effective druid level. The mount has the same base statistics as a heavy horse, pony, boar, camel, or dog (based on its size)

with the following changes: its type changes to undead, it has a good Will save and bad Fortitude and Reflex saves, it uses the base creature's Constitution score as its Charisma score (and likewise applies all level-based advancements to Charisma instead of Constitution), and it has an Intelligence score of at least 6. This ability otherwise functions as and replaces fiendish boon.

Aura of Death (Su): At 8th level, a seal-breaker radiates an aura that causes undead creatures within 10 feet to gain a +2 profane bonus on all saving throws. This ability replaces aura of despair.

Aura of Rebirth (Su): At 11th level, if a living creature is slain within 10 feet of the seal-breaker, the seal-breaker can spend two uses of his smite good ability at the start of his next turn as a standard action to summon the spirit of a dead murderer to reanimate the corpse as a mohrg. The mohrg immediately rises and attacks the seal breaker's foes, acting under the antipaladin's command. After 1 minute, the murderer's soul leaves the body, which

collapses, again lifeless. At 15th level, the seal-breaker can activate this ability as a move action. At 19th level, he can activate this ability as a swift action. This ability replaces aura of vengeance.

Code of Conduct: The seal-breaker is dedicated to releasing the Whispering Tyrant from his prison. If a seal-breaker willingly and altruistically commits a good act, he loses all class features except proficiencies. This doesn't mean that a seal-breaker can't take actions someone else might qualify as good, only that such actions must always lead toward the eventual release of the Whispering Tyrant. A seal-breaker's code requires that he place the ultimate release of Tar-Baphon above all else, as well as impose tyranny, take advantage whenever possible, and punish the good and just (provided such actions don't interfere with his ultimate goal).

Shoanti Burn Rider (Barbarian Archetype)

The Shoanti tribes who live in the Cinderlands have turned the deadly emberstorms that plague the region into a rite of passage. A few who survive the experience begin to embrace the adrenaline and surge of joy that comes from dancing along the edge of a whirling firestorm. These thrill-seekers are known as burn riders, and their exploits are celebrated by all Shoanti. Burn riders learn early on that speed and lightning-quick reactions are essential to avoid becoming trapped by the fickle whims of a raging emberstorm. They have an uncanny understanding of fire and can read the currents in the smoke.

Flame Runner (Ex): At 1st level, once per rage, a burn rider can goad her mount into a burst of incredible speed. The mount's speed increases by 10 feet until the end of the burn rider's turn. This bonus to speed increases by 10 feet at 9th level and again at 15th level. This ability replaces fast movement.

Cinder Sight (Ex): At 2nd level, a Shoanti burn rider can see through fire, fog, and smoke without penalty as long as the light is sufficient to allow her to see normally. This ability replaces uncanny dodge.

Cinder Dance (Ex): At 3rd level, when a burn rider succeeds at a Reflex save to avoid fire damage, she can spend an immediate action to move up to half her speed. If the burn rider ends this movement outside the area of effect, she takes no damage from the effect. After this sudden movement, the burn rider is staggered until the end of her next turn. If the burn rider is mounted, her mount makes the movement instead, and both the mount and the burn rider are staggered until the end of the burn rider's next turn. This ability replaces trap sense.



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Mount: At 4th level, a burn rider gains a loyal mount. This ability functions like the druid's animal companion ability (as described in the nature bond class feature), except that the burn rider always gains a horse or pony (though she can gain additional options at the GM's discretion) and her effective druid level is equal to her Shoanti burn rider level - 3. This ability replaces the rage powers gained at 4th, 8th, 12th, and 16th level.

Give Me Fire (Ex): At 5th level, if a Shoanti burn rider takes fire damage while raging, she regains 1 round of rage. The burn rider regains the round of rage only if the fire damage bypasses or exceeds any energy resistance or other protections in effect. The burn rider can only regain 1 round of rage per round. This ability replaces improved uncanny dodge.

Rage Powers: The following rage powers complement the Shoanti burn rider archetype: elemental rage^{APG}, energy resistance^{APG}, ferocious mount^{APG}, ferocious trample^{APG}, increased damage reduction, low-light vision, night vision, renewed vigor, scent, spirit steed^{APG}, sprint^{UC}, and swift foot.

Siege Gunner (Gunslinger Archetype)

The Grand Duchy of Alkenstar has spawned all manner of firearm specialists, wielding small and large firearms alike. Siege gunners specialize in the very largest—cannons, bombards, and firedrakes. These specialists are rarely seen outside of Alkenstar, however, in part because the duchy keeps close tabs on its most powerful guns and few are found elsewhere in the Inner Sea. A few siege gunners outside of Alkenstar make a living renting out their services and the use of their personal collection of siege weaponry to causes in which they believe or to the highest bidder.

Grit (Ex): A siege gunner relies less on luck and intuition and more on cold calculation and wit. The number of grit points a siege gunner gains each day and her maximum grit are based on the siege gunner's Intelligence modifier rather than her Wisdom modifier.

Engineer Training (Ex): A siege gunner is trained in all aspects of siegecraft, including the workings of siege engines and knowledge of the structures that are often the target of their assaults. Starting at 2nd level, a siege gunner gains a bonus on Knowledge (engineering) checks equal to 1/2 her gunslinger level. This ability replaces nimble.

Deeds: A siege gunner swaps a pair of deeds of her choosing for the following.

Targeted Blast (Ex): At 1st level, when using a firearm or siege engine that targets an area rather than a specific creature, the siege gunner can spend 1 grit point to focus the brunt of the blast on a single creature within the target area. The target creature takes 1 additional point of damage for each level the siege gunner possesses. This is precision damage and is not multiplied on a critical hit. At 5th level and for every 5 levels the siege gunner possesses

beyond that, she can select an additional creature to target with this bonus damage. Targets must be selected before any attack rolls or saving throws are made. This ability replaces deadeye.

Scattershot (Ex): At 3rd level, if the siege gunner has at least 1 grit point, she can increase the effectiveness of scattering shots from hand-held firearms and blast shots from siege engines. The cone radius of scattering shots or blast shots increases by 5 feet for every three levels the siege gunner possesses (to a maximum of 30 feet at 18th level). This ability replaces gunslinger initiative.

Bonus Feats: At 4th level, a siege gunner gains Siege Engineer^{UC} as a bonus feat. At 8th level, she gains Master Siege Engineer^{UC} as a bonus feat. She does not need to meet the prerequisites for these feats. At 12th level and for every 4 levels thereafter, the siege gunner gains a bonus feat in addition to those gained by normal advancement. These additional bonus feats must be combat or grit feats, and she must meet the prerequisites as normal. This replaces the gunslinger's normal bonus feats.

Spellscar Drifter (Cavalier Archetype)

The Spellscar Desert is a dangerous wasteland into which few venture without a guide. Spellscar drifters have made themselves at home in these badlands. When not scouring the desert for forgotten treasures or magic hidden by the region's shifting magic-dead zones, a Spellscar drifter might hire himself out as a guide, bodyguard, or assassin. There are even a few Spellscar drifters who are temporarily deputized by the Grand Duchy of Alkenstar to perform law enforcement tasks beyond the reach of the city's normal constabulary. Spellscar drifters are self-reliant and always keep their firearms loaded—in the Spellscar Desert, a rider with a slow draw doesn't live long.

Weapon and Armor Proficiency: Spellscar drifters are proficient with all simple and martial weapons, the whip, and with all firearms. They are proficient with all light armor. This replaces the cavalier's normal weapon and armor proficiencies.

Have Gun: At 1st level, the Spellscar drifter gains Amateur Gunslinger (*Ultimate Combat* 89) and Gunsmithing (*Ultimate Combat* 103) as bonus feats. The Spellscar drifter uses his Charisma modifier (minimum 1) in place of his Wisdom modifier when determining his maximum grit points and for any other abilities which use grit. Additionally, he also gains a battered gun identical to the one gained by the gunslinger. This ability replaces tactician.

Daring Deeds (Ex): At 3rd level, a Spellscar drifter gains Rapid Reload as a bonus feat. The Spellscar drifter must choose a firearm to associate with this feat. Additionally, the Spellscar drifter can select one additional 1st-level gunslinger deed which he can use with his Amateur Gunslinger feat. This ability replaces cavalier's charge.

Worn Banner (Ex): At 5th level, a Spellscar drifter can choose to use his hat as his banner. If the drifter does not wear a hat, another iconic accessory—such as an eye-mask, bandana, or distinguishing coat—can instead serve as his banner. In all other ways, this ability functions as and replaces the banner cavalier ability.

Bonus Feats: At 6th level, and at every 6 levels thereafter, a Spellscar drifter gains a bonus feat in addition to those gained from normal advancement. These bonus feats must be either combat or grit feats, and the Spellscar drifter must meet the prerequisites as normal. This replaces the cavalier's normal bonus feats.

Notorious Deeds (Ex): At 9th level, a Spellscar drifter can select two additional gunslinger deeds which he can use with his Amateur Gunslinger feat. The Spellscar drifter can choose one deed from the list of deeds available to 3rd-level gunslingers and one from the list available to 7th-level gunslingers. This ability replaces greater tactician.

Old Reliable (Ex): At 11th level, whenever a Spellscar drifter declares a challenge, the threat range of the Spellscar drifter's firearm is doubled against the target of his challenge. This increase only affects one weapon and does not stack with other effects that increase the threat range of the weapon. In addition, if the Spellscar drifter rolls a misfire during his challenge, the Spellscar drifter can spend 1 grit point to reroll the attack roll. The Spellscar drifter must accept the results of the second roll, even if it is worse. This ability replaces mighty charge.

Spell Severed (Ex): At 12th level, a Spellscar drifter becomes permanently marked by long exposure to the Spellscar Desert. The Spellscar drifter gains spell resistance equal to 10 + his character level. The Spellscar drifter can drop this spell resistance for 1 round as a standard action, or he can spend 1 grit point to drop it as a swift action. This ability replaces demanding challenge.

Infamous Deeds (Ex): At 17th level, a Spellscar drifter can select two additional gunslinger deeds which he can use with his Amateur Gunslinger feat. The Spellscar drifter can choose one deed from the list of deeds available to 7th-level gunslingers and one from the list available to 11th-level gunslingers. This ability replaces master tactician.

Tough as Nails (Ex): At 20th level, a Spellscar drifter is able to select three additional deeds for use with his Amateur Gunslinger feat—two from the list of deeds available to 15th-level gunslingers, and one from the list available to 19th-level gunslingers.

In addition, if the Spellscar drifter confirms a critical hit on an attack made with a firearm, the target is stunned for 1d4 rounds. A successful Will saving throw (DC = 10 + the Spellscar drifter's base attack bonus) reduces this effect to staggered instead of stunned. This ability replaces supreme charge.

Tanglebriar Demonslayer (Ranger Archetype)

During the elves' long absence from Golarion, the nascent demon lord Treerazer took up residence in the Fierani Forest in what is now the Elven kingdom of Kyonin. Eventually, the demon's presence in the forest drew the elves back to Golarion, who sought to purge the fiendish blight from this once-sacred land. They defeated Treerazer but could not destroy him, forcing him instead into the southern reaches of the Fierani, a corrupted region of twisted plants and fiendish denizens called Tanglebriar. Even today, the elves constantly battle to keep the corruption in the Tanglebriar from spreading to the rest of the Fierani Forest and beyond. Though they are sworn foes of Treerazer and his kin, Tanglebriar demonslayers are known to venture forth from Kyonin to broaden their expertise in the destruction of demons.

Skills: Tanglebriar demonslayers gain Knowledge (planes) as a class skill.

Favored Enemy (Ex): At 1st level, a Tanglebriar demonslayer must choose favored enemy (evil outsider). At 5th level and every time he advances his favored enemy bonus, the demonslayer must advance his bonus against evil outsiders. In addition to the normal benefits of favored enemy, a Tanglebriar demonslayer gains a bonus equal to 1/2 his favored enemy bonus on saving throws against spells, spell-like abilities, and supernatural abilities of evil outsiders. This ability is otherwise identical to and replaces the favored enemy ranger class ability.

Demonologist (Ex): At 3rd level, a Tanglebriar demonslayer gains insight into his Abyssal enemies. The demonslayer gains a bonus equal to 1/2 his class level on Knowledge (planes) checks that relate to demons, Perception checks to pierce a demon's disguise, and Survival checks while tracking demons. This bonus stacks with any bonuses from favored enemy. This ability replaces endurance.

Expanded Spell List: A Tanglebriar demonslayer adds the following spells to his spell list: 1st—*protection from evil*; 2nd—*align weapon, magic circle against evil*; 4th—*dimensional anchor, dismissal*.

Fiendish Quarry (Su): At 11th level, when a Tanglebriar demonslayer chooses an evil outsider as his quarry, he can forgo the normal +2 attack bonus and instead treat his weapon as if it were good-aligned versus his quarry. This ability is otherwise identical to quarry and replaces that ability.

Improved Fiendish Quarry (Su): At 19th level, when a Tanglebriar demonslayer chooses an evil outsider as his quarry, he can forgo the normal +4 attack bonus and instead treat his weapon as if it had the *holy* weapon special ability while attacking his quarry. This ability is otherwise identical to improved quarry and replaces that ability.



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Ustalavic Duelist (Fighter Archetype)

The University of Lepidstadt has developed a reputation for churning out fearsome duelists. At the end of each academic year, the students all gather together and duel one another with light blades. Each student duels one opponent after another until he is marked on the cheek by an adversary's blade. These "Lepidstadt scars" are recognized throughout the Inner Sea region and beyond as marks of their prowess. The Lepidstadt Style is one of fluid motion and precise thrusts.

Weapon and Armor Proficiency: An Ustalavic duelist is proficient with all simple and martial weapons and with all light and medium armor and shields (except tower shields). This replaces the fighter's normal weapon and armor proficiencies.

Duelist Stance (Ex): At 1st level, an Ustalavic duelist gains a +1 dodge bonus to AC as long as he is wearing no armor or light armor, wields a melee weapon in one hand, and his other hand is empty. This bonus increases by 1 for every 5 levels the duelist possesses to a maximum of +5 at 20th level. This ability replaces the fighter's 1st-level bonus feat.

Duelist Training (Ex): At 5th level, an Ustalavic duelist must select the light blades group for the weapon training class feature. The Ustalavic duelist's weapon training bonus with light blades increases by 1 on attack and damage rolls for every 4 levels he possesses beyond 5th (to a maximum of +4 on attack and damage rolls at 17th level). If he is using his duelist stance, this damage bonus increases by 2. The Ustalavic duelist does not gain weapon training in any other groups as he increases in level. This ability replaces weapon training 1.

Lepidstadt Thrust (Ex): At 9th level, when using Vital Strike, Improved Vital Strike, or Greater Vital Strike, an Ustalavic duelist adds his Intelligence modifier to damage rolls (this bonus to damage is not multiplied on a critical hit). If the duelist confirms a critical hit while using one of these feats, he automatically deals maximum damage. This ability replaces weapon training 2.

Science of the Blade (Ex): At 13th level, an Ustalavic duelist is able to apply his specialized knowledge of anatomy and physiology to his bladework. The duelist can make dirty trick (*Advanced Player's Guide* 320), disarm, and trip combat maneuvers using any one-handed piercing or slashing weapon. This ability replaces weapon training 3.

Surgical Strike (Ex): At 17th level, when an Ustalavic duelist confirms a critical hit with a light or one-handed piercing or slashing weapon, he deals ability damage in addition to the normal bonus damage from the critical hit. The duelist chooses which ability is damaged,

and deals an amount of damage equal to the critical multiplier of the wielded weapon. This ability replaces weapon training 4.

Wave Rider (Cavalier Archetype)

Throughout the Inner Sea region, wave riders patrol harbors, keeping them safe from dangerous sea creatures and watching for smugglers. The most famous of these is the hippocampus-riding Sea Cavalry of Absalom.

Weapon and Armor Proficiency: Wave riders are proficient with all simple and martial weapons and with light and medium armor, but not with shields. This replaces the cavalier's weapon and armor proficiencies.

Seafaring Companion: At 1st level, a wave rider gains Monstrous Mount (see page 14) as a bonus feat. The wave rider can use this feat only to select a hippocampus mount (see page 14). Otherwise, this ability functions identically to and replaces the cavalier's mount ability.



Ustalavic Duelist



Magic Items

“Nowhere else in this fine city will you find such an assortment of armor, weapons, and magical trinkets from the world over. We at Steel & Sundry Imports pride ourselves on carrying the very best equipment with which adventurers, soldiers, and collectors of rare oddities can outfit themselves. Need a cloak haunted by the spirit of a wolf? We’ve got that here! Looking for a ring that’ll turn your very fist into an Alkenstar firearm? Look no further! Why, if we don’t have what you’re looking for then, by the gods, we’ll seek it out and find it for you! When you buy from Steel & Sundry Imports, you know your gold is buying you premium wares you won’t find anywhere else from here to Golka.”

—Antillean Dormey, Proprietor of Steel & Sundry Imports,
Coins District, Absalom



As characters of all classes prepare for combat, nearly as much planning goes into what magic items they will wield and wear as goes into what feats they'll take at the next level, especially as they gain wealth and fame. In combat, whether one flings fire from his fingers or bashes enemy skulls with a warhammer, having just the right magical effect to augment your attack or counter an enemy blow can mean the difference between glorious victory and utter defeat.

The magic items presented in this chapter are each designed to tie characters closer to the organizations and nations of the Inner Sea region. The random treasure tables below can be used in place of those presented in the *Pathfinder RPG Core Rulebook* or *Pathfinder RPG Ultimate Equipment*, or you can roll on these tables instead of the "roll twice" option when it appears on another table.

Armor

d%	Item	Price	Source
01-06	<i>Ghoul hide</i>	2,865 gp	Page 51
07-12	<i>Ekujae jungle armor</i>	3,900 gp	Page 51
13-18	<i>Okeno madu</i>	5,590 gp	Page 52
19-22	<i>Truefaith vestments</i>	6,950 gp	Page 53
23-26	<i>Scouting leather</i>	8,750 gp	Page 53
27-30	<i>Eagle Knight dress uniform</i>	10,800 gp	Page 50
31-36	<i>Mosswater stained leather</i>	11,575 gp	Page 52
37-42	<i>Mammoth hide</i>	11,665 gp	Page 52
43-48	<i>Numerian resistance plate</i>	16,350 gp	Page 52
49-54	<i>Guard of man</i>	17,180 gp	Page 51
55-60	<i>Backbreaker mail</i>	17,650 gp	Page 50
61-66	<i>Broadside bulwark</i>	19,007 gp	Page 50
67-72	<i>Lyrune-Quah klar</i>	19,912 gp	Page 52
73-78	<i>War commander's field plate</i>	21,600 gp	Page 53
79-84	<i>Tunnel defender stoneplate</i>	26,700 gp	Page 53
85-88	<i>Blackjacket</i>	28,700 gp	Page 50
89-92	<i>Crag linnorm plate</i>	41,300 gp	Page 50
93-96	<i>Gelugon plate</i>	60,950 gp	Page 51
97-100	<i>Xill carapace armor</i>	83,050 gp	Page 53

Weapons

d%	Item	Price	Source
01-06	<i>Wanderer's scarf</i>	7,812 gp	Page 57
07-12	<i>Shearing sword</i>	8,350 gp	Page 57
13-18	<i>Final word</i>	9,308 gp	Page 54
19-24	<i>Wendifisa spear</i>	10,453 gp	Page 57
25-30	<i>Peacekeeping pistol</i>	11,700 gp	Page 55
31-36	<i>Shadde-Quah spirit bolas</i>	13,715 gp	Page 56
37-42	<i>Greenblood scourge</i>	13,801 gp	Page 55
43-48	<i>Steadfast urumi</i>	18,830 gp	Page 57

49-54	<i>Purging falcata</i>	19,318 gp	Page 55
55-59	<i>Shadowbound chains</i>	19,725 gp	Page 57
60-64	<i>Rostland edge</i>	21,820 gp	Page 56
65-69	<i>Risen blade</i>	23,320 gp	Page 56
70-74	<i>Monastic warden</i>	23,530 gp	Page 55
75-79	<i>Calistran kiss</i>	26,380 gp	Page 54
80-84	<i>Quarterstaff of contemplation</i>	34,800 gp	Page 56
85-90	<i>Hunter's starknife</i>	36,324 gp	Page 55
91-95	<i>Earth breaker of righted injustice</i>	61,340 gp	Page 54
96-100	<i>Crimson bluff</i>	65,575 gp	Page 54

Rings, Rods, and Wondrous Items

d%	Item	Price	Source
01-04	<i>Feather token, catapult</i>	400 gp	Page 59
05-08	<i>Feather token, ram</i>	500 gp	Page 59
09-14	<i>Feather token, siege tower</i>	1,000 gp	Page 59
15-20	<i>Seafaring stanchions</i>	2,400 gp	Page 63
21-24	<i>Tablet of the First Law</i>	3,000 gp	Page 63
25-28	<i>Ioun stone, cracked thorny</i>	3,200 gp	Page 61
29-31	<i>Kalistocrat's gloves</i>	3,600 gp	Page 61
31-33	<i>Infernal cord</i>	5,000 gp	Page 60
34-36	<i>Iron Guard pauldrons</i>	5,750 gp	Page 60
37-39	<i>Ioun stone, flawed thorny</i>	6,900 gp	Page 61
40-42	<i>Lastwall banner, Hordeline</i>	7,500 gp	Page 61
43-45	<i>Demonic smith's gloves</i>	8,000 gp	Page 58
46-48	<i>Ioun stone, thorny</i>	8,000 gp	Page 60
49-51	<i>Dueling cuffs</i>	10,000 gp	Page 59
52-54	<i>Canopic wrap</i>	10,500 gp	Page 58
55-57	<i>Holdout ring</i>	11,000 gp	Page 59
58-60	<i>Summoner slayer eyes</i>	11,000 gp	Page 63
61-63	<i>Hamatulatsu robe</i>	14,000 gp	Page 59
64-66	<i>Sable Company elite saddle</i>	14,000 gp	Page 62
67-69	<i>Pelt of the Ulfen wolf</i>	14,800 gp	Page 62
70-72	<i>Lastwall banner, Harchist</i>	15,000 gp	Page 61
73-75	<i>Ring of adept maneuvers</i>	15,000 gp	Page 62
76-78	<i>Sandstorm sandals</i>	15,000 gp	Page 63
79-81	<i>Guerrilla bandanna</i>	18,000 gp	Page 59
82-85	<i>Colossus draught</i>	28,800 gp	Page 58
86-88	<i>Imperial Army greathelm</i>	29,000 gp	Page 60
89-90	<i>Infernal cord, greater</i>	31,000 gp	Page 60
91-92	<i>Scabbard of the efreet</i>	41,000 gp	Page 63
93-94	<i>Rod of revolution</i>	82,000 gp	Page 62
95-96	<i>Mantle of the crusader host</i>	95,000 gp	Page 62
97-98	<i>Choker of the Rough Beast</i>	100,000 gp	Page 58
99-100	<i>Lastwall banner, Sunwall</i>	125,000 gp	Page 61

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Armor

The following armors are found throughout the lands of the Inner Sea region.

BACKBREAKER MAIL		PRICE 17,650 GP
SLOT armor	CL 10th	WEIGHT 45 lbs.
AURA moderate illusion and transmutation		



This +2 *spiked splint mail* is fashioned from hacked-off chunks of tanned hide and held together by humanoid spines. Used by orcs of the Broken Spine clan in Belkzen, these sets of armor are seen as a status symbol, and are adorned with trophies from slain foes, such as *wayfinders*.

This armor grants its wearer the constrict ability (*Pathfinder RPG Bestiary* 298), dealing an amount of damage equal to 1d6 + the wearer's Strength modifier.

The vertebrae of the spines adorning the *backbreaker mail* are sharpened, acting as +1 *human bane armor spikes*.

CONSTRUCTION REQUIREMENTS	COST 9,025 GP
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Craft Magic Arms and Armor, *beast shape I*, *disguise self*, *summon monster I*

BLACKJACKET		PRICE 28,700 GP
SLOT armor	CL 6th	WEIGHT 20 lbs.
AURA moderate enchantment		



This jet-black uniform is assigned to top agents in Druma's military—the Mercenary League. Wearers of this +3 *armored coat*^{UE} continually benefit from the spell *undetected alignment*. When following the orders

of a member of the Kalistocracy, the wearer receives a +2 morale bonus on all attack rolls, saves, and skill checks related to completion of her mission.

Anytime the wearer tries to disregard an order given by a member of the Kalistocracy, she must attempt a Will save with a DC equal to 10 + 1/2 the total Hit Dice of the creature giving the order. If she fails, she must follow the order to the best of her ability. If she succeeds, she can remove the armor as a move action to ignore the command.

CONSTRUCTION REQUIREMENTS	COST 14,450 GP
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Craft Magic Arms and Armor, *charm person*, *heroism*

BROADSIDE BULWARK		PRICE 19,007 GP
SLOT shield	CL 10th	WEIGHT 10 lbs.
AURA moderate evocation		

The front of this +2 *heavy wooden shield* has several small

holes that resemble the gun ports on a naval ship. There are seven such holes in total on the front of shield, each varying in size, with an equal number of thin hemp strings on the reverse side. As a standard action, the wielder of the *broadside bulwark* can pull one of the strings, causing a small red bead to fly out from the associated gun port. This bead travels 30 feet forward and detonates as a *fireball* spell (Reflex DC 14 half), leaving the wielder outside the blast radius unless it contacts something before reaching 30 feet. After a string is pulled, its associated gun port is permanently closes and can no longer be used.

The gun ports are different sizes, and include three small ports that deal 3d6 points of fire damage, three larger ports that deal 6d6 points of fire damage, and one massive port in the center of the shield that deals 9d6 points of fire damage.

Once all the gun ports have been fired, the shield takes on a blackened, charred look and grants the wielder fire resistance 5.

CONSTRUCTION REQUIREMENTS	COST 9,582 GP
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Craft Magic Arms and Armor, *fireball*, *resist energy*

CRAG LINNORM PLATE		PRICE 41,300 GP
SLOT armor	CL 11th	WEIGHT 50 lbs.
AURA moderate necromancy		

This specialized suit of full plate is made from the tanned hide of a linnorm and acts as +4 *dragonhide plate*^{UE}. If a creature is slain while wearing such armor, its killer is subject to a curse. The cursed creature must succeed at a DC 17 Will save or gain vulnerability to fire until the curse is removed. This curse can be removed only by a *break enchantment*, *miracle*, or *wish* spell. This particular suit of armor is made from the hide of a crag linnorm, though others exist, each with a different curse effect similar to the curse of the associated linnorm.

Once per day as a swift action, the wear of this armor can summon forth the uncanny movement powers of a linnorm, gaining the benefits of *freedom of movement* for 10 minutes.

CONSTRUCTION REQUIREMENTS	COST 22,300 GP
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Craft Magic Arms and Armor, *form of the dragon I*, *freedom of movement*, *major curse*^{UM}

EAGLE KNIGHT DRESS UNIFORM		PRICE 10,800 GP
SLOT armor	CL 6th	WEIGHT 20 lbs.
AURA moderate enchantment		



This set of fine +2 *parade armor*^{UE} matches the dress uniform of Andoran's Eagle Knights. If the wearer is ever grappled or restrained, he can attempt an Escape Artist check to get free as an immediate

action. The wearer gains a +2 competence bonus on this check.



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Once per day as a standard action, the wearer of an *Eagle Knight dress uniform* can call forth shimmering plates of golden light to reinforce the armor. This effect increases the armor's enhancement bonus to AC from +2 to +5 for the next 10 minutes.

CONSTRUCTION REQUIREMENTS	COST 5,488 GP
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Craft Magic Arms and Armor, *liberating command*^{UC}, *mage armor*

EKUJAE JUNGLE ARMOR		PRICE 3,900 GP
SLOT armor	CL 3rd	WEIGHT 20 lbs.

AURA faint abjuration and transmutation

Made of densely compacted jungle leaves by the Ekujae jungle elves of the Mwangi, this *+1 leaf armor*^{SWG} has been delicately inscribed with elven script. Prized by druids who venture out of the jungle, this armor counts as a plant for the purposes of an *entangle* spell, allowing the spell to originate from the position of the wearer.

Ekujae jungle armor is uniquely suited to jungle terrain, keeping out the elements and granting the wearer a +5 competence bonus on Stealth checks in such terrain. This armor also allows the wearer to ignore the effects of a hot climate as if under the effects of *endure elements*.

CONSTRUCTION REQUIREMENTS	COST 2,275 GP
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Craft Magic Arms and Armor, *endure elements*, *entangle*, creator must be a druid

GELUGON PLATE		PRICE 60,950 GP
SLOT armor	CL 7th	WEIGHT 50 lbs.

AURA moderate conjuration and transmutation



This midnight blue *+3 Hellknight plate*^{SWG} is cold to the touch, and the fiendish faces that swirl across the plates shed gout of chill mist. The wearer of this armor gains cold resistance 10. Any creature that ends its movement within 5 feet of the wearer must succeed at a DC

16 Fortitude saving throw or be staggered for 1 round as the cold emitted by the armor numbs it. A creature that succeeds at its saving throw is immune to the effects of that set of *gelugon plate* for 24 hours. The wearer of a set of *gelugon plate* can suppress and reactivate this effect as a standard action.

A Hellknight (or Hellknight signifer with heavy armor proficiency) wearing this armor can cast *wall of ice* up to three times per day.

CONSTRUCTION REQUIREMENTS	COST 31,550 GP
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Craft Magic Arms and Armor, *slow*, *wall of ice*

GHOUL HIDE		PRICE 2,865 GP
SLOT armor	CL 3rd	WEIGHT 25 lbs.

AURA faint necromancy



Typically crafted in the nation of Geb, this morbid *+1 hide armor* is stitched from the flesh torn from the bodies of ghoulish servants as a punishment for failing their masters in some manner. The wearer of this armor is immune to the paralytic touch of ghouls, ghaists, and lacedons.

If the wearer is the subject of a bite attack or is swallowed whole, the attacker must succeed at a DC 13 Fortitude save or contract ghoulish fever (*Bestiary* 146).

CONSTRUCTION REQUIREMENTS	COST 1,515 GP
----------------------------------	----------------------

Craft Magic Arms and Armor, *ghoul touch*

GUARD OF MAN		PRICE 17,180 GP
SLOT shield	CL 15th	WEIGHT 45 lbs.

AURA strong abjuration



This massive, imposing *+2 spell resistance (13) tower shield* is a metal bulwark engraved with the main edicts of the Laws of Man. The *spell resistance* special ability of this shield works only against divine spells and does not ward the bearer against arcane magic.

While held, the shield grants a +4 resistance bonus on Fortitude saving throws against divine spells and spell-like abilities.

Three times per day as a swift action, when the wielder of a *guard of man* is in the area of channeled energy (regardless of whether she is excluded by an effect such as Selective Channeling), she can rebuke the god powering the ability. Using this ability causes the text on the *guard of man* to glow and decreases the amount of channeled energy by half (minimum 1). This reduction affects the channeled energy itself, and thus reduces the effect on all targets within its area. The power of the channeled energy can be further reduced with a successful Will saving throw, as normal.

CONSTRUCTION REQUIREMENTS	COST 8,680 GP
----------------------------------	----------------------

Craft Magic Arms and Armor, *spell resistance*, creator must be an atheist

LYRUNE-QUAH KLAR		PRICE
		19,912 GP
SLOT shield	CL 7th	WEIGHT 6 lbs.

AURA moderate illusion



Considered the greatest archers among the Shoanti people, the folk of the Lyrune-Quah tribe treasure this +2 *klar*^{UE} shaped from the skull of a lion. The specific shape of the skull allows the wielder to properly hold and shoot a shortbow (though not a longbow) while still benefiting from the *Lyrune-Quah klar's* shield bonus.

Up to three times per day as a free action, the wielder of a *Lyrune-Quah klar* can utter praise to the nature totem of the moon. The next arrow fired after the prayer trails a line of shimmering stars in its wake. If a creature is struck by this arrow, the stars orbit it for the next 8 rounds, negating any concealment for the target and causing it to emit light as if it were holding a sunrod.

CONSTRUCTION REQUIREMENTS	COST
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10,037 GP

Craft Magic Arms and Armor, *wandering star motes*^{APG}, creator must be proficient with a shortbow

MAMMOTH HIDE		PRICE
		11,665 GP
SLOT armor	CL 11th	WEIGHT 25 lbs.

AURA moderate transmutation



Made of tattered mammoth hide and bone, this +3 *hide armor* is similar to *rhino hide*^{UE}, but is fashioned in the harsh lands of the Realm of the Mammoth Lords using beasts common to that region. In addition to granting a +3 enhancement bonus to AC, it has a -1 armor check penalty and grants the wearer an additional 4d6 points of damage on any successful

charge attack she makes, including a mounted charge.

CONSTRUCTION REQUIREMENTS	COST
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5,915 GP

Craft Magic Arms and Armor, *bull's strength*

MOSSWATER STAINED LEATHER		PRICE
		11,575 GP
SLOT armor	CL 14th	WEIGHT 20 lbs.

AURA strong transmutation

This set of +2 *studded leather* glows eerily in darkness. Tinted using rare dyes from the lost town of Mosswater in the River Kingdoms, this leather suit gives its wearer a ghostly appearance in areas of dim light or darker. While in such areas, the wearer gains a +4 circumstance bonus on Bluff checks to pretend to be undead.

On command, the armor makes its wearer ethereal (as the *ethereal jaunt* spell). The effect is dismissible. The armor can be used in this manner for a total of up to 10 rounds per day. This duration doesn't need to be continuous, but must be used in 1-round increments.

CONSTRUCTION REQUIREMENTS	COST
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5,875 GP

Craft Magic Arms and Armor, *ethereal jaunt*

NUMERIAN RESISTANCE PLATE		PRICE
		16,350 GP
SLOT armor	CL 6th	WEIGHT 30 lbs.

AURA moderate abjuration

Numerians who oppose the Technic League have developed many forms of protection from the tyrannical organization's technology-infused weaponry. This +2 *breastplate* is made of scrap metal from one of the alien ruins that pepper the landscape, remnants of the crashed spaceship now known as Silver Mount. Specifically designed to provide additional defense against beam weapons, *Numerian resistance plate* grants its wearer a +4 bonus to touch AC against ray attacks.

Three times per day, when a ray attack targeting the plate's wearer misses by 4 or less, the wearer can deflect the ray back at its source as an immediate action. The ray uses the original attack roll to determine whether it hits its new target.

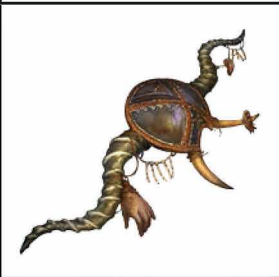
CONSTRUCTION REQUIREMENTS	COST
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8,700 GP

Craft Magic Arms and Armor, *deflection*^{APG}, *shield*

OKENO MADU		PRICE
		5,590 GP
SLOT shield	CL 3rd	WEIGHT 5 lbs.

AURA faint enchantment



A common sight among the more deplorable slavers of Katapesh, this +1 *leather madu*^{UE} is adorned with body parts—ranging from fingers and toes to severed heads—each one crudely affixed to the shield's spikes.

The wielder of the shield gains a +4 competence bonus on Intimidate checks while the shield is visible. The wearer and any associated companions take a -4 penalty on all Diplomacy checks made against good-aligned creatures while the shield is visible.

Once per day as a standard action, the wielder of an *Okeno madu* can shake the shield, causing the fetishes to rattle uncontrollably for 3 rounds. When he shakes the shield, the wielder can choose one creature within 35 feet to suffer the effects of the spell *castigate* (*Pathfinder RPG Advanced Player's Guide* 210) as long as the fetishes continue shaking.

CONSTRUCTION REQUIREMENTS	COST
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2,890 GP

Craft Magic Arms and Armor, *castigate*



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SCOUTING LEATHER		PRICE
		8,750 GP
SLOT armor	CL 10th	WEIGHT 15 lbs.
AURA moderate illusion and transmutation		

The Sargavan government often issues this armor to scouts traveling through the jungle. This *+1 expeditious^{UE} glamerd leather armor* is colored a deep brown and painted with jungle camouflage. Scouts transform the armor to match the armor style and symbology of communities they visit, and use the *expeditious^{UE}* special ability if they find they're unwelcome. In its true form, the armor grants a +3 competence bonus on Stealth checks. When transformed to fit a culture's style of dress, it instead grants a +3 competence bonus on Diplomacy checks against people of that culture.

CONSTRUCTION REQUIREMENTS	COST
Craft Magic Arms and Armor, <i>disguise self</i> , <i>expeditious retreat</i>	4,450 GP

TRUEFAITH VESTMENTS		PRICE
		6,950 GP
SLOT armor	CL 10th	WEIGHT 1 lb.
AURA moderate illusion		

Worn by enforcers and acolytes of the living god Razmir, this *+1 chain shirt* appears as a fine hooded robe made of silk of a color appropriate to the wearer's rank within the church as if it had the *glamerd* special ability (it appears white when worn by anyone who doesn't follow Razmir). Used primarily as a means of appearing to be protected by the false god's power, the armor is treated as a *+3 breastplate* against attacks made by any enemy who has not seen through the illusion. Unlike with standard *glamerd* armor, any creature that successfully hits the target with a melee weapon is considered to have interacted with the illusion, and can see the armor's true form with a successful DC 16 Will save.

CONSTRUCTION REQUIREMENTS	COST
Craft Wondrous Item, <i>disguise self</i>	3,600 GP

TUNNEL DEFENDER STONEPLATE		PRICE
		26,700 GP
SLOT armor	CL 9th	WEIGHT 75 lbs.
AURA moderate conjuration		

Even bulkier than its nonmagical cousins, this set of *+3 stoneplate^{UE}* is crafted from stones of widely differing colors, and is often allocated to Ninth Battalion soldiers assigned to the deepest and most dangerous of the Darklands' tunnels.

Once per day, the wearer can call forth a *wall of stone* that fills up to nine contiguous 5-foot squares. Unlike with the standard spell, the wall must be a straight line, and the wielder must choose to occupy one 5-foot section of the wall, as the armor merges with the wall around it. While the *wall of stone* is in effect, the wearer gains a +2 circumstance bonus to AC, but can move only within the wall. The wearer can dismiss the wall as a standard action; otherwise, it dissipates in 10 rounds.

As a full-round action, the wielder can make the wall permanent by allowing himself to be consumed by the stone. In this case, the wearer can be restored to life only by a *miracle* or *wish*.

CONSTRUCTION REQUIREMENTS	COST
Craft Magic Arms and Armor, <i>meld into stone</i> , <i>wall of stone</i> , creator must be a dwarf	14,325 GP

WAR COMMANDER'S FIELD PLATE		PRICE
		21,600 GP
SLOT armor	CL 6th	WEIGHT 50 lbs.
AURA moderate abjuration and enchantment		



This immaculate *+2 champion^{UE} field plate^{SWG}* is commonly used by military commanders in Lastwall, Mendev, and Taldor. A sturdy metal bracket is built onto the back of the armor, located just under the shoulder blades; if the wielder has personal heraldry, this slot can hold a banner or flag bearing that heraldry

(such as a cavalier's banner).

If the wearer of the *war commander's field plate* takes to the battlefield as an army commander (*Pathfinder RPG Ultimate Campaign* 234), he gains the Hold the Line boon if he prominently displays his heraldry. If the wearer already possesses this boon, he instead gains an additional +1 bonus on Morale checks as army commander.

CONSTRUCTION REQUIREMENTS	COST
Craft Magic Arms and Armor, <i>heroism</i> , <i>protection from evil</i>	11,475 GP

XILL CARAPACE ARMOR		PRICE
		83,050 GP
SLOT armor	CL 13th	WEIGHT 15 lbs.
AURA strong transmutation		

This suit of *+1 spiked half-plate* armor is crafted from the hide and carapace of a xill (*Bestiary* 283) and includes a xill-skull helmet complete with insectlike mandibles, giving the wearer an otherworldly, buglike appearance. Once per day, the wearer can shift from the Material Plane to the Ethereal Plane and back again, as the *etherealness* magic armor special ability. Unlike with standard *etherealness* armor, however, the transitions to and from planes function exactly like a xill's planewalk ability, save that the wearer cannot take any creatures with it when it switches planes.

Additionally, the spikes along the armor's back, torso, arms, and upper legs are laced with a natural paralytic. The target of a successful critical hit made with these armor spikes is paralyzed for 1d4 rounds (Fortitude DC 16 negates).

CONSTRUCTION REQUIREMENTS	COST
Craft Magic Arms and Armor, <i>ethereal jaunt</i> , <i>hold monster</i>	41,900 GP

Weapons

The following weapons are common in the nations of the Inner Sea region.

CALISTRIAN KISS		PRICE
		26,380 GP
SLOT none	CL 7th	WEIGHT 7 lbs.
AURA moderate necromancy		



The long blade of this weapon bears shifting black and yellow patterns, resembling the markings of a wasp. This *+1 heartseeker^{UE} elven curve blade* has three slots built into the hilt for storing doses of poison. Adding or removing a dose of poison from the blade is a swift action that requires a free hand.

Any creatures struck by a *Calistran kiss* take a -4 penalty on any saving throw against the poison applied to the weapon. The frequency of any poison applied to the *Calistran kiss* increases by 2 (for example, black adder venom lasts 8 rounds instead of 6, and arsenic lasts for 6 minutes instead of 4). Attempts to cure the poisoned target with a skill or magic take a -4 penalty.

CONSTRUCTION REQUIREMENTS	COST
Craft Magic Arms and Armor, <i>death knell</i> , <i>pernicious poison^{UM}</i>	13,380 GP

CRIMSON BLUFF		PRICE
		65,575 GP
SLOT none	CL 11th	WEIGHT 2 lbs.
AURA moderate illusion and transmutation		

With a blade crafted entirely out of black metal, this *+2 speed^{UE} sawtooth sabre^{ISWG}* has only one hint of color—a red hilt. Once per day as a standard action, the wielder of the blade can utter a prayer to the god Achaekek to create $1d4+3$ illusory Red Mantis assassins that last for 1 hour. These illusions confound the wielder's enemies, allowing the wielder to flank an enemy with an appropriately positioned figment. The wielder can direct the movement of all figments as a single swift action, moving each of them up to 30 feet. Any creature interacting with (or being flanked by) an illusion can attempt a DC 16 Will save to disbelieve the effect. If an illusory assassin is hit by an attack, it disappears. (Use the wielder's AC as the illusion's AC.)

Three times per day as a swift action, when the wielder of the *crimson bluff* is the target of an enemy's melee attack, she can swap places with an illusory assassin that is adjacent to her.

CONSTRUCTION REQUIREMENTS	COST
Craft Magic Arms and Armor, creator must be an 11th-level cleric of Achaekek or be able to cast <i>haste</i> , <i>mirror image</i> , and <i>mislead</i>	32,955 GP

EARTH BREAKER OF RIGHTED INJUSTICE		PRICE
		61,340 GP
SLOT none	CL 10th	WEIGHT 14 lbs.
AURA moderate evocation		



The tribal symbols covering the surface of this *+2 anarchic^{UE} flaming earth breaker^{UE}* radiate a tangible heat. These brutal weapons are crafted by the Shoanti blacksmiths of the Storval Plateau, and

each is attuned to the wildest tempers of the people of the Sklar-Quah and the Cinderlands that they call their home. If the wielder possesses the rage class feature, he can choose to add either the *devil bane* special ability or the *orc bane* special ability to the weapon at the beginning of his rage. This added weapon special ability lasts only for the duration of the wielder's rage, and once the special ability has been selected, it cannot be switched until the next time the wielder enters a rage.

CONSTRUCTION REQUIREMENTS	COST
Craft Magic Arms and Armor; <i>chaos hammer</i> ; <i>fireball</i> , <i>flame blade</i> , or <i>flame strike</i> ; creator must be chaotic	30,840 GP

FINAL WORD		PRICE
		9,308 GP
SLOT none	CL 5th	WEIGHT 1 lb.
AURA faint necromancy		

This *+1 war razor^{ISWG}* is commonly used by members of the Bloody Barbers thieves' guild in Absalom. A preferred means for the guild to permanently silence snitches and traitorous informants as part of their trademark method of eliminating enemies (a practice they call giving someone a "crimson shave"), this blade also sees wide use throughout thieves' and assassins' guilds and among the ranks of bounty hunters in almost every nation of the Inner Sea region.

When delivering a coup de grace with a *final word*, the wielder gains a $+4$ bonus to the DC of the Fortitude saving throw to determine whether the target of the coup de grace dies from the attack. This bonus is not added to the weapon damage of the coup de grace attack.

Any target slain by a coup de grace made with a *final word* has its spirit wrenched out of its body. The spirit is then forced to answer four questions of the wielder's choosing as though under the effects of a *speak with dead* spell. The target can't attempt a Will save to ignore this effect, and takes a -4 penalty on all Bluff checks to deceive the wielder. After a target answers the wielder's questions, it can't be the target of any further *speak with dead* spells.

CONSTRUCTION REQUIREMENTS	COST
Craft Magic Arms and Armor, <i>speak with dead</i>	4,808 GP



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GREENBLOOD SCOURGE		PRICE 13,801 GP
SLOT none	CL 12th	WEIGHT 2 lbs.
AURA moderate evocation		



Originally made from the winding intestines of a scrag, the first version of this +2 *corrosive*^{UE} whip was crafted by a blood-bard who fought in Green Blood on a Black Rock. After the blood-bard's stunning victory, these weapons have gained popularity across the

Sodden Lands and Shackles. Unless damaged by fire, a *greenblood scourge* regenerates hit points at a rate of 1 hit point per minute.

In performance combat (*Pathfinder RPG Ultimate Combat* 153), the wielder of a *greenblood scourge* can spend a victory point as a swift action to give the weapon the *corrosive burst*^{UE} special ability. Also, the wielder no longer needs to attempt a performance combat check when using the withdraw action during performance combat, as the weapon's blasts of acid prevent the enemy from approaching.

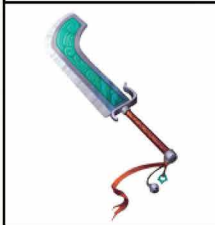
CONSTRUCTION REQUIREMENTS	COST 7,051 GP
Craft Magic Arms and Armor, <i>acid arrow</i> , <i>adoration</i> ^{UC}	

HUNTER'S STARKNIFE		PRICE 36,324 GP
SLOT none	CL 10th	WEIGHT 3 lbs.
AURA moderate evocation and necromancy		

Random patterns of brown rust, discolored metal, and dried blood tarnish the surface of this +2 *wounding*^{UE} *starknife*. If this weapon is thrown and deals damage, it embeds itself in the target. The target continues to take bleed damage until the embedded weapon is removed. An embedded *hunter's starknife* emits a blue glow that imitates the effect of a *faerie fire* spell, affecting the weapon and the target as long as it is embedded. Removing this weapon requires a successful DC 15 Strength check (a full-round action). The creature takes an additional 1d4 points of damage when attempting this check, regardless of whether it succeeds or fails.

CONSTRUCTION REQUIREMENTS	COST 18,324 GP
Craft Magic Arms and Armor, <i>bleed</i> , <i>faerie fire</i>	

MONASTIC WARDEN		PRICE 23,530 GP
SLOT none	CL 8th	WEIGHT 3 lbs.
AURA moderate evocation and transmutation		



This +1 *ki focus*^{UE} *temple sword*^{APG} is gifted to select students from the Monastery of Untwisting Iron in the nation of Jalmeray, though copies have been made by monastic orders across the Inner Sea. Each *monastic warden*

is attuned to a single temple or monastery. A monk making an attack with this blade can spend 1 ki point as a swift action to ignore any shield bonus to AC her target possesses for that attack.

Three times per day, the wielder of the *monastic warden* can slash the air in his target's direction, causing a shimmering copy of the sword formed of white light to streak toward the target. The wielder must make a ranged touch attack against the target. A creature struck by the shimmering blade takes 4d8 points of damage. If the target is struck while on the grounds of the location the blade is attuned to, the target instead takes 8d6 points of damage and is dazed for 1 round. A successful DC 14 Will saving throw reduces the damage by half and negates the daze effect.

CONSTRUCTION REQUIREMENTS	COST 11,930 GP
Craft Magic Arms and Armor, <i>arrow of law</i> ^{UM}	

PEACEKEEPING PISTOL		PRICE 11,700 GP
SLOT none	CL 5th	WEIGHT 4 lbs.
AURA faint enchantment		



Crafted in the forges of Alkenstar, this +1 *merciful*^{UE} *pistol* is ornamented with filigree of angelic creatures along the barrel, and houses

intricate brass gears. Whenever the wielder scores a critical hit while using this weapon to deal nonlethal damage, the target must succeed at a DC 12 Will saving throw or be dazed for 1 round. As a swift action, a wielder with the grit class feature can spend 1 grit point to increase the DC of this save by 4.

CONSTRUCTION REQUIREMENTS	COST 6,500 GP
Craft Magic Arms and Armor, <i>cure light wounds</i> , <i>daze monster</i>	

PURGING FALCATA		PRICE 19,318 GP
SLOT none	CL 9th	WEIGHT 4 lbs.
AURA moderate evocation		

First constructed for use during Taldor's great purge of the Sarenite Cult of the Dawnflower, this +2 *falcata*^{APG} is inscribed with various religious slurs. While *purging falcatas* are typically attuned against followers of the Dawnflower, variants of this blade have been keyed to all variety of deities. The attuned religion is chosen when the weapon is created, and can't be changed later.

When a *purging falcata* is used against members of the attuned religion, its enhancement bonus is +4 instead of +2. It also deals an additional 2d6 points of damage to followers of the designated religion. This additional damage is not multiplied on a critical hit.

If the wielder of the *purging falcata* possesses the challenge class feature, when issuing a challenge, he doesn't take the -2 penalty to Armor Class against attacks made by followers of the deity attuned to the blade. If the target of the challenge follows the faith to which the blade

is attuned, the wielder deals an additional 3d6 points of damage instead of the normal 2d6.

CONSTRUCTION REQUIREMENTS	COST 9,818 GP
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Craft Magic Arms and Armor, *weapon of awe*^{APG}, creator must use the weapon to slay a member of the attuned religion

QUARTERSTAFF OF CONTEMPLATION		PRICE 34,800 GP
SLOT none	CL 12th	WEIGHT 4 lbs.
AURA strong transmutation		

This wooden pole is plain, save that green dragon scales adorn to its length. Treated as a +2 *quarterstaff*, it is a favorite of Irori's wandering followers. In the hands of a worshiper of Irori, a *quarterstaff of contemplation* gains the *ki intensifying*^{UE} weapon special ability.

If the wielder is a follower of Irori and possesses the wholeness of body class feature, he can spend a full-round action to meditate using the staff as a focus. Treat this as using wholeness of body at the cost of 1 ki point instead of 2.

CONSTRUCTION REQUIREMENTS	COST 17,550 GP
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Craft Magic Arms and Armor, creator must be a 7th-level monk

RISEN BLADE		PRICE 23,320 GP
SLOT none	CL 10th	WEIGHT 8 lbs.
AURA moderate evocation and necromancy		



As servants of the rightful ruler of Osirion, the Ruby Prince Khemet III, members of the organization known as the Risen Guard often wield these specially ordained blades. Each +2 *flaming khopesh*^{UE} was crafted by one of the predominant Osirian churches, such as the church of Abadar, Nethys, or Pharsasma.

Anytime its wielder is healed by channeled positive energy, a *risen blade* gains a charge. Whenever the wielder confirms a critical hit, she can release the stored energy in the blade as a free action. The wielder channels positive energy (as the class feature) and must choose to damage undead or heal the living. This action expends all the blade's charges. Each charge is worth 1d6 points of damage or healing, and for each charge spent, the wielder can choose to exclude one creature in the area from being affected. The DC to save against this positive energy is equal to 15 + 1 per stored charge expended. A *risen blade* can't gain a charge from healing caused by the release of charges from itself or another *risen blade*.

A *risen blade* can store up to 5 charges. Each charge dissipates if not used within 24 hours.

CONSTRUCTION REQUIREMENTS	COST 11,820 GP
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Craft Magic Arms and Armor, *flame strike*, creator must be a 9th-level cleric capable of channeling positive energy

ROSTLAND EDGE

PRICE
21,820 GP

SLOT none	CL 10th	WEIGHT 3 lbs.
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AURA moderate evocation and transmutation



Among the proud and honorable Aldori Swordlords, there is no greater dishonor than losing one's weapon in combat, for without it, how can a swordlord display his dueling prowess and prove that his style is superior to

all others? Crafted to defend against enemies seeking to damage it rather than its wielder, a *Rostland edge* is a +2 *countering*^{UE} *impervious*^{UE} *Aldori dueling sword*^{ISWG}.

If the blade is ever destroyed, it explodes with tremendous force, dealing 10d6 points of fire damage to every creature within a 20-foot-radius spread (Reflex DC 14 half).

CONSTRUCTION REQUIREMENTS	COST 11,070 GP
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Combat Reflexes, Craft Magic Arms and Armor, *cat's grace*, *fabricate*, *fireball*, *make whole*

SHADDE-QUAH SPIRIT BOLAS

PRICE
13,715 GP

SLOT armor	CL 5th	WEIGHT 2 lbs.
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AURA faint conjuration



Primarily used by the cliff-dwelling Shoanti of western Varisia's Shadde-Quah clan, a +1 *Shoanti bolas*^{ISWG} is elementally enchanted. Each end of a bolas has its own magical enhancements: one side bears cold magic, and the other bears

fire magic. A target damaged by a *Shadde-Quah spirit bolas* takes an additional 1d3 points of cold damage and 1d3 points of fire damage, as the two weights damage their target as though the weapon had both the *flaming* and *frost* special weapon abilities at half their normal effectiveness.

Once per day as a standard action, the wielder of a *Shadde-Quah spirit bolas* can utter a prayer to the elements and throw the bolas, causing both ends to crash together mid-flight. The bolas transforms into a roiling ball of water, as the spell *aqueous orb* (*Advanced Player's Guide* 202), under the control of the thrower. Once the spell ends, the bolas falls to the ground at the same location the orb ended its movement.

CONSTRUCTION REQUIREMENTS	COST 7,015 GP
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Craft Magic Arms and Armor, *aqueous orb*^{APG}, *ray of frost*, *spark*^{APG}



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SHADOWBOUND CHAINS		PRICE
		19,725 GP
SLOT none	CL 9th	WEIGHT 10 lbs.
AURA moderate conjuration		

Jagged and spiked, this *+1 vicious viridium^{UE} spiked chain* shifts between hues of muted green and deep violet. Wielders who are devout followers of Zon-Kuthon are immune to the disease imparted by the viridium.

When the wielder reduces a creature's hit points below 0 using the chain but doesn't kill it, she can call a shadowy duplicate of the target as a free action. This duplicate is treated as a shadow (*Bestiary* 245) without the create spawn ability. The duplicate is friendly to the wielder and attacks her enemies, but ignores its host body. The host can't benefit from any healing that would bring it above -1 hit points until the shadow is destroyed or disappears. The shadow fades away when the host body dies or after 10 rounds, whichever comes first. The wielder of the *shadowbound chains* can summon forth only one shadow at a time.

CONSTRUCTION REQUIREMENTS	COST
Craft Magic Arms and Armor, <i>shadow conjuration</i>	11,125 GP

SHEARING SWORD		PRICE
		8,350 GP
SLOT none	CL 9th	WEIGHT 8 lbs.
AURA moderate evocation		

This *+1 greatsword* is often found among the robot-hunters of Numeria. Three times per day as a standard action, the wielder can envelop the blade with a razor-edged field of force for 1 minute. Thanks to this field, the sword ignores the damage reduction of creatures with DR 5 or less (other than DR/epic), and when it's used to attack an object or sunder a weapon, the sword treats the item as having a hardness of 5 less than the item's actual hardness.

CONSTRUCTION REQUIREMENTS	COST
Craft Magic Arms and Armor, <i>wall of force</i>	4,350

STEADFAST URUMI		PRICE
		18,830 GP
SLOT none	CL 8th	WEIGHT 6 lbs.
AURA moderate abjuration and evocation		



This weapon consists of a flexible blade attached to a handle by a fine coil of steel, and is favored by tieflings and other outcasts in Jalmeray. This *+1 mighty cleaving^{UE} urumi^{UE}* grants its wielder

a deflection bonus to AC equal to the number of enemies within her reach with the urumi (maximum +4). The wielder also gains a +5 competence bonus on Acrobatics checks to move through a threatened area.

CONSTRUCTION REQUIREMENTS	COST
Craft Magic Arms and Armor, <i>shield of faith</i>	9,580 GP

WANDERER'S SCARF		PRICE
		7,812 GP
SLOT none	CL 1st	WEIGHT 2 lbs.
AURA faint necromancy		

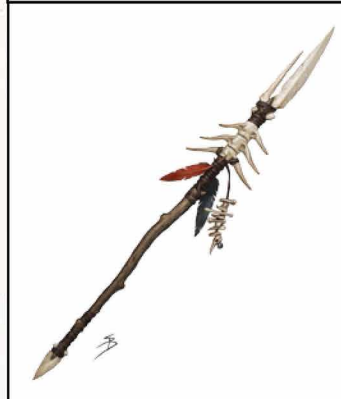
Dyed in somber shades of gray and tipped with treated shards of bone instead of blade-tips, this *+1 bladed scarf^{ASWG}* is predominantly used by wandering Varisian caravans in the nation of Ustalav.

The wielder of a *wanderer's scarf* is affected by a continual *hide from undead* spell as long as he carries or wears it. In circumstances where the spell effect would normally end (such as when channeling positive energy), this effect is suspended for 24 hours. Intelligent undead can perceive the wielder by succeeding at a DC 10 Will saving throw.

When used in combat, this weapon deals an additional 1d6 points of positive energy damage to any undead creature it strikes.

CONSTRUCTION REQUIREMENTS	COST
Craft Magic Arms and Armor, <i>disrupt undead</i> , <i>hide from undead</i>	4,062 GP

WENDIFISA SPEAR		PRICE
		10,453 GP
SLOT none	CL 11th	WEIGHT 3 lbs.
AURA moderate necromancy		



Adorned with bone fetishes, feathers, leaves, and gnarled branches, each of which carries its own significance, this *+1 shortspear* is often found in the hands of the tribal Mwangi who serve the powerful spirits known as wendifa—the juju oracles.

Each *wendifisa spear* (literally "spear of those who serve the wendifa") is created alongside a specially crafted onyx gem. If this gem is within 100 feet of the wielder and the wielder's hit points are reduced below 0, the gem shatters. When the gem shatters, the wielder of the *wendifisa spear* is immediately slain, and animates 1 round later as a juju zombie (*Pathfinder RPG Bestiary* 2 291).

If the gem is held by anyone other than the spear's wielder when the wielder is slain (and the gem shatters), the creature holding the gem gains 1d8 temporary hit points, a +2 enhancement bonus to Strength, and a +1 bonus to its effective caster level. These bonuses last 1 hour.

After the onyx shatters, the weapon is treated as a *+1 shortspear*.

CONSTRUCTION REQUIREMENTS	COST
Craft Magic Arms and Armor, <i>animate dead</i> , <i>death knell</i> , onyx worth at least 1,000 gp, creator must be an evil oracle	5,877 GP

Rings, Rods, and Wondrous Items

The following magic items come from all corners of the Inner Sea region.

CANOPIC WRAP		PRICE 10,500 GP
SLOT belt	CL 7th	WEIGHT 1 lb.
AURA moderate transmutation		



Tattered and yellowed, this belt is made up of dozens of interwoven linen wraps bound together by a simple stone buckle at the front. Crafted from mummies' wrappings, these belts are commonly used by explorers in the vast

deserts of what was once Ancient Osirion. While worn, the belt grants a +4 resistance bonus on saving throws against disease, including supernatural diseases such as mummy rot.

A *canopic wrap* also causes strange internal shifts in key organs, moving them randomly within the body. Because of this odd effect, the wearer gains the benefits of the *light fortification*^{UE} armor special ability. This effect also plays havoc on trained healers, however, increasing the DC of any Heal check used on the wearer by 5.

CONSTRUCTION REQUIREMENTS	COST 5,250 GP
Craft Wondrous Item, <i>bear's endurance</i> , <i>greater infernal healing</i> ^{SWG}	

CHOKER OF THE ROUGH BEAST		PRICE 100,000 GP
SLOT neck	CL 20th	WEIGHT 1 lb.
AURA strong abjuration and conjuration		

This black iron neckpiece is forged in the likeness of Rovagug's holy symbol. An evil wearer gains a +2 profane bonus on all saving throws. A creature with the touch of corruption class ability that wears the *choker of the Rough Beast* increases the damage dice of that ability from 1d6 per 2 antipaladin^{APG} levels to 1d8 per 2 levels.

Good-aligned creatures within 120 feet of the *choker of the Rough Beast* hear distant bellows of unimaginable rage, giving them a -2 penalty on all Perception checks as the sounds distract them. Within 30 feet of the necklace, the sound increases, and all good-aligned creatures must succeed at a DC 18 Will save or be shaken while within range. They can attempt another save after 24 hours.

If the wearer willingly breaks the choker in half (a full-round action), the ground under his feet ruptures open and consumes him (as the *imprisonment* spell). The blood of Rovagug seeps up from the wound in the earth 1d6 rounds after the wielder is consumed. Treat this as a fiendish carnivorous blob (*Bestiary* 2 51, 292) that attacks any living creature within sight. The hole seals immediately after the blood rises.

CONSTRUCTION REQUIREMENTS	COST 50,000 GP
Craft Wondrous Item, <i>imprisonment</i> , <i>summon monster IX</i>	

COLOSSUS DRAUGHT		PRICE 28,800 GP
SLOT none	CL 16th	WEIGHT 1 lb.
AURA strong transmutation		



Originating from Thuvia, this potent elixir is rumored to have first emerged from the infamous Citadel of the Alchemist. Each vial of *colossus draught* is capped with an incredibly tight lid; a successful DC 22 Strength check is needed to open and allow access to the bubbling jade liquid within. Once the vial is opened, the contents must be imbibed within the

next minute, or they spoil and have no effect.

Drinking the *colossus draught* imparts a temporary +4 enhancement bonus to Constitution and Strength, and increases the imbiber's size to the next larger category (as *enlarge person*, with all the resulting bonuses and penalties) for the next 24 hours. While under the effects of the elixir, the imbiber takes a -4 penalty on all Will saves as the fluid addles her mind.

CONSTRUCTION REQUIREMENTS	COST 14,400 GP
Craft Wondrous Item, <i>giant form I</i> , creator must be a 16th-level alchemist	

DEMONIC SMITH'S GLOVES		PRICE 8,000 GP
SLOT hands	CL 9th	WEIGHT 1 lb.
AURA moderate evocation and transmutation		



Used by the drow smiths of house Caldrana, these worked black leather gloves are stitched with red symbols dedicated to Flauros, the demon lord of fire and volcanoes.

Whenever the wearer makes a melee touch attack, she deals 1d6 points of fire damage. If the wearer wields a weapon or makes an attack with an unarmed strike, that attack gains the *flaming* weapon special ability.

When *demonic smith's gloves* are used during the construction of armor or weapons, they grant their wearer a +4 competence bonus on the relevant Craft checks. If the wearer rolls a natural 1 while benefiting from this bonus, she draws the ire of Flauros, causing the gloves to become nonmagical until the wearer crafts at least five masterwork items and then destroys them in the name of the demon lord.

CONSTRUCTION REQUIREMENTS	COST 4,000 GP
Craft Wondrous Item, <i>fabricate</i> , <i>fireball</i>	



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DUELING CUFFS		PRICE 10,000 GP
SLOT wrists	CL 3rd	WEIGHT 1 lb.
AURA faint abjuration		

These tight-fitting mithral bracers are used throughout the Inner Sea region in nations where dueling is prominent. The wearer of *dueling cuffs* gains a +1 deflection bonus to AC. This bonus increases to +2 if the wearer is wielding one or more weapons that benefit from the Weapon Finesse feat.

In a duel (*Ultimate Combat* 150), the wielder doesn't take the normal -5 penalty when using the dueling parry action. In addition, the wielder can attempt to deflect ranged attacks from firearms with a dueling parry, but takes a -5 penalty on such attempts.

CONSTRUCTION REQUIREMENTS	COST 5,000 GP
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Craft Wondrous Item, *bullet shield*^{UC}, *cat's grace*

FEATHER TOKEN		PRICE VARIES
Catapult		400 GP
Ram		500 GP
Siege tower		1,000 GP
SLOT none	CL 12th	WEIGHT —
AURA strong conjuration and transmutation		

Each of these items is a small feather that has the power to create a specific siege engine. The kinds of tokens are described below. Each token is usable only once. A particular *feather token* has no specific feature to identify it unless its magic aura is viewed—even tokens with identical powers can be wildly different in appearance.

Catapult: This token creates a standard catapult (*Ultimate Combat* 161). The catapult disappears after 12 hours.

Ram: This token creates a Huge ram (*Ultimate Combat* 165). The ram disappears after 24 hours.

Siege Tower: This token creates a Huge siege tower (*Ultimate Combat* 165). The tower disappears after 1 hour.

CONSTRUCTION REQUIREMENTS	COST VARIES
Catapult	200 GP
Ram	250 GP
Siege tower	500 GP

Craft Wondrous Item, *major creation*, *telekinetic assembly*^{UC}

GUERRILLA BANDANNA		PRICE 18,000 GP
SLOT headband	CL 10th	WEIGHT 1 lb.
AURA moderate enchantment and illusion		



Used by warband leaders in Nirmathas, a *guerrilla bandanna* is a plain brown and green bandanna that can be tied around the forehead. The wearer gains a +5 competence bonus on Stealth checks while traveling in

forested terrain, and can extend this bonus to up to 10 allies while they remain within 100 feet of the wearer.

If the wearer is a ranger, the *guerrilla bandanna* increases his favored enemy bonus on attack rolls by 1 for each of his favored enemies. If the ranger has the hunter's bond (companions) class feature, this increase also applies to the attack roll bonus his allies gain from that ability.

CONSTRUCTION REQUIREMENTS	COST 9,000 GP
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Craft Wondrous Item, *instant enemy*^{APG}, *invisibility*

HAMATULATSU ROBE		PRICE 14,000 GP
SLOT body	CL 10th	WEIGHT 1 lb.
AURA moderate evocation and transmutation		



Made of exquisite crimson silk, this variant *monk's robe* is embroidered with golden pentagrams and other fiendish symbols. If the wearer is evil and has levels in monk, her AC bonus and unarmed damage are treated as if she were a monk of 5 levels higher (maximum 20).

If the wearer is evil but not a monk, she gains the AC bonus and unarmed damage of a 5th-level monk (although she doesn't add her Wisdom bonus to her AC). This AC bonus otherwise functions just like the monk's AC bonus.

If the robe is donned by a character with the Hamatulatsu feat (*Pathfinder Campaign Setting: The Inner Sea World Guide* 287), the duration of the sickened effect increases to 2 rounds. If the wearer doesn't have the Hamatulatsu feat, she gains this feat while wearing the robes, but gains no further benefits to that ability.

CONSTRUCTION REQUIREMENTS	COST 7,000 GP
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Craft Wondrous Item, Hamatulatsu^{ISWG}, *righteous might* or *transformation*, *unholy blight*

HOLDOUT RING		PRICE 11,000 GP
SLOT ring	CL 9th	WEIGHT —
AURA moderate transmutation		

Made of aged bronze and steel, this ring looks like it should have a gem set in it, but instead has an empty circular hole. The hole in the ring holds a single firearm bullet; if one is placed inside (as a full-round action), it merges seamlessly into the ring. While a bullet is merged into the ring, the wielder can fire the bullet as though she were using a +1 *pistol*^{UE} that can't misfire. Once the bullet has been fired from the ring, a new bullet can't be placed inside for 24 hours.

Each *holdout ring* is created with two +1 ammunition special abilities and one +2 ammunition special ability. If the wearer has the grit class feature, she can expend grit (maximum 4 grit points) to imbue bullets merged with the gun with one or more of these abilities. Imbuing a bullet with a +1 special ability costs 1 grit point; imbuing one with a +2 special ability costs 2 grit points. Each ring's special abilities are established upon the item's creation and can't be changed. If a special ability has multiple versions, as

does *bane*, the specific version must be set at that time (e.g., *dragon bane*). A typical *holdout ring* has the *flaming*, *seeking*, and *shocking burst*^{SE} special abilities.

CONSTRUCTION REQUIREMENTS	COST 5,500 GP
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Forge Ring, *magic weapon*, *telekinesis*, creator must meet the requirements for the ammunition special abilities that can be imbued by the ring

IMPERIAL ARMY GREATHLM		PRICE 29,000 GP
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SLOT head	CL 9th	WEIGHT 6 lbs.
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AURA moderate enchantment



Many seasoned military commanders in Moltune wear this style of silver helmet adorned with a single oversized red plume. If the wearer of an *Imperial Army greathelm* has the Leadership feat, he gains a +3 bonus to his Leadership score, and any of his followers or cohorts gain a +1 bonus on attack rolls and on saving throws

against fear effects while they're within line of sight of him.

If the wearer possesses the tactician class feature, the range of that ability increases to 60 feet.

CONSTRUCTION REQUIREMENTS	COST 14,500 GP
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Craft Wondrous Item, Leadership, *eagle's splendor*, *greater command*

INFERNAL CORD		PRICE 5,000 GP
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SLOT belt	CL 8th	WEIGHT 1 lb.
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AURA moderate transmutation



The entirety of this thick hide belt is scarred with impressions of fiendish visages, each shifting between a scowl and a smile. Commonly used by the servants of Asmodeus in

Cheliox, this belt grants its wearer a +2 enhancement bonus to Constitution. Treat this Constitution bonus as a temporary ability bonus for the first 24 hours the belt is worn.

Whenever an enemy scores a critical hit against the wearer, the wearer gains fast healing 1 for 1 minute. This ability doesn't trigger if the critical hit deals only nonlethal damage. Damage caused by silver weapons, good-aligned weapons, or spells or effects with the good descriptor doesn't trigger the fast healing, and suppresses the fast healing for 1 round if it's already active.

The wearer of an *infernal cord* can be detected as though she were an evil creature, and can sense the item's evil while wearing it. This belt imparts 1 negative level to any nonevil creature that wears it until the belt is removed.

CONSTRUCTION REQUIREMENTS	COST 2,500 GP
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Craft Wondrous Item, *bear's endurance*, *infernal healing*^{ISWG}

INFERNAL CORD, GREATER		PRICE 31,000 GP
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SLOT belt	CL 8th	WEIGHT 1 lb.
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AURA moderate transmutation

This item functions as an *infernal cord*, but it grants a +4 enhancement bonus to Constitution, and the fast healing effect increases to fast healing 4. Treat the Constitution bonus as a temporary ability bonus for the first 24 hours the belt is worn.

The wearer can be detected as though she were an evil cleric, not just an evil creature.

CONSTRUCTION REQUIREMENTS	COST 15,500 GP
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Craft Wondrous Item, *bear's endurance*, *greater infernal healing*^{ISWG}

IOUN STONE, THORNY		PRICE 8,000 GP
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SLOT none	CL 12th	WEIGHT —
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AURA strong varies



Used by warriors of ancient Azlant, these strangely shaped *ioun stones* are popular with combat-savvy members of the Pathfinder Society. These variant *ioun stones* resemble a thorny sphere—each possesses a circular shape with dozens of

needle-like points jutting out. Each type of stone is a different color and grants its wearer a +2 competence bonus on checks for a specific combat maneuver. All varieties of *thorny ioun stone* have the same price and cost.

Brown: +2 competence bonus on trip attempts.

Crimson: +2 competence bonus on bull rush attempts.

Orange: +2 competence bonus on sunder attempts.

Silver: +2 competence bonus on overrun attempts.

Teal: +2 competence bonus on disarm attempts.

Violet: +2 competence bonus on grapple attempts.

CONSTRUCTION REQUIREMENTS	COST 4,000 GP
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Craft Wondrous Item, creator must be 12th level

IRON GUARD PAULDONS		PRICE 5,750 GP
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SLOT shoulders	CL 3rd	WEIGHT 6 lbs.
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AURA faint abjuration



These simple, leather-strapped iron pauldrons are engraved with intricate images of icy winds and howling winter wolves, and are worn by senior members of the military order that serves Baba Yaga's interests across Irrisen. *Iron*

guard pauldrons grant their wearer a +4 resistance bonus on saving throws against fire effects. If the wearer succeeds at a saving throw against an enemy's fire effect, the pauldrons shimmer with blue light for 5 rounds.



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The wearer also gains a +2 competence bonus on Intimidate checks. This bonus increases to +5 while the pauldrons cast blue light.

The wearer of the *Iron Guard pauldrons* gains the benefits of *endure elements*, but only for cold temperatures.

CONSTRUCTION REQUIREMENTS	COST 2,875 GP
Craft Wondrous Item, <i>endure elements</i> , <i>resistance</i>	

KALISTOCRAT'S GLOVES		PRICE
		3,600 GP
SLOT hands	CL 5th	WEIGHT 1 lb.
AURA faint abjuration and evocation		



Wealthy Kalistocrats wear these elegant, full-length white gloves. Twice per day as a move action, the wearer of these gloves can repel an unwanted creature for 1 minute or until the wearer touches another creature, whichever comes first. Any creature attempting to attack or touch the wearer during this time must succeed at a DC 11 Will save to do so (as the *sanctuary* spell).

Once per day, the wearer can summon a surge of invisible force to knock back a single target within 40 feet. The wearer attempts a combat maneuver check to bull rush one creature or object with a +5 bonus. This bull rush combat maneuver doesn't provoke an attack of opportunity.

CONSTRUCTION REQUIREMENTS	COST 1,800 GP
Craft Wondrous Item, <i>hydraulic push</i> ^{APG} , <i>sanctuary</i>	

LASTWALL BANNER		PRICE
		VARIES
Hordeline		7,500 GP
Harchist		15,000 GP
Sunwall		125,000 GP
SLOT none	CL 10th	WEIGHT 3 lbs.
AURA moderate varies		

A *Lastwall banner* can be displayed on a lance, polearm, frame, or staff. It has no effect when not mounted properly or when lying on the ground. The banners depict the heraldic symbols of several key sites and fortresses once held by Lastwall, and each provides different benefits, which are described below.

A banner can be carried (on foot or mounted) or planted. In the latter case, the banner does not need a bearer, but if it is toppled or touched by an enemy, it loses its effectiveness until reclaimed and replanted by allies of the owner.

Harchist (abjuration aura): Allies of the owner of the *Lastwall Harchist banner* gain a +6 morale bonus on saving throws against fear effects so long as they can see the banner. If the mass combat rules (*Ultimate Campaign* 234) are being used, so long as this banner is visible to the majority of an army, the DC of the Morale check to determine whether the enemy routs decreases by 5.

Hordeline (abjuration aura): Allies of the owner of this banner gain a +4 morale bonus on saving throws against fear effects so long as they can see the banner.

Thorny Ioun Stone Resonant Powers

When an *ioun stone* is set within the special indentation in a *wayfinder* (*The Inner Sea World Guide* 299), a secondary resonant power sometimes manifests to augment the *ioun stone's* powers, though this suppresses the *wayfinder's* normal magical abilities. This minor function is in addition to the stone's normal abilities, which continue to affect the *wayfinder's* bearer as though the stone were orbiting her head. Two resonating *wayfinders* wielded by the same character suppress one another's abilities, but both return to normal when one *wayfinder* is set aside.

Only 75% of *ioun stones* grant resonant powers when placed in a *wayfinder*.

A *thorny ioun stone's* resonant power grants the bearer the benefit of either the Acrobatic or the Athletic feat. The feat varies by individual *ioun stone*, and each is equally likely (50% chance).

Cracked Thorny Ioun Stones

A cracked *ioun stone* bears an obvious split; its power is usually the same as that of an undamaged stone, but weaker. Only 25% of cracked *ioun stones* grant resonant powers when placed in a *wayfinder*.

A cracked *thorny ioun stone* provides a +1 competence bonus on its corresponding type of combat maneuver check, and has a market price of 3,200 gp.

Flawed Thorny Ioun Stones

A flawed *ioun stone's* power is usually similar to and weaker than that of a normal *ioun stone*, but sometimes it has side effects or slightly different effects than its normal counterpart. Only 25% of flawed *ioun stones* grant resonant powers when placed in a *wayfinder*.

The flawed version of a *thorny ioun stone* of any type functions as the normal version, but the wearer also takes a -2 penalty to CMD against the corresponding type of combat maneuver check. A flawed *thorny ioun stone* has a market price of 6,900 gp.

Sunwall (transmutation aura): Once per day, while this banner is held aloft or planted by someone with the bravery class feature or the Flagbearer feat (*The Inner Sea World Guide* 286), all allies of the *Lastwall Sunwall banner's* owner gain the benefits of a *blessing of fervor* spell (*Advanced Player's Guide* 205) while the banner is visible. If the banner is defaced or toppled by an enemy force, this effect ends, and the enemy force gains the benefits of this banner for 10 rounds.

CONSTRUCTION REQUIREMENTS	COST VARIES
Hordeline	3,750 GP
Harchist	7,500 GP
Sunwall	62,500 GP

Craft Wondrous Item, *blessing of fervor*^{APG} (Sunwall) or *remove fear* (Harchist and Hordeline)

MANTLE OF THE CRUSADER HOST		PRICE 95,000 GP
SLOT chest	CL 20th	WEIGHT —
AURA strong abjuration		

This holy shroud is inscribed with hundreds of sacred passages in homage to the gods of good. It grants damage reduction 5/evil to the character wearing it. Against the attacks of creatures with the demon subtype, the damage reduction becomes 5/—. If the wearer is a paladin, the damage reduction changes to 5/— against the target of her smite class feature.

CONSTRUCTION REQUIREMENTS	COST 47,500 GP
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Craft Wondrous Item, *stoneskin*, creator must be good-aligned

PELT OF THE ULFEN WOLF		PRICE 14,800 GP
SLOT shoulders	CL 3rd	WEIGHT 3 lbs.
AURA faint evocation		



This pelt of a large northern wolf is fashioned into a cloak. It can be activated up to five times per day. When struck in combat, the wearer can spend one use as a swift action to animate a ghostly wolf from the pelt. This ghostly apparition strikes the creature that attacked the wearer with a wolf's bite attack (*Bestiary* 278). The wearer can

spend one additional use each subsequent round to have the wolf continue attacking the target. The apparition can't be redirected, and disappears if the target moves more than 5 feet of the wearer or dies. The pelt can manifest only one wolf apparition at a time. Apart from these restrictions, the wolf can be directed as a *spiritual weapon* spell.

When a human wears a *pelt of the Ulfen wolf*, he gains a +1 morale bonus on saving throws against emotion effects. In addition, any round in which he begins his turn affected by a fear effect, he can attempt a new save at the beginning of the turn to reduce the severity of the fear effect from panicked to frightened, frightened to shaken, or shaken to unaffected.

CONSTRUCTION REQUIREMENTS	COST 7,400 GP
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Craft Wondrous Item, *remove fear*, *spiritual weapon*

RING OF ADEPT MANEUVERS		PRICE 15,000 GP
SLOT ring	CL 5th	WEIGHT —
AURA faint transmutation		



This variant *ring of ki mastery*^{UE} is made of a lock of hair held together by small bands to form a ring. The ring allows a wearer with a ki pool to

store up to 2 ki points in the ring as a swift action. These points remain in the ring until used. The wearer can use the ki points normally, but gains the following benefits when ki points are stored in the ring.

As long as at least 1 ki point is stored in the ring, the wearer gains a +2 bonus on combat maneuver checks to bull rush, disarm, or trip opponents.

If at least 2 ki points are stored in the ring, the wearer takes only a -1 penalty on attack rolls when making a flurry of blows instead of a -2 penalty.

CONSTRUCTION REQUIREMENTS	COST 7,500 GP
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Forge Ring, *ki leech*^{UM}, the creator must have the ki pool class feature

ROD OF REVOLUTION		PRICE 82,000 GP
SLOT none	CL 20th	WEIGHT 8 lbs.
AURA strong enchantment		

This variant *rod of rulership* (*Ultimate Equipment* 183) looks like a castoff piece of wood from a lumber mill. Originating from the earliest insurrections of Galt, these rods have become symbolic among rebel leaders in the struggling nation. A *rod of revolution's* wielder can activate the device as a standard action to incite rebellious urges in creatures within 120 feet. The wielder can incite a number of creatures totaling 300 Hit Dice, but creatures with a Wisdom score of 12 or higher can attempt a DC 16 Will save to negate the effect. Incited creatures gain the benefits of the *rage* spell, but adhere to only the most basic commands issued by the wielder (such as directions about where to move and who to attack). The rod can be used for 500 total minutes before it crumbles to dust. These minutes need not be continuous.

CONSTRUCTION REQUIREMENTS	COST 41,000 GP
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Craft Rod, *mass charm monster*, *rage*

SABLE COMPANY ELITE SADDLE		PRICE 14,000 GP
SLOT none	CL 5th	WEIGHT 5 lbs.
AURA faint transmutation		



Several alterations along the edges of this well-maintained leather saddle allow for the movement of a mount's wings. A *Sable Company elite saddle* grants a mount wearing it a +5 competence bonus on Fly checks, and grants the rider a +5 competence bonus on Ride checks. If the rider is unsaddled during flight, he is immediately subject to a *feather fall* effect.

The mount additionally gains the benefits of any teamwork feats the rider possesses.

CONSTRUCTION REQUIREMENTS	COST 7,000 GP
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Craft Wondrous Item, *fly*, *mount*, creator must have 5 ranks in Ride



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SANDSTORM SANDALS		PRICE 15,000 GP
SLOT feet	CL 3rd	WEIGHT 2 lbs.
AURA faint evocation		

These sandals are made of cloth and animal hide stitched to wood blocks that elevate them an inch off the ground. Monks often wear them as they roam across the deserts of northern Garund, traveling with no food or water to perfect their physical forms. The wearer of *sandstorm sandals* leaves no trace while traveling in desert environments.

If the wearer possesses the flurry of blows class feature, anytime he makes an unarmed flurry of blows while standing on sand or dirt, a minor storm appears around him for 1 round. Any creature that ends its movement within 5 feet of the wearer during this time takes 1 point of nonlethal damage. While the storm is active, the sandals' wearer gains concealment (20% miss chance).

CONSTRUCTION REQUIREMENTS	COST 7,500 GP
Craft Wondrous Item, <i>gust of wind</i>	

SCABBARD OF THE EFREET		PRICE 41,000 GP
SLOT none	CL 12th	WEIGHT 2 lbs.
AURA strong evocation		



These black-and-red leather scabbards are produced in the distant Padishah Empire of Kelesh; in the Inner Sea region, they are predominantly found in Qadira. Each scabbard fits

any bladed weapon, and has the bound essence of an efreeti within. Any weapon drawn from the scabbard gains the *flaming* weapon special ability for 5 rounds. Three times per day on command, the scabbard can impart the *flaming burst* (*Ultimate Equipment* 141) weapon special ability to a weapon drawn from it for 10 rounds.

Once per day, the wielder can summon a pyroclastic storm when drawing a weapon from the scabbard. Treat this as an *ice storm* spell that deals fire damage instead of cold damage. The storm is centered on the location of the wielder, but doesn't harm or otherwise affect her.

CONSTRUCTION REQUIREMENTS	COST 20,500 GP
Craft Wondrous Item, <i>fireball</i> , <i>giant form I</i> , <i>scorching ray</i>	

SEAFARING STANCHIONS		PRICE 2,400 GP
SLOT wrists	CL 5th	WEIGHT 2 lbs.
AURA faint transmutation		

These unmarked bracers of oxidized steel slip easily onto the wrists. As a swift action while submerged underwater, the wearer can tap the bracers together, causing the bracers and any armor he wears to immediately be removed. Removed armor is disassembled, becomes incredibly buoyant, and floats to the surface. After 4 hours, if the items are still in the water, they lose their buoyancy and sink.

CONSTRUCTION REQUIREMENTS	COST 2,400 GP
Craft Wondrous Item, <i>water walk</i>	

SUMMONER SLAYER EYES		PRICE 11,000 GP
SLOT eyes	CL 7th	WEIGHT 1 lb.
AURA moderate abjuration		

Crafted by the Arclords of Nex, these golden-white lenses rest in crystal frames that fit comfortably over the eyes. Any creatures conjured by *summon monster* or a similar spell in the wearer's field of vision appear to the wearer as though they were surrounded by a shimmering, purple glow. The wearer sees non-native creatures that have been called by other forms of magic (such as *planar ally* or *gate*) outlined in a blue glow. This affects only creatures of which the wearer is already aware. It doesn't bypass concealment or stealth, nor does it work if the target is under the effect of an illusion spell that the wearer hasn't seen through.

Once per day when the wearer hits a summoned or called creature with a weapon, the wearer can concentrate on that target, attempting to banish it back to its place of origin. This is treated as a *dismissal* spell targeting the creature, which must succeed at a DC 16 Will save or be sent back to its home plane.

CONSTRUCTION REQUIREMENTS	COST 5,500 GP
Craft Wondrous Item, <i>dismissal</i> , <i>summon monster I</i>	

TABLET OF THE FIRST LAW		PRICE 3,000 GP
SLOT none	CL 6th	WEIGHT 5 lbs.
AURA moderate abjuration		



This book-sized stone tablet is a recreation of the famous Laws of Man from the nation of Rahadoum. The tablet lists the anti-religious teachings of the First Law, along with several related verses that have been transcribed along the edges. When the tablet is read—a process that takes 10 minutes—its

text glows with a golden light, providing the illumination of a candle, and the reader gains a +1 bonus on Will saving throws against all effects that come from a divine source for 24 hours. Only one person can benefit from this bonus at a time.

A reader who possesses the Godless Healing feat (*The Inner Sea World Guide* 287) can use the healing granted by that feat while reading the tablet. In this case, at the completion of the reading, the reader rolls twice and chooses the better roll when determining the amount of healing granted by Godless Healing.

CONSTRUCTION REQUIREMENTS	COST 1,500 GP
Craft Wondrous Item, Godless Healing, <i>dispel magic</i> , creator must be an atheist	

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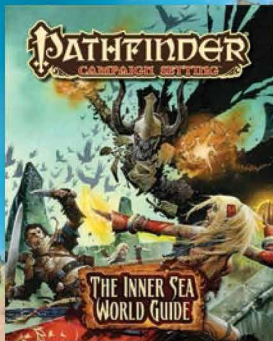
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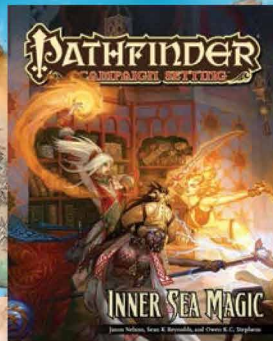
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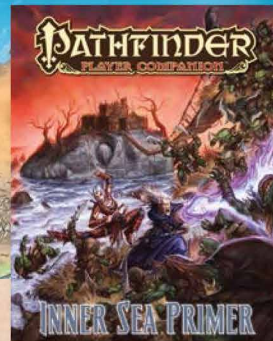
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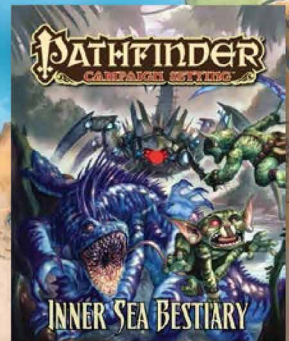
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From the brink of the Worldwound, where demonic hordes lay siege to the mortal realm, to the battlefields of Mendev and Nirmathas, where soldiers distinguish themselves as heroes of ideals, battle is a common part of life in the Inner Sea region. Whether practiced by virtuous crusaders, fierce gladiators, or daring scoundrels, skill with a blade and knowledge of when to use it can mean the difference between life and death. The secrets of battle might not be etched on altars or scribed in spellbooks, but they're just as diverse and powerful as any magic—and just as available for bold heroes to claim!

Inner Sea Combat explores the role of combat in this vast and varied region. Within this book you'll find:

- ▶ A who's who of the Inner Sea region's deadliest martial masters.
- ▶ Details on four types of martial training grounds—dojos, gladiatorial arenas, thieves' guilds, and war colleges—along with rules for joining and honing one's skills within such organizations.
- ▶ Rules for several types of specialized or variant combat, including the secrets of the legendary Aldori swordlords, fighting styles particular to Golarion's many faiths, gladiatorial combat, mastering monstrous mounts, and using technology in combat.
- ▶ Two new cavalier orders—the order of the beast and the order of the guard—along with new context for each knightly order.
- ▶ More than a dozen new archetypes for all manner of brave battlers, including the gun scavenger, the monk of the seven forms, the Shoanti burn rider, and the Tanglebriar demonslayer.
- ▶ Two new prestige classes—the Pure Legion enforcer and the Ulfen Guard.
- ▶ Dozens of new magic items guaranteed to protect combatants through the most brutal battles and transform even novices into masters of war.

Inner Sea Combat is intended for use with the Pathfinder Roleplaying Game and the Pathfinder campaign setting but can easily be used in any fantasy game.



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